

GERRY CALEB
71 GERRY LANE
WATERBORO ME 04087

B17965P30

Inspection Witnessed By:

No./Date	Description	Date Insp.
X		

Notes:
19.1015 - split from 001-023 -sb
19.1023 - added 911 address 71 Gerry Lane -sb
21.0707 - added house -sb

Waterboro

Property Data			Assessment Record																																																																																																																																																																																																												
Neighborhood 62 SAND CROSSING RD			Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																								
Tree Growth Year 0			2021	62,000	0	0	62,000																																																																																																																																																																																																								
1ST MORTGAGE			2022	67,700	290,300	0	358,000																																																																																																																																																																																																								
2ND MORTGAGE			2023	74,400	350,300	0	424,700																																																																																																																																																																																																								
Zone/Land Use 11 Residential			2024	83,500	393,400	0	476,900																																																																																																																																																																																																								
Secondary Zone			2025	91,900	556,300	25,000	623,200																																																																																																																																																																																																								
Topography 1 Level																																																																																																																																																																																																															
1.Level 4.Below St 7.Steep																																																																																																																																																																																																															
2.Rolling 5.Low 8.Wet																																																																																																																																																																																																															
3.Above St 6.Swampy 9.Lev/Roll																																																																																																																																																																																																															
Utilities 9 No Water/No Sewer																																																																																																																																																																																																															
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2.Water 5.Improve 8.																																																																																																																																																																																																															
3.Sewer 6.Improve 9.None																																																																																																																																																																																																															
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3.Gravel 6.Aband 9.TG PLAN																																																																																																																																																																																																															
LAND USE 0			<table border="1"> <thead> <tr> <th rowspan="2">Front Foot</th> <th rowspan="2">Type</th> <th colspan="2">Effective</th> <th colspan="2">Influence</th> <th rowspan="2">Influence Codes</th> </tr> <tr> <th>Frontage</th> <th>Depth</th> <th>Factor</th> <th>Code</th> </tr> </thead> <tbody> <tr><td>11.Ossipee WF</td><td></td><td></td><td></td><td>%</td><td></td><td>1.Unimproved</td></tr> <tr><td>12.Arrowhead WF</td><td></td><td></td><td></td><td>%</td><td></td><td>2.Excess Ftg /De</td></tr> <tr><td>13.Waterfront</td><td></td><td></td><td></td><td>%</td><td></td><td>3.Topography</td></tr> <tr><td>14.Rear Land</td><td></td><td></td><td></td><td>%</td><td></td><td>4.Size/Shape</td></tr> <tr><td>15.Misc</td><td></td><td></td><td></td><td>%</td><td></td><td>5.Access or Rear</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>6.Restriction</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>7.Open Space</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>8.View/Environ</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>9.Fract Share</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>Acres</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>30.Rear (201+)</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>31.Tillable/Horti</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>32.Pasture</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>33.Orchard</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>34.Frontage</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>35.Triangular Lot</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>36.Commercial</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>37.Softwood</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>38.Mixed Wood</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>39.Hardwood</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>40.Wasteland</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>41.Gravel Pit (Ac</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>42.Mobile Home Si</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>43.Condo Site</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>44.Utility ROW</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>45.Camp Lot</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>46.Site Improve</td></tr> </tbody> </table>					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Ossipee WF				%		1.Unimproved	12.Arrowhead WF				%		2.Excess Ftg /De	13.Waterfront				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Misc				%		5.Access or Rear					%		6.Restriction					%		7.Open Space					%		8.View/Environ					%		9.Fract Share					%		Acres					%		30.Rear (201+)					%		31.Tillable/Horti					%		32.Pasture					%		33.Orchard					%		34.Frontage					%		35.Triangular Lot					%		36.Commercial					%		37.Softwood					%		38.Mixed Wood					%		39.Hardwood					%		40.Wasteland					%		41.Gravel Pit (Ac					%		42.Mobile Home Si					%		43.Condo Site					%		44.Utility ROW					%		45.Camp Lot					%		46.Site Improve
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2.L & B 5.Other 8.			24.Excess (5-10)		%																																																																																																																																																																																																										
3.Building 6. 9.			25.Excess (10+)		%																																																																																																																																																																																																										
Financing			26.Excess		%																																																																																																																																																																																																										
1.Convent 4.Seller 7.			27.Rear (1-100)		%																																																																																																																																																																																																										
2.FHA/VA 5.Private 8.			28.Rear (101-150)		%																																																																																																																																																																																																										
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Waterboro

Map Lot 001-023-013

Account 5243

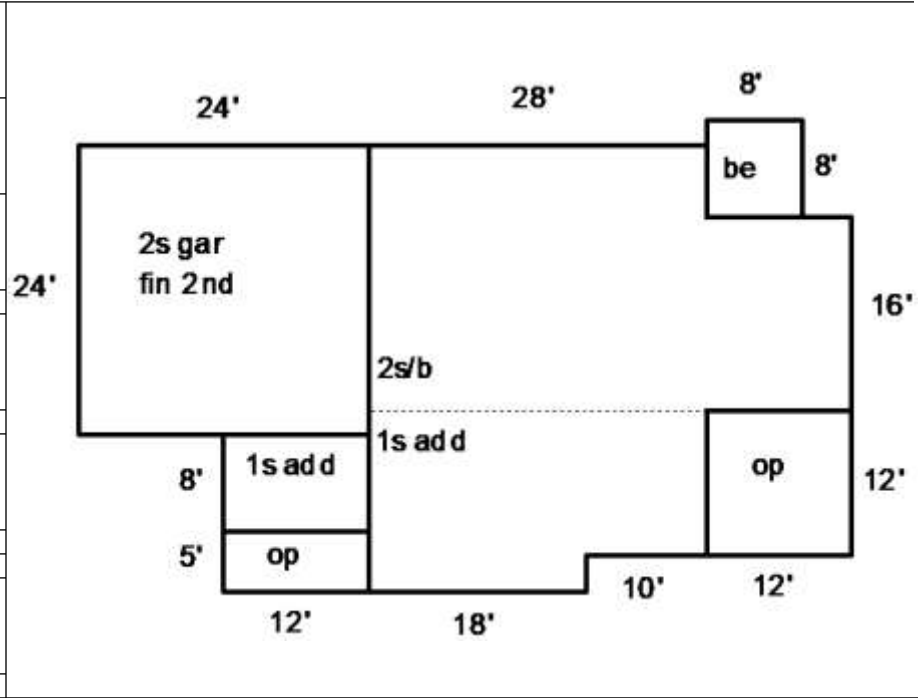
Location 71 GERRY LANE

Card 1

Of 1

9/25/2024

Building Style 7	SF Bsmt Living 0	Layout 1 Typical
1.Conv 5.Garr/Col 9.Other	Fin Bsmt Grade 0 0	1.Typical 4. 7.
2.Ranch 6.Split 10.Mohome	OPEN 5 OPTIONAL 0	2.Inadeq 5. 8.
3.R Ranch 7.Contemp/ 11.Condo	Heat Type 100% 1 Hot Water BB	3.Not func 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic 9 None
Dwelling Units 1	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.1/4 Unfi
Other Units 0	3.HWRAD 7.Electric 11.	2.1/2 Fin 5.FI/Stair 8.
Stories 2 Two Story	4.Steam 8.FI/WallM 12.	3.3/4 Fin 6.1/2 Unfi 9.None
1.1 4.1.50 7.1.25	Cool Type 0% 9 None	Insulation 1 Full
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.50 9.	2.Evapor 5. 8.	2.Heavy 5.Unk 8.
Exterior Walls 8 Aluminum/Vinyl	3.H Pump 6. 9.None	3.Capped 6. 9.None
0.Wood 4.Asb/Asph 8.Alum/Vin	Kitchen Style 2 Typical	Unfinished % 0%
1.Wood 5.T-111 9.Other	1.Modern 4.Obsolete 7.	Grade & Factor 4 Good 100%
2.Wd Sh 6.Br/St 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.AAA Grad
3.Compos. 7.Nov 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.
Roof Surface 1 Asphalt Shingles	Bath(s) Style 2 Typical Bath(s)	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) 870
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition 6 Good
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim 0	# Rooms 0	2.Fair 5.Avg+ 8.Exc
OPEN-3- 0	# Bedrooms 3	3.Avg- 6.Good 9.Same
OPEN-4- 0	# Full Baths 2	Phys. % Good 0%
Year Built 2021	# Half Baths 1	Funct. % Good 100%
Year Remodeled 0	# Addn Fixtures 1	Functional Code 9 None
Foundation 1 Concrete	# Fireplaces 1	1.Incomp 4.Small 7.Layout
1.Concrete 4.Wood 7.		2.O-Built 5.CDU 8.Other
2.C Block 5.Slab 8.		3.Damage 6.Style 9.None
3.Br/Stone 6.Prs/Post 9.		Econ. % Good 100%
Basement 4 Full Basement		Economic Code None
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 7.
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 9.None 9.
Bsmt Gar # Cars 0		Entrance Code 0
Wet Basement 1 Dry Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.		3.Informed 6.Office 9.RS
3.Wet 6. 9.		Information Code 0
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.SNY



Date Inspected

Additions, Outbuildings & Improvements

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
50 2 S Fr Gar w/fin	0	576	0 0	0	0	0 %	0 %
21 Open Frame	0	60	0 0	0	0	0 %	0 %
21 Open Frame	0	144	0 0	0	0	0 %	0 %
1 One Story Frame	0	96	0 0	0	0	0 %	0 %
1 One Story Frame	0	216	0 0	0	0	0 %	0 %
90 BSMT ENTRY	0	64	0 0	0	0	0 %	0 %
						%	%
						%	%
						%	%
						%	%
						%	%



- 1.One Story Fram
- 2.Two Story Fram
- 3.Three Story Fr
- 4.1 & 1/2 Story
- 5.1 & 3/4 Story
- 6.2 & 1/2 Story
- 21.Open Frame Por
- 22.Encl Frame Por
- 23.Frame Garage
- 24.Frame Shed
- 25.Frame Bay Wind
- 26.1SFr Overhang
- 27.Unfin Basement
- 28.Unfinished Att
- 29.Finished Attic