

## Utah Division of Real Estate Licensing Program

| CATEGORY  | APPRAISER<br>TRAINEE         | LICENSED<br>RESIDENTIAL   | CERTIFIED<br>RESIDENTIAL  | CERTIFIED<br>GENERAL  |
|---|------------------------------|---|---|---|
| Appraisal Education   | 75 Hours                     | 150 Hours   | 200 Hours   | 300 Hours   |
| Utah Appraiser<br>Supervisor & Trainee Course   | YES                          | YES   | YES   | YES   |
| College Education   | None                         | None  | Six options<br>R162-2g-304b(1)(b)   | Bachelor Degree<br>(in any field)   |
| Appraisal Experience  | None                         | 1,000 total hours<br>(within 5 yrs.)  | 1,500 total hours<br>(500 after licensed)   | 3,000 total hours<br>(at least 1,500 hrs. = non res)<br>(1,000 hrs. after licensed)             |
| Experience Time (Min.)  | None                         | 6 months<br>(after trainee)   | 6 months<br>(after state-license)   | 12 months<br>(after state-license)  |
| <b>*Mass Appraisers*</b><br>Experience Time (Min.)  | None                         | 12 months<br>(after trainee)  | 12 months<br>(after state-license)  | 18 months<br>(after state-license)  |
| Exam  | None                         | Yes   | Yes   | Yes   |
| Criminal Background Check   | Yes                          | Yes   | Yes   | Yes   |
| Appraisal Application Form  | Yes                          | Yes   | Yes   | Yes   |
| Sample Appraisals<br>See rule for required prop types<br>Sample appraisal experience hours  | None                         | ** <u>equaling at least 65 hours</u><br><u>probably 9 or 10</u><br><u>R162-2g-304d(5)(d)(i)</u> | ** <u>equaling at least 110 hours</u><br><u>probably 11-15</u><br><u>R162-2g-304d(5)(d)(ii)</u> | ** <u>equaling at least 300 hours</u><br><u>probably 8-12</u><br><u>R162-2g-304d(5)(d)(iii)</u> |
|   |                              | ** <u>equaling at least 65 hours</u>  | ** <u>equaling at least 110 hours</u>   | ** <u>equaling at least 300 hours</u>   |
| <p><b>** The Division of Real Estate expects each candidate to properly account for the hours required per appraisal report: for example, a "typical" residential report requires 7 to 7.5 hours per report; therefore, a license candidate should submit 9-10 sample reports.</b></p>              |                              |   |   |   |
| Continuing Education  | 28 hours<br>per renewal      | 28 hours<br>per renewal   | 28 hours<br>per renewal   | 28 hours<br>per renewal   |
| USPAP   | 7 Hour Course<br>per renewal | 7 Hour Course<br>per renewal  | 7 Hour Course<br>per renewal  | 7 Hour Course<br>per renewal  |
| <p><b>Note: This information is provided for general guidance. It does not contain all of the specific breakdowns or required experience mix and sample reports. Please refer to the Utah Division of Real Estate Administrative Rules: R162-2g-304a,b,c,d,e,f,g; R162-2g-311; R162-2g-502a</b></p> |                              |   |   |   |

## Property Tax Designation Program

| CATEGORY  | AD VALOREM<br>PERSONAL PROPERTY | AD VALOREM<br>CENTRALLY ASSESSED | AD VALOREM<br>RESIDENTIAL | AD VALOREM<br>GENERAL         |
|---|---------------------------------|----------------------------------|---------------------------|-------------------------------|
| DRE LICENSING   | NONE                            | LICENSED                         | LICENSED                  | CERTIFIED<br>(Res or General) |
| ADDITIONAL<br>EDUCATION<br>COURSE NUMBERS   | 101 & 103<br>501 & 503          | 501 & 504                        | 501 & 502                 | 501, 502 & 505                |
| PRACTICUM   | Yes                             | Yes                              | Yes                       | Yes                           |
| <p><b>Note: Every level (except Personal Property) of DESIGNATION requires becoming a licensed appraiser with the Utah Division of Real Estate, additional courses and a practicum, prior to being able to complete a designation with the Utah State Tax Commission.</b></p> |                                 |                                  |                           |                               |