

Land Detail



<i>SubType</i>	<i>Price</i>	<i>MLS number</i>
Recreation	49,000	5871

<i>Legal</i>	Abstract 47, County Block 1043, Tract 1, T.J. Rusk Survey		
<i>Status</i>	Active	<i>Recent Change</i>	New Listing
		<i>I.S.D.</i>	Troup
<i>LotSqFt</i>	1,067,220	<i>Acreage</i>	24.5
<i>LandDim</i>	565' x 1897'	<i>County</i>	Cherokee
<i>Tax/SCE</i>	\$1,163.32 ('13), AD	<i>Exemptions</i>	None
<i>City</i>	Troup		
<i>Zip</i>	75789	<i>State</i>	TX
		<i>Zone</i>	None
<i>X Street</i>	C.R. 4223		
<i>StndtFtr</i>	Creeks, mixed timber, gentle roll		

	C.	4224	
<i>RoadTyp</i>	CR	<i>Subdiv</i>	No
<i>Avl/Pos</i>	@ Closing		

NarrtveDscrptn

LAKE COLUMBIA? If it goes in it will be right across the street. Located in the Blackjack area, this tract is virtually all wooded w/ a mixture of pine and hardwood. A creek runs all the way from the front to the back of the property. There are tracts w/ pine plantation across from and to the south of the property. Neighbors to the north are cleaning up their place. Not too far from Troup or Jacksonville and the Gould and Blackjack highways.

Directions: In Jacksonville, U.S. 69 to S.H. 135 to F.M. 2064 to C.R. 4223 for two miles to left onto C.R. 4224 for .6 miles to land on right. Look for sign.

Topography	Gently Rolling	Sur/Plat OF	County Block Map	PricePerAcre	2,000
Water	Creek(s)	AerialPhot	Yes	Deed Rest	No
Views	Distant, Neighborhood	EPA Issues	None Known	HOA	No
%Open	0	Barn #1	----	Dues	No
%Wooded	100	Barn #2	----	DuesPeriod	N/A
%Pasture	0	Shop #1	----	WaterSup	Blackjack
Fencing	Barbed	Shop #2	----	Avg Water	0
Minerals	None	Storage #1	----	Sewer	None
Surface	All Owned	Storage #2	----	Elec Co	Co-op
RoadSurface	Asphalt	Oth Imp #1	----	Avg Elec	0
Crops	N/A	Oth Imp #2	----	Gas Co	None
CropsConvey?	N/A	Oth Imp #3	----	Avg Gas	0
WoodTypes	Mixed	Oth Imp #4	----	Phone Co	Verizon
GrassTypes	N/A	Oth Imp #5	----	Cable Co	None
DirtFill	N/A	MH Permitted	Yes	San Serv	Private Rural
Rollback?	No	Cattle Ready	No	WaterfrntFt	0.0
SoilReports	No	Horse Ready	No	Easements	Utility
				Dairy Ready	No