AFTER RECORDING MAIL TO:

Doc # 2007165227
Page 1 of 1
Date: 03/06/2007 02:32P
Filed by: SKAMANIA COUNTY TITLE
Filed & Recorded in Official Records
of SKAMANIA COUNTY
SKAMANIA COUNTY
SKAMANIA COUNTY AUDITOR
J MICHAEL GARVISON
Fee: \$32.00

Name John P. Prescott	
Address 9525 SE Hunters Bluff Ave.	SKAMARIA COUN
	TREASURE
City, State, Zip Portland, OR 97086	
	MAR 0 6 2007
Filed for Record at Request of:	Cheria ≿.⊍J.
	Treasurer
29305	
STATUTORY WARRANTY DEED	
THE GRANTOR(S) CAM DEVELOPMENT, INC., A	AN OREGON CORPORATION
for and in consideration of TEN DOLLARS AND OTHER VALUABLE CONSIDERATIONS	
in hand paid, conveys, and warrants to JOHN P. PRESCOTT, UNMARRIED	
the following described real estate, situated in the County of SKAMANIA, state of Washington:	
A tract of land in the Southeast Quarter of the Southeast Quarter of Section 35, Township 3 North, Range 7 East of the Willamette Meridian, in the County of Skamania, State of Washington, described as follows:	
Lot 2 of the Kaspar Short Plat, recorded in Auditor File No. 2006162645, Skamania County Records.	
"THIS CONEYANCE IS SUBJECT TO COVENANTS, CONDITIONS, RESTRICTIONS AND EASEMENTS, IF ANY, AFFECTING TITLE, WHICH MAY APPEAR IN THE PUBLIC RECORD, INCLUDING THOSE SHOWN ON ANY RECORDED PLAT OR SURVEY" Assessor's Property Fax Parcel/Account Number: 03-07-35-4-4-0813-00	
Dated:	
Date 3.600 Percell 03 0 235 4 4 08/3 0 0 CAM DE CAMPENT, INC.	
STATE OF Washington	
COUNTY OF Skamania)-ss	
I certify that I know or have satisfactory evidence that	
(is/are) the person(s) who appeared before me, and said person(s) acknowledged that (he/she/they) signed this instrument, on oath stated	
that (he/she/they) (is/are) authorized to execute the instrument and acknowledged it as the	
Cham Development, to be the free and voluntary act of such party(ies) for the uses and purposes mentioned in this	
instrument. InC.	
Dated: Warch S, 2007	

Notary bublic in and for the state of

REAL ESTATE EXCISE TAX

MAR 0 6 2007

PAID 4039-08+ 78898 + 5^w

Cy deputy

SKAMANIA COUNTY TREASURER