MAP LOT ACCOUNT NO. 2254 ADDRESS TOWN OF WATERBORO, MAINE CARD NO. OF

033-07A

CONWAY JOHN H. JR.
0 OSSIPEE LAKE
B 12219 P 46

I cannot locate 7A on the map. M.

PROPERTY DATA

NEIGHBORHOOD CODE	
STREET CODE	
LAND USE	
11. Residential 21. Village 22. Village/Res. 23. Agricultural/Res. 24. Forest/Agri. 25. Conservation 26. General Purpose 27. Wetland 28. Resource Protection	✓
SECONDARY ZONE	
TOPOGRAPHY 1. Level 5. Low 2. Rolling 6. Swampy 3. Above St. 7. Steep 4. Below St. 8.	1
UTILITIES 1. All Public 5. Dug Well 2. Public Water 6. Septic 3. Public Sewer 7. Cess Pool 4. Drilled Well 9. No Utilities	9
STREET 1. Paved 4. Proposed 2. Semi-Improved 3. Gravel 9. No Street	3
SALE DATA	
DATE(MM/YY)	/
PRICE	, ,
SALE TYPE 1. Land 4. Mobile Home 2. Land & Bldg. 3. Building Only 5. Other	
FINANCING 1. Conv. 5. Private 2. FHA/VA 6. Cash 3. Assumed 7. FMHA 4. Seller 9. Unknown	
VERIFIED 1. Buyer 6. MLS 2. Seller 7. Family 3. Lender 8. Other 4. Agent 9. Confid. 5. Record	
VALIDITY 1. Valid 5. Partial 2. Related 6. Exempt 3. Distress 7. Changed 4. Split 8. Other	

BOOK	PAGE	DATE	CONSIDERATION

ASSESSMENT RECORD

YEAR	LAND	BUILDINGS	EXEMPT	TOTAL

LAND DATA

	TYPE	EFFECTIVE Frontage	EFFECTIVE Depth	INFLUENCE Factor	INFLUENCE Code
FRONT FOOT 11. Regular Lot 12. Delta Triangle 13. Nabla Triangle 14. Rear Land 15.				%	
SQUARE FOOT 16. Regular Lot 17. Secondary 18. Excess Land 19. Condo. 20.		SQUARE FEET		%	
FRACT. ACRE 21. Homesite 22. Baselot 23.		ACREAGE/SITES		%	
ACRES 24. Homesite 25. Baselot 26. Secondary 27. Frontage 28. Rear 1 29. Rear 2 30. Rear 3 31. Tillable 32. Pasture 33. Orchard	Total			%	

INFLUENCE CODES
1=Vacancy
2=Excess Frontage
3=Topography
4=Size/Shape
5=Access
6=Restrictions
7=Corner
8=Environment
9=Fractional Share

ACRES (cont.)
34. Softwood (F&O)
35. Mixed Wood (F&O)
36. Hardwood (F&O)
37. Softwood (T.G.)
38. Mixed Wood (T.G.)
39. Hardwood (T.G.)
40. Waste
41. Gravel Pit

SITE
42. Moho Site
43. Condo Site
44. Lot Improvements

No./Date	Description	Date Insp.

NOTES: 4/8/06 vacant

TOWN OF WATERBORO, MAINE

BUILDING RECORD

MAP	LOT	ACCOUNT NO.	ADDRESS	CARD NO.	OF

BUILDING STYLE			
1. Conv.	6. Split Lev.		
2. Ranch	7. Contemp.		
3. R. Ranch	8. Log		
4. Cape	9. Other		
5. Garrison			
DWELLING UNITS			
OTHER UNITS			
STORIES			
1. One	4. 1 1/2		
2. Two	5. 1 3/4		
3. Three	6. 2 1/2		
EXTERIOR WALLS			
1. Clapboard	6. BR./Stone		
2. WD.SH.	7. Novelty		
3. Comp.	8. AL/Vinyl		
4. ASB/ASP	9. Other		
5. T1-11			
ROOF SURFACE			
1. Asphalt	4. Comp.		
2. Slate	5. Wood		
3. Metal	6. Other		
S/F MASONERY TRIM			
YEAR BUILT			
YEAR REMODELED			
FOUNDATION			
1. Conc.	4. Wood		
2. C Blk	5. Slab		
3. Br./Stone	6. Piers		
BASEMENT	,		
1. 1/4 3. 3/4	5 Crawl		
2. 1/2 4. Full	6. None		
BSMT GAR # CARS			
WET BASEMENT			
1. Dry	3. Wet		
2. Damp	9. None		

S/F BSMT LIVING			
FIN BSMT GRADE			
HEAT TYPE			
1. HW BB	6. Grav. WA		
2. HW CI	7. Electric		
3. HW Radiant	8. Units		
4. Steam	9. No Heat		
5. FWA			%
COOL TYPE			
1. Central	9. None		
			%
KITCHEN STYLE			
1. Good	3. Old Style		
2. Typical	4. Obsolete		
BATH(S) STYLE			
1. Good	3. Old Style		
2. Typical	4. Obsolete		
# ROOMS			
# BEDROOMS			
#FULL BATHS			
# HALF BATHS			
# ADDN FIXTURES			
# FIREPLACES			
# HEARTHS			
LAYOUT			
1. Typical	2. In adeq.		
ATTIC			
1. 1/4 Fin	4. Full Fin.		
2. 1/2 Fin.	5. Fl/Stairs		
3. 3/4 Fin.	9. None		
INT COMP TO EXIT + = -			
INSPECTED BY			
DATE INSPECTED			

INSULATION		
1. Full	4. Minimal	
2. Heavy	9. None	
3. Capped		
UNFINISHED %		%
GRADE & FACTOR		
1. E	4. B	
2. D	5. A	
3. C	6. AA	
SQ. FOOTAGE		
CONDITION		
1. Poor	5. Avg +	
2. Fair	6. Good	
3. Avg -	7. V Good	
4 Avg.	8. Exc.	%
PHYS. % GOOD		%
FUNCT. % GOOD		%
FUNCT. CODE		
1. Incomp.	5. CDU	
2. Overbuilt	6. Style	
3. Delap.	7. Layout	
4. Small Size	8. Other	
	9. None	
ECON. % GOOD		%
ECON. CODE		
1. Location	3. Services	
2. Encroach	9. None	
ENTRANCE CODE		
1. Inspct.	3. Vacant	
2. Refused	5. Estim.	
3. Info Only		
INFO. CODE		
1. Owner	4. Agent	
2. Relative	5. Estimate	
3. Tenant	6. Other	
2. Refused	5. Estim.	

ADDITIONS, OUTBUILDINGS & IMPROVEMENTS

	TYPE	YEAR	UNITS	GRADE	COND	PERCENT GOOD Phys.	PERCENT GOOD Funct.
						%	%
						%	%
						%	%
						%	%
						%	%
						%	%
						%	%
						%	%
						%	%
						%	%
						%	%

NOTES:

CODES
1. 1S Fr.
2. 2S Fr.
3. 3S Fr.
4. 1 1/2S Fr.
5. 1 3/4S Fr.
6. 2 1/2S Fr.
Add 10 for Bsmt
21. OFP
22. EFP
23. Garage
24. Shed
25. Bay Window
26. Overhang
27. Unf. Bsmt
28. Unf. Attic
29. Fin. Attalc
Add 20 for 2 Story
61. Carport
62. Patio
63. Swimming Pool
64. Tennis Court
65. Stable w/loft
66. Greenhouse
67. Natatorium
68. Wood Deck
69. Jacuzzi

PHOTO