

Barn and Farmstead Survey



Successful Farming

Property # _____

Property Address _____

Owner's Name _____

Owner's Address _____

County _____

Township _____

Section _____

Latitude/Longitude _____

Surveyor _____

Date _____

Common Name _____

Easting/Northing _____

BARN

CONDITION

- Good
- Fair
- Poor
- Altered
- Ruins

ROOF SHAPE

- Gable
- Gambrel
- Gothic
- Half monitor
- Mansard
- Monitor
- Ogee
- Round
- Shed

ROOF COVERING

- Asphalt shingle
- Slate
- Steel: corrugated
- Steel: ribbed
- Steel: standing seam
- Wood shake
- Wood shingle
- Other:

SIDING

- Steel: corrugated
- Steel: ribbed
- Wood: battens
- Wood: horizontal
- Wood: v-groove
- Other:

PAINTING/DECORATION

Painted?

- No
- Yes. Color: _____

Names/dates/decoration?

- No
- Yes. Describe: _____

OTHER FEATURES

- Cupola
- Dormer
- Lightning rod
- Ventilator
- Weather vane
- Other:

FOUNDATION

- Bank
- Bridged
- On grade
- Piers
- Raised
- Ramped

FOUNDATION MATERIALS

- Boulders
- Cement block
- Field stone
- Field stone-split
- Field stone-dressed
- Glazed tile
- Poured concrete

FARMHOUSE

CONDITION

- Good
- Fair
- Poor
- Altered
- Ruins

ROOF SHAPE

- Gable
- Gambrel
- Gothic
- Hip
- Mansard
- Shed
- Other:

ROOF COVERING

- Asphalt shingle
- Slate
- Steel: corrugated
- Steel: ribbed
- Steel: standing seam
- Tile
- Wood shake
- Wood shingle
- Other:

SIDING

- Color: _____
- Aluminum
- Brick
- Concrete block
- Stone
- Vinyl
- Wood: horizontal
- Wood: vertical
- Other:

SKETCH OF FARMSTEAD LAYOUT

OTHER FEATURES

- Cupola
- Dormer
- Lightning rod
- Porch
- Weather vane
- Other:

FOUNDATION MATERIALS

- Cement block
- Field stone
- Field stone - split
- Field stone - dressed
- Glazed tile
- Poured concrete
- Other:

PICTURES

ROLL _____

FRAME(S) _____

FARMSTEAD BUILDINGS

If building does not exist, check N/A box

CONDITION	ROOF SHAPE	ROOF MATERIAL	SIDING MATERIAL	FOUNDATION TYPE	FOUNDATION MATERIAL	OTHER FEATURES (color, trim, etc.)
CHICKEN COOP <input type="checkbox"/> good <input type="checkbox"/> fair <input type="checkbox"/> poor <input type="checkbox"/> altered <input type="checkbox"/> ruins <input type="checkbox"/> N/A						
CORNCRIB <input type="checkbox"/> good <input type="checkbox"/> fair <input type="checkbox"/> poor <input type="checkbox"/> altered <input type="checkbox"/> ruins <input type="checkbox"/> N/A						
GRANARY <input type="checkbox"/> good <input type="checkbox"/> fair <input type="checkbox"/> poor <input type="checkbox"/> altered <input type="checkbox"/> ruins <input type="checkbox"/> N/A						
HOG HOUSE <input type="checkbox"/> good <input type="checkbox"/> fair <input type="checkbox"/> poor <input type="checkbox"/> altered <input type="checkbox"/> ruins <input type="checkbox"/> N/A						
MACHINE SHED <input type="checkbox"/> good <input type="checkbox"/> fair <input type="checkbox"/> poor <input type="checkbox"/> altered <input type="checkbox"/> ruins <input type="checkbox"/> N/A						
MILK HOUSE <input type="checkbox"/> good <input type="checkbox"/> fair <input type="checkbox"/> poor <input type="checkbox"/> altered <input type="checkbox"/> ruins <input type="checkbox"/> N/A						
OUTHOUSE <input type="checkbox"/> good <input type="checkbox"/> fair <input type="checkbox"/> poor <input type="checkbox"/> altered <input type="checkbox"/> ruins <input type="checkbox"/> N/A						
SILO <input type="checkbox"/> good <input type="checkbox"/> fair <input type="checkbox"/> poor <input type="checkbox"/> altered <input type="checkbox"/> ruins <input type="checkbox"/> N/A						
WINDMILL <input type="checkbox"/> tower <input type="checkbox"/> wheel <input type="checkbox"/> gearbox <input type="checkbox"/> tall <input type="checkbox"/> N/A						
OTHER: <input type="checkbox"/> good <input type="checkbox"/> fair <input type="checkbox"/> poor <input type="checkbox"/> altered <input type="checkbox"/> ruins <input type="checkbox"/> N/A						
OTHER: <input type="checkbox"/> good <input type="checkbox"/> fair <input type="checkbox"/> poor <input type="checkbox"/> altered <input type="checkbox"/> ruins <input type="checkbox"/> N/A						