

Michigan Barn and Farmstead Survey

PROPERTY # _____

PROPERTY ADDRESS _____

OWNER'S NAME _____

OWNER'S ADDRESS _____

COUNTY _____

TOWNSHIP _____

SECTION _____

SURVEYOR _____

DATE _____

COMMON NAME _____

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
- wood: vertical
- 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: _____

FARMSTEAD BUILDINGS

If building does not exist, check the N/A box.

CONDITION	ROOF SHAPE	ROOF MATERIAL	SIDING MATERIAL	FOUNDATION TYPE	FOUNDATION MAT'L	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"/> tail <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						