MAP 5 LOT 528 ACCOUNT NO. 524 ADDRESS TOWN OF WATERBORO, MAINE CARD NO. OF

Woodsome, Dwayne
0 Mast Camp Road

PROPERTY DATA

NEIGHBORHOOD CODE	47
STREET CODE	
LAND USE 11. Residential 21. Village 22. Village/Res. 31. Agricultural/Res. 33. Forest/Agri. 40. Conservation 45. General Purpose 48. Shoreland 49. Resource Protection	V 21
SECONDARY ZONE	
TOPOGRAPHY 1. Level 5. Low 2. Rolling 6. Swampy 3. Above St. 7. Steep 4. Below St. 8.	02
UTILITIES 1. All Public 5. Dug Well 2. Public Water 6. Septic 3. Public Sewer 7. Cess Pool 4. Drilled Well 9. No Utilities	09
STREET 1. Paved 4. Proposed 2. Semi-Improved 3. Gravel 9. No Street	1

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

No./Date	Description	Date Insp.

NOTES:

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

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. Attaic

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