

STATE OF WASHINGTON

**LICENSING****MANUFACTURED HOME APPLICATION****TITLE OPTIONS**

- Original  
 Transfer  
 Duplicate  
 Reissue

- TITLE ELIMINATION (Complete all but section 3, below)  
 TRANSFER IN LOCATION (Complete ALL sections below)  
 REMOVAL FROM REAL PROPERTY (Complete all but section 4, below)

120236

CCT 55100/2521

BOOK 145 PAGE 102

TITLE RECORDER'S RECORD  
GRANADA CO. WASH

BY CLARK COUNTY TITLE

AUG 10 1984 PM '84

S. Olson

RECORDED AT  
RECORDATOR

KATHY H. OLSON

COLOR: 10  
EXT. COLOR  
HEAD COLORTOP COLOR  
FRONT COLOR

LAMP

TAX PAYMENT NUMBER

2-5-11-2-4-015

LAND

TAX PAYMENT NUMBER

3-11-9

TITLE COMPANY CERTIFICATION

I certify that the legal description of the land and ownership are true and correct.

NAME \_\_\_\_\_ SIGNATURE \_\_\_\_\_ DATE \_\_\_\_\_

TITLE COMPANY EMPLOYEE NUMBER \_\_\_\_\_ X \_\_\_\_\_

NOTE: Application must be finished with a Licensing Agent within 10 calendar days of the date signed by the Title Company Representative.

BUILDING PERMIT OFFICE CERTIFICATION

I certify that the manufactured home has been affixed to the real property as described, or the

following building permit has been issued for this purpose and will be inspected upon completion.

NAME \_\_\_\_\_ SIGNATURE \_\_\_\_\_ DATE \_\_\_\_\_

ADDRESS OF FIRST REGISTERED OWNER \_\_\_\_\_ BLDG PERMIT # \_\_\_\_\_

NAME OF SECOND REGISTERED OWNER \_\_\_\_\_ DATE \_\_\_\_\_

ADDRESS OF FIRST REGISTERED OWNER \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP CODE \_\_\_\_\_

NAME OF FIRST LEGAL OWNER \_\_\_\_\_

NAME OF MORTGAGE LENDER \_\_\_\_\_

MAILING ADDRESS OF FIRST LEGAL OWNER \_\_\_\_\_

3835 NE Hancock, Ste. 101

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP CODE \_\_\_\_\_

NAME OF LEGAL OWNER INDICATED CONSENT FOR \_\_\_\_\_

DATE \_\_\_\_\_

SIGNATURE OF TITLE OWNER \_\_\_\_\_

X \_\_\_\_\_

STATEMENT OF TITLE OWNER \_\_\_\_\_

EXHIBIT "A"

Lot 15, HIDEAWAY-II, according to the plat thereof, recorded in Book "B"  
of Plats, page 4, records of Skamania County, Washington.

Unofficial  
Copy