

Property Evaluation		Date		Property Address			
Contact		Phone #		Occupied by	<input type="radio"/> Owner <input type="radio"/> Renter <input type="radio"/> Family/Friend <input type="radio"/> VACANT		
Neighborhood	Pride of ownership						
	Compare to other homes		<input type="radio"/> Best <input type="radio"/> Average <input type="radio"/> Worst Explain:				
	Close to major highway/road?		<input type="radio"/> Yes <input type="radio"/> No Describe:				
	Neighborhood type		<input type="radio"/> Owner Occ <input type="radio"/> Rental <input type="radio"/> Business <input type="radio"/> Industrial <input type="radio"/> War Zone <input type="radio"/> Other:				
	Area type		<input type="radio"/> Trash dump <input type="radio"/> Schools <input type="radio"/> Mobile parks <input type="radio"/> Factories <input type="radio"/> Railroads				
	Vacant lots nearby?		<input type="radio"/> Yes <input type="radio"/> No Describe:				
	Vacant houses nearby?		<input type="radio"/> Yes <input type="radio"/> No Describe:				
	Neighbors		<input type="radio"/> N/A <input type="radio"/> Pleasant <input type="radio"/> Issues Describe:				
	Sidewalks		<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> None				
Exterior	Street	Type	<input type="radio"/> Hwy <input type="radio"/> Mod <input type="radio"/> Hood <input type="radio"/> Private		Condition	<input type="radio"/> Paved <input type="radio"/> Gravel <input type="radio"/> Dirt	
	Drive	Type	<input type="radio"/> Paved <input type="radio"/> Gravel <input type="radio"/> Dirt		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> Bad	
		Easement: <input type="radio"/> Existing <input type="radio"/> Needed N/A					
	Curb Appeal						
	Landscaping						
	Yard	<input type="radio"/> Level <input type="radio"/> Sloped <input type="radio"/> Drainage Issues Explain:					
	Fence	Type	<input type="radio"/> Chain <input type="radio"/> Wood <input type="radio"/> Vinyl		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> Bad	
	Roof	Type	<input type="radio"/> Metal <input type="radio"/> Shingle <input type="radio"/> _____		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs replaced	
	Chimney	Type			Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> Bad	
	Siding	Type	<input type="radio"/> Masonite <input type="radio"/> Vinyl <input type="radio"/> Brick <input type="radio"/> Wood <input type="radio"/> _____		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> Bad	
	Soffit/Fascia/Eaves				Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> Bad	
	Ext Doors	Type	<input type="radio"/> Orig <input type="radio"/> Repl. <input type="radio"/> Storm <input type="radio"/> Screens		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> Bad	
	Windows	Type	<input type="radio"/> Orig <input type="radio"/> Repl. <input type="radio"/> Storm <input type="radio"/> Screens		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> Bad	
	Foundation	Type	<input type="radio"/> Full <input type="radio"/> Underpinning <input type="radio"/> _____		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> Bad	
	Garage	Type	<input type="radio"/> Full <input type="radio"/> Carport <input type="radio"/> Attached <input type="radio"/> Unatt		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> Bad	
	Outbuildings	Type			Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> Bad	
Porch/Entry	Type	<input type="radio"/> Concrete <input type="radio"/> Wood <input type="radio"/> Covered		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> Bad		
Back Entry	Type	<input type="radio"/> Deck <input type="radio"/> Covered <input type="radio"/> _____		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> Bad		
Overall	Livable Now	<input type="radio"/> Yes <input type="radio"/> OK for rental <input type="radio"/> Not livable			Describe		
	Smell	<input type="radio"/> Garbage <input type="radio"/> Smoke <input type="radio"/> Pets <input type="radio"/> _____			Describe		
	Mold	<input type="radio"/> Yes <input type="radio"/> No <input type="radio"/> _____			Location		
	Pets	<input type="radio"/> Outdoor <input type="radio"/> Indoor <input type="radio"/> Dogs <input type="radio"/> Cats <input type="radio"/> Other			Impact		
	Smokers	<input type="radio"/> Yes <input type="radio"/> No <input type="radio"/> _____					
	Fireplaces	Locate			Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work <input type="radio"/> Bad	
	Functional Obscelesence						

Common Space	Living Rm	Ceiling			Walls			
		Flooring	Type:		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		
		Built-ins			Fixtures			
	Dining Rm	Ceiling			Walls			
		Flooring	Type:		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		
		Built-ins			Fixtures			
	Kitchen	Ceiling			Walls			
		Flooring	Type:		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		
		Countertop			Cabinets			
		Appliances						
		Fixtures			Other			
	Bathroom #1	Ceiling			Walls			
		Tub/Show			Surround			
		Vanity			Fixtures			
		Flooring	Type:		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		
	Bathroom #2	Ceiling			Walls			
		Tub/Show			Surround			
		Vanity			Fixtures			
		Flooring	Type:		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		
	Laundry Rm	Ceiling			Walls			
		Appliances			Hookups			
		Flooring	Type:		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		
	<input type="radio"/> Hallway <input type="radio"/> Entryway	Ceiling			Walls			
		Flooring	Type:		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		
	Sleeping Space	Master Bedroom	Ceiling			Walls		
			Fixtures			Closet		
			Flooring	Type:		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work	
		Bedroom 2	Ceiling			Walls		
Fixtures					Closet			
Flooring			Type:		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		
Bedroom 3		Ceiling			Walls			
		Fixtures			Closet			
		Flooring	Type:		Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		
Mechanical	<input type="radio"/> Basement <input type="radio"/> Crawlspace Slab	<input type="radio"/> Full <input type="radio"/> Partial	Flooring <input type="radio"/> Concrete <input type="radio"/> Dirt <input type="radio"/> Moisture _____ Walls <input type="radio"/> Block <input type="radio"/> Brick <input type="radio"/> Finished					
	Water Heater	Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		Location			
	<input type="radio"/> Septic/Well <input type="radio"/> City	Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		Location			
	<input type="radio"/> Fuse <input type="radio"/> Breaker	Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		Location			
	<input type="radio"/> HVAC <input type="radio"/> Window ac	Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		Location			
	Furnace Type:	Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		Location			
	Sump Pump	Condition	<input type="radio"/> Good <input type="radio"/> No Issues <input type="radio"/> Needs work		Location			