

State Use 130
Print Date 11/13/2023 11:09:07 P

CONSTRUCTION DETAIL						CONSTRUCTION DETAIL (CONTINUED)															
Element	Cd	Description				Element	Cd	Description													
Style	99	VACANT				Basement Floor						No Sketch									
Model	00	VACANT				Bsmt Garage															
Grade						#Heat Sys															
Stories						Units															
Foundation						MIXED USE															
Exterior Wall 1						Code	Description			Percentage											
Exterior Wall 2						130	LAND			100											
Roof Structure										0											
Roof Cover										0											
Interior Wall 1						COST / MARKET VALUATION															
Interior Wall 2						Adj Base Rate					1										
Interior Floor 1						RCN															
Interior Floor 2						Net Other Adj															
Heat Fuel						Year Built															
Heat Type						Effective Year Built															
AC Type						Depreciation Code															
Bedrooms						Remodel Rating															
Full Baths						Year Remodeled															
Half Baths						Depreciation %															
Extra Fixtures						Functional Obsol															
Total Rooms						External Obsol															
Bath Style						Cost Trend Factor															
Half Bath Style						Condition															
Kitchens						% Complete															
Kitchen Style						Overall % Condition															
Extra Kitchens						RCNLD															
Extra Kitchen St						Dep % Ovr															
FBM Sqft						Dep Ovr Comment															
FBM Quality						Misc Imp Ovr															
Fireplaces						Misc Imp Ovr Comment															
WS Flues						Cost to Cure Ovr															
Central Vac						Cost to Cure Ovr Comment															
Frame																					
OB - OUTBUILDING & YARD ITEMS(L) / XF - BUILDING EXTRA FEATURES(B)																					
Code	Description	Su	Sub Type	Lan	Units	Unit Price	Yr Blt	%	Dep.	Cond	Gra	Qual	Apprais Va								
BUILDING SUB-AREA SUMMARY SECTION																					
Subarea	Description					Living	Gross	Eff Area	Unit Cost	Undeprec Value											
Ttl Gross Liv / Lease Area						0	0														