

STATE OF ALABAMA)
SHELBY COUNTY)

PARTIAL RELEASE

KNOW ALL MEN BY THESE PRESENTS, that for and in consideration of the payment of Two Thousand Five Hundred and no/100 Dollars (\$2,500.00) and other valuable consideration to the undersigned, D. W. Humphries Construction and Development Company, Inc., does hereby release and discharge from the lien and operation of that certain mortgage executed to it by Robin Homes, Inc. under date of September 3, 1980 and recorded in the Probate Office of Shelby County, Alabama, in Mortgage Book 405 , Page 421 , and that certain Agreement dated August 20, 1980 and recorded in Misc. Book 37 , Page 336, in said Probate Office, the following described lot or parcel of land, to-wit:

Lot 13, Block 2, according to the survey of Wildewood Village - First Addition as recorded in Map Book 8, Page 38 in the Probate Office of Shelby County, Alabama.

It is understood, however, that the execution of this Release shall in no wise operate to release or impair the lien or security of said mortgage upon the property remaining subject thereto.

IN WITNESS, the said D. W. Humphries has hereto set his signature, who is duly authorized and has caused this instrument to be executed this 1st day of March, 1982.

STATE OF ALA. SHELBY CO.
I CERTIFY THIS
INSTRUMENT WAS FILED

D. W. HUMPHRIES CONSTRUCTION AND
DEVELOPMENT COMPANY, INC.

1982 MAR 18 AM 9:25

By: D. W. Humphries
D. W. HUMPHRIES, President

JUDGE OF PROBATE

STATE OF ALABAMA)

SHELBY COUNTY)

I, the undersigned, a Notary Public in and for said County, in said State, hereby certify that D. W. Humphries, whose name as President of D. W. Humphries Construction and Development Company, Inc., is signed to the foregoing instrument, and who is known to me, acknowledged before me on this day that being informed of the contents of the instrument, he, with full authority, executed the same voluntarily for and as the act of said Corporation.

Given under my hand and official seal this the 1st day of March, 1982.

Dorcas C. Beeks
Notary Public

Daniel Spiller