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eMe e-Moving-estimate

## Inventory list of household goods. Please enter all the items you like to move.

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With the Tab-key or the mouse to the next field.  
To send hit the @-SEND button at the bottom.

Armchair:	35 cuft	--	<input type="checkbox"/> 1.room- units	<input type="checkbox"/> 2.room- units	<input type="checkbox"/> 3.room-units =
Babycarrage:	10 cuft	--	<input type="checkbox"/> 1.room- units	<input type="checkbox"/> 2.room- units	<input type="checkbox"/> 3.room-units =
Baby crib:	10 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="checkbox"/> 1.room- units	<input type="checkbox"/> 2.room- units	<input type="checkbox"/> 3.room-units =
Bed, Single:	30 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="checkbox"/> 1.room- units	<input type="checkbox"/> 2.room- units	<input type="checkbox"/> 3.room-units =
Bed, Double:	40 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="checkbox"/> 1.room- units	<input type="checkbox"/> 2.room- units	<input type="checkbox"/> 3.room-units =
Bed Queen:	60 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="checkbox"/> 1.room- units	<input type="checkbox"/> 2.room- units	<input type="checkbox"/> 3.room-units =
Bed, King:	70 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="checkbox"/> 1.room- units	<input type="checkbox"/> 2.room- units	<input type="checkbox"/> 3.room-units =
Bicycle:	20 cuft	--	<input type="checkbox"/> 1.room- units	<input type="checkbox"/> 2.room- units	<input type="checkbox"/> 3.room-units =
Bookcase:	20 cuft	--	<input type="checkbox"/> 1.room- units	<input type="checkbox"/> 2.room- units	<input type="checkbox"/> 3.room-units =
Buffet:	30 cuft	--	<input type="checkbox"/> 1.room- units	<input type="checkbox"/> 2.room- units	<input type="checkbox"/> 3.room-units =

Cabinet:	10 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Carrage:	20 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Chair:	8 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Chest:	15 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Clock Grandf:	20 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Couch per seat:	12 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Crib:	10 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Davenport per cushion:	35 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Desk:	45 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Dishwasher:	30 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Dresser:	36 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Dryer:	30 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Fan:	5 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
File cabinet:	9 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Footlocker:	5 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Freezer:	45 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Fridge:	50 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Garbagebin:	15 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =

Golfbag:	2 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Granfatherclock:	20 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Grill barbeque:	10 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Headboard:	3 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Hidebed:	50 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Ironingboard:	1 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Lamps:	4 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Ladder:	5 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Lawnchair:	30 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Lawnmower:	25 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Mirror:	2 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Organ:	25 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Grand-Piano:	70 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Piano:	50 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Pictures:	1 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Play pen:	10 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Range:	30 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Rug:	6	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =

	cuft		units	units	
Sewing machine:	10 cuft	--	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Sideboard:	20 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Swing:	30 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Stove:	30 cuft	--	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Suitcase:	3 cuft	--	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Shelf:	10 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Sled:	6 cuft	--	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Ski:	5 cuft	--	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Table:	25 cuft	<input type="radio"/> assembly <input type="radio"/> no	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Tire:	2 cuft	--	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Toybike:	10 cuft	--	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Television:	12 cuft	--	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Toolbox:	5 cuft	--	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Toytrunk:	8 cuft	--	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Umbrella:	5 cuft	--	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Vacuumcleaner:	6 cuft	--	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =
Wardrobe large:	40 cuft	--	<input type="text"/> 1.room-units	<input type="text"/> 2.room-units	<input type="text"/> 3.room-units =

Wascher:	30 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Other items 1 cuft:	1 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Other items 5 cuft:	5 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Other items 10 cuft:	10 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Cartons 3 cuft:	3 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Cartons 4 cuft:	4 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Cartons 6 cuft:	6 cuft	--	<input type="text"/> 1.room- units	<input type="text"/> 2.room- units	<input type="text"/> 3.room-units =
Your E-Mail address -@!required!@- :	--	--	--	--	<input type="text"/> <b>required-</b>

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**Remarks and Instructions:**

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