

State Use 132
Print Date 11/14/2023 6:53:42 A

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			132	UNDEV	100																
Roof Structure					0																
Roof Cover					0																
Interior Wall 1			COST / MARKET VALUATION																		
Interior Wall 2			Adj Base Rate			AV															
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			1															
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														