



PLEASE TYPE OR PRINT

REAL ESTATE EXCISE TAX AFFIDAVIT
CHAPTER 82.45 RCW - CHAPTER 458-61A WAC

This form is your receipt when stamped by cashier.

THIS AFFIDAVIT WILL NOT BE ACCEPTED UNLESS ALL AREAS ON ALL PAGES ARE FULLY COMPLETED

(See back of last page for instructions)

Check box if partial sale of property

If multiple owners, list percentage of ownership next to name.

Form sections 1-3: Seller/Grantor and Buyer/Grantee information, correspondence details, and parcel account numbers.

Section 4: Street address of property, location details (Asotin County), and legal description (Lot 2 of Coons Addition).

Section 5: Land Use Code (91 Undeveloped land) and exemption questions regarding property tax.

Section 6: Exemption questions regarding forest land, current use, and special valuation.

Section 7 (1): NOTICE OF CONTINUANCE (FOREST LAND OR CURRENT USE) with instructions for the new owner.

Section 7 (2): NOTICE OF COMPLIANCE (HISTORIC PROPERTY) with instructions for the new owner.

Section 7 (3): OWNER(S) SIGNATURE and PRINT NAME lines.

Section 7: List all personal property (tangible and intangible) included in selling price.

Section 7: If claiming an exemption, list WAC number and reason for exemption.

Table with 2 columns: Description and Amount. Includes rows for Gross Selling Price, Excise Tax (State/Local), Delinquent Interest, Delinquent Penalty, State Technology Fee, and Affidavit Processing Fee. Total Due is \$563.45.

Section 8: I CERTIFY UNDER PENALTY OF PERJURY THAT THE FOREGOING IS TRUE AND CORRECT. Includes signature lines for Grantor and Grantee.

Perjury: Perjury is a class C felony which is punishable by imprisonment in the state correctional institution for a maximum term of not more than five years, or by a fine in an amount fixed by the court of not more than five thousand dollars (\$5,000.00), or by both imprisonment and fine (RCW 9A.20.020 (1C)).

Handwritten notes: A72C # 8890, jh

Stamp: AUG 15 2014 ASOTIN COUNTY TREASURER

COUNTY TREASURER

Handwritten number: 07742