

State Use 101
Print Date 11/22/2025 8:48:24 A

CONSTRUCTION DETAIL			CONSTRUCTION DETAIL (CONTINUED)		
Element	Cd	Description	Element	Cd	Description
Style	06	COLONIAL	Central Vac	0	NO
Model	01	RESIDENTIAL	Basement Floor	12	CONCRETE
Grade	B	GOOD	Bsmt Garage		
Stories	2.00	2 STORY	Units	1	
Foundation	1	CONCRETE	MIXED USE		
Exterior Wall 1	2	CLAPBOARD	Code	Description	
Exterior Wall 2			101	ONE FAM	Percentage
Roof Structure	1	GABLE			100
Roof Cover	1	ASPHALT SH			0
Interior Wall 1	1	DRYWALL			0
Interior Wall 2			COST / MARKET VALUATION		
Interior Floor 1	3	HARDWOOD	Adj Base Rate		121.20
Interior Floor 2	4	CARPET	RCN		578,927
Heat Fuel	2	GAS	Net Other Adj		
Heat Type	1	FORCED H/A	Year Built		1992
AC Type	03	FULL	Effective Year Built		2007
Bedrooms	4		Depreciation Code		GD
Full Baths	2		Remodel Rating		
Half Baths	1		Year Remodeled		
Extra Fixtures	2		Depreciation %		18
Total Rooms	8		Functional Obsol		
Bath Style	G	GOOD	External Obsol		
Half Bath Style	G	GOOD	Cost Trend Factor		1
Kitchens	1		Condition		
Kitchen Style	G	GOOD	% Complete		
Extra Kitchens	0		Overall % Condition		82
Extra Kitchen St			RCNLD		474,700
FBM Sqft			Dep % Ovr		
FBM Quality			Dep Ovr Comment		
FIN ATC Sqft			Misc Imp Ovr		
FIN ATC Quality			Misc Imp Ovr Comment		
Fireplaces	1		Cost to Cure Ovr		
WS Flues			Cost to Cure Ovr Comment		

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
11	POOL I-V	OB	Outbuildi	L	512	29.00	1996	70	0.00	GD	G	1.25	13,000
02	SHED/FR			L	160	12.00	2002	70	0.00	GD	G	1.25	1,700

BUILDING SUB-AREA SUMMARY SECTION							
Subarea	Description	Living	Gross	Eff Area	Unit Cost	Undeprec Value	
BMT	BASEMENT	0	1,384		32.33	44,744	
FFL	1ST FLOOR	1,392	1,392		161.53	224,851	
GAR	GARAGE	0	910		64.61	58,797	
OPF	OPEN PORCH	0	48		16.83	808	
SFL	2ND FLOOR	1,200	1,200		161.53	193,837	
UHS	UNFIN HALF STORY	0	910		48.46	44,098	
WDK	WOOD DECK	0	366		32.22	11,792	
Ttl Gross Liv / Lease Area		2,592	6,210			578,927	

