

NIGHTS	count of nights per month for each type of stay													Mileage				
	home base	moochdock friends	hotel/fam/nonRV	O/N(CB, WM, etc)	state/nat'l park	Fairgrounds	HvstHst/BDW	Thousand Trails	Encore	Private Campground	Military/ACE/WtrMgt	Install jobs	TOTAL	Date	location	start	stop	total
JANUARY													0					0
FEBRUARY													0					0
MARCH													0					0
APRIL													0					0
MAY													0					0
JUNE													0					0
JULY													0					0
AUGUST													0					0
SEPTEMBER													0					0
OCTOBER													0					0
NOVEMBER													0					0
DECEMBER						8							8					0
TOTAL	0	0	0	0	8	0	0	0	0	0	0	0	8					0
COSTS													cost of stays					
home base	family/nonRV	hotel/nonRV	O/N(CB, WM, etc)	state/nat'l park	Fairgrounds	HvstHst/BDW	Thousand Trails	Encore	Private Campground	Military/ACE/WtrMgt	Install jobs	TOTAL	Date	location	start	stop	total	
JANUARY												\$0						0
FEBRUARY												\$0						0
MARCH												\$0						0
APRIL												\$0						0
MAY												\$0						0
JUNE												\$0						0
JULY												\$0						0
AUGUST												\$0						0
SEPTEMBER												\$0						0
OCTOBER												\$0						0
NOVEMBER												\$0						0
DECEMBER												\$0						0
TOTAL	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0						0
Avg. per night	#DIV/0!	#DIV/0!	#DIV/0!	#DIV/0!	\$0	#DIV/0!	#DIV/0!	#DIV/0!	#DIV/0!	#DIV/0!	#DIV/0!	#DIV/0!						0
different CG/ON type count or list																		
home base	moochdock friends	hotel/fam/nonRV	O/N(CB, WM, etc)	state/nat'l park	Fairgrounds	HvstHst/BDW	Thousand Trails	Encore	Private Campground	Military/ACE/WtrMgt	Install jobs	TOTAL	Date	location	start	stop	total	
JANUARY												0						0
FEBRUARY												0						0
MARCH												0						0
APRIL												0						0
MAY												0						0
JUNE												0						0
JULY												0						0
AUGUST												0						0
SEPTEMBER												0						0
OCTOBER												0						0
NOVEMBER												0						0
DECEMBER												0						0
TOTAL	0	0	0	0	0	0	0	0	0	0	0	0						0