

WARRANTY DEED

(STATUTORY FORM) WITHIN THE STATE OF

NORVEL L. BLAISDELL and VERA BLAISDELL, husband and wife, The grantors

of the city of Crescent City , county of for and in consideration of Ten Dollars and other Valuable Considerations, California (\$ 10.00 in hand paid, convey and warrant to CARSON LUMBER COMPANY, a Washington corporation,

the following described real estate, situate in the county of

Skamania

state of Washington:

That portion of the Northwest Quarter of the Northeast Quarter (NW NE NE) of Section 26, Township 4 North, Range 7 E.W.M., described as follows:

Beginning at a point on the west line of the NW4 of the NE4 of the said Section 26 south 550 feet from the intersection of said west line with the center of the county road known as the Hemlock Road; thence east to the center of Wind River; thence following the center of Wind River in a southerly direction to intersection with the south line of the NW_{4+}^{1} of the NE_{4+}^{1} of the said Section 26; thence west along said south line to the southwest corner of the NW1 of the NEt of the said Section 26; thence north to the point of beginning.





1715 NO COUNTY on excise tax J 1 1 1955 \$ 700 CL Lasurer BY makel & gater

Dated this 12 the day of December, 1955.

G Cardiello,

CALIFORNIA		
STATE OF WASHIOMXXION	1	
County of DEL NORTE		SS.
		,

			California										
Ι,	the undersign	ned, a notar	y public in	and for	r the	state	of	Weshington,	hereby	certify	that	on	this
	the undersigned day	of	Decemb	er. 19	55.				ersonall	y appea	red b	efore	me
				,	,			•		• • •			•

Norvel L. Blaisdell and Vera Blaisdell

husband and wife,

to me known to be the individuals, described in and who executed the foregoing instrument, and acknowledged signed and sealed the same as their free and voluntary act and deed, for the uses and that they purposes therein mentioned.

Given under my hand and official seal the day and year last above written.

Notary Public in and for the State of Washington residing at Crescent Cit

My commission expires