

MAP

LOT

ACCOUNT NO.

2029

ADDRESS

TOWN OF WATERBORO, MAINE

CARD NO.

OF

029-005

HENDRICKS BRIAN D & MARGARET E
30 BLACK COVE ROAD
B 8723 P 139

PROPERTY DATA

NEIGHBORHOOD CODE 44

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
48

SECONDARY ZONE 31

TOPOGRAPHY

1. Level 5. Low
2. Rolling 6. Swampy
3. Above St. 7. Steep
4. Below St. 8.
01

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
3

SALE DATA

DATE(MM/YY) --/--/--

PRICE

SALE TYPE

1. Land 4. Mobile
2. Land & Bldg. Home
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

Table with columns: YEAR, LAND, BUILDINGS, EXEMPT, TOTAL

LAND DATA

Table with columns: FRONT FOOT, SQUARE FOOT, FRACT. ACRE, ACRES, INFLUENCE CODES, ACRES (cont.), SITE

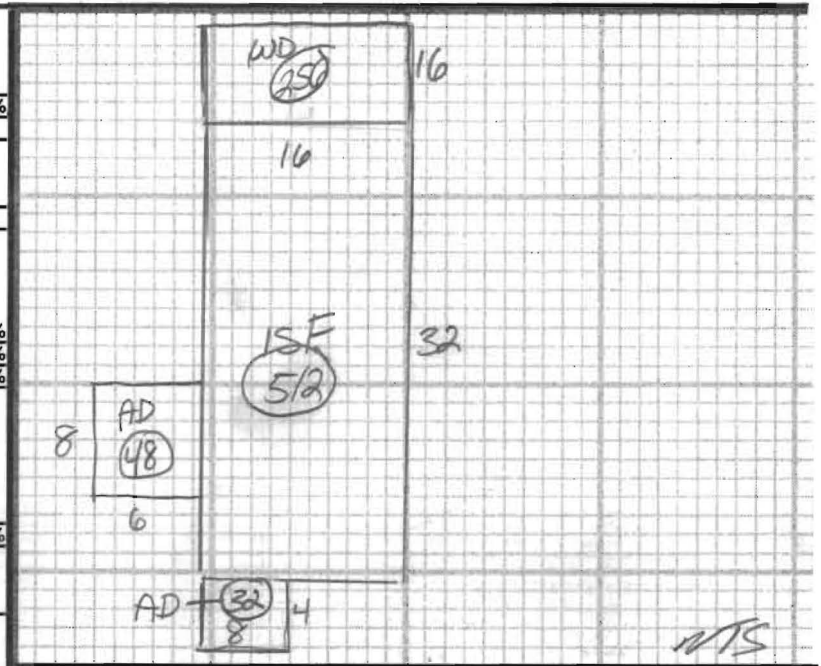
Table with columns: No./Date, Description, Date Insp.

NOTES:

Table for notes with columns: No./Date, Description, Date Insp.

MAP **29** LOT **5** ACCOUNT NO. **2029** BUILDING RECORD ADDRESS CARD NO. OF

BUILDING STYLE		S/F BSMT LIVING	=	INSULATION	
1. Conv. 6. Split Lev.		FIN BSMT GRADE		1. Full 4. Minimal	4
2. Ranch 7. Contemp.				2. Heavy 9. None	
3. R. Ranch 8. Log		HEAT TYPE		3. Capped	
4. Cape 9. Other	2	1. HW BB 6. Grav. WA		UNFINISHED %	%
5. Garrison	1	2. HW Cl 7. Electric	5	GRADE & FACTOR	
DWELLING UNITS		3. HW Radiant 8. Units		1. E 4. B	3
OTHER UNITS		4. Steam 9. No Heat		2. D 5. A	
STORIES		5. FWA	%	3. C 6. AA	
1. One 4. 1 1/2	1	COOL TYPE		SQ. FOOTAGE	512
2. Two 5. 1 3/4		1. Central 9. None	9	CONDITION	
3. Three 6. 2 1/2			%	1. Poor 5. Avg +	4
EXTERIOR WALLS		KITCHEN STYLE		2. Fair 6. Good	
1. Clapboard 6. BR./Stone		1. Good 3. Old Style	2	3. Avg - 7. V Good	
2. WD.SH. 7. Novelty		2. Typical 4. Obsolete		4. Avg. 8. Exc.	%
3. Comp. 8. AL/Minyl	5	BATH(S) STYLE		PHYS. % GOOD	100
4. ASB/ASP 9. Other		1. Good 3. Old Style	2	FUNCT. % GOOD	100
5. T1-11		2. Typical 4. Obsolete		FUNCT. CODE	
ROOF SURFACE		# ROOMS	4	1. Incomp. 5. CDU	
1. Asphalt 4. Comp.		# BEDROOMS	3	2. Overbuilt 6. Style	
2. Slate 5. Wood	1	# FULL BATHS	1	3. Delap. 7. Layout	
3. Metal 6. Other		# HALF BATHS		4. Small Size 8. Other	
S/F MASONRY TRIM		# ADDN FIXTURES		9. None	
YEAR BUILT	1980	# FIREPLACES		ECON. % GOOD	100
YEAR REMODELED		# HEARTHES		ECON. CODE	
FOUNDATION		LAYOUT		1. Location 3. Services	
1. Conc. 4. Wood		1. Typical 2. In adeq.	1	2. Encroach 9. None	
2. C Blk 5. Stab	1	ATTIC		ENTRANCE CODE	
3. Br./Stone 6. Piers		1. 1/4 Fin 4. Full Fin.		1. Inspct. 3. Vacant	5
BASEMENT		2. 1/2 Fin. 5. FV/Stairs	9	2. Refused 5. Estim.	
1. 1/4 3. 3/4 5. Crawl	5	3. 3/4 Fin. 9. None		3. Info Only	
2. 1/2 4. Full 6. None		INT COMP TO EXIT + = -		INFO. CODE	
BSMT GAR # CARS		INSPECTED BY	ET	1. Owner 4. Agent	5
WET BASEMENT		DATE INSPECTED	11-9-05	2. Relative 5. Estimate	
1. Dry 3. Wet	9			3. Tenant 6. Other	
2. Damp 9. None				2. Refused 5. Estim.	



ADDITIONS, OUTBUILDINGS & IMPROVEMENTS

	TYPE	YEAR	UNITS	GRADE	COND	PERCENT GOOD		CODES
						Phys.	Funct.	
WD	68		256	3	4	___%	___%	1. 1S Fr.
AD	01		32	3	4	___%	___%	2. 2S Fr.
AD	01		48	3	4	___%	___%	3. 3S Fr.
								4. 1 1/2S Fr.
								5. 1 3/4S Fr.
								6. 2 1/2S Fr.
								Add 10 for Bsmt
								21. OFF
								22. EFP
								23. Garage
								24. Shed
								25. Bay Window
								26. Overhang
								27. Unf. Bsmt
								28. Unf. Attic
								29. Fin. Attic
								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

NOTES: