







**Livermore Falls**

Map Lot 020-225

Account 1502

Location 47 KNAPP ST

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>280</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>9 100</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>5 Floor &amp; Stairs</b>
Dwelling Units <b>3</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>2 Two Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>1 Clapboard</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>672</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>3 Below Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>10</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>5</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>3</b>	Phys. % Good <b>0%</b>
Year Built <b>1900</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>1000</b>	# Addn Fixtures <b>2</b>	Functional Code <b>9 None</b>
Foundation <b>3 Brick &amp;/or Stone</b>	# Fireplaces <b>0</b>	1.Incomp 4.Small 7.Layout
1.Concrete 4.Wood 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.O-Built 5.CDU 8.Other
2.C Block 5.Slab 8.		3.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 Estimated</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>5 Estimate</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
12 2	0	280	9 100	9	0 %	0 %		1.One Story Fram
21 Open Frame	0	32	9 100	9	0 %	0 %		2.Two Story Fram
45 2S Fr Bay	0	36	9 100	9	0 %	0 %		3.Three Story Fr
41 2S Open Fr Porch	0	64	9 100	9	0 %	0 %		4.1 & 1/2 Story
21 Open Frame	0	112	9 100	9	0 %	0 %		5.1 & 3/4 Story
26 1SFr Overhang	0	168	9 100	9	0 %	0 %		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



**Livermore Falls**

Map Lot 020-209

Account 1503

Location 11 HIDDEN AVE

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH\$ <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>5 Floor &amp; Stairs</b>
Dwelling Units <b>3</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories <b>3 Three Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>1 Clapboard</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>936</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>2 Fair</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>15</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>9</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>3</b>	Phys. % Good <b>30%</b>
Year Built <b>1900</b>	# Half Baths <b>0</b>	Funct. % Good <b>30%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>2</b>	Functional Code <b>9 None</b>
Foundation <b>3 Brick &amp;/or Stone</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 Estimated</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>5 Estimate</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
					%	%		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

CASSIDY, SUSAN A  
CASSIDY, CONSTANCE S  
3 FRANKLIN RD  
JAY ME 04239

B1750P228 B7992P349

Previous Owner  
THOMAS REALTY ASSOCIATES  
C/ FIORICA, J  
1514 FLOWER DRIVE  
SARASOTA FL 34239 2003  
Sale Date: 7/22/2010

Property Data			Assessment Record				
Neighborhood <b>1 IN-TOWN RESDNTL</b>			Year	Land	Buildings	Exempt	Total
Tree Growth Year <b>0</b>			2010	10,500	0	0	10,500
X Coordinate <b>0</b>			2011	2,900	0	0	2,900
Y Coordinate <b>0</b>			2012	2,900	0	0	2,900
Zone/Land Use <b>11 Urban Residentl</b>			2013	2,900	0	0	2,900
Secondary Zone			2014	2,900	0	0	2,900
Topography <b>1 Level 6 Swampy</b>			2015	2,900	0	0	2,900
1.Level 4.Below St 7.Steep			2016	2,900	0	0	2,900
2.Rolling 5.Low 8.Rough			2017	2,900	0	0	2,900
3.Above St 6.Swampy 9.			2018	2,900	0	0	2,900
Utilities <b>9 No Utilities</b>			2019	2,900	0	0	2,900
1.Public 4.Dr Well 7.Cesspool			2020	2,900	0	0	2,900
2.Water 5.Dug Well 8.improve			2021	2,900	0	0	2,900
3.Sewer 6.Septic 9.No util			2022	2,900	0	0	2,900
Street <b>1 Paved</b>							
1.Paved 4.Proposed 7.ROW							
2.Semi Imp 5.Private 8.							
3.Gravel 6.NoStreet 9.							

Inspection Witnessed By:

X	Date
No./Date	Description
	Date Insp.

Notes:

Sale Data		
LAND USE CODES <b>1001</b>		
BUILDING USE <b>0</b>		
Sale Date <b>7/22/2010</b>		
Price <b>4,500</b>		
Sale Type <b>1 Land Only</b>		
1.Land 4.Mobile 7.		
2.L & B 5.Other 8.		
3.Building 6.COMM 9.		
Financing <b>1 Conventional</b>		
1.Convent 4.Seller 7.		
2.FHA/VA 5.Private 8.		
3.Assumed 6.Cash 9.Unknown		
Validity <b>1 Arms Length Sale</b>		
1.Valid 4.Split 7.Changes		
2.Related 5.Partial 8.Other		
3.Distress 6.Exempt 9.Estate		
Verified <b>1 Buyer</b>		
1.Buyer 4.Agent 7.Family		
2.Seller 5.Pub Rec 8.Other		
3.Lender 6.MLS 9.		

Land Data						
Front Foot	Type	Effective		Influence		Influence Codes
		Frontage	Depth	Factor	Code	
11.Regular Lot				%		1.Unimproved
12.Delta Triangle				%		2.Excess Frtg
13.Nabla Triangle				%		3.Topography
14.Rear Land				%		4.Size/Shape
15.Miscellaneous				%		5.Access
				%		6.Restriction
				%		7.Corner Infl
				%		8.Environment
				%		9.Fract Share
				%		<b>Acres</b>
				%		30.Rear Land 21+
				%		31.Crop Land
				%		32.Orchard
				%		33.Gravel Pit
				%		34.Pasture
				%		35.Hort -Edible
				%		36.Hort -Ornament
				%		37.Softwood TG
				%		38.Mixedwood TG
				%		39.Hardwood TG
				%		40.Wasteland
				%		41.Utility ROW
				%		42.Mobile Home Si
				%		43.Condo Site
				%		44.Camp Lot
				%		45.Site Improve
				%		46.Utility
<b>Total Acreage</b>		0.56				

**Livermore Falls**

Map Lot 021-020

Account 1504

Location CHURCH ST

Card 1 Of 1 9/30/2022

Building Style			SF Bsmt Living			Layout								
1.Conv.	5.Garrison	9.Other	Fin Bsmt Grade			1.Typical	4.	7.						
2.Ranch	6.Split	10.	HEARTH			2.Inadeq	5.	8.						
3.R Ranch	7.Contemp	11.	Heat Type <b>100%</b>			3.Horrid	6.	9.						
4.Cape	8.Log	12.	1.HWBB	5.FWA	9.No Heat	Attic								
Dwelling Units			2.HWCI	6.GravWA	10.	1.1/4 Fin	4.Full Fin	7.						
Other Units			3.H Pump	7.Electric	11.	2.1/2 Fin	5.F/Stair	8.						
Stories			4.Steam	8.F/Wall	12.	3.3/4 Fin	6.	9.None						
1.1	4.1.5	7.	Cool Type <b>0%</b>			Insulation								
2.2	5.1.75	8.	1.Refrig	4.W&C Air	7.	1.Full	4.Minimal	7.						
3.3	6.2.5	9.	2.Evapor	5.	8.	2.Heavy	5.Partial	8.						
Exterior Walls			3.H Pump	6.	9.None	3.Capped	6.	9.None						
1.Clapbd	5.T-111	9.Other	Kitchen Style			Unfinished %								
2.wWd Shng	6.BR/STONE	10.	1.Modern	4.Obsolete	7.	Grade & Factor								
3.Compos.	7.NOVELTY	11.	2.Typical	5.	8.	1.E Grade	4.B Grade	7.						
4.Asbestos	8.AL/VIN	12.	3.Old Type	6.	9.None	2.D Grade	5.A Grade	8.SC Grade						
Roof Surface			Bath(s) Style			3.C Grade	6.AA Grade	9.Same						
1.Asphalt	4.Composit	7.	1.Modern	4.Obsolete	7.	SQFT (Footprint)								
2.Slate	5.Wood	8.	2.Typical	5.	8.	Condition								
3.Metal	6.Other	9.	3.Old Type	6.	9.None	1.Poor	4.Avg	7.V G						
SF Masonry Trim			# Rooms			2.Fair	5.Avg+	8.Exc						
OPEN-3-CUSTOM			# Bedrooms			3.Avg-	6.Good	9.Same						
OPEN-4-CUSTOM			# Full Baths			Phys. % Good								
Year Built			# Half Baths			Funct. % Good								
Year Remodeled			# Addn Fixtures			Functional Code								
Foundation			# Fireplaces			1.Incomp	4.Small	7.Layout						
1.Concrete	4.Wood	7.							2.O-Built	5.CDU	8.Other			
2.C Block	5.Slab	8.							Econ. % Good			3.Delap	6.Style	9.None
3.Br/Stone	6.Piers	9.							Economic Code			0.None 3.Services 9.None		
Basement									Entrance Code <b>0</b>			1.Location	4.Traffic	8.
1.1/4 Bmt	4.Full Bmt	7.							1.Interior			4.Vacant	7.	
2.1/2 Bmt	5.None	8.							2.Refusal			5.Estimate	8.	
3.3/4 Bmt	6.	9.None							3.Informed			6.	9.	
Bsmt Gar # Cars									Information Code <b>0</b>			1.Owner	4.Agent	7.
Wet Basement									1.Relative			5.Estimate	8.	
1.Dry	4.	7.							2.Tenant			6.Other	9.	
2.Damp	5.	8.	Date Inspected											
3.Wet	6.	9.	<b>Additions, Outbuildings &amp; Improvements</b>											
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	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						





**Livermore Falls**

Map Lot 020-036

Account 1505

Location GAGNON ST

Card 1 Of 1 9/30/2022

Building Style			SF Bsmt Living			Layout												
1.Conv.	5.Garrison	9.Other	Fin Bsmt Grade			1.Typical	4.	7.										
2.Ranch	6.Split	10.	HEARTH			2.Inadeq	5.	8.										
3.R Ranch	7.Contemp	11.	Heat Type <b>100%</b>			3.Horrid	6.	9.										
4.Cape	8.Log	12.	1.HWBB	5.FWA	9.No Heat	Attic												
Dwelling Units			2.HWCI	6.GravWA	10.	1.1/4 Fin	4.Full Fin	7.										
Other Units			3.H Pump	7.Electric	11.	2.1/2 Fin	5.F/Stair	8.										
Stories			4.Steam	8.F/Wall	12.	3.3/4 Fin	6.	9.None										
1.1	4.1.5	7.	Cool Type <b>0%</b>			Insulation												
2.2	5.1.75	8.	1.Refrig	4.W&C Air	7.	1.Full	4.Minimal	7.										
3.3	6.2.5	9.	2.Evapor	5.	8.	2.Heavy	5.Partial	8.										
Exterior Walls			3.H Pump	6.	9.None	3.Capped	6.	9.None										
1.Clapbd	5.T-111	9.Other	Kitchen Style			Unfinished %												
2.wWd Shng	6.BR/STONE	10.	1.Modern	4.Obsolete	7.	Grade & Factor												
3.Compos.	7.NOVELTY	11.	2.Typical	5.	8.	1.E Grade	4.B Grade	7.										
4.Asbestos	8.AL/VIN	12.	3.Old Type	6.	9.None	2.D Grade	5.A Grade	8.SC Grade										
Roof Surface			Bath(s) Style			3.C Grade	6.AA Grade	9.Same										
1.Asphalt	4.Composit	7.	1.Modern	4.Obsolete	7.	SQFT (Footprint)												
2.Slate	5.Wood	8.	2.Typical	5.	8.	Condition												
3.Metal	6.Other	9.	3.Old Type	6.	9.None	1.Poor	4.Avg	7.V G										
SF Masonry Trim			# Rooms			2.Fair	5.Avg+	8.Exc										
OPEN-3-CUSTOM			# Bedrooms			3.Avg-	6.Good	9.Same										
OPEN-4-CUSTOM			# Full Baths			Phys. % Good												
Year Built			# Half Baths			Funct. % Good												
Year Remodeled			# Addn Fixtures			Functional Code												
Foundation			# Fireplaces			1.Incomp	4.Small	7.Layout										
1.Concrete	4.Wood	7.							2.O-Built	5.CDU	8.Other							
2.C Block	5.Slab	8.							Econ. % Good			3.Delap	6.Style	9.None				
3.Br/Stone	6.Piers	9.							Economic Code			Entrance Code <b>0</b>						
Basement									0.None			3.Services	9.None	1.Interior		4.Vacant	7.	
1.1/4 Bmt	4.Full Bmt	7.							1.Location			4.Traffic	8.	2.Refusal		5.Estimate	8.	
2.1/2 Bmt	5.None	8.							2.Encroach			8.Other	9.	3.Informed		6.	9.	
3.3/4 Bmt	6.	9.None							Information Code <b>0</b>			1.Owner			4.Agent	7.		
Bsmt Gar # Cars									2.Relative			5.Estimate	8.	2.Relative			5.Estimate	8.
Wet Basement									3.Tenant			6.Other	9.	3.Tenant			6.Other	9.
1.Dry	4.	7.							Date Inspected									
2.Damp	5.	8.	<b>Additions, Outbuildings &amp; Improvements</b>															
3.Wet	6.	9.	Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	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							



**Livermore Falls**

Map Lot 020-029

Account 1506

Location 6 GAGNON ST

Card 1 Of 1 9/30/2022

Building Style			SF Bsmt Living			Layout												
1.Conv.	5.Garrison	9.Other	Fin Bsmt Grade			1.Typical	4.	7.										
2.Ranch	6.Split	10.	HEARTH			2.Inadeq	5.	8.										
3.R Ranch	7.Contemp	11.	HEAT Type <b>100%</b>			3.Horrid	6.	9.										
4.Cape	8.Log	12.	1.HWBB	5.FWA	9.No Heat	Attic												
Dwelling Units			2.HWCI	6.GravWA	10.	1.1/4 Fin	4.Full Fin	7.										
Other Units			3.H Pump	7.Electric	11.	2.1/2 Fin	5.F/Stair	8.										
Stories			4.Steam	8.F/Wall	12.	3.3/4 Fin	6.	9.None										
1.1	4.1.5	7.	Cool Type <b>0%</b>			Insulation												
2.2	5.1.75	8.	1.Refrig	4.W&C Air	7.	1.Full	4.Minimal	7.										
3.3	6.2.5	9.	2.Evapor	5.	8.	2.Heavy	5.Partial	8.										
Exterior Walls			3.H Pump	6.	9.None	3.Capped	6.	9.None										
1.Clapbd	5.T-111	9.Other	Kitchen Style			Unfinished %												
2.wWd Shng	6.BR/STONE	10.	1.Modern	4.Obsolete	7.	Grade & Factor												
3.Compos.	7.NOVELTY	11.	2.Typical	5.	8.	1.E Grade	4.B Grade	7.										
4.Asbestos	8.AL/VIN	12.	3.Old Type	6.	9.None	2.D Grade	5.A Grade	8.SC Grade										
Roof Surface			Bath(s) Style			3.C Grade	6.AA Grade	9.Same										
1.Asphalt	4.Composit	7.	1.Modern	4.Obsolete	7.	SQFT (Footprint)												
2.Slate	5.Wood	8.	2.Typical	5.	8.	Condition												
3.Metal	6.Other	9.	3.Old Type	6.	9.None	1.Poor	4.Avg	7.V G										
SF Masonry Trim			# Rooms			2.Fair	5.Avg+	8.Exc										
OPEN-3-CUSTOM			# Bedrooms			3.Avg-	6.Good	9.Same										
OPEN-4-CUSTOM			# Full Baths			Phys. % Good												
Year Built			# Half Baths			Funct. % Good												
Year Remodeled			# Addn Fixtures			Functional Code												
Foundation			# Fireplaces			1.Incomp	4.Small	7.Layout										
1.Concrete	4.Wood	7.							2.O-Built	5.CDU	8.Other							
2.C Block	5.Slab	8.							Econ. % Good			3.Delap	6.Style	9.None				
3.Br/Stone	6.Piers	9.							Economic Code			Entrance Code <b>0</b>						
Basement									0.None			3.Services	9.None	1.Interior		4.Vacant	7.	
1.1/4 Bmt	4.Full Bmt	7.							1.Location			4.Traffic	8.	2.Refusal		5.Estimate	8.	
2.1/2 Bmt	5.None	8.							2.Encroach			8.Other	9.	3.Informed		6.	9.	
3.3/4 Bmt	6.	9.None							Information Code <b>0</b>			1.Owner			4.Agent	7.		
Bsmt Gar # Cars									2.Relative			5.Estimate	8.	2.Relative			5.Estimate	8.
Wet Basement									3.Tenant			6.Other	9.	3.Tenant			6.Other	9.
1.Dry	4.	7.							Date Inspected									
2.Damp	5.	8.	<b>Additions, Outbuildings &amp; Improvements</b>															
3.Wet	6.	9.	Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	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							

PINE TREE ORTHOPEDIC LAB, INC  
175 PARK ST  
LIVERMORE FALLS ME 04254

B6254P36 B7842P23 B9826P192

Previous Owner  
MACDONALD REALTY, LLC

175 PARK ST  
LIVERMORE FALLS ME 04254  
Sale Date: 4/11/2018

Previous Owner  
MEGA DISCOUNTS, INC

PO BOX 391  
CANAN ME 04924  
Sale Date: 11/27/2009

Inspection Witnessed By:

X	Date	Date Insp.
No./Date	Description	Date Insp.

Notes:

Livermore Falls

Property Data			Assessment Record																																																																																																																																																																																																												
Neighborhood <b>3 LOWER MN.COMERC</b>			Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																								
Tree Growth Year <b>0</b>			2010	28,500	150,200	0	178,700																																																																																																																																																																																																								
X Coordinate <b>0</b>			2011	28,500	150,200	0	178,700																																																																																																																																																																																																								
Y Coordinate <b>0</b>			2012	28,500	150,200	0	178,700																																																																																																																																																																																																								
Zone/Land Use <b>13 Lower-Main Comrc</b>			2013	28,500	150,200	0	178,700																																																																																																																																																																																																								
Secondary Zone			2014	28,500	150,200	0	178,700																																																																																																																																																																																																								
Topography <b>1 Level</b>			2015	28,500	150,200	0	178,700																																																																																																																																																																																																								
1.Level 4.Below St 7.Steep			2016	28,500	150,200	0	178,700																																																																																																																																																																																																								
2.Rolling 5.Low 8.Rough			2017	28,500	150,200	0	178,700																																																																																																																																																																																																								
3.Above St 6.Swampy 9.			2018	28,500	150,200	0	178,700																																																																																																																																																																																																								
Utilities <b>1 All Public</b>			2019	28,500	150,200	0	178,700																																																																																																																																																																																																								
1.Public 4.Dr Well 7.Cesspool			2020	28,500	150,200	0	178,700																																																																																																																																																																																																								
2.Water 5.Dug Well 8.improve			2021	28,500	150,200	0	178,700																																																																																																																																																																																																								
3.Sewer 6.Septic 9.No util			2022	28,500	150,200	0	178,700																																																																																																																																																																																																								
Street <b>1 Paved</b>																																																																																																																																																																																																															
1.Paved 4.Proposed 7.ROW																																																																																																																																																																																																															
2.Semi Imp 5.Private 8.																																																																																																																																																																																																															
3.Gravel 6.NoStreet 9.																																																																																																																																																																																																															
LAND USE CODES <b>1002</b>			<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.Regular Lot</td><td></td><td></td><td></td><td>%</td><td></td><td>1.Unimproved</td></tr> <tr><td>12.Delta Triangle</td><td></td><td></td><td></td><td>%</td><td></td><td>2.Excess Frtg</td></tr> <tr><td>13.Nabla Triangle</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.Miscellaneous</td><td></td><td></td><td></td><td>%</td><td></td><td>5.Access</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.Corner Infl</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>8.Environment</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><b>Acres</b></td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>30.Rear Land 21+</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>31.Crop Land</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>32.Orchard</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>33.Gravel Pit</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>34.Pasture</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>35.Hort -Edible</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>36.Hort -Ornament</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>37.Softwood TG</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>38.Mixedwood TG</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>39.Hardwood TG</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.Utility ROW</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.Camp Lot</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>45.Site Improve</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>46.Utility</td></tr> </tbody> </table>					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Unimproved	12.Delta Triangle				%		2.Excess Frtg	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Miscellaneous				%		5.Access					%		6.Restriction					%		7.Corner Infl					%		8.Environment					%		9.Fract Share					%		<b>Acres</b>					%		30.Rear Land 21+					%		31.Crop Land					%		32.Orchard					%		33.Gravel Pit					%		34.Pasture					%		35.Hort -Edible					%		36.Hort -Ornament					%		37.Softwood TG					%		38.Mixedwood TG					%		39.Hardwood TG					%		40.Wasteland					%		41.Utility ROW					%		42.Mobile Home Si					%		43.Condo Site					%		44.Camp Lot					%		45.Site Improve					%		46.Utility
Front Foot	Type	Effective								Influence		Influence Codes																																																																																																																																																																																																			
		Frontage	Depth	Factor	Code																																																																																																																																																																																																										
11.Regular Lot				%		1.Unimproved																																																																																																																																																																																																									
12.Delta Triangle				%		2.Excess Frtg																																																																																																																																																																																																									
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																									
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																									
15.Miscellaneous				%		5.Access																																																																																																																																																																																																									
				%		6.Restriction																																																																																																																																																																																																									
				%		7.Corner Infl																																																																																																																																																																																																									
				%		8.Environment																																																																																																																																																																																																									
				%		9.Fract Share																																																																																																																																																																																																									
				%		<b>Acres</b>																																																																																																																																																																																																									
				%		30.Rear Land 21+																																																																																																																																																																																																									
				%		31.Crop Land																																																																																																																																																																																																									
				%		32.Orchard																																																																																																																																																																																																									
				%		33.Gravel Pit																																																																																																																																																																																																									
				%		34.Pasture																																																																																																																																																																																																									
				%		35.Hort -Edible																																																																																																																																																																																																									
				%		36.Hort -Ornament																																																																																																																																																																																																									
				%		37.Softwood TG																																																																																																																																																																																																									
				%		38.Mixedwood TG																																																																																																																																																																																																									
				%		39.Hardwood TG																																																																																																																																																																																																									
				%		40.Wasteland																																																																																																																																																																																																									
				%		41.Utility ROW																																																																																																																																																																																																									
				%		42.Mobile Home Si																																																																																																																																																																																																									
				%		43.Condo Site																																																																																																																																																																																																									
				%		44.Camp Lot																																																																																																																																																																																																									
				%		45.Site Improve																																																																																																																																																																																																									
				%		46.Utility																																																																																																																																																																																																									
BUILDING USE <b>0</b>			<b>Land Data</b>																																																																																																																																																																																																												
<b>Sale Data</b>			<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.Regular Lot</td><td></td><td></td><td></td><td>%</td><td></td><td>1.Unimproved</td></tr> <tr><td>12.Delta Triangle</td><td></td><td></td><td></td><td>%</td><td></td><td>2.Excess Frtg</td></tr> <tr><td>13.Nabla Triangle</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.Miscellaneous</td><td></td><td></td><td></td><td>%</td><td></td><td>5.Access</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.Corner Infl</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>8.Environment</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><b>Acres</b></td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>30.Rear Land 21+</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>31.Crop Land</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>32.Orchard</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>33.Gravel Pit</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>34.Pasture</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>35.Hort -Edible</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>36.Hort -Ornament</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>37.Softwood TG</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>38.Mixedwood TG</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>39.Hardwood TG</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.Utility ROW</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.Camp Lot</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>45.Site Improve</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>46.Utility</td></tr> </tbody> </table>					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Unimproved	12.Delta Triangle				%		2.Excess Frtg	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Miscellaneous				%		5.Access					%		6.Restriction					%		7.Corner Infl					%		8.Environment					%		9.Fract Share					%		<b>Acres</b>					%		30.Rear Land 21+					%		31.Crop Land					%		32.Orchard					%		33.Gravel Pit					%		34.Pasture					%		35.Hort -Edible					%		36.Hort -Ornament					%		37.Softwood TG					%		38.Mixedwood TG					%		39.Hardwood TG					%		40.Wasteland					%		41.Utility ROW					%		42.Mobile Home Si					%		43.Condo Site					%		44.Camp Lot					%		45.Site Improve					%		46.Utility
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																									
		Frontage	Depth	Factor	Code																																																																																																																																																																																																										
11.Regular Lot				%		1.Unimproved																																																																																																																																																																																																									
12.Delta Triangle				%		2.Excess Frtg																																																																																																																																																																																																									
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																									
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																									
15.Miscellaneous				%		5.Access																																																																																																																																																																																																									
				%		6.Restriction																																																																																																																																																																																																									
				%		7.Corner Infl																																																																																																																																																																																																									
				%		8.Environment																																																																																																																																																																																																									
				%		9.Fract Share																																																																																																																																																																																																									
				%		<b>Acres</b>																																																																																																																																																																																																									
				%		30.Rear Land 21+																																																																																																																																																																																																									
				%		31.Crop Land																																																																																																																																																																																																									
				%		32.Orchard																																																																																																																																																																																																									
				%		33.Gravel Pit																																																																																																																																																																																																									
				%		34.Pasture																																																																																																																																																																																																									
				%		35.Hort -Edible																																																																																																																																																																																																									
				%		36.Hort -Ornament																																																																																																																																																																																																									
				%		37.Softwood TG																																																																																																																																																																																																									
				%		38.Mixedwood TG																																																																																																																																																																																																									
				%		39.Hardwood TG																																																																																																																																																																																																									
				%		40.Wasteland																																																																																																																																																																																																									
				%		41.Utility ROW																																																																																																																																																																																																									
				%		42.Mobile Home Si																																																																																																																																																																																																									
				%		43.Condo Site																																																																																																																																																																																																									
				%		44.Camp Lot																																																																																																																																																																																																									
				%		45.Site Improve																																																																																																																																																																																																									
				%		46.Utility																																																																																																																																																																																																									
Sale Date <b>4/11/2018</b>			<b>Front Foot</b>																																																																																																																																																																																																												
Price <b>224,000</b>			<b>Effective</b>																																																																																																																																																																																																												
Sale Type <b>6 COMMERCIAL</b>			<b>Influence</b>																																																																																																																																																																																																												
1.Land 4.Mobile 7.			<b>Factor</b>																																																																																																																																																																																																												
2.L & B 5.Other 8.			<b>Code</b>																																																																																																																																																																																																												
3.Building 6.COMM 9.			11.Regular Lot																																																																																																																																																																																																												
Financing <b>9 Unknown</b>			12.Delta Triangle																																																																																																																																																																																																												
1.Convent 4.Seller 7.			13.Nabla Triangle																																																																																																																																																																																																												
2.FHA/VA 5.Private 8.			14.Rear Land																																																																																																																																																																																																												
3.Assumed 6.Cash 9.Unknown			15.Miscellaneous																																																																																																																																																																																																												
Validity <b>1 Arms Length Sale</b>			<b>Square Foot</b>																																																																																																																																																																																																												
1.Valid 4.Split 7.Changes			16.Regular Lot																																																																																																																																																																																																												
2.Related 5.Partial 8.Other			17.Secondary Lot																																																																																																																																																																																																												
3.Distress 6.Exempt 9.Estate			18.Excess Land																																																																																																																																																																																																												
Verified <b>5 Public Record</b>			19.Condominium																																																																																																																																																																																																												
1.Buyer 4.Agent 7.Family			20.Miscellaneous																																																																																																																																																																																																												
2.Seller 5.Pub Rec 8.Other			<b>Fract. Acre</b>																																																																																																																																																																																																												
3.Lender 6.MLS 9.			21.Homesite (Frac																																																																																																																																																																																																												
			22.Baselot (Fract																																																																																																																																																																																																												
			23.Misc (Fract)																																																																																																																																																																																																												
			<b>Acres</b>																																																																																																																																																																																																												
			24.Homesite																																																																																																																																																																																																												
			25.Baselot																																																																																																																																																																																																												
			26.Frontage 1																																																																																																																																																																																																												
			27.Frontage 2																																																																																																																																																																																																												
			28.Rear Land 1-10																																																																																																																																																																																																												
			29.Rear Land 11-2																																																																																																																																																																																																												
			<b>Total Acreage 0.60</b>																																																																																																																																																																																																												

**Livermore Falls**

Map Lot 013-010

Account 1507

Location 175 PARK ST.

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								1.One Story Fram
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	2.Two Story Fram
229 MANUFCTR	1960	3312	2 100	3	0 %	100 %		3.Three Story Fr
243 OFFICE	1960	1872	3 100	4	0 %	100 %		4.1 & 1/2 Story
24 Frame Shed	1960	100	2 100	3	0 %	100 %		5.1 & 3/4 Story
44 2S Frame Shed	1960	384	2 100	3	0 %	100 %		6.2 & 1/2 Story
34 Masonry Shed	1960	2160	2 100	3	0 %	100 %		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



**Livermore Falls**

Map Lot 020-255

Account 1508

Location 38 CHURCH STREET

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 5 Forced Warm Air</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>5 Floor &amp; Stairs</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>2 Two Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>1 Clapboard</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>1166</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>10</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>1</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>2</b>	Phys. % Good <b>0%</b>
Year Built <b>1900</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>3 Brick &amp;/or Stone</b>	# Fireplaces <b>1</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 Estimated</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.		3.Informed 6. 9.
3.Wet 6. 9.		Information Code <b>5 Estimate</b>
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.



Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
1 One Story Frame	0	110	9 100	9	0 %	0 %		1.One Story Fram
21 Open Frame	0	652	9 100	9	0 %	0 %		2.Two Story Fram
25 Frame Bay	0	10	9 100	9	0 %	0 %		3.Three Story Fr
45 2S Fr Bay	0	27	9 100	9	0 %	0 %		4.1 & 1/2 Story
129 2.0 ST BARN....	0	720	9 100	9	0 %	50 %		5.1 & 3/4 Story
37 Unfin Basement	0	720	9 100	9	0 %	50 %		6.2 & 1/2 Story
23 Frame Garage	1940	432	3 100	4	0 %	100 %		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





**Livermore Falls**

Map Lot 010-022

Account 1509

Location MOOSEHILL RD

Card 1 Of 1 9/30/2022

Building Style			SF Bsmt Living			Layout												
1.Conv.	5.Garrison	9.Other	Fin Bsmt Grade			1.Typical	4.	7.										
2.Ranch	6.Split	10.	HEARTH			2.Inadeq	5.	8.										
3.R Ranch	7.Contemp	11.	HEAT Type <b>100%</b>			3.Horrid	6.	9.										
4.Cape	8.Log	12.	1.HWBB	5.FWA	9.No Heat	Attic												
Dwelling Units			2.HWCI	6.GravWA	10.	1.1/4 Fin	4.Full Fin	7.										
Other Units			3.H Pump	7.Electric	11.	2.1/2 Fin	5.F/Stair	8.										
Stories			4.Steam	8.F/Wall	12.	3.3/4 Fin	6.	9.None										
1.1	4.1.5	7.	Cool Type <b>0%</b>			Insulation												
2.2	5.1.75	8.	1.Refrig	4.W&C Air	7.	1.Full	4.Minimal	7.										
3.3	6.2.5	9.	2.Evapor	5.	8.	2.Heavy	5.Partial	8.										
Exterior Walls			3.H Pump	6.	9.None	3.Capped	6.	9.None										
1.Clapbd	5.T-111	9.Other	Kitchen Style			Unfinished %												
2.wWd Shng	6.BR/STONE	10.	1.Modern	4.Obsolete	7.	Grade & Factor												
3.Compos.	7.NOVELTY	11.	2.Typical	5.	8.	1.E Grade	4.B Grade	7.										
4.Asbestos	8.AL/VIN	12.	3.Old Type	6.	9.None	2.D Grade	5.A Grade	8.SC Grade										
Roof Surface			Bath(s) Style			3.C Grade	6.AA Grade	9.Same										
1.Asphalt	4.Composit	7.	1.Modern	4.Obsolete	7.	SQFT (Footprint)												
2.Slate	5.Wood	8.	2.Typical	5.	8.	Condition												
3.Metal	6.Other	9.	3.Old Type	6.	9.None	1.Poor	4.Avg	7.V G										
SF Masonry Trim			# Rooms			2.Fair	5.Avg+	8.Exc										
OPEN-3-CUSTOM			# Bedrooms			3.Avg-	6.Good	9.Same										
OPEN-4-CUSTOM			# Full Baths			Phys. % Good												
Year Built			# Half Baths			Funct. % Good												
Year Remodeled			# Addn Fixtures			Functional Code												
Foundation			# Fireplaces			1.Incomp	4.Small	7.Layout										
1.Concrete	4.Wood	7.							2.O-Built	5.CDU	8.Other							
2.C Block	5.Slab	8.							Econ. % Good			3.Delap	6.Style	9.None				
3.Br/Stone	6.Piers	9.							Economic Code			Entrance Code <b>0</b>						
Basement									0.None			3.Services	9.None	1.Interior		4.Vacant	7.	
1.1/4 Bmt	4.Full Bmt	7.							1.Location			4.Traffic	8.	2.Refusal		5.Estimate	8.	
2.1/2 Bmt	5.None	8.							2.Encroach			8.Other	9.	3.Informed		6.	9.	
3.3/4 Bmt	6.	9.None							Information Code <b>0</b>			1.Owner			4.Agent	7.		
Bsmt Gar # Cars									2.Relative			5.Estimate	8.	2.Relative			5.Estimate	8.
Wet Basement									3.Tenant			6.Other	9.	3.Tenant			6.Other	9.
1.Dry	4.	7.							Date Inspected									
2.Damp	5.	8.	<b>Additions, Outbuildings &amp; Improvements</b>															
3.Wet	6.	9.	Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	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							







**Livermore Falls**

Map Lot 019-002

Account 1511

Location 24 SPRING ST.

Card 1 Of 1 9/30/2022

Building Style <b>4 Cape Cod</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTHIS <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories <b>4 One &amp; 1/2 Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>2 Wood Shingle</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>978</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>5 Above Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>8</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1900</b>	# Half Baths <b>1</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>3 Brick &amp;/or Stone</b>	# Fireplaces <b>1</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>3 3/4 Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.		3.Informed 6. 9.
3.Wet 6. 9.		Information Code <b>1 Owner</b>
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.



Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
1 One Story Frame	0	319	9 100	9	0 %	0 %		1.One Story Fram
22 Encl Frame Porch	0	144	9 100	9	0 %	0 %		2.Two Story Fram
21 Open Frame	0	48	9 100	9	0 %	0 %		3.Three Story Fr
23 Frame Garage	0	600	9 100	9	0 %	0 %		4.1 & 1/2 Story
61 Canopy	0	180	9 100	9	0 %	0 %		5.1 & 3/4 Story
62 Patio	0	576	9 100	9	0 %	0 %		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



**Livermore Falls**

Map Lot 007-011-006

Account 1513

Location 761 PARK ST

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								1.One Story Fram
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	2.Two Story Fram
998 14Mobile Home	1987	14x68	3 100	4	0 %	100 %		3.Three Story Fr
1 One Story Frame	1987	100	3 100	4	0 %	80 %		4.1 & 1/2 Story
68 Wood Deck	1987	64	3 100	4	0 %	100 %		5.1 & 3/4 Story
23 Frame Garage	1997	624	2 100	4	0 %	100 %		6.2 & 1/2 Story
24 Frame Shed	1988	64	2 100	4	0 %	100 %		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





**Livermore Falls**

Map Lot 008-005

Account 1515

Location 42 DIAMOND RD

Card 1 Of 1 9/30/2022

Building Style <b>2 Ranch</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH'S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 5 Forced Warm Air</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 90%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>3 Sheet Metal</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>1173</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>5</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>60%</b>
Year Built <b>1968</b>	# Half Baths <b>0</b>	Funct. % Good <b>50%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 Estimated</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>5 Estimate</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected 6/25/2001

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
22 Encl Frame Porch	0	130	9 100	9	0 %	0 %	1.One Story Fram
68 Wood Deck	0	48	9 100	9	0 %	0 %	2.Two Story Fram
24 Frame Shed	1996	96	2 100	9	0 %	0 %	3.Three Story Fr
23 Frame Garage	1988	1600	2 100	9	0 %	0 %	4.1 & 1/2 Story
61 Canopy	1988	400	2 100	9	0 %	0 %	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



**Livermore Falls**

Map Lot 011-000

Account 1516

Location CEMETARY

Card 1 Of 1 9/30/2022

Building Style			SF Bsmt Living			Layout												
1.Conv.	5.Garrison	9.Other	Fin Bsmt Grade			1.Typical	4.	7.										
2.Ranch	6.Split	10.	HEARTH			2.Inadeq	5.	8.										
3.R Ranch	7.Contemp	11.	Heat Type <b>100%</b>			3.Horrid	6.	9.										
4.Cape	8.Log	12.	1.HWBB	5.FWA	9.No Heat	Attic												
Dwelling Units			2.HWCI	6.GravWA	10.	1.1/4 Fin	4.Full Fin	7.										
Other Units			3.H Pump	7.Electric	11.	2.1/2 Fin	5.F/Stair	8.										
Stories			4.Steam	8.F/Wall	12.	3.3/4 Fin	6.	9.None										
1.1	4.1.5	7.	Cool Type <b>0%</b>			Insulation												
2.2	5.1.75	8.	1.Refrig	4.W&C Air	7.	1.Full	4.Minimal	7.										
3.3	6.2.5	9.	2.Evapor	5.	8.	2.Heavy	5.Partial	8.										
Exterior Walls			3.H Pump	6.	9.None	3.Capped	6.	9.None										
1.Clapbd	5.T-111	9.Other	Kitchen Style			Unfinished %												
2.wWd Shng	6.BR/STONE	10.	1.Modern	4.Obsolete	7.	Grade & Factor												
3.Compos.	7.NOVELTY	11.	2.Typical	5.	8.	1.E Grade	4.B Grade	7.										
4.Asbestos	8.AL/VIN	12.	3.Old Type	6.	9.None	2.D Grade	5.A Grade	8.SC Grade										
Roof Surface			Bath(s) Style			3.C Grade	6.AA Grade	9.Same										
1.Asphalt	4.Composit	7.	1.Modern	4.Obsolete	7.	SQFT (Footprint)												
2.Slate	5.Wood	8.	2.Typical	5.	8.	Condition												
3.Metal	6.Other	9.	3.Old Type	6.	9.None	1.Poor	4.Avg	7.V G										
SF Masonry Trim			# Rooms			2.Fair	5.Avg+	8.Exc										
OPEN-3-CUSTOM			# Bedrooms			3.Avg-	6.Good	9.Same										
OPEN-4-CUSTOM			# Full Baths			Phys. % Good												
Year Built			# Half Baths			Funct. % Good												
Year Remodeled			# Addn Fixtures			Functional Code												
Foundation			# Fireplaces			1.Incomp	4.Small	7.Layout										
1.Concrete	4.Wood	7.							2.O-Built	5.CDU	8.Other							
2.C Block	5.Slab	8.							Econ. % Good			3.Delap	6.Style	9.None				
3.Br/Stone	6.Piers	9.							Economic Code			Entrance Code <b>0</b>						
Basement									0.None			3.Services	9.None	1.Interior		4.Vacant	7.	
1.1/4 Bmt	4.Full Bmt	7.							1.Location			4.Traffic	8.	2.Refusal		5.Estimate	8.	
2.1/2 Bmt	5.None	8.							2.Encroach			8.Other	9.	3.Informed		6.	9.	
3.3/4 Bmt	6.	9.None							Information Code <b>0</b>			1.Owner			4.Agent	7.		
Bsmt Gar # Cars									2.Relative			5.Estimate	8.	2.Relative			5.Estimate	8.
Wet Basement									3.Tenant			6.Other	9.	3.Tenant			6.Other	9.
1.Dry	4.	7.							Date Inspected									
2.Damp	5.	8.	<b>Additions, Outbuildings &amp; Improvements</b>															
3.Wet	6.	9.	Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	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							



**Livermore Falls**

Map Lot 014-013

Account 1517

Location FAIRVIEW ST

Card 1 Of 1 9/30/2022

Building Style			SF Bsmt Living			Layout								
1.Conv.	5.Garrison	9.Other	Fin Bsmt Grade			1.Typical	4.	7.						
2.Ranch	6.Split	10.	HEARTH5			2.Inadeq	5.	8.						
3.R Ranch	7.Contemp	11.	Heat Type <b>100%</b>			3.Horrid	6.	9.						
4.Cape	8.Log	12.	1.HWBB	5.FWA	9.No Heat	Attic								
Dwelling Units			2.HWCI	6.GravWA	10.	1.1/4 Fin	4.Full Fin	7.						
Other Units			3.H Pump	7.Electric	11.	2.1/2 Fin	5.F/Stair	8.						
Stories			4.Steam	8.F/Wall	12.	3.3/4 Fin	6.	9.None						
1.1	4.1.5	7.	Cool Type <b>0%</b>			Insulation								
2.2	5.1.75	8.	1.Refrig	4.W&C Air	7.	1.Full	4.Minimal	7.						
3.3	6.2.5	9.	2.Evapor	5.	8.	2.Heavy	5.Partial	8.						
Exterior Walls			3.H Pump	6.	9.None	3.Capped	6.	9.None						
1.Clapbd	5.T-111	9.Other	Kitchen Style			Unfinished %								
2.wWd Shng	6.BR/STONE	10.	1.Modern	4.Obsolete	7.	Grade & Factor								
3.Compos.	7.NOVELTY	11.	2.Typical	5.	8.	1.E Grade	4.B Grade	7.						
4.Asbestos	8.AL/VIN	12.	3.Old Type	6.	9.None	2.D Grade	5.A Grade	8.SC Grade						
Roof Surface			Bath(s) Style			3.C Grade	6.AA Grade	9.Same						
1.Asphalt	4.Composit	7.	1.Modern	4.Obsolete	7.	SQFT (Footprint)								
2.Slate	5.Wood	8.	2.Typical	5.	8.	Condition								
3.Metal	6.Other	9.	3.Old Type	6.	9.None	1.Poor	4.Avg	7.V G						
SF Masonry Trim			# Rooms			2.Fair	5.Avg+	8.Exc						
OPEN-3-CUSTOM			# Bedrooms			3.Avg-	6.Good	9.Same						
OPEN-4-CUSTOM			# Full Baths			Phys. % Good								
Year Built			# Half Baths			Funct. % Good								
Year Remodeled			# Addn Fixtures			Functional Code								
Foundation			# Fireplaces			1.Incomp	4.Small	7.Layout						
1.Concrete	4.Wood	7.							2.O-Built	5.CDU	8.Other			
2.C Block	5.Slab	8.							Econ. % Good			3.Delap	6.Style	9.None
3.Br/Stone	6.Piers	9.							Economic Code			0.None 3.Services 9.None		
Basement									Entrance Code <b>0</b>			1.Location	4.Traffic	8.
1.1/4 Bmt	4.Full Bmt	7.							1.Interior			4.Vacant	7.	
2.1/2 Bmt	5.None	8.							2.Refusal			5.Estimate	8.	
3.3/4 Bmt	6.	9.None							3.Informed			6.	9.	
Bsmt Gar # Cars									Information Code <b>0</b>			1.Owner	4.Agent	7.
Wet Basement									1.Relative			5.Estimate	8.	
1.Dry	4.	7.							2.Tenant			6.Other	9.	
2.Damp	5.	8.	Date Inspected											
3.Wet	6.	9.	<b>Additions, Outbuildings &amp; Improvements</b>											
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value							
					%	%		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						



**Livermore Falls**

Map Lot 014-015

Account 1518

Location FAIRVIEW ST

Card 1 Of 1 9/30/2022

Building Style			SF Bsmt Living			Layout												
1.Conv.	5.Garrison	9.Other	Fin Bsmt Grade			1.Typical	4.	7.										
2.Ranch	6.Split	10.	HEARTH5			2.Inadeq	5.	8.										
3.R Ranch	7.Contemp	11.	Heat Type <b>100%</b>			3.Horrid	6.	9.										
4.Cape	8.Log	12.	1.HWBB	5.FWA	9.No Heat	Attic												
Dwelling Units			2.HWCI	6.GravWA	10.	1.1/4 Fin	4.Full Fin	7.										
Other Units			3.H Pump	7.Electric	11.	2.1/2 Fin	5.F/Stair	8.										
Stories			4.Steam	8.F/Wall	12.	3.3/4 Fin	6.	9.None										
1.1	4.1.5	7.	Cool Type <b>0%</b>			Insulation												
2.2	5.1.75	8.	1.Refrig	4.W&C Air	7.	1.Full	4.Minimal	7.										
3.3	6.2.5	9.	2.Evapor	5.	8.	2.Heavy	5.Partial	8.										
Exterior Walls			3.H Pump	6.	9.None	3.Capped	6.	9.None										
1.Clapbd	5.T-111	9.Other	Kitchen Style			Unfinished %												
2.wWd Shng	6.BR/STONE	10.	1.Modern	4.Obsolete	7.	Grade & Factor												
3.Compos.	7.NOVELTY	11.	2.Typical	5.	8.	1.E Grade	4.B Grade	7.										
4.Asbestos	8.AL/VIN	12.	3.Old Type	6.	9.None	2.D Grade	5.A Grade	8.SC Grade										
Roof Surface			Bath(s) Style			3.C Grade	6.AA Grade	9.Same										
1.Asphalt	4.Composit	7.	1.Modern	4.Obsolete	7.	SQFT (Footprint)												
2.Slate	5.Wood	8.	2.Typical	5.	8.	Condition												
3.Metal	6.Other	9.	3.Old Type	6.	9.None	1.Poor	4.Avg	7.V G										
SF Masonry Trim			# Rooms			2.Fair	5.Avg+	8.Exc										
OPEN-3-CUSTOM			# Bedrooms			3.Avg-	6.Good	9.Same										
OPEN-4-CUSTOM			# Full Baths			Phys. % Good												
Year Built			# Half Baths			Funct. % Good												
Year Remodeled			# Addn Fixtures			Functional Code												
Foundation			# Fireplaces			1.Incomp	4.Small	7.Layout										
1.Concrete	4.Wood	7.							2.O-Built	5.CDU	8.Other							
2.C Block	5.Slab	8.							Econ. % Good			3.Delap	6.Style	9.None				
3.Br/Stone	6.Piers	9.							Economic Code			Entrance Code <b>0</b>						
Basement									0.None			3.Services	9.None	1.Interior		4.Vacant	7.	
1.1/4 Bmt	4.Full Bmt	7.							1.Location			4.Traffic	8.	2.Refusal		5.Estimate	8.	
2.1/2 Bmt	5.None	8.							2.Encroach			8.Other	9.	3.Informed		6.	9.	
3.3/4 Bmt	6.	9.None							Information Code <b>0</b>			1.Owner			4.Agent	7.		
Bsmt Gar # Cars									2.Relative			5.Estimate	8.	2.Relative			5.Estimate	8.
Wet Basement									3.Tenant			6.Other	9.	3.Tenant			6.Other	9.
1.Dry	4.	7.							Date Inspected									
2.Damp	5.	8.	<b>Additions, Outbuildings &amp; Improvements</b>															
3.Wet	6.	9.	Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	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							





**Livermore Falls**

Map Lot 014-014

Account 1519

Location FAIRVIEW ST

Card 1 Of 1 9/30/2022

Building Style			SF Bsmt Living			Layout												
1.Conv.	5.Garrison	9.Other	Fin Bsmt Grade			1.Typical	4.	7.										
2.Ranch	6.Split	10.	HEARTH5			2.Inadeq	5.	8.										
3.R Ranch	7.Contemp	11.	Heat Type <b>100%</b>			3.Horrid	6.	9.										
4.Cape	8.Log	12.	1.HWBB	5.FWA	9.No Heat	Attic												
Dwelling Units			2.HWCI	6.GravWA	10.	1.1/4 Fin	4.Full Fin	7.										
Other Units			3.H Pump	7.Electric	11.	2.1/2 Fin	5.F/Stair	8.										
Stories			4.Steam	8.F/Wall	12.	3.3/4 Fin	6.	9.None										
1.1	4.1.5	7.	Cool Type <b>0%</b>			Insulation												
2.2	5.1.75	8.	1.Refrig	4.W&C Air	7.	1.Full	4.Minimal	7.										
3.3	6.2.5	9.	2.Evapor	5.	8.	2.Heavy	5.Partial	8.										
Exterior Walls			3.H Pump	6.	9.None	3.Capped	6.	9.None										
1.Clapbd	5.T-111	9.Other	Kitchen Style			Unfinished %												
2.wWd Shng	6.BR/STONE	10.	1.Modern	4.Obsolete	7.	Grade & Factor												
3.Compos.	7.NOVELTY	11.	2.Typical	5.	8.	1.E Grade	4.B Grade	7.										
4.Asbestos	8.AL/VIN	12.	3.Old Type	6.	9.None	2.D Grade	5.A Grade	8.SC Grade										
Roof Surface			Bath(s) Style			3.C Grade	6.AA Grade	9.Same										
1.Asphalt	4.Composit	7.	1.Modern	4.Obsolete	7.	SQFT (Footprint)												
2.Slate	5.Wood	8.	2.Typical	5.	8.	Condition												
3.Metal	6.Other	9.	3.Old Type	6.	9.None	1.Poor	4.Avg	7.V G										
SF Masonry Trim			# Rooms			2.Fair	5.Avg+	8.Exc										
OPEN-3-CUSTOM			# Bedrooms			3.Avg-	6.Good	9.Same										
OPEN-4-CUSTOM			# Full Baths			Phys. % Good												
Year Built			# Half Baths			Funct. % Good												
Year Remodeled			# Addn Fixtures			Functional Code												
Foundation			# Fireplaces			1.Incomp	4.Small	7.Layout										
1.Concrete	4.Wood	7.							2.O-Built	5.CDU	8.Other							
2.C Block	5.Slab	8.							Econ. % Good			3.Delap	6.Style	9.None				
3.Br/Stone	6.Piers	9.							Economic Code			Entrance Code <b>0</b>						
Basement									0.None			3.Services	9.None	1.Interior		4.Vacant	7.	
1.1/4 Bmt	4.Full Bmt	7.							1.Location			4.Traffic	8.	2.Refusal		5.Estimate	8.	
2.1/2 Bmt	5.None	8.							2.Encroach			8.Other	9.	3.Informed		6.	9.	
3.3/4 Bmt	6.	9.None							Information Code <b>0</b>			1.Owner			4.Agent	7.		
Bsmt Gar # Cars									2.Relative			5.Estimate	8.	2.Relative			5.Estimate	8.
Wet Basement									3.Tenant			6.Other	9.	3.Tenant			6.Other	9.
1.Dry	4.	7.							Date Inspected									
2.Damp	5.	8.	<b>Additions, Outbuildings &amp; Improvements</b>															
3.Wet	6.	9.	Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	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							



**Livermore Falls**

Map Lot 018-054

Account 1520

Location 23 CHURCH ST

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
286 Masonry	1900	5221	3 100	4	0 %	100 %		1.One Story Fram
288 Fin Church	1900	5061	3 100	4	0 %	100 %		2.Two Story Fram
22 Encl Frame Porch	1985	119	2 100	4	0 %	100 %		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



**Livermore Falls**

Map Lot 018-025

Account 1521

Location 29 PARK ST/FIRE STATION

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								1.One Story Fram
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	2.Two Story Fram
358 AVG FIRE	1960	4500	4 120	4	90 %	100 %		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

LIVERMORE FALLS, TOWN OF  
2 MAIN ST  
LIVERMORE FALLS ME 04254

			Property Data			Assessment Record																																																																																																																																																																																																																								
			Neighborhood	12 MEADOWBROOK APTS		Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																																				
			Tree Growth Year 0			2010	13,100	0	13,100	0																																																																																																																																																																																																																				
			X Coordinate 0			2011	13,100	0	13,100	0																																																																																																																																																																																																																				
			Y Coordinate 0			2012	13,100	0	13,100	0																																																																																																																																																																																																																				
			Zone/Land Use 15 Subdivisions ...			2013	13,100	0	13,100	0																																																																																																																																																																																																																				
			Secondary Zone			2014	13,100	0	13,100	0																																																																																																																																																																																																																				
			Topography 1 Level			2015	13,100	0	13,100	0																																																																																																																																																																																																																				
			1.Level 4.Below St 7.Steep			2016	13,100	0	13,100	0																																																																																																																																																																																																																				
			2.Rolling 5.Low 8.Rough			2017	13,100	0	13,100	0																																																																																																																																																																																																																				
			3.Above St 6.Swampy 9.			2018	13,100	0	13,100	0																																																																																																																																																																																																																				
			Utilities 1 All Public			2019	13,100	0	13,100	0																																																																																																																																																																																																																				
			1.Public 4.Dr Well 7.Cesspool			2020	13,100	0	13,100	0																																																																																																																																																																																																																				
			2.Water 5.Dug Well 8.improve			2021	13,100	0	13,100	0																																																																																																																																																																																																																				
			3.Sewer 6.Septic 9.No util			2022	13,100	0	13,100	0																																																																																																																																																																																																																				
			Street 9																																																																																																																																																																																																																											
			1.Paved 4.Proposed 7.ROW			<table border="1"> <thead> <tr> <th colspan="6">Land Data</th> </tr> <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 rowspan="5">11.Regular Lot 12.Delta Triangle 13.Nabla Triangle 14.Rear Land 15.Miscellaneous</td> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>1.Unimproved</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>2.Excess Frtg</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>3.Topography</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>4.Size/Shape</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>5.Access</td> </tr> <tr> <td rowspan="5">16.Regular Lot 17.Secondary Lot 18.Excess Land 19.Condominium 20.Miscellaneous</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>7.Corner Infl</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>8.Environment</td> </tr> <tr> <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>30.Rear Land 21+</td> </tr> <tr> <td rowspan="5">21.Homesite (Frac 22.Baselot (Frac 23.Misc (Frac)</td> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>31.Crop Land</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>32.Orchard</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>33.Gravel Pit</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>34.Pasture</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>35.Hort -Edible</td> </tr> <tr> <td rowspan="5">24.Homesite 25.Baselot 26.Frontage 1 27.Frontage 2 28.Rear Land 1-10 29.Rear Land 11-2</td> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>36.Hort -Ornament</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>37.Softwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>38.Mixedwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>39.Hardwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>40.Wasteland</td> </tr> <tr> <td colspan="3" rowspan="2"></td> <td colspan="3">Validity</td> <td colspan="2">Fract. Acre</td> <td colspan="2">Acres</td> <td rowspan="2"> <table border="1"> <thead> <tr> <th colspan="2">Square Foot</th> <th colspan="2">Square Feet</th> <th colspan="2">Acreege/Sites</th> </tr> </thead> <tbody> <tr> <td>22</td> <td></td> <td>0.28</td> <td></td> <td>100</td> <td>0</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td colspan="2"><b>Total Acreege</b></td> <td colspan="2">0.28</td> <td colspan="2"></td> </tr> </tbody> </table> </td> </tr> <tr> <td colspan="3">1.Valid 4.Split 7.Changes</td> <td colspan="2">2.Related 5.Partial 8.Other</td> <td colspan="2">3.Distress 6.Exempt 9.Estate</td> <td colspan="2">4.Agent 7.Family</td> </tr> <tr> <td colspan="3">Verified</td> <td colspan="2">1.Buyer 4.Agent 7.Family</td> <td colspan="2">2.Seller 5.Pub Rec 8.Other</td> <td colspan="2">3.Lender 6.MLS 9.</td> </tr> </tbody> </table>					Land Data						Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot 12.Delta Triangle 13.Nabla Triangle 14.Rear Land 15.Miscellaneous					%	1.Unimproved					%	2.Excess Frtg					%	3.Topography					%	4.Size/Shape					%	5.Access	16.Regular Lot 17.Secondary Lot 18.Excess Land 19.Condominium 20.Miscellaneous					%	6.Restriction					%	7.Corner Infl					%	8.Environment					%	9.Fract Share					%	30.Rear Land 21+	21.Homesite (Frac 22.Baselot (Frac 23.Misc (Frac)					%	31.Crop Land					%	32.Orchard					%	33.Gravel Pit					%	34.Pasture					%	35.Hort -Edible	24.Homesite 25.Baselot 26.Frontage 1 27.Frontage 2 28.Rear Land 1-10 29.Rear Land 11-2					%	36.Hort -Ornament					%	37.Softwood TG					%	38.Mixedwood TG					%	39.Hardwood TG					%	40.Wasteland				Validity			Fract. Acre		Acres		<table border="1"> <thead> <tr> <th colspan="2">Square Foot</th> <th colspan="2">Square Feet</th> <th colspan="2">Acreege/Sites</th> </tr> </thead> <tbody> <tr> <td>22</td> <td></td> <td>0.28</td> <td></td> <td>100</td> <td>0</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td colspan="2"><b>Total Acreege</b></td> <td colspan="2">0.28</td> <td colspan="2"></td> </tr> </tbody> </table>	Square Foot		Square Feet		Acreege/Sites		22		0.28		100	0																									<b>Total Acreege</b>		0.28				1.Valid 4.Split 7.Changes			2.Related 5.Partial 8.Other		3.Distress 6.Exempt 9.Estate		4.Agent 7.Family		Verified			1.Buyer 4.Agent 7.Family		2.Seller 5.Pub Rec 8.Other		3.Lender 6.MLS 9.	
			Land Data																																																																																																																																																																																																																											
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																																								
		Frontage	Depth	Factor	Code																																																																																																																																																																																																																									
11.Regular Lot 12.Delta Triangle 13.Nabla Triangle 14.Rear Land 15.Miscellaneous					%	1.Unimproved																																																																																																																																																																																																																								
					%	2.Excess Frtg																																																																																																																																																																																																																								
					%	3.Topography																																																																																																																																																																																																																								
					%	4.Size/Shape																																																																																																																																																																																																																								
					%	5.Access																																																																																																																																																																																																																								
16.Regular Lot 17.Secondary Lot 18.Excess Land 19.Condominium 20.Miscellaneous					%	6.Restriction																																																																																																																																																																																																																								
					%	7.Corner Infl																																																																																																																																																																																																																								
					%	8.Environment																																																																																																																																																																																																																								
					%	9.Fract Share																																																																																																																																																																																																																								
					%	30.Rear Land 21+																																																																																																																																																																																																																								
21.Homesite (Frac 22.Baselot (Frac 23.Misc (Frac)					%	31.Crop Land																																																																																																																																																																																																																								
					%	32.Orchard																																																																																																																																																																																																																								
					%	33.Gravel Pit																																																																																																																																																																																																																								
					%	34.Pasture																																																																																																																																																																																																																								
					%	35.Hort -Edible																																																																																																																																																																																																																								
24.Homesite 25.Baselot 26.Frontage 1 27.Frontage 2 28.Rear Land 1-10 29.Rear Land 11-2					%	36.Hort -Ornament																																																																																																																																																																																																																								
					%	37.Softwood TG																																																																																																																																																																																																																								
					%	38.Mixedwood TG																																																																																																																																																																																																																								
					%	39.Hardwood TG																																																																																																																																																																																																																								
					%	40.Wasteland																																																																																																																																																																																																																								
			Validity			Fract. Acre		Acres		<table border="1"> <thead> <tr> <th colspan="2">Square Foot</th> <th colspan="2">Square Feet</th> <th colspan="2">Acreege/Sites</th> </tr> </thead> <tbody> <tr> <td>22</td> <td></td> <td>0.28</td> <td></td> <td>100</td> <td>0</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td colspan="2"><b>Total Acreege</b></td> <td colspan="2">0.28</td> <td colspan="2"></td> </tr> </tbody> </table>	Square Foot		Square Feet		Acreege/Sites		22		0.28		100	0																									<b>Total Acreege</b>		0.28																																																																																																																																																																													
			Square Foot		Square Feet		Acreege/Sites																																																																																																																																																																																																																							
22		0.28		100	0																																																																																																																																																																																																																									
<b>Total Acreege</b>		0.28																																																																																																																																																																																																																												
1.Valid 4.Split 7.Changes			2.Related 5.Partial 8.Other		3.Distress 6.Exempt 9.Estate		4.Agent 7.Family																																																																																																																																																																																																																							
Verified			1.Buyer 4.Agent 7.Family		2.Seller 5.Pub Rec 8.Other		3.Lender 6.MLS 9.																																																																																																																																																																																																																							

Inspection Witnessed By:

X	Date	Description	Date Insp.

Notes:

**Livermore Falls**

Map Lot 022-013

Account 1522

Location PUMPING STA/MEADOWBROOK RD

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								1.One Story Fram
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	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



LIVERMORE FALLS, TOWN OF  
2 MAIN ST  
LIVERMORE FALLS ME 04254

			Property Data			Assessment Record						
			Neighborhood	1 IN-TOWN RESDNTL		Year	Land	Buildings	Exempt	Total		
			Tree Growth Year	0		2010	6,600	0	6,600	0		
			X Coordinate	0		2011	6,600	0	6,600	0		
			Y Coordinate	0		2012	6,600	0	6,600	0		
			Zone/Land Use	11 Urban Residentl		2013	6,600	0	6,600	0		
			Secondary Zone			2014	6,600	0	6,600	0		
			Topography	1 Level		2015	6,600	0	6,600	0		
			1.Level	4.Below St	7.Steep	2016	6,600	0	6,600	0		
			2.Rolling	5.Low	8.Rough	2017	6,600	0	6,600	0		
			3.Above St	6.Swampy	9.	2018	6,600	0	6,600	0		
			Utilities	9 No Utilities		2019	6,600	0	6,600	0		
			1.Public	4.Dr Well	7.Cesspool	2020	6,600	0	6,600	0		
			2.Water	5.Dug Well	8.improve	2021	6,600	0	6,600	0		
			3.Sewer	6.Septic	9.No util	2022	6,600	0	6,600	0		
			Street	1 Paved								
			1.Paved	4.Proposed	7.ROW	<b>Land Data</b>						
			2.Semi Imp	5.Private	8.							
			3.Gravel	6.NoStreet	9.	<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>		<b>Influence</b>		<b>Influence Codes</b>
			LAND USE CODES 1001			11.Regular Lot						
			BUILDING USE	0		12.Delta Triangle						1.Unimproved
			<b>Sale Data</b>			13.Nabla Triangle						
			Sale Date			14.Rear Land						3.Topography
			Price			15.Miscellaneous						
			Sale Type			<b>Square Foot</b>		<b>Square Feet</b>				5.Access
			1.Land	4.Mobile	7.	16.Regular Lot						
			2.L & B	5.Other	8.	17.Secondary Lot						7.Corner Infl
			3.Building	6.COMM	9.	18.Excess Land						
			Financing			19.Condominium						9.Fract Share
			1.Convent	4.Seller	7.	20.Miscellaneous						
			2.FHA/VA	5.Private	8.	<b>Fract. Acre</b>		<b>Acreage/Sites</b>				31.Crop Land
			3.Assumed	6.Cash	9.Unknown	21.Homesite (Frac	22	0.08	90	%	1	
			Validity			22.Baselot (Fract						33.Gravel Pit
			1.Valid	4.Split	7.Changes	23.Misc (Fract)						
			2.Related	5.Partial	8.Other	<b>Acres</b>						35.Hort -Edible
			3.Distress	6.Exempt	9.Estate	24.Homesite						
			Verified			25.Baselot						37.Softwood TG
			1.Buyer	4.Agent	7.Family	26.Frontage 1						
			2.Seller	5.Pub Rec	8.Other	27.Frontage 2						39.Hardwood TG
			3.Lender	6.MLS	9.	28.Rear Land 1-10						
						29.Rear Land 11-2						41.Utility ROW
									<b>Total Acreage</b>		0.08	
												43.Condo Site
												44.Camp Lot
												45.Site Improveme
												46.Utility

Inspection Witnessed By:

X	Date	Description	Date Insp.

Notes:

**Livermore Falls**

Map Lot 021-027

Account 1523

Location MARION AVE

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
					%	%	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

LIVERMORE FALLS, TOWN OF  
2 MAIN ST  
LIVERMORE FALLS ME 04254

			Property Data			Assessment Record																																																																																																																																																																																																																																																																											
			Neighborhood	3 LOWER MN.COMERC		Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																																																																																							
			Tree Growth Year 0			2010	31,600	100,900	132,500	0																																																																																																																																																																																																																																																																							
			X Coordinate 0			2011	31,600	100,900	132,500	0																																																																																																																																																																																																																																																																							
			Y Coordinate 0			2012	31,600	100,900	132,500	0																																																																																																																																																																																																																																																																							
			Zone/Land Use 13 Lower-Main Comrc			2013	31,600	100,900	132,500	0																																																																																																																																																																																																																																																																							
			Secondary Zone			2014	31,600	100,900	132,500	0																																																																																																																																																																																																																																																																							
			Topography 1 Level			2015	31,600	100,900	132,500	0																																																																																																																																																																																																																																																																							
			1.Level 4.Below St 7.Steep			2016	31,600	100,900	132,500	0																																																																																																																																																																																																																																																																							
			2.Rolling 5.Low 8.Rough			2017	31,600	100,900	132,500	0																																																																																																																																																																																																																																																																							
			3.Above St 6.Swampy 9.			2018	31,600	100,900	132,500	0																																																																																																																																																																																																																																																																							
			Utilities 1 All Public			2019	31,600	100,900	132,500	0																																																																																																																																																																																																																																																																							
			1.Public 4.Dr Well 7.Cesspool			2020	31,600	100,900	132,500	0																																																																																																																																																																																																																																																																							
			2.Water 5.Dug Well 8.improve			2021	31,600	100,900	132,500	0																																																																																																																																																																																																																																																																							
			3.Sewer 6.Septic 9.No util			2022	31,600	100,900	132,500	0																																																																																																																																																																																																																																																																							
			Street 1 Paved																																																																																																																																																																																																																																																																														
			1.Paved 4.Proposed 7.ROW			<table border="1"> <thead> <tr> <th colspan="6">Land Data</th> </tr> <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 rowspan="5">11.Regular Lot 12.Delta Triangle 13.Nabla Triangle 14.Rear Land 15.Miscellaneous</td> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>1.Unimproved</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>2.Excess Frtg</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>3.Topography</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>4.Size/Shape</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>5.Access</td> </tr> <tr> <td rowspan="5">16.Regular Lot 17.Secondary Lot 18.Excess Land 19.Condominium 20.Miscellaneous</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>7.Corner Infl</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>8.Environment</td> </tr> <tr> <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>30.Rear Land 21+</td> </tr> <tr> <td rowspan="5">21.Homesite (Frac 22.Baselot (Frac 23.Misc (Frac)</td> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>31.Crop Land</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>32.Orchard</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>33.Gravel Pit</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>34.Pasture</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>35.Hort -Edible</td> </tr> <tr> <td rowspan="5">24.Homesite 25.Baselot 26.Frontage 1 27.Frontage 2 28.Rear Land 1-10 29.Rear Land 11-2</td> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>36.Hort -Ornament</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>37.Softwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>38.Mixedwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>39.Hardwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td>40.Wasteland</td> </tr> <tr> <td colspan="3" rowspan="2"></td> <td colspan="3">Financing</td> <td colspan="2">Fract. Acre</td> <td colspan="2">Acres</td> <td rowspan="2"> <table border="1"> <thead> <tr> <th colspan="2">Square Foot</th> <th colspan="2">Acreege/Sites</th> <th colspan="2">Total Acreage</th> </tr> </thead> <tbody> <tr> <td>22</td> <td>0.81</td> <td>100</td> <td>8</td> <td>0.81</td> <td>0.81</td> </tr> </tbody> </table> </td> </tr> <tr> <td colspan="3">1.Convent 4.Seller 7.</td> <td colspan="2">21.Homesite (Frac</td> <td colspan="2">22.Baselot (Frac</td> <td colspan="2">23.Misc (Frac)</td> </tr> <tr> <td colspan="3">2.FHA/VA 5.Private 8.</td> <td colspan="2">22.Baselot (Frac</td> <td colspan="2">23.Misc (Frac)</td> <td colspan="2">24.Homesite</td> </tr> <tr> <td colspan="3">3.Assumed 6.Cash 9.Unknown</td> <td colspan="2">23.Misc (Frac)</td> <td colspan="2">24.Homesite</td> <td colspan="2">25.Baselot</td> </tr> <tr> <td colspan="3">Validity</td> <td colspan="2">24.Homesite</td> <td colspan="2">25.Baselot</td> <td colspan="2">26.Frontage 1</td> </tr> <tr> <td colspan="3">1.Valid 4.Split 7.Changes</td> <td colspan="2">25.Baselot</td> <td colspan="2">26.Frontage 1</td> <td colspan="2">27.Frontage 2</td> </tr> <tr> <td colspan="3">2.Related 5.Partial 8.Other</td> <td colspan="2">26.Frontage 1</td> <td colspan="2">27.Frontage 2</td> <td colspan="2">28.Rear Land 1-10</td> </tr> <tr> <td colspan="3">3.Distress 6.Exempt 9.Estate</td> <td colspan="2">27.Frontage 2</td> <td colspan="2">28.Rear Land 1-10</td> <td colspan="2">29.Rear Land 11-2</td> </tr> <tr> <td colspan="3">Verified</td> <td colspan="2">28.Rear Land 1-10</td> <td colspan="2">29.Rear Land 11-2</td> <td colspan="2"></td> </tr> <tr> <td colspan="3">1.Buyer 4.Agent 7.Family</td> <td colspan="2">29.Rear Land 11-2</td> <td colspan="2"></td> <td colspan="2"></td> </tr> <tr> <td colspan="3">2.Seller 5.Pub Rec 8.Other</td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> </tr> <tr> <td colspan="3">3.Lender 6.MLS 9.</td> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"></td> </tr> </tbody> </table>					Land Data						Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot 12.Delta Triangle 13.Nabla Triangle 14.Rear Land 15.Miscellaneous					%	1.Unimproved					%	2.Excess Frtg					%	3.Topography					%	4.Size/Shape					%	5.Access	16.Regular Lot 17.Secondary Lot 18.Excess Land 19.Condominium 20.Miscellaneous					%	6.Restriction					%	7.Corner Infl					%	8.Environment					%	9.Fract Share					%	30.Rear Land 21+	21.Homesite (Frac 22.Baselot (Frac 23.Misc (Frac)					%	31.Crop Land					%	32.Orchard					%	33.Gravel Pit					%	34.Pasture					%	35.Hort -Edible	24.Homesite 25.Baselot 26.Frontage 1 27.Frontage 2 28.Rear Land 1-10 29.Rear Land 11-2					%	36.Hort -Ornament					%	37.Softwood TG					%	38.Mixedwood TG					%	39.Hardwood TG					%	40.Wasteland				Financing			Fract. Acre		Acres		<table border="1"> <thead> <tr> <th colspan="2">Square Foot</th> <th colspan="2">Acreege/Sites</th> <th colspan="2">Total Acreage</th> </tr> </thead> <tbody> <tr> <td>22</td> <td>0.81</td> <td>100</td> <td>8</td> <td>0.81</td> <td>0.81</td> </tr> </tbody> </table>	Square Foot		Acreege/Sites		Total Acreage		22	0.81	100	8	0.81	0.81	1.Convent 4.Seller 7.			21.Homesite (Frac		22.Baselot (Frac		23.Misc (Frac)		2.FHA/VA 5.Private 8.			22.Baselot (Frac		23.Misc (Frac)		24.Homesite		3.Assumed 6.Cash 9.Unknown			23.Misc (Frac)		24.Homesite		25.Baselot		Validity			24.Homesite		25.Baselot		26.Frontage 1		1.Valid 4.Split 7.Changes			25.Baselot		26.Frontage 1		27.Frontage 2		2.Related 5.Partial 8.Other			26.Frontage 1		27.Frontage 2		28.Rear Land 1-10		3.Distress 6.Exempt 9.Estate			27.Frontage 2		28.Rear Land 1-10		29.Rear Land 11-2		Verified			28.Rear Land 1-10		29.Rear Land 11-2				1.Buyer 4.Agent 7.Family			29.Rear Land 11-2						2.Seller 5.Pub Rec 8.Other									3.Lender 6.MLS 9.								
			Land Data																																																																																																																																																																																																																																																																														
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																																																																																											
		Frontage	Depth	Factor	Code																																																																																																																																																																																																																																																																												
11.Regular Lot 12.Delta Triangle 13.Nabla Triangle 14.Rear Land 15.Miscellaneous					%	1.Unimproved																																																																																																																																																																																																																																																																											
					%	2.Excess Frtg																																																																																																																																																																																																																																																																											
					%	3.Topography																																																																																																																																																																																																																																																																											
					%	4.Size/Shape																																																																																																																																																																																																																																																																											
					%	5.Access																																																																																																																																																																																																																																																																											
16.Regular Lot 17.Secondary Lot 18.Excess Land 19.Condominium 20.Miscellaneous					%	6.Restriction																																																																																																																																																																																																																																																																											
					%	7.Corner Infl																																																																																																																																																																																																																																																																											
					%	8.Environment																																																																																																																																																																																																																																																																											
					%	9.Fract Share																																																																																																																																																																																																																																																																											
					%	30.Rear Land 21+																																																																																																																																																																																																																																																																											
21.Homesite (Frac 22.Baselot (Frac 23.Misc (Frac)					%	31.Crop Land																																																																																																																																																																																																																																																																											
					%	32.Orchard																																																																																																																																																																																																																																																																											
					%	33.Gravel Pit																																																																																																																																																																																																																																																																											
					%	34.Pasture																																																																																																																																																																																																																																																																											
					%	35.Hort -Edible																																																																																																																																																																																																																																																																											
24.Homesite 25.Baselot 26.Frontage 1 27.Frontage 2 28.Rear Land 1-10 29.Rear Land 11-2					%	36.Hort -Ornament																																																																																																																																																																																																																																																																											
					%	37.Softwood TG																																																																																																																																																																																																																																																																											
					%	38.Mixedwood TG																																																																																																																																																																																																																																																																											
					%	39.Hardwood TG																																																																																																																																																																																																																																																																											
					%	40.Wasteland																																																																																																																																																																																																																																																																											
			Financing			Fract. Acre		Acres		<table border="1"> <thead> <tr> <th colspan="2">Square Foot</th> <th colspan="2">Acreege/Sites</th> <th colspan="2">Total Acreage</th> </tr> </thead> <tbody> <tr> <td>22</td> <td>0.81</td> <td>100</td> <td>8</td> <td>0.81</td> <td>0.81</td> </tr> </tbody> </table>	Square Foot		Acreege/Sites		Total Acreage		22	0.81	100	8	0.81	0.81																																																																																																																																																																																																																																																											
			Square Foot		Acreege/Sites		Total Acreage																																																																																																																																																																																																																																																																										
22	0.81	100	8	0.81	0.81																																																																																																																																																																																																																																																																												
1.Convent 4.Seller 7.			21.Homesite (Frac		22.Baselot (Frac		23.Misc (Frac)																																																																																																																																																																																																																																																																										
2.FHA/VA 5.Private 8.			22.Baselot (Frac		23.Misc (Frac)		24.Homesite																																																																																																																																																																																																																																																																										
3.Assumed 6.Cash 9.Unknown			23.Misc (Frac)		24.Homesite		25.Baselot																																																																																																																																																																																																																																																																										
Validity			24.Homesite		25.Baselot		26.Frontage 1																																																																																																																																																																																																																																																																										
1.Valid 4.Split 7.Changes			25.Baselot		26.Frontage 1		27.Frontage 2																																																																																																																																																																																																																																																																										
2.Related 5.Partial 8.Other			26.Frontage 1		27.Frontage 2		28.Rear Land 1-10																																																																																																																																																																																																																																																																										
3.Distress 6.Exempt 9.Estate			27.Frontage 2		28.Rear Land 1-10		29.Rear Land 11-2																																																																																																																																																																																																																																																																										
Verified			28.Rear Land 1-10		29.Rear Land 11-2																																																																																																																																																																																																																																																																												
1.Buyer 4.Agent 7.Family			29.Rear Land 11-2																																																																																																																																																																																																																																																																														
2.Seller 5.Pub Rec 8.Other																																																																																																																																																																																																																																																																																	
3.Lender 6.MLS 9.																																																																																																																																																																																																																																																																																	

Inspection Witnessed By:

X	Date	Date Insp.
No./Date	Description	Date Insp.

Notes:

**Livermore Falls**

Map Lot 018-007

Account 1524

Location 28 PARK ST/HIGHWAY GARAGE

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								1.One Story Fram
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	2.Two Story Fram
219 COM GARAGE	1950	4800	2 100	4	0 %	100 %		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



**Livermore Falls**

Map Lot 015-022

Account 1525

Location PARK ST

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
					%	%		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

D'ANDREA, RHONDA  
124 WEST LOOP  
LIVERMORE FALLS ME 04254

			Property Data			Assessment Record										
			Neighborhood	99 MH LEASE LOT		Year	Land	Buildings	Exempt	Total						
			Tree Growth Year		0	2010	0	13,500	10,000	3,500						
			X Coordinate		0	2011	0	13,500	10,000	3,500						
			Y Coordinate		0	2012	0	13,500	10,000	3,500						
			Zone/Land Use		99 MOBILE HOME		2013	0	13,500	10,000	3,500					
			Secondary Zone			2014	0	13,500	10,000	3,500						
			Topography		9	9	2015	0	13,500	13,500	0					
			1.Level		4.Below St	7.Steep	2016	0	13,500	13,500	0					
			2.Rolling		5.Low	8.Rough	2017	0	13,500	13,500	0					
			3.Above St		6.Swampy	9.	2018	0	13,500	13,500	0					
			Utilities		9 No Utilities		9 No Utilities	2019	0	13,500	13,500	0				
			1.Public		4.Dr Well	7.Cesspool	2020	0	13,500	13,500	0					
			2.Water		5.Dug Well	8.improve	2021	0	13,500	13,500	0					
			3.Sewer		6.Septic	9.No util	2022	0	13,500	13,500	0					
			Street		9											
			1.Paved		4.Proposed	7.ROW	<b>Land Data</b>									
			2.Semi Imp		5.Private	8.										
			3.Gravel		6.NoStreet	9.	<b>Front Foot</b>		<b>Type</b>		<b>Effective</b>		<b>Influence</b>		<b>Influence Codes</b>	
			LAND USE CODES		0		11.Regular Lot		%		%		%		1.Unimproved	
Inspection Witnessed By:			BUILDING USE		0		12.Delta Triangle		%		%		2.Excess Frtg			
			<b>Sale Data</b>			Sale Date		6/01/2003		13.Nabla Triangle		%		%		3.Topography
X						Date				14.Rear Land		%		%		4.Size/Shape
			Price				15.Miscellaneous		%		%		%		5.Access	
No./Date		Description		Date Insp.		Sale Type								6.Restriction		
						1.Land		4.Mobile		7.				7.Corner Infl		
						2.L & B		5.Other		8.				8.Environment		
						3.Building		6.COMM		9.				9.Fract Share		
Notes:			Financing		1.Convent		4.Seller		7.						30.Rear Land 21+	
			Validity		1.Valid		4.Split		7.Changes						31.Crop Land	
						2.Related		5.Partial		8.Other				32.Orchard		
						3.Distress		6.Exempt		9.Estate				33.Gravel Pit		
						Verified		1.Buyer		4.Agent		7.Family		34.Pasture		
						2.Seller		5.Pub Rec		8.Other				35.Hort -Edible		
						3.Lender		6.MLS		9.				36.Hort -Ornament		
Livermore Falls			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)						37.Softwood TG	
			Acres		24.Homesite		25.Baselot		26.Frontage 1		27.Frontage 2					
			Square Foot		16.Regular Lot		17.Secondary Lot		18.Excess Land						39.Hardwood TG	
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1						41.Utility ROW	
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land						43.Condo Site	
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1						45.Site Improve	
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land						46.Utility	
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		25.Baselot		26.Frontage 1							
			Verified		1.Buyer		4.Agent		7.Family		2.Seller		5.Pub Rec		8.Other	
			Square Feet		16.Regular Lot		17.Secondary Lot		18.Excess Land							
			Fract. Acre		21.Homesite (Fract)		22.Baselot (Fract)		23.Misc (Fract)							
			Acres		24.Homesite		2									

**Livermore Falls**

Map Lot 023-070-00N

Account 1527

Location 124 WEST LOOP

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								1.One Story Fram
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	2.Two Story Fram
998 14Mobile Home	1989	14x66	3 100	4	0 %	100 %		3.Three Story Fr
24 Frame Shed	1995	96	2 100	4	0 %	100 %		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





**Livermore Falls**

Map Lot 024-013-00N

Account 1528

Location 143 PINE RIDGE/1973 FLEETWOOD

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
997 12Mobile Home	1973	12x56	2 100	5	0 %	100 %	
105 MH ADDITION	0	156	9 100	9	0 %	0 %	
105 MH ADDITION	0	644	9 100	9	0 %	0 %	
108 MH OPEN	0	190	9 100	9	0 %	0 %	
24 Frame Shed	0	192	3 100	4	0 %	100 %	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	

- 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

WHITTEMORE, KASSI L  
189 FAYETTE ROAD  
LIVERMORE FALLS ME 04254

B3449P46 B7506P246 B9380P114 B9390P281

Previous Owner  
TRIPP, CONSTANCE H

187 WOODLAND AVENUE  
WARREN ME 04864 4272  
Sale Date: 6/08/2016

Inspection Witnessed By:

X	Date	Date Insp.
No./Date	Description	Date Insp.

Notes:

Livermore Falls

Property Data			Assessment Record																																																																																																																																																																																																																		
Neighborhood <b>9 ROYAL DRIVE</b>			Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																														
Tree Growth Year <b>0</b>			2010	24,300	80,600	10,000	94,900																																																																																																																																																																																																														
X Coordinate <b>0</b>			2011	24,300	80,600	10,000	94,900																																																																																																																																																																																																														
Y Coordinate <b>0</b>			2012	24,300	80,600	10,000	94,900																																																																																																																																																																																																														
Zone/Land Use <b>15 Subdivisions ...</b>			2013	24,300	80,600	10,000	94,900																																																																																																																																																																																																														
Secondary Zone			2014	24,300	80,600	10,000	94,900																																																																																																																																																																																																														
Topography <b>2 Rolling 3 Above Street</b>			2015	24,300	80,600	15,000	89,900																																																																																																																																																																																																														
1.Level 4.Below St 7.Steep			2016	24,300	80,600	0	104,900																																																																																																																																																																																																														
2.Rolling 5.Low 8.Rough			2017	24,300	80,600	0	104,900																																																																																																																																																																																																														
3.Above St 6.Swampy 9.			2018	24,300	80,600	20,000	84,900																																																																																																																																																																																																														
Utilities <b>1 All Public</b>			2019	24,300	80,600	20,000	84,900																																																																																																																																																																																																														
1.Public 4.Dr Well 7.Cesspool			2020	24,300	80,600	25,000	79,900																																																																																																																																																																																																														
2.Water 5.Dug Well 8.improve			2021	24,300	80,600	25,000	79,900																																																																																																																																																																																																														
3.Sewer 6.Septic 9.No util			2022	24,300	80,600	23,500	81,400																																																																																																																																																																																																														
Street <b>1 Paved</b>			<table border="1"> <thead> <tr> <th colspan="6">Land Data</th> </tr> <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.Regular Lot</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>1.Unimproved</td> </tr> <tr> <td>12.Delta Triangle</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>2.Excess Frtg</td> </tr> <tr> <td>13.Nabla Triangle</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.Miscellaneous</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>5.Access</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.Corner Infl</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>8.Environment</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><b>Acres</b></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>30.Rear Land 21+</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>31.Crop Land</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>32.Orchard</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>33.Gravel Pit</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>34.Pasture</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>35.Hort -Edible</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>36.Hort -Ornament</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>37.Softwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>38.Mixedwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>39.Hardwood TG</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.Utility ROW</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.Camp Lot</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>45.Site Improve</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>46.Utility</td> </tr> </tbody> </table>					Land Data						Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Unimproved	12.Delta Triangle				%		2.Excess Frtg	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Miscellaneous				%		5.Access					%		6.Restriction					%		7.Corner Infl					%		8.Environment					%		9.Fract Share					%		<b>Acres</b>					%		30.Rear Land 21+					%		31.Crop Land					%		32.Orchard					%		33.Gravel Pit					%		34.Pasture					%		35.Hort -Edible					%		36.Hort -Ornament					%		37.Softwood TG					%		38.Mixedwood TG					%		39.Hardwood TG					%		40.Wasteland					%		41.Utility ROW					%		42.Mobile Home Si					%		43.Condo Site					%		44.Camp Lot					%		45.Site Improve					%		46.Utility
Land Data																																																																																																																																																																																																																					
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																															
		Frontage	Depth	Factor	Code																																																																																																																																																																																																																
11.Regular Lot				%		1.Unimproved																																																																																																																																																																																																															
12.Delta Triangle				%		2.Excess Frtg																																																																																																																																																																																																															
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																															
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																															
15.Miscellaneous				%		5.Access																																																																																																																																																																																																															
				%		6.Restriction																																																																																																																																																																																																															
				%		7.Corner Infl																																																																																																																																																																																																															
				%		8.Environment																																																																																																																																																																																																															
				%		9.Fract Share																																																																																																																																																																																																															
				%		<b>Acres</b>																																																																																																																																																																																																															
				%		30.Rear Land 21+																																																																																																																																																																																																															
				%		31.Crop Land																																																																																																																																																																																																															
				%		32.Orchard																																																																																																																																																																																																															
				%		33.Gravel Pit																																																																																																																																																																																																															
				%		34.Pasture																																																																																																																																																																																																															
				%		35.Hort -Edible																																																																																																																																																																																																															
				%		36.Hort -Ornament																																																																																																																																																																																																															
				%		37.Softwood TG																																																																																																																																																																																																															
				%		38.Mixedwood TG																																																																																																																																																																																																															
				%		39.Hardwood TG																																																																																																																																																																																																															
				%		40.Wasteland																																																																																																																																																																																																															
				%		41.Utility ROW																																																																																																																																																																																																															
				%		42.Mobile Home Si																																																																																																																																																																																																															
				%		43.Condo Site																																																																																																																																																																																																															
				%		44.Camp Lot																																																																																																																																																																																																															
				%		45.Site Improve																																																																																																																																																																																																															
				%		46.Utility																																																																																																																																																																																																															
LAND USE CODES <b>1001</b>			<b>Front Foot</b>																																																																																																																																																																																																																		
BUILDING USE <b>0</b>			<b>Square Foot</b>																																																																																																																																																																																																																		
<b>Sale Data</b>			<b>Fract. Acre</b>																																																																																																																																																																																																																		
Sale Date <b>6/08/2016</b>			21.Homesite (Fract)																																																																																																																																																																																																																		
Price			22.Baselot (Fract)																																																																																																																																																																																																																		
Sale Type <b>2 Land &amp; Buildings</b>			23.Misc (Fract)																																																																																																																																																																																																																		
1.Land 4.Mobile 7.			<b>Acres</b>																																																																																																																																																																																																																		
2.L & B 5.Other 8.			24.Homesite																																																																																																																																																																																																																		
3.Building 6.COMM 9.			25.Baselot																																																																																																																																																																																																																		
Financing <b>1 Conventional</b>			26.Frontage 1																																																																																																																																																																																																																		
1.Convent 4.Seller 7.			27.Frontage 2																																																																																																																																																																																																																		
2.FHA/VA 5.Private 8.			28.Rear Land 1-10																																																																																																																																																																																																																		
3.Assumed 6.Cash 9.Unknown			29.Rear Land 11-2																																																																																																																																																																																																																		
Validity <b>1 Arms Length Sale</b>			<b>Total Acreage 3.35</b>																																																																																																																																																																																																																		
1.Valid 4.Split 7.Changes																																																																																																																																																																																																																					
2.Related 5.Partial 8.Other																																																																																																																																																																																																																					
3.Distress 6.Exempt 9.Estate																																																																																																																																																																																																																					
Verified <b>1 Buyer</b>																																																																																																																																																																																																																					
1.Buyer 4.Agent 7.Family																																																																																																																																																																																																																					
2.Seller 5.Pub Rec 8.Other																																																																																																																																																																																																																					
3.Lender 6.MLS 9.																																																																																																																																																																																																																					

**Livermore Falls**

Map Lot 017-002

Account 1529

Location 189 FAYETTE RD

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH'S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories <b>4 One &amp; 1/2 Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>2 Wood Shingle</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>768</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>5</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1954</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>1</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
22 Encl Frame Porch	0	130	9 100	9	0 %	0 %		1.One Story Fram
22 Encl Frame Porch	1954	120	3 100	5	0 %	90 %		2.Two Story Fram
23 Frame Garage	1970	728	3 100	4	0 %	100 %		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



**Livermore Falls**

Map Lot 017-001

Account 1530

Location 207 FAYETTE RD

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>2 Wood Shingle</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>9 None</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>3 Sheet Metal</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>925</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>4</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>2</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1950</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
68 Wood Deck	0	240	9 100	9	0 %	0 %		1.One Story Fram
23 Frame Garage	1970	728	3 100	4	0 %	100 %		2.Two Story Fram
24 Frame Shed	1960	96	2 100	3	0 %	100 %		3.Three Story Fr
24 Frame Shed	1960	120	2 100	1	0 %	750 %		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



**Livermore Falls**

Map Lot 009-006

Account 1531

Location 554 PARK ST

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTHSS <b>1</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>4 Full Finished</b>
Dwelling Units <b>2</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>864</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>36</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>2</b>	Phys. % Good <b>0%</b>
Year Built <b>1820</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>3 Brick &amp;/or Stone</b>	# Fireplaces <b>1</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>2 Damp Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.		3.Informed 6. 9.
3.Wet 6. 9.		Information Code <b>1 Owner</b>
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.



Date Inspected 6/29/2001

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
1 One Story Frame	0	192	9 100	9	0 %	0 %		1.One Story Fram
22 Encl Frame Porch	0	288	9 100	9	0 %	0 %		2.Two Story Fram
23 Frame Garage	0	576	9 100	9	0 %	0 %		3.Three Story Fr
62 Patio	1980	512	2 100	4	0 %	100 %		4.1 & 1/2 Story
24 Frame Shed	1982	64	3 100	3	0 %	100 %		5.1 & 3/4 Story
21 Open Frame	1982	32	2 100	3	0 %	50 %		6.2 & 1/2 Story
2 Two Story Frame	1982	864	2 100	4	0 %	100 %		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



CFI PROPCO 2, LLC  
165 FLANDERS RD  
WESTBOROUGH MA 01581

B1673P147 B10357P323

Previous Owner  
CUMBERLAND FARMS, INC.  
A/P WATER AND SEWER  
165 FLANDERS RD  
WESTBOROUGH MA 01581  
Sale Date: 4/20/2020

Inspection Witnessed By:

No./Date	Description	Date Insp.
X		

Notes:

Livermore Falls

Property Data			Assessment Record						
Neighborhood <b>2 UPPER MN.COMERC</b>			Year	Land	Buildings	Exempt	Total		
Tree Growth Year <b>0</b>			2010	27,800	205,400	0	233,200		
X Coordinate <b>0</b>			2011	27,800	205,400	0	233,200		
Y Coordinate <b>0</b>			2012	27,800	205,400	0	233,200		
Zone/Land Use <b>12 Upper Main Comrc</b>			2013	27,800	205,400	0	233,200		
Secondary Zone			2014	27,800	264,100	0	291,900		
Topography <b>1 Level</b>			2015	27,800	264,100	0	291,900		
1.Level 4.Below St 7.Steep			2016	27,800	264,100	0	291,900		
2.Rolling 5.Low 8.Rough			2017	27,800	264,100	0	291,900		
3.Above St 6.Swampy 9.			2018	27,800	264,100	0	291,900		
Utilities <b>1 All Public</b>			2019	27,800	264,100	0	291,900		
1.Public 4.Dr Well 7.Cesspool			2020	27,800	264,100	0	291,900		
2.Water 5.Dug Well 8.improve			2021	27,800	264,100	0	291,900		
3.Sewer 6.Septic 9.No util			2022	27,800	264,100	0	291,900		
Street <b>1 Paved</b>									
1.Paved 4.Proposed 7.ROW			<b>Land Data</b>						
2.Semi Imp 5.Private 8.									
3.Gravel 6.NoStreet 9.			<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>		<b>Influence</b>		<b>Influence Codes</b>
LAND USE CODES <b>1002</b>			11.Regular Lot		<b>Frontage</b>	<b>Depth</b>	<b>Factor</b>	<b>Code</b>	
BUILDING USE <b>0</b>			12.Delta Triangle				%		1.Unimproved
<b>Sale Data</b>			13.Nabla Triangle				%		2.Excess Frtg
Sale Date <b>4/20/2020</b>			14.Rear Land				%		3.Topography
Price <b>291,900</b>			15.Miscellaneous				%		4.Size/Shape
Sale Type <b>2 Land &amp; Buildings</b>							%		5.Access
1.Land 4.Mobile 7.			<b>Square Foot</b>	<b>Square Feet</b>					6.Restriction
2.L & B 5.Other 8.			16.Regular Lot				%		7.Corner Infl
3.Building 6.COMM 9.			17.Secondary Lot				%		8.Environment
Financing <b>1 Conventional</b>			18.Excess Land				%		9.Fract Share
1.Convent 4.Seller 7.			19.Condominium				%		<b>Acres</b>
2.FHA/VA 5.Private 8.			20.Miscellaneous				%		30.Rear Land 21+
3.Assumed 6.Cash 9.Unknown							%		31.Crop Land
Validity <b>1 Arms Length Sale</b>			<b>Fract. Acre</b>	<b>Acres/Sites</b>					32.Orchard
1.Valid 4.Split 7.Changes			21.Homesite (Frac	22	0.54	100	%	0	33.Gravel Pit
2.Related 5.Partial 8.Other			22.Baselot (Fract				%		34.Pasture
3.Distress 6.Exempt 9.Estate			23.Misc (Fract)				%		35.Hort -Edible
Verified <b>1 Buyer</b>			<b>Acres</b>				%		36.Hort -Ornament
1.Buyer 4.Agent 7.Family			24.Homesite				%		37.Softwood TG
2.Seller 5.Pub Rec 8.Other			25.Baselot				%		38.Mixedwood TG
3.Lender 6.MLS 9.			26.Frontage 1				%		39.Hardwood TG
			27.Frontage 2				%		40.Wasteland
			28.Rear Land 1-10				%		41.Utility ROW
			29.Rear Land 11-2				%		42.Mobile Home Si
			<b>Total Acreage</b>		<b>0.54</b>				43.Condo Site
									44.Camp Lot
									45.Site Improve
									46.Utility



MITCHELL, KRYSTAL A  
11 BIRCH ST  
LIVERMORE FALLS ME 04254

B4094P37

Inspection Witnessed By:

No./Date	Description	Date Insp.
X		

Notes:

Livermore Falls

Property Data			Assessment Record																																																																																																																																																																																																																
Neighborhood <b>5 TREE STREETS</b>			Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																												
Tree Growth Year <b>0</b>			2010	11,800	14,100	10,000	15,900																																																																																																																																																																																																												
X Coordinate <b>0</b>			2011	11,800	14,100	10,000	15,900																																																																																																																																																																																																												
Y Coordinate <b>0</b>			2012	11,800	14,100	10,000	15,900																																																																																																																																																																																																												
Zone/Land Use <b>11 Urban Residentl</b>			2013	11,800	14,100	10,000	15,900																																																																																																																																																																																																												
Secondary Zone			2014	11,800	14,100	10,000	15,900																																																																																																																																																																																																												
Topography <b>2 Rolling 3 Above Street</b>			2015	11,800	14,100	15,000	10,900																																																																																																																																																																																																												
1.Level 4.Below St 7.Steep			2016	11,800	14,100	15,000	10,900																																																																																																																																																																																																												
2.Rolling 5.Low 8.Rough			2017	11,800	14,100	20,000	5,900																																																																																																																																																																																																												
3.Above St 6.Swampy 9.			2018	11,800	14,100	20,000	5,900																																																																																																																																																																																																												
Utilities <b>1 All Public</b>			2019	11,800	14,100	20,000	5,900																																																																																																																																																																																																												
1.Public 4.Dr Well 7.Cesspool			2020	11,800	14,100	25,000	900																																																																																																																																																																																																												
2.Water 5.Dug Well 8.improve			2021	11,800	14,100	25,000	900																																																																																																																																																																																																												
3.Sewer 6.Septic 9.No util			2022	11,800	14,100	23,500	2,400																																																																																																																																																																																																												
Street <b>1 Paved</b>																																																																																																																																																																																																																			
1.Paved 4.Proposed 7.ROW			<table border="1"> <thead> <tr> <th colspan="4">Land Data</th> </tr> <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.Regular Lot</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>1.Unimproved</td> </tr> <tr> <td>12.Delta Triangle</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>2.Excess Frtg</td> </tr> <tr> <td>13.Nabla Triangle</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.Miscellaneous</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>5.Access</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.Corner Infl</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>8.Environment</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><b>Acres</b></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>30.Rear Land 21+</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>31.Crop Land</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>32.Orchard</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>33.Gravel Pit</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>34.Pasture</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>35.Hort -Edible</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>36.Hort -Ornament</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>37.Softwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>38.Mixedwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>39.Hardwood TG</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.Utility ROW</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.Camp Lot</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>45.Site Improve</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>46.Utility</td> </tr> </tbody> </table>					Land Data				Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Unimproved	12.Delta Triangle				%		2.Excess Frtg	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Miscellaneous				%		5.Access					%		6.Restriction					%		7.Corner Infl					%		8.Environment					%		9.Fract Share					%		<b>Acres</b>					%		30.Rear Land 21+					%		31.Crop Land					%		32.Orchard					%		33.Gravel Pit					%		34.Pasture					%		35.Hort -Edible					%		36.Hort -Ornament					%		37.Softwood TG					%		38.Mixedwood TG					%		39.Hardwood TG					%		40.Wasteland					%		41.Utility ROW					%		42.Mobile Home Si					%		43.Condo Site					%		44.Camp Lot					%		45.Site Improve					%		46.Utility
Land Data																																																																																																																																																																																																																			
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																													
		Frontage	Depth	Factor	Code																																																																																																																																																																																																														
11.Regular Lot				%		1.Unimproved																																																																																																																																																																																																													
12.Delta Triangle				%		2.Excess Frtg																																																																																																																																																																																																													
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																													
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																													
15.Miscellaneous				%		5.Access																																																																																																																																																																																																													
				%		6.Restriction																																																																																																																																																																																																													
				%		7.Corner Infl																																																																																																																																																																																																													
				%		8.Environment																																																																																																																																																																																																													
				%		9.Fract Share																																																																																																																																																																																																													
				%		<b>Acres</b>																																																																																																																																																																																																													
				%		30.Rear Land 21+																																																																																																																																																																																																													
				%		31.Crop Land																																																																																																																																																																																																													
				%		32.Orchard																																																																																																																																																																																																													
				%		33.Gravel Pit																																																																																																																																																																																																													
				%		34.Pasture																																																																																																																																																																																																													
				%		35.Hort -Edible																																																																																																																																																																																																													
				%		36.Hort -Ornament																																																																																																																																																																																																													
				%		37.Softwood TG																																																																																																																																																																																																													
				%		38.Mixedwood TG																																																																																																																																																																																																													
				%		39.Hardwood TG																																																																																																																																																																																																													
				%		40.Wasteland																																																																																																																																																																																																													
				%		41.Utility ROW																																																																																																																																																																																																													
				%		42.Mobile Home Si																																																																																																																																																																																																													
				%		43.Condo Site																																																																																																																																																																																																													
				%		44.Camp Lot																																																																																																																																																																																																													
				%		45.Site Improve																																																																																																																																																																																																													
				%		46.Utility																																																																																																																																																																																																													
LAND USE CODES <b>1001</b>			<b>Front Foot</b>																																																																																																																																																																																																																
BUILDING USE <b>0</b>			<b>Square Foot</b>																																																																																																																																																																																																																
<b>Sale Data</b>			<b>Fract. Acre</b>																																																																																																																																																																																																																
Sale Date <b>10/01/1998</b>			21.Homesite (Fract)																																																																																																																																																																																																																
Price <b>23,500</b>			22.Baselot (Fract)																																																																																																																																																																																																																
Sale Type <b>2 Land &amp; Buildings</b>			23.Misc (Fract)																																																																																																																																																																																																																
1.Land 4.Mobile 7.			<b>Acres</b>																																																																																																																																																																																																																
2.L & B 5.Other 8.			24.Homesite																																																																																																																																																																																																																
3.Building 6.COMM 9.			25.Baselot																																																																																																																																																																																																																
Financing <b>1 Conventional</b>			26.Frontage 1																																																																																																																																																																																																																
1.Convent 4.Seller 7.			27.Frontage 2																																																																																																																																																																																																																
2.FHA/VA 5.Private 8.			28.Rear Land 1-10																																																																																																																																																																																																																
3.Assumed 6.Cash 9.Unknown			29.Rear Land 11-2																																																																																																																																																																																																																
Validity <b>2 Related Parties</b>			<b>Total Acreage 0.34</b>																																																																																																																																																																																																																
1.Valid 4.Split 7.Changes																																																																																																																																																																																																																			
2.Related 5.Partial 8.Other																																																																																																																																																																																																																			
3.Distress 6.Exempt 9.Estate																																																																																																																																																																																																																			
Verified <b>5 Public Record</b>																																																																																																																																																																																																																			
1.Buyer 4.Agent 7.Family																																																																																																																																																																																																																			
2.Seller 5.Pub Rec 8.Other																																																																																																																																																																																																																			
3.Lender 6.MLS 9.																																																																																																																																																																																																																			

**Livermore Falls**

Map Lot 015-083

Account 1533

Location 11 BIRCH ST/1985 TITAN

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								1.One Story Fram
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	2.Two Story Fram
998 14Mobile Home	1985	14x52	3 100	3	0 %	100 %		3.Three Story Fr
68 Wood Deck	0	128	9 100	9	0 %	0 %		4.1 & 1/2 Story
23 Frame Garage	1980	480	3 100	4	0 %	100 %		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



**Livermore Falls**

Map Lot 021-069

Account 1534

Location 43 STANTONDELL RD.

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>1</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>5 One &amp; 3/4 Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>2 Wood Shingle</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 110%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>3 Sheet Metal</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>1408</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>3 Below Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>8</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>4</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>3</b>	Phys. % Good <b>0%</b>
Year Built <b>1960</b>	# Half Baths <b>0</b>	Funct. % Good <b>90%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>1</b>	Functional Code <b>1 Incomplete</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>1</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>2 Damp Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.		3.Informed 6. 9.
3.Wet 6. 9.		Information Code <b>1 Owner</b>
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.



Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
22 Encl Frame Porch	0	120	9 100	9	0 %	0 %		1.One Story Fram
21 Open Frame	0	174	9 100	9	0 %	0 %		2.Two Story Fram
22 Encl Frame Porch	0	36	9 100	9	0 %	0 %		3.Three Story Fr
23 Frame Garage	0	529	9 100	9	0 %	0 %		4.1 & 1/2 Story
23 Frame Garage	1980	1120	2 100	4	0 %	80 %		5.1 & 3/4 Story
63 Swimming Pool	1984	512	3 100	4	0 %	100 %		6.2 & 1/2 Story
121 CAMP OR	1970	744	3 100	4	0 %	75 %		21.Open Frame Por
22 Encl Frame Porch	1970	192	3 100	4	0 %	75 %		22.Encl Frame Por
68 Wood Deck	1984	868	2 100	4	0 %	50 %		23.Frame Garage
24 Frame Shed	1984	36	2 100	4	0 %	100 %		24.Frame Shed
								25.Frame Bay Wind
								26.1SFr Overhang
								27.Unfin Basement
								28.Unfinished Att
								29.Finished Attic




**Livermore Falls**

Map Lot 001-012

Account 1535

Location 282 STRICKLAND LP RD

Card 1 Of 1 9/30/2022

Building Style <b>2 Ranch</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH'S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 6 Gravity Warm Air</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>5 T-111</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>2 Fair 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>720</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>5</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>2</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1992</b>	# Half Baths <b>0</b>	Funct. % Good <b>95%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>4 Small Size</b>
Foundation <b>5 Concrete Slab</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>9 No Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>9 No Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.

Date Inspected 5/08/2001

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
23 Frame Garage	1984	336	2 100	4	0 %	100 %		1.One Story Fram
24 Frame Shed	1984	64	2 100	4	0 %	100 %		2.Two Story Fram
24 Frame Shed	0				%	%	100	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





**Livermore Falls**

Map Lot 020-182

Account 1537

Location 16 KNAPP ST.

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTHES <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.FI/Stair 8.
Stories <b>4 One &amp; 1/2 Story</b>	4.Steam 8.FI/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>100% 9 None</b>	Insulation <b>3 Capped Only</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>800</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>3 Below Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1910</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>3 Brick &amp;/or Stone</b>	# Fireplaces <b>0</b>	1.Incomp 4.Small 7.Layout
1.Concrete 4.Wood 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.O-Built 5.CDU 8.Other
2.C Block 5.Slab 8.		3.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>3 3/4 Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
21 Open Frame	0	100	9 100	9	0 %	0 %		1.One Story Fram
21 Open Frame	0	60	9 100	9	0 %	0 %		2.Two Story Fram
23 Frame Garage	1930	308	3 100	4	0 %	100 %		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







**Livermore Falls**

Map Lot 021-083

Account 1539

Location 21 WHEELER ST

Card 1 Of 1 9/30/2022

Building Style <b>2 Ranch</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>5 Floor &amp; Stairs</b>
Dwelling Units <b>2</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>2 Two Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>686</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>5 Above Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>8</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>4</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>2</b>	Phys. % Good <b>0%</b>
Year Built <b>1910</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>3 Brick &amp;/or Stone</b>	# Fireplaces <b>0</b>	1.Incomp 4.Small 7.Layout
1.Concrete 4.Wood 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.O-Built 5.CDU 8.Other
2.C Block 5.Slab 8.		3.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>2 Damp Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>2 Relative</b>	
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
12 2	0	336	9 100	9	0 %	0 %		1.One Story Fram
22 Encl Frame Porch	0	105	9 100	9	0 %	0 %		2.Two Story Fram
21 Open Frame	0	24	9 100	9	0 %	0 %		3.Three Story Fr
77 1.50 S GARAGE...	0	600	9 100	9	0 %	0 %		4.1 & 1/2 Story
85 1.75 ST SHED....	0	100	9 100	9	0 %	0 %		5.1 & 3/4 Story
21 Open Frame	0	35	9 100	9	0 %	0 %		6.2 & 1/2 Story
25 Frame Bay	0	18	9 100	9	0 %	0 %		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

KIMBALL PROPERTIES, LLC  
 447 NORTH DEXTER RD  
 PARKMAN ME 04443  
 B3241P209 B7479P20 B9066P349 B9571P322 B9926P207

Previous Owner  
 M&M PROPERTY HOLDINGS, LLC  
 PO BOX 96  
 RUMFORD ME 04276  
 Sale Date: 3/02/2020

Previous Owner  
 COTE, MARK  
 PO BOX 340  
 RUMFORD ME 04276  
 Sale Date: 8/22/2018

Previous Owner  
 HART, ERIC  
 ANDROSCOGGIN PROPERTIES LF, LLC  
 LIVERMORE FALLS ME 04254  
 Sale Date: 3/31/2017

Inspection Witnessed By:

X	Date
No./Date	Description

Notes:

Property Data			Assessment Record						
Neighborhood <b>3 LOWER MN.COMERC</b>			Year	Land	Buildings	Exempt	Total		
Tree Growth Year <b>0</b>			2010	12,700	91,400	0	104,100		
X Coordinate <b>0</b>			2011	12,700	91,400	0	104,100		
Y Coordinate <b>0</b>			2012	12,700	91,400	0	104,100		
Zone/Land Use <b>13 Lower-Main Comrc</b>			2013	12,700	91,400	0	104,100		
Secondary Zone			2014	12,700	91,400	0	104,100		
Topography <b>1 Level</b>			2015	12,700	91,400	0	104,100		
1.Level 4.Below St 7.Steep			2016	12,700	91,400	0	104,100		
2.Rolling 5.Low 8.Rough			2017	12,700	91,400	0	104,100		
3.Above St 6.Swampy 9.			2018	12,700	91,400	0	104,100		
Utilities <b>1 All Public</b>			2019	12,700	91,400	0	104,100		
1.Public 4.Dr Well 7.Cesspool			2020	12,700	91,400	0	104,100		
2.Water 5.Dug Well 8.improve			2021	12,700	91,400	0	104,100		
3.Sewer 6.Septic 9.No util			2022	12,700	91,400	0	104,100		
Street <b>1 Paved</b>									
1.Paved 4.Proposed 7.ROW									
2.Semi Imp 5.Private 8.									
3.Gravel 6.NoStreet 9.									
LAND USE CODES <b>1002</b>			<b>Land Data</b>						
BUILDING USE <b>0</b>			<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>		<b>Influence</b>		<b>Influence Codes</b>
					Frontage	Depth	Factor	Code	
<b>Sale Data</b>			11.Regular Lot					1.Unimproved	
Sale Date <b>3/02/2020</b>			12.Delta Triangle					2.Excess Frtg	
Price <b>100,000</b>			13.Nabla Triangle					3.Topography	
Sale Type <b>2 Land &amp; Buildings</b>			14.Rear Land					4.Size/Shape	
1.Land 4.Mobile 7.			15.Miscellaneous					5.Access	
2.L & B 5.Other 8.								6.Restriction	
3.Building 6.COMM 9.								7.Corner Infl	
Financing <b>1 Conventional</b>								8.Environment	
1.Convent 4.Seller 7.			<b>Square Foot</b>	<b>Square Feet</b>				9.Fract Share	
2.FHA/VA 5.Private 8.			16.Regular Lot					<b>Acres</b>	
3.Assumed 6.Cash 9.Unknown			17.Secondary Lot					30.Rear Land 21+	
Validity <b>1 Arms Length Sale</b>			18.Excess Land					31.Crop Land	
1.Valid 4.Split 7.Changes			19.Condominium					32.Orchard	
2.Related 5.Partial 8.Other			20.Miscellaneous					33.Gravel Pit	
3.Distress 6.Exempt 9.Estate								34.Pasture	
Verified <b>1 Buyer</b>			<b>Fract. Acre</b>	<b>Acres/Sites</b>				35.Hort -Edible	
1.Buyer 4.Agent 7.Family			21.Homesite (Frac	22	0.06	100	%	0	
2.Seller 5.Pub Rec 8.Other			22.Baselot (Fract					%	
3.Lender 6.MLS 9.			23.Misc (Fract)					%	
			<b>Acres</b>					%	
			24.Homesite					%	
			25.Baselot					%	
			26.Frontage 1					%	
			27.Frontage 2					%	
			28.Rear Land 1-10					%	
			29.Rear Land 11-2					%	
			<b>Total Acreage</b>		0.06				

**Livermore Falls**

Map Lot 018-041

Account 1540

Location 20 MAIN ST

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
214 BSMT	1880	1872	2 100	2	0 %	50 %		1.One Story Fram
244 OFFICE	1880	1872	3 100	4	0 %	100 %		2.Two Story Fram
233 2NDFL AUXIL	1880	1872	2 100	2	0 %	50 %		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





**Livermore Falls**

Map Lot 005-018

Account 1541

Location PARK ST, TREE GROWTH

Card 1 Of 1 9/30/2022

Building Style			SF Bsmt Living			Layout												
1.Conv.	5.Garrison	9.Other	Fin Bsmt Grade			1.Typical	4.	7.										
2.Ranch	6.Split	10.	HEARTH			2.Inadeq	5.	8.										
3.R Ranch	7.Contemp	11.	HEAT Type <b>100%</b>			3.Horrid	6.	9.										
4.Cape	8.Log	12.	1.HWBB	5.FWA	9.No Heat	Attic												
Dwelling Units			2.HWCI	6.GravWA	10.	1.1/4 Fin	4.Full Fin	7.										
Other Units			3.H Pump	7.Electric	11.	2.1/2 Fin	5.F/Stair	8.										
Stories			4.Steam	8.F/Wall	12.	3.3/4 Fin	6.	9.None										
1.1	4.1.5	7.	Cool Type <b>0%</b>			Insulation												
2.2	5.1.75	8.	1.Refrig	4.W&C Air	7.	1.Full	4.Minimal	7.										
3.3	6.2.5	9.	2.Evapor	5.	8.	2.Heavy	5.Partial	8.										
Exterior Walls			3.H Pump	6.	9.None	3.Capped	6.	9.None										
1.Clapbd	5.T-111	9.Other	Kitchen Style			Unfinished %												
2.wWd Shng	6.BR/STONE	10.	1.Modern	4.Obsolete	7.	Grade & Factor												
3.Compos.	7.NOVELTY	11.	2.Typical	5.	8.	1.E Grade	4.B Grade	7.										
4.Asbestos	8.AL/VIN	12.	3.Old Type	6.	9.None	2.D Grade	5.A Grade	8.SC Grade										
Roof Surface			Bath(s) Style			3.C Grade	6.AA Grade	9.Same										
1.Asphalt	4.Composit	7.	1.Modern	4.Obsolete	7.	SQFT (Footprint)												
2.Slate	5.Wood	8.	2.Typical	5.	8.	Condition												
3.Metal	6.Other	9.	3.Old Type	6.	9.None	1.Poor	4.Avg	7.V G										
SF Masonry Trim			# Rooms			2.Fair	5.Avg+	8.Exc										
OPEN-3-CUSTOM			# Bedrooms			3.Avg-	6.Good	9.Same										
OPEN-4-CUSTOM			# Full Baths			Phys. % Good												
Year Built			# Half Baths			Funct. % Good												
Year Remodeled			# Addn Fixtures			Functional Code												
Foundation			# Fireplaces			1.Incomp	4.Small	7.Layout										
1.Concrete	4.Wood	7.							2.O-Built	5.CDU	8.Other							
2.C Block	5.Slab	8.							Econ. % Good			3.Delap	6.Style	9.None				
3.Br/Stone	6.Piers	9.							Economic Code			Entrance Code <b>0</b>						
Basement									0.None			3.Services	9.None	1.Interior		4.Vacant	7.	
1.1/4 Bmt	4.Full Bmt	7.							1.Location			4.Traffic	8.	2.Refusal		5.Estimate	8.	
2.1/2 Bmt	5.None	8.							2.Encroach			8.Other	9.	3.Informed		6.	9.	
3.3/4 Bmt	6.	9.None							Information Code <b>0</b>			1.Owner			4.Agent	7.		
Bsmt Gar # Cars									2.Relative			5.Estimate	8.	2.Relative			5.Estimate	8.
Wet Basement									3.Tenant			6.Other	9.	3.Tenant			6.Other	9.
1.Dry	4.	7.							Date Inspected									
2.Damp	5.	8.	<b>Additions, Outbuildings &amp; Improvements</b>															
3.Wet	6.	9.	Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	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							



**Livermore Falls**

Map Lot 014-023-00B

Account 1542

Location 52 PARKVIEW AVE

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								1.One Story Fram
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	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





POMEROY, DERRICK  
POMEROY, THERESA JT  
237 FAYETTE RD  
LIVERMORE FALLS ME 04254

B4422P60

			Property Data			Assessment Record																																																																																																																																																																																																																																								
			Neighborhood	16 RURAL		Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																																																				
			Tree Growth Year	0		2010	18,300	35,200	10,000	43,500																																																																																																																																																																																																																																				
			X Coordinate	0		2011	18,300	35,200	10,000	43,500																																																																																																																																																																																																																																				
			Y Coordinate	0		2012	18,300	35,200	10,000	43,500																																																																																																																																																																																																																																				
			Zone/Land Use	16 Rural Residntl		2013	18,300	35,200	10,000	43,500																																																																																																																																																																																																																																				
			Secondary Zone			2014	18,300	35,200	10,000	43,500																																																																																																																																																																																																																																				
			Topography	9	9	2015	18,300	35,200	15,000	38,500																																																																																																																																																																																																																																				
			1.Level	4.Below St	7.Steep	2016	18,300	35,200	15,000	38,500																																																																																																																																																																																																																																				
			2.Rolling	5.Low	8.Rough	2017	18,300	35,200	20,000	33,500																																																																																																																																																																																																																																				
			3.Above St	6.Swampy	9.	2018	18,300	35,200	20,000	33,500																																																																																																																																																																																																																																				
			Utilities	4 Drilled Well	6 Septic System	2019	18,300	35,200	20,000	33,500																																																																																																																																																																																																																																				
			1.Public	4.Dr Well	7.Cesspool	2020	18,300	35,200	25,000	28,500																																																																																																																																																																																																																																				
			2.Water	5.Dug Well	8.improve	2021	18,300	35,200	25,000	28,500																																																																																																																																																																																																																																				
			3.Sewer	6.Septic	9.No util	2022	18,300	35,200	23,500	30,000																																																																																																																																																																																																																																				
			Street	1 Paved																																																																																																																																																																																																																																										
			1.Paved	4.Proposed	7.ROW	<table border="1"> <thead> <tr> <th colspan="6">Land Data</th> </tr> <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 rowspan="5">11.Regular Lot 12.Delta Triangle 13.Nabla Triangle 14.Rear Land 15.Miscellaneous</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>1.Unimproved</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>2.Excess Frtg</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>3.Topography</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>4.Size/Shape</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>5.Access</td> </tr> <tr> <td rowspan="5">16.Regular Lot 17.Secondary Lot 18.Excess Land 19.Condominium 20.Miscellaneous</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>7.Corner Infl</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>8.Environment</td> </tr> <tr> <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>30.Rear Land 21+</td> </tr> <tr> <td rowspan="5">21.Homesite (Frac) 22.Baselot (Frac) 23.Misc (Frac)</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>31.Crop Land</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>32.Orchard</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>33.Gravel Pit</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>34.Pasture</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>35.Hort -Edible</td> </tr> <tr> <td rowspan="5">24.Homesite 25.Baselot 26.Frontage 1 27.Frontage 2 28.Rear Land 1-10 29.Rear Land 11-2</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>36.Hort -Ornament</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>37.Softwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>38.Mixedwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>39.Hardwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>40.Wasteland</td> </tr> <tr> <td colspan="3" rowspan="2"></td> <td>Validity</td> <td colspan="2">1 Arms Length Sale</td> <td colspan="2">Fract. Acre</td> <td colspan="2">Acreage/Sites</td> <td rowspan="2">           41.Utility ROW            42.Mobile Home Si            43.Condo Site            44.Camp Lot            45.Site Improveve            46.Utility         </td> </tr> <tr> <td>1.Valid</td> <td>4.Split</td> <td>7.Changes</td> <td>21</td> <td>1.00</td> <td>100</td> <td>%</td> <td>0</td> </tr> <tr> <td colspan="3" rowspan="2"></td> <td>2.Related</td> <td>5.Partial</td> <td>8.Other</td> <td>22</td> <td>4.00</td> <td>100</td> <td>%</td> <td>0</td> </tr> <tr> <td>3.Distress</td> <td>6.Exempt</td> <td>9.Estate</td> <td>23</td> <td>1.00</td> <td>100</td> <td>%</td> <td>0</td> </tr> <tr> <td colspan="3" rowspan="2"></td> <td>Verified</td> <td colspan="2">5 Public Record</td> <td colspan="2">Acres</td> <td colspan="2"></td> <td></td> </tr> <tr> <td>1.Buyer</td> <td>4.Agent</td> <td>7.Family</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> </tr> <tr> <td colspan="3" rowspan="2"></td> <td>2.Seller</td> <td>5.Pub Rec</td> <td>8.Other</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> </tr> <tr> <td>3.Lender</td> <td>6.MLS</td> <td>9.</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> </tr> <tr> <td colspan="3"></td> <td colspan="3"></td> <td colspan="2"><b>Total Acreage</b></td> <td colspan="2">5.00</td> <td></td> </tr> </tbody> </table>					Land Data						Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot 12.Delta Triangle 13.Nabla Triangle 14.Rear Land 15.Miscellaneous				%		1.Unimproved				%		2.Excess Frtg				%		3.Topography				%		4.Size/Shape				%		5.Access	16.Regular Lot 17.Secondary Lot 18.Excess Land 19.Condominium 20.Miscellaneous				%		6.Restriction				%		7.Corner Infl				%		8.Environment				%		9.Fract Share				%		30.Rear Land 21+	21.Homesite (Frac) 22.Baselot (Frac) 23.Misc (Frac)				%		31.Crop Land				%		32.Orchard				%		33.Gravel Pit				%		34.Pasture				%		35.Hort -Edible	24.Homesite 25.Baselot 26.Frontage 1 27.Frontage 2 28.Rear Land 1-10 29.Rear Land 11-2				%		36.Hort -Ornament				%		37.Softwood TG				%		38.Mixedwood TG				%		39.Hardwood TG				%		40.Wasteland				Validity	1 Arms Length Sale		Fract. Acre		Acreage/Sites		41.Utility ROW 42.Mobile Home Si 43.Condo Site 44.Camp Lot 45.Site Improveve 46.Utility	1.Valid	4.Split	7.Changes	21	1.00	100	%	0				2.Related	5.Partial	8.Other	22	4.00	100	%	0	3.Distress	6.Exempt	9.Estate	23	1.00	100	%	0				Verified	5 Public Record		Acres					1.Buyer	4.Agent	7.Family				%					2.Seller	5.Pub Rec	8.Other				%		3.Lender	6.MLS	9.				%								<b>Total Acreage</b>		5.00		
			Land Data																																																																																																																																																																																																																																											
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																																																								
		Frontage	Depth	Factor	Code																																																																																																																																																																																																																																									
11.Regular Lot 12.Delta Triangle 13.Nabla Triangle 14.Rear Land 15.Miscellaneous				%		1.Unimproved																																																																																																																																																																																																																																								
				%		2.Excess Frtg																																																																																																																																																																																																																																								
				%		3.Topography																																																																																																																																																																																																																																								
				%		4.Size/Shape																																																																																																																																																																																																																																								
				%		5.Access																																																																																																																																																																																																																																								
16.Regular Lot 17.Secondary Lot 18.Excess Land 19.Condominium 20.Miscellaneous				%		6.Restriction																																																																																																																																																																																																																																								
				%		7.Corner Infl																																																																																																																																																																																																																																								
				%		8.Environment																																																																																																																																																																																																																																								
				%		9.Fract Share																																																																																																																																																																																																																																								
				%		30.Rear Land 21+																																																																																																																																																																																																																																								
21.Homesite (Frac) 22.Baselot (Frac) 23.Misc (Frac)				%		31.Crop Land																																																																																																																																																																																																																																								
				%		32.Orchard																																																																																																																																																																																																																																								
				%		33.Gravel Pit																																																																																																																																																																																																																																								
				%		34.Pasture																																																																																																																																																																																																																																								
				%		35.Hort -Edible																																																																																																																																																																																																																																								
24.Homesite 25.Baselot 26.Frontage 1 27.Frontage 2 28.Rear Land 1-10 29.Rear Land 11-2				%		36.Hort -Ornament																																																																																																																																																																																																																																								
				%		37.Softwood TG																																																																																																																																																																																																																																								
				%		38.Mixedwood TG																																																																																																																																																																																																																																								
				%		39.Hardwood TG																																																																																																																																																																																																																																								
				%		40.Wasteland																																																																																																																																																																																																																																								
			Validity	1 Arms Length Sale		Fract. Acre		Acreage/Sites		41.Utility ROW 42.Mobile Home Si 43.Condo Site 44.Camp Lot 45.Site Improveve 46.Utility																																																																																																																																																																																																																																				
			1.Valid	4.Split	7.Changes	21	1.00	100	%		0																																																																																																																																																																																																																																			
			2.Related	5.Partial	8.Other	22	4.00	100	%	0																																																																																																																																																																																																																																				
			3.Distress	6.Exempt	9.Estate	23	1.00	100	%	0																																																																																																																																																																																																																																				
			Verified	5 Public Record		Acres																																																																																																																																																																																																																																								
			1.Buyer	4.Agent	7.Family				%																																																																																																																																																																																																																																					
			2.Seller	5.Pub Rec	8.Other				%																																																																																																																																																																																																																																					
			3.Lender	6.MLS	9.				%																																																																																																																																																																																																																																					
						<b>Total Acreage</b>		5.00																																																																																																																																																																																																																																						

Inspection Witnessed By:

X	Date	Date Insp.
No./Date	Description	Date Insp.

Notes:

**Livermore Falls**

Map Lot 011-008

Account 1544

Location 237 FAYETTE RD

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
999 16Mobile Home	2000	16x67	4 100	4	0 %	100 %		1.One Story Fram
68 Wood Deck	2000	64	3 100	4	0 %	100 %		2.Two Story Fram
68 Wood Deck	2000	192	3 100	4	0 %	100 %		3.Three Story Fr
23 Frame Garage	2000	576	3 100	4	0 %	100 %		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













**Livermore Falls**

Map Lot 022-011

Account 1547

Location 163 MOOSEHILL RD.

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>460</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>9 100</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTHS <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 5 Forced Warm Air</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>9 Other</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>925</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>4</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1960</b>	# Half Baths <b>0</b>	Funct. % Good <b>90%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>1 Incomplete</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>1</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>3 Wet Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
26 1SFr Overhang	0	74	9 100	9	0 %	0 %		1.One Story Fram
21 Open Frame	0	176	9 100	9	0 %	0 %		2.Two Story Fram
24 Frame Shed	2003	64	3 100	4	0 %	100 %		3.Three Story Fr
24 Frame Shed	2003	64	3 100	4	0 %	100 %		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









**Livermore Falls**

Map Lot 021-004

Account 1549

Location 58 CHURCH ST

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>5 Floor &amp; Stairs</b>
Dwelling Units <b>2</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories <b>2 Two Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>9 None</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>1 Clapboard</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>1170</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>2 Fair</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>1900</b>	# Rooms <b>10</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>6</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>2</b>	Phys. % Good <b>0%</b>
Year Built <b>1900</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>1</b>	Functional Code <b>9 None</b>
Foundation <b>3 Brick &amp;/or Stone</b>	# Fireplaces <b>0</b>	1.Incomp 4.Small 7.Layout
1.Concrete 4.Wood 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.O-Built 5.CDU 8.Other
2.C Block 5.Slab 8.		3.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>3 3/4 Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>3 Information Only</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>3 Tenant</b>	
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.

Date Inspected

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
1 One Story Frame	0	396	9 100	9	0 %	0 %	
25 Frame Bay	0	14	9 100	9	0 %	0 %	
21 Open Frame	0	150	9 100	9	0 %	0 %	
128 1.750ST	1900	500	3 100	2	0 %	50 %	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	

- 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







**Livermore Falls**

Map Lot 020-081

Account 1551

Location 26 OTIS ST.

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>5 Floor &amp; Stairs</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories <b>2 Two Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>3 Old Style</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>667</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>5 Above Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1925</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>3 Wet Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>2 Relative</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
134 1 ST ATTCHD	0	192	9 100	9	0 %	0 %	
81 GAR/SHED	0	192	9 100	9	0 %	0 %	
21 Open Frame	0	147	9 100	9	0 %	0 %	
68 Wood Deck	0	48	9 100	9	0 %	0 %	
23 Frame Garage	1950	308	3 100	4	0 %	100 %	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	

- 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

LECOWITCH, PETER  
 LECOWITCH, KATHLEEN M  
 5 WAGNER LANE  
 LIVERMORE FALLS ME 04254

B1010P634 B9025P345 B9560P36 B9640P93

Previous Owner  
 WAGNER, MARK J & SUSAN M

11 DILLWORTH COURT  
 SIMPSONVILLE NC 29681 3688  
 Sale Date: 6/28/2017

Previous Owner  
 WAGNER, CLAYTON G ESTATE  
 C/O MARK J WAGNER

SIMPSONVILLE NC 29681 3688  
 Sale Date: 2/24/2017

Inspection Witnessed By:

X \_\_\_\_\_ Date \_\_\_\_\_

No./Date	Description	Date Insp.

Notes:

Property Data			Assessment Record				
Neighborhood <b>10 HILLCREST STREET</b>			Year	Land	Buildings	Exempt	Total
Tree Growth Year <b>0</b>			2010	30,900	153,500	16,000	168,400
X Coordinate <b>0</b>			2011	30,900	153,500	16,000	168,400
Y Coordinate <b>0</b>			2012	30,900	146,800	16,000	161,700
Zone/Land Use <b>15 Subdivisions ...</b>			2013	30,900	141,600	16,000	156,500
Secondary Zone			2014	30,900	141,600	16,000	156,500
Topography <b>1 Level</b>			2015	30,900	141,600	21,000	151,500
1.Level 4.Below St 7.Steep			2016	30,900	141,600	21,000	151,500
2.Rolling 5.Low 8.Rough			2017	30,900	122,200	0	153,100
3.Above St 6.Swampy 9.			2018	30,900	122,200	0	153,100
Utilities <b>1 All Public</b>			2019	30,900	122,200	0	153,100
1.Public 4.Dr Well 7.Cesspool			2020	30,900	122,200	0	153,100
2.Water 5.Dug Well 8.improve			2021	30,900	122,200	0	153,100
3.Sewer 6.Septic 9.No util			2022	30,900	122,200	0	153,100
Street <b>1 Paved</b>							
1.Paved 4.Proposed 7.ROW							
2.Semi Imp 5.Private 8.							
3.Gravel 6.NoStreet 9.							
LAND USE CODES <b>1001</b>							
BUILDING USE <b>0</b>							
<b>Sale Data</b>							
Sale Date <b>6/28/2017</b>							
Price <b>160,000</b>							
Sale Type <b>2 Land &amp; Buildings</b>							
1.Land 4.Mobile 7.							
2.L & B 5.Other 8.							
3.Building 6.COMM 9.							
Financing <b>1 Conventional</b>							
1.Convent 4.Seller 7.							
2.FHA/VA 5.Private 8.							
3.Assumed 6.Cash 9.Unknown							
Validity <b>1 Arms Length Sale</b>							
1.Valid 4.Split 7.Changes							
2.Related 5.Partial 8.Other							
3.Distress 6.Exempt 9.Estate							
Verified <b>1 Buyer</b>							
1.Buyer 4.Agent 7.Family							
2.Seller 5.Pub Rec 8.Other							
3.Lender 6.MLS 9.							

Land Data						
Front Foot	Type	Effective		Influence		Influence Codes
		Frontage	Depth	Factor	Code	
11.Regular Lot				%		1.Unimproved
12.Delta Triangle				%		2.Excess Frtg
13.Nabla Triangle				%		3.Topography
14.Rear Land				%		4.Size/Shape
15.Miscellaneous				%		5.Access
				%		6.Restriction
				%		7.Corner Infl
				%		8.Environment
				%		9.Fract Share
				%		30.Rear Land 21+
				%		31.Crop Land
				%		32.Orchard
				%		33.Gravel Pit
				%		34.Pasture
				%		35.Hort -Edible
				%		36.Hort -Ornament
				%		37.Softwood TG
				%		38.Mixedwood TG
				%		39.Hardwood TG
				%		40.Wasteland
				%		41.Utility ROW
				%		42.Mobile Home Si
				%		43.Condo Site
				%		44.Camp Lot
				%		45.Site Improve
				%		46.Utility
<b>Total Acreage</b>		2.70				





CARVER, STEPHEN M JR  
CARVER, ELIZABETH A  
21 BEMIS ST  
LIVERMORE FALLS ME 04254

B119P20 B9224P120

Previous Owner  
WAGNER, ROBIE  
9 BALLARD STREET

BRIDGTON ME 04009  
Sale Date: 9/14/2015

Inspection Witnessed By:

X	Date
No./Date	Description
	Date Insp.

Notes:

Livermore Falls

Property Data			Assessment Record																																																																																																																																																																																																																	
Neighborhood <b>1 IN-TOWN RESDNTL</b>			Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																													
Tree Growth Year <b>0</b>			2010	8,200	45,700	16,000	37,900																																																																																																																																																																																																													
X Coordinate <b>0</b>			2011	8,200	45,700	16,000	37,900																																																																																																																																																																																																													
Y Coordinate <b>0</b>			2012	8,200	45,700	16,000	37,900																																																																																																																																																																																																													
Zone/Land Use <b>11 Urban Residentl</b>			2013	8,200	45,700	16,000	37,900																																																																																																																																																																																																													
Secondary Zone			2014	8,200	45,700	16,000	37,900																																																																																																																																																																																																													
			2015	8,200	45,700	0	53,900																																																																																																																																																																																																													
Topography <b>1 Level</b>			2016	8,200	45,700	0	53,900																																																																																																																																																																																																													
1.Level 4.Below St 7.Steep			2017	8,200	45,700	20,000	33,900																																																																																																																																																																																																													
2.Rolling 5.Low 8.Rough			2018	8,200	45,700	20,000	33,900																																																																																																																																																																																																													
3.Above St 6.Swampy 9.			2019	8,200	45,700	20,000	33,900																																																																																																																																																																																																													
Utilities <b>1 All Public</b>			2020	8,200	45,700	25,000	28,900																																																																																																																																																																																																													
1.Public 4.Dr Well 7.Cesspool			2021	8,200	45,700	25,000	28,900																																																																																																																																																																																																													
2.Water 5.Dug Well 8.improve			2022	8,200	45,700	23,500	30,400																																																																																																																																																																																																													
3.Sewer 6.Septic 9.No util																																																																																																																																																																																																																				
Street <b>1 Paved</b>			<table border="1"> <thead> <tr> <th colspan="5">Land Data</th> </tr> <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.Regular Lot</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>1.Unimproved</td> </tr> <tr> <td>12.Delta Triangle</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>2.Excess Frtg</td> </tr> <tr> <td>13.Nabla Triangle</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.Miscellaneous</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>5.Access</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.Corner Infl</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>8.Environment</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><b>Acres</b></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>30.Rear Land 21+</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>31.Crop Land</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>32.Orchard</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>33.Gravel Pit</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>34.Pasture</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>35.Hort -Edible</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>36.Hort -Ornament</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>37.Softwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>38.Mixedwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>39.Hardwood TG</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.Utility ROW</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.Camp Lot</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>45.Site Improve</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>46.Utility</td> </tr> </tbody> </table>					Land Data					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Unimproved	12.Delta Triangle				%		2.Excess Frtg	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Miscellaneous				%		5.Access					%		6.Restriction					%		7.Corner Infl					%		8.Environment					%		9.Fract Share					%		<b>Acres</b>					%		30.Rear Land 21+					%		31.Crop Land					%		32.Orchard					%		33.Gravel Pit					%		34.Pasture					%		35.Hort -Edible					%		36.Hort -Ornament					%		37.Softwood TG					%		38.Mixedwood TG					%		39.Hardwood TG					%		40.Wasteland					%		41.Utility ROW					%		42.Mobile Home Si					%		43.Condo Site					%		44.Camp Lot					%		45.Site Improve					%		46.Utility
Land Data																																																																																																																																																																																																																				
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																														
		Frontage	Depth	Factor	Code																																																																																																																																																																																																															
11.Regular Lot				%		1.Unimproved																																																																																																																																																																																																														
12.Delta Triangle				%		2.Excess Frtg																																																																																																																																																																																																														
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																														
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																														
15.Miscellaneous				%		5.Access																																																																																																																																																																																																														
				%		6.Restriction																																																																																																																																																																																																														
				%		7.Corner Infl																																																																																																																																																																																																														
				%		8.Environment																																																																																																																																																																																																														
				%		9.Fract Share																																																																																																																																																																																																														
				%		<b>Acres</b>																																																																																																																																																																																																														
				%		30.Rear Land 21+																																																																																																																																																																																																														
				%		31.Crop Land																																																																																																																																																																																																														
				%		32.Orchard																																																																																																																																																																																																														
				%		33.Gravel Pit																																																																																																																																																																																																														
				%		34.Pasture																																																																																																																																																																																																														
				%		35.Hort -Edible																																																																																																																																																																																																														
				%		36.Hort -Ornament																																																																																																																																																																																																														
				%		37.Softwood TG																																																																																																																																																																																																														
				%		38.Mixedwood TG																																																																																																																																																																																																														
				%		39.Hardwood TG																																																																																																																																																																																																														
				%		40.Wasteland																																																																																																																																																																																																														
				%		41.Utility ROW																																																																																																																																																																																																														
				%		42.Mobile Home Si																																																																																																																																																																																																														
				%		43.Condo Site																																																																																																																																																																																																														
				%		44.Camp Lot																																																																																																																																																																																																														
				%		45.Site Improve																																																																																																																																																																																																														
				%		46.Utility																																																																																																																																																																																																														
LAND USE CODES <b>1001</b>			<b>Square Foot</b>																																																																																																																																																																																																																	
BUILDING USE <b>0</b>			16.Regular Lot																																																																																																																																																																																																																	
<b>Sale Data</b>			17.Secondary Lot																																																																																																																																																																																																																	
			18.Excess Land																																																																																																																																																																																																																	
Sale Date <b>9/14/2015</b>			19.Condominium																																																																																																																																																																																																																	
Price <b>51,500</b>			20.Miscellaneous																																																																																																																																																																																																																	
Sale Type <b>2 Land &amp; Buildings</b>			<b>Fract. Acre</b>																																																																																																																																																																																																																	
1.Land 4.Mobile 7.			21.Homesite (Fract)																																																																																																																																																																																																																	
2.L & B 5.Other 8.			22.Baselot (Fract)																																																																																																																																																																																																																	
3.Building 6.COMM 9.			23.Misc (Fract)																																																																																																																																																																																																																	
Financing <b>1 Conventional</b>			<b>Acres</b>																																																																																																																																																																																																																	
1.Convent 4.Seller 7.			24.Homesite																																																																																																																																																																																																																	
2.FHA/VA 5.Private 8.			25.Baselot																																																																																																																																																																																																																	
3.Assumed 6.Cash 9.Unknown			26.Frontage 1																																																																																																																																																																																																																	
Validity <b>1 Arms Length Sale</b>			27.Frontage 2																																																																																																																																																																																																																	
1.Valid 4.Split 7.Changes			28.Rear Land 1-10																																																																																																																																																																																																																	
2.Related 5.Partial 8.Other			29.Rear Land 11-2																																																																																																																																																																																																																	
3.Distress 6.Exempt 9.Estate			<b>Total Acreage 0.11</b>																																																																																																																																																																																																																	
Verified <b>1 Buyer</b>																																																																																																																																																																																																																				
1.Buyer 4.Agent 7.Family																																																																																																																																																																																																																				
2.Seller 5.Pub Rec 8.Other																																																																																																																																																																																																																				
3.Lender 6.MLS 9.																																																																																																																																																																																																																				





**Livermore Falls**

Map Lot 007-012-002

Account 1556

Location 800 PARK ST

Card 1 Of 1 9/30/2022

Building Style <b>2 Ranch</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>1</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>1400</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>8 Excellent</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>2</b>	Phys. % Good <b>90%</b>
Year Built <b>1995</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>1 Incomplete</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>3 Information Only</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.		3.Informed 6. 9.
3.Wet 6. 9.		Information Code <b>1 Owner</b>
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.



Date Inspected 6/07/2001

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
24 Frame Shed	1996	144	3 100	4	0 %	100 %		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

WARD, DAVID  
 WARD, PAULA  
 R.R. # 1, BOX 1837  
 LIVERMORE FALLS ME 04254

B1278P258

			Property Data			Assessment Record				
			Neighborhood	16 RURAL		Year	Land	Buildings	Exempt	Total
			Tree Growth Year	0		2010	18,700	49,900	16,000	52,600
			X Coordinate	0		2011	18,700	49,900	16,000	52,600
			Y Coordinate	0		2012	18,700	49,900	16,000	52,600
			Zone/Land Use	16 Rural Residntl		2013	18,700	49,900	16,000	52,600
			Secondary Zone			2014	18,700	49,900	16,000	52,600
			2015	18,700	49,900	21,000	47,600			
			Topography	2 Rolling		2016	18,700	49,900	21,000	47,600
			2017	18,700	49,900	26,000	42,600			
			1.Level	4.Below St	7.Steep	2018	18,700	49,900	26,000	42,600
			2.Rolling	5.Low	8.Rough	2019	18,700	49,900	26,000	42,600
			3.Above St	6.Swampy	9.	2020	18,700	49,900	31,000	37,600
			2021	18,700	49,900	31,000	37,600			
			Utilities	5 Dug Well 6 Septic System		2022	18,700	49,900	29,140	39,460
			1.Public	4.Dr Well	7.Cesspool					
			2.Water	5.Dug Well	8.improve					
			3.Sewer	6.Septic	9.No util					
			Street	1 Paved						
						1.Paved	4.Proposed	7.ROW		
			2.Semi Imp	5.Private	8.					
						3.Gravel	6.NoStreet	9.		
			LAND USE CODES	1001						
						BUILDING USE	0			
			Sale Data							
						Sale Date				
			Inspection Witnessed By:							
						Price				
			X							
						Sale Type				
			Date							
						1.Land	4.Mobile	7.		
			No./Date							
						2.L & B	5.Other	8.		
			Description							
						3.Building	6.COMM	9.		
			Date Insp.							
						Financing				
			Notes:							
						1.Convent	4.Seller	7.		
			Validity							
						2.FHA/VA	5.Private	8.		
			Verified							
						3.Assumed	6.Cash	9.Unknown		
			Fract. Acre							
						1.Valid	4.Split	7.Changes		
			Acres							
						2.Related	5.Partial	8.Other		
			Square Foot							
						3.Distress	6.Exempt	9.Estate		
			Front Foot							
						24.Homesite				
			Type							
						25.Baselot				
			Effective							
						26.Frontage 1				
			Influence							
						27.Frontage 2				
			Influence Codes							
						28.Rear Land 1-10				
			Acres							
						29.Rear Land 11-2				
			Total Acreage			6.02				

Livermore Falls

- 1.Unimproved
- 2.Excess Frtg
- 3.Topography
- 4.Size/Shape
- 5.Access
- 6.Restriction
- 7.Corner Infl
- 8.Environment
- 9.Fract Share
- Acres**
- 30.Rear Land 21+
- 31.Crop Land
- 32.Orchard
- 33.Gravel Pit
- 34.Pasture
- 35.Hort -Edible
- 36.Hort -Ornament
- 37.Softwood TG
- 38.Mixedwood TG
- 39.Hardwood TG
- 40.Wasteland
- 41.Utility ROW
- 42.Mobile Home Si
- 43.Condo Site
- 44.Camp Lot
- 45.Site Improve
- 46.Utility





**Livermore Falls**

Map Lot 010-002

Account 1557

Location 111 POMEROY HILL RD

Card 2 Of 2 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
218 COM GARAGE	1996	1200	2 90	4	0 %	100 %		1.One Story Fram
134 1 ST ATTCHD	0	98	9 100	9	0 %	0 %		2.Two Story Fram
24 Frame Shed	1996	286	3 100	4	0 %	100 %		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



SOUTHER, WALDO  
 SOUTHER, KYLE J  
 51 SOUTHER RD  
 LIVERMORE FALLS ME 04254

B3136P241 B10821P65

<b>Property Data</b>		
Neighborhood	<b>16 RURAL</b>	
Tree Growth Year	<b>0</b>	
X Coordinate	<b>0</b>	
Y Coordinate	<b>0</b>	
Zone/Land Use	<b>16 Rural Residntl</b>	
Secondary Zone		
Topography	<b>2 Rolling</b>	
1.Level	4.Below St	7.Steep
2.Rolling	5.Low	8.Rough
3.Above St	6.Swampy	9.
Utilities	<b>2 Public Water 6 Septic System</b>	
1.Public	4.Dr Well	7.Cesspool
2.Water	5.Dug Well	8.improve
3.Sewer	6.Septic	9.No util
Street	<b>1 Paved</b>	
1.Paved	4.Proposed	7.ROW
2.Semi Imp	5.Private	8.
3.Gravel	6.NoStreet	9.
LAND USE CODES	<b>1001</b>	
BUILDING USE	<b>0</b>	

Inspection Witnessed By:

<b>X</b>		<b>Date</b>
No./Date	Description	Date Insp.

Notes:  
 SPLIT 8/11/08 .38 AC. TO RON SOUTHER 7-3, REST OF LOT IS .36 AC. NOW 7-2

**Livermore Falls**

			<b>Assessment Record</b>								
			Year	Land	Buildings	Exempt	Total				
			2010	12,700	13,800	6,000	20,500				
			2011	12,700	13,800	6,000	20,500				
			2012	12,700	13,800	6,000	20,500				
			2013	12,700	13,800	6,000	20,500				
			2014	12,700	13,800	6,000	20,500				
			2015	12,700	13,800	21,000	5,500				
			2016	12,700	13,800	21,000	5,500				
			2017	12,700	13,800	26,000	500				
			2018	12,700	13,800	26,000	500				
			2019	12,700	13,800	26,000	500				
			2020	12,700	13,800	26,500	0				
			2021	12,700	13,800	26,500	0				
			2022	12,700	13,800	26,500	0				
			<b>Land Data</b>								
			<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>		<b>Influence</b>		<b>Influence Codes</b>		
					Frontage	Depth	Factor	Code			
			<b>Square Foot</b>		<b>Square Feet</b>				1.Unimproved 2.Excess Frtg 3.Topography 4.Size/Shape 5.Access 6.Restriction 7.Corner Infl 8.Environment 9.Fract Share <b>Acres</b> 30.Rear Land 21+ 31.Crop Land 32.Orchard 33.Gravel Pit 34.Pasture 35.Hort -Edible 36.Hort -Ornament 37.Softwood TG 38.Mixedwood TG 39.Hardwood TG 40.Wasteland 41.Utility ROW 42.Mobile Home Si 43.Condo Site 44.Camp Lot 45.Site Improve 46.Utility		
					11.Regular Lot					%	
					12.Delta Triangle					%	
					13.Nabla Triangle					%	
					14.Rear Land					%	
					15.Miscellaneous					%	
					16.Regular Lot					%	
					17.Secondary Lot					%	
					18.Excess Land					%	
					19.Condominium					%	
					20.Miscellaneous					%	
					<b>Fract. Acre</b>		<b>Acres/Sites</b>				
					21.Homesite (Frac	21	0.41	100		%	0
					22.Baselot (Fract	45	2.00	100		%	0
					23.Misc (Fract)					%	
			<b>Acres</b>								
			24.Homesite				%				
			25.Baselot				%				
			26.Frontage 1				%				
			27.Frontage 2				%				
			28.Rear Land 1-10				%				
			29.Rear Land 11-2				%				
			<b>Total Acreage</b>		<b>0.41</b>						

**Livermore Falls**

Map Lot 011-007-001

Account 1558

Location 51 SOUTHER RD/73 PARKWOOD

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	1.Incomp 4.Small 7.Layout
1.Concrete 4.Wood 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.O-Built 5.CDU 8.Other
2.C Block 5.Slab 8.		3.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
Date Inspected	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Additions, Outbuildings & Improvements								1.One Story Fram
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	2.Two Story Fram
997 12Mobile Home	1973	12x57	2 100	4	0 %	100 %		3.Three Story Fr
22 Encl Frame Porch	0	36	9 100	9	0 %	0 %		4.1 & 1/2 Story
22 Encl Frame Porch	0	36	9 100	9	0 %	0 %		5.1 & 3/4 Story
68 Wood Deck	0	48	9 100	9	0 %	0 %		6.2 & 1/2 Story
134 1 ST ATTCHD	0	96	9 100	9	0 %	0 %		21.Open Frame Por
24 Frame Shed	1970	400	3 100	3	0 %	100 %		22.Encl Frame Por
95 AV POLE SHED....	1960	1120	2 100	1	0 %	100 %		23.Frame Garage
134 1 ST ATTCHD	1970	180	2 100	4	0 %	100 %		24.Frame Shed
					%	%		25.Frame Bay Wind
					%	%		26.1SFr Overhang
					%	%		27.Unfin Basement
					%	%		28.Unfinished Att
					%	%		29.Finished Attic

TAYLOR, CATHERINE A  
 WILEY, MICHAEL J & SUSAN  
 PO BOX 154  
 EAST LIVERMORE ME 04228

B2991P119 B10237P234 B11027P246

Property Data			Assessment Record				
Neighborhood <b>16 RURAL</b>			Year	Land	Buildings	Exempt	Total
Tree Growth Year <b>0</b>			2010	1,100	0	0	1,100
X Coordinate <b>0</b>			2011	1,100	0	0	1,100
Y Coordinate <b>0</b>			2012	1,100	0	0	1,100
Zone/Land Use <b>16 Rural Residntl</b>			2013	1,100	0	0	1,100
Secondary Zone			2014	1,100	0	0	1,100
Topography <b>2 Rolling</b>			2015	1,100	0	0	1,100
1.Level 4.Below St 7.Steep			2016	1,100	0	0	1,100
2.Rolling 5.Low 8.Rough			2017	1,100	0	0	1,100
3.Above St 6.Swampy 9.			2018	1,100	0	0	1,100
Utilities <b>9 No Utilities</b>			2019	1,100	0	0	1,100
1.Public 4.Dr Well 7.Cesspool			2020	1,100	0	0	1,100
2.Water 5.Dug Well 8.improve			2021	1,100	0	0	1,100
3.Sewer 6.Septic 9.No util			2022	1,100	0	0	1,100
Street <b>1 Paved</b>							
1.Paved 4.Proposed 7.ROW							
2.Semi Imp 5.Private 8.							
3.Gravel 6.NoStreet 9.							

Inspection Witnessed By:

X		Date
No./Date	Description	Date Insp.

Notes:

LAND USE CODES <b>1009</b>		
BUILDING USE <b>0</b>		
Sale Data		
Sale Date		
Price		
Sale Type		
1.Land 4.Mobile 7.	2.L & B 5.Other 8.	3.Building 6.COMM 9.
Financing		
1.Convent 4.Seller 7.	2.FHA/VA 5.Private 8.	3.Assumed 6.Cash 9.Unknown
Validity		
1.Valid 4.Split 7.Changes	2.Related 5.Partial 8.Other	3.Distress 6.Exempt 9.Estate
Verified		
1.Buyer 4.Agent 7.Family	2.Seller 5.Pub Rec 8.Other	3.Lender 6.MLS 9.

Land Data						
Front Foot	Type	Effective		Influence		Influence Codes
		Frontage	Depth	Factor	Code	
11.Regular Lot				%		1.Unimproved
12.Delta Triangle				%		2.Excess Frtg
13.Nabla Triangle				%		3.Topography
14.Rear Land				%		4.Size/Shape
15.Miscellaneous				%		5.Access
				%		6.Restriction
				%		7.Corner Infl
				%		8.Environment
				%		9.Fract Share
Square Foot		Square Feet				Acres
16.Regular Lot				%		30.Rear Land 21+
17.Secondary Lot				%		31.Crop Land
18.Excess Land				%		32.Orchard
19.Condominium				%		33.Gravel Pit
20.Miscellaneous				%		34.Pasture
				%		35.Hort -Edible
Fract. Acre	Acreage/Sites					36.Hort -Ornament
21.Homesite (Frac	28	1.40	100	%	0	37.Softwood TG
22.Baselot (Fract				%		38.Mixedwood TG
23.Misc (Fract)				%		39.Hardwood TG
				%		40.Wasteland
24.Homesite				%		41.Utility ROW
25.Baselot				%		42.Mobile Home Si
26.Frontage 1				%		43.Condo Site
27.Frontage 2				%		44.Camp Lot
28.Rear Land 1-10				%		45.Site Improve
29.Rear Land 11-2				%		46.Utility
<b>Total Acreage</b>				1.40		

**Livermore Falls**

Map Lot 006-004

Account 1559

Location HILLMAN FERRY RD

Card 1 Of 1 9/30/2022

Building Style			SF Bsmt Living			Layout												
1.Conv.	5.Garrison	9.Other	Fin Bsmt Grade			1.Typical	4.	7.										
2.Ranch	6.Split	10.	HEARTH			2.Inadeq	5.	8.										
3.R Ranch	7.Contemp	11.	HEAT Type <b>100%</b>			3.Horrid	6.	9.										
4.Cape	8.Log	12.	1.HWBB	5.FWA	9.No Heat	Attic												
Dwelling Units			2.HWCI	6.GravWA	10.	1.1/4 Fin	4.Full Fin	7.										
Other Units			3.H Pump	7.Electric	11.	2.1/2 Fin	5.F/Stair	8.										
Stories			4.Steam	8.F/Wall	12.	3.3/4 Fin	6.	9.None										
1.1	4.1.5	7.	Cool Type <b>0%</b>			Insulation												
2.2	5.1.75	8.	1.Refrig	4.W&C Air	7.	1.Full	4.Minimal	7.										
3.3	6.2.5	9.	2.Evapor	5.	8.	2.Heavy	5.Partial	8.										
Exterior Walls			3.H Pump	6.	9.None	3.Capped	6.	9.None										
1.Clapbd	5.T-111	9.Other	Kitchen Style			Unfinished %												
2.wWd Shng	6.BR/STONE	10.	1.Modern	4.Obsolete	7.	Grade & Factor												
3.Compos.	7.NOVELTY	11.	2.Typical	5.	8.	1.E Grade	4.B Grade	7.										
4.Asbestos	8.AL/VIN	12.	3.Old Type	6.	9.None	2.D Grade	5.A Grade	8.SC Grade										
Roof Surface			Bath(s) Style			3.C Grade	6.AA Grade	9.Same										
1.Asphalt	4.Composit	7.	1.Modern	4.Obsolete	7.	SQFT (Footprint)												
2.Slate	5.Wood	8.	2.Typical	5.	8.	Condition												
3.Metal	6.Other	9.	3.Old Type	6.	9.None	1.Poor	4.Avg	7.V G										
SF Masonry Trim			# Rooms			2.Fair	5.Avg+	8.Exc										
OPEN-3-CUSTOM			# Bedrooms			3.Avg-	6.Good	9.Same										
OPEN-4-CUSTOM			# Full Baths			Phys. % Good												
Year Built			# Half Baths			Funct. % Good												
Year Remodeled			# Addn Fixtures			Functional Code												
Foundation			# Fireplaces			1.Incomp	4.Small	7.Layout										
1.Concrete	4.Wood	7.							2.O-Built	5.CDU	8.Other							
2.C Block	5.Slab	8.							Econ. % Good			3.Delap	6.Style	9.None				
3.Br/Stone	6.Piers	9.							Economic Code			Entrance Code <b>0</b>						
Basement									0.None			3.Services	9.None	1.Interior		4.Vacant	7.	
1.1/4 Bmt	4.Full Bmt	7.							1.Location			4.Traffic	8.	2.Refusal		5.Estimate	8.	
2.1/2 Bmt	5.None	8.							2.Encroach			8.Other	9.	3.Informed		6.	9.	
3.3/4 Bmt	6.	9.None							Information Code <b>0</b>			1.Owner			4.Agent	7.		
Bsmt Gar # Cars									2.Relative			5.Estimate	8.	2.Relative			5.Estimate	8.
Wet Basement									3.Tenant			6.Other	9.	3.Tenant			6.Other	9.
1.Dry	4.	7.							Date Inspected									
2.Damp	5.	8.	<b>Additions, Outbuildings &amp; Improvements</b>															
3.Wet	6.	9.	Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	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							



**Livermore Falls**

Map Lot 018-092

Account 1561

Location PLEASANT ST.

Card 1 Of 1 9/30/2022

Building Style			SF Bsmt Living			Layout												
1.Conv.	5.Garrison	9.Other	Fin Bsmt Grade			1.Typical	4.	7.										
2.Ranch	6.Split	10.	HEARTH5			2.Inadeq	5.	8.										
3.R Ranch	7.Contemp	11.	Heat Type <b>100%</b>			3.Horrid	6.	9.										
4.Cape	8.Log	12.	1.HWBB	5.FWA	9.No Heat	Attic												
Dwelling Units			2.HWCI	6.GravWA	10.	1.1/4 Fin	4.Full Fin	7.										
Other Units			3.H Pump	7.Electric	11.	2.1/2 Fin	5.F/Stair	8.										
Stories			4.Steam	8.F/Wall	12.	3.3/4 Fin	6.	9.None										
1.1	4.1.5	7.	Cool Type <b>0%</b>			Insulation												
2.2	5.1.75	8.	1.Refrig	4.W&C Air	7.	1.Full	4.Minimal	7.										
3.3	6.2.5	9.	2.Evapor	5.	8.	2.Heavy	5.Partial	8.										
Exterior Walls			3.H Pump	6.	9.None	3.Capped	6.	9.None										
1.Clapbd	5.T-111	9.Other	Kitchen Style			Unfinished %												
2.wWd Shng	6.BR/STONE	10.	1.Modern	4.Obsolete	7.	Grade & Factor												
3.Compos.	7.NOVELTY	11.	2.Typical	5.	8.	1.E Grade	4.B Grade	7.										
4.Asbestos	8.AL/VIN	12.	3.Old Type	6.	9.None	2.D Grade	5.A Grade	8.SC Grade										
Roof Surface			Bath(s) Style			3.C Grade	6.AA Grade	9.Same										
1.Asphalt	4.Composit	7.	1.Modern	4.Obsolete	7.	SQFT (Footprint)												
2.Slate	5.Wood	8.	2.Typical	5.	8.	Condition												
3.Metal	6.Other	9.	3.Old Type	6.	9.None	1.Poor	4.Avg	7.V G										
SF Masonry Trim			# Rooms			2.Fair	5.Avg+	8.Exc										
OPEN-3-CUSTOM			# Bedrooms			3.Avg-	6.Good	9.Same										
OPEN-4-CUSTOM			# Full Baths			Phys. % Good												
Year Built			# Half Baths			Funct. % Good												
Year Remodeled			# Addn Fixtures			Functional Code												
Foundation			# Fireplaces			1.Incomp	4.Small	7.Layout										
1.Concrete	4.Wood	7.							2.O-Built	5.CDU	8.Other							
2.C Block	5.Slab	8.							Econ. % Good			3.Delap	6.Style	9.None				
3.Br/Stone	6.Piers	9.							Economic Code			Entrance Code <b>0</b>						
Basement									0.None			3.Services	9.None	1.Interior		4.Vacant	7.	
1.1/4 Bmt	4.Full Bmt	7.							1.Location			4.Traffic	8.	2.Refusal		5.Estimate	8.	
2.1/2 Bmt	5.None	8.							2.Encroach			8.Other	9.	3.Informed		6.	9.	
3.3/4 Bmt	6.	9.None							Information Code <b>0</b>			1.Owner			4.Agent	7.		
Bsmt Gar # Cars									2.Relative			5.Estimate	8.	2.Relative			5.Estimate	8.
Wet Basement									3.Tenant			6.Other	9.	3.Tenant			6.Other	9.
1.Dry	4.	7.							Date Inspected									
2.Damp	5.	8.	<b>Additions, Outbuildings &amp; Improvements</b>															
3.Wet	6.	9.	Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	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							

WARE-BUTLER INC  
33 DEPOT ST  
LIVERMORE FALLS ME 04254

B937P11

Inspection Witnessed By:

No./Date	Description	Date Insp.
X		

Notes:

Livermore Falls

Property Data			Assessment Record																																																																																																																																																																																																																	
Neighborhood <b>3 LOWER MN.COMERC</b>			Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																													
Tree Growth Year <b>0</b>			2010	32,200	125,500	0	157,700																																																																																																																																																																																																													
X Coordinate <b>0</b>			2011	32,200	125,500	0	157,700																																																																																																																																																																																																													
Y Coordinate <b>0</b>			2012	32,200	125,500	0	157,700																																																																																																																																																																																																													
Zone/Land Use <b>13 Lower-Main Comrc</b>			2013	32,200	125,500	0	157,700																																																																																																																																																																																																													
Secondary Zone			2014	32,200	125,500	0	157,700																																																																																																																																																																																																													
Topography <b>2 Rolling 4 Below Street</b>			2015	32,200	125,500	0	157,700																																																																																																																																																																																																													
1.Level 4.Below St 7.Steep			2016	32,200	125,500	0	157,700																																																																																																																																																																																																													
2.Rolling 5.Low 8.Rough			2017	32,200	125,500	0	157,700																																																																																																																																																																																																													
3.Above St 6.Swampy 9.			2018	32,200	125,500	0	157,700																																																																																																																																																																																																													
Utilities <b>1 All Public</b>			2019	32,200	125,500	0	157,700																																																																																																																																																																																																													
1.Public 4.Dr Well 7.Cesspool			2020	32,200	125,500	0	157,700																																																																																																																																																																																																													
2.Water 5.Dug Well 8.improve			2021	32,200	125,500	0	157,700																																																																																																																																																																																																													
3.Sewer 6.Septic 9.No util			2022	32,200	125,500	0	157,700																																																																																																																																																																																																													
Street <b>1 Paved</b>																																																																																																																																																																																																																				
1.Paved 4.Proposed 7.ROW			<table border="1"> <thead> <tr> <th colspan="5">Land Data</th> </tr> <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.Regular Lot</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>1.Unimproved</td> </tr> <tr> <td>12.Delta Triangle</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>2.Excess Frtg</td> </tr> <tr> <td>13.Nabla Triangle</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.Miscellaneous</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>5.Access</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.Corner Infl</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>8.Environment</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><b>Acres</b></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>30.Rear Land 21+</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>31.Crop Land</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>32.Orchard</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>33.Gravel Pit</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>34.Pasture</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>35.Hort -Edible</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>36.Hort -Ornament</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>37.Softwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>38.Mixedwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>39.Hardwood TG</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.Utility ROW</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.Camp Lot</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>45.Site Improveme</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>46.Utility</td> </tr> </tbody> </table>					Land Data					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Unimproved	12.Delta Triangle				%		2.Excess Frtg	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Miscellaneous				%		5.Access					%		6.Restriction					%		7.Corner Infl					%		8.Environment					%		9.Fract Share					%		<b>Acres</b>					%		30.Rear Land 21+					%		31.Crop Land					%		32.Orchard					%		33.Gravel Pit					%		34.Pasture					%		35.Hort -Edible					%		36.Hort -Ornament					%		37.Softwood TG					%		38.Mixedwood TG					%		39.Hardwood TG					%		40.Wasteland					%		41.Utility ROW					%		42.Mobile Home Si					%		43.Condo Site					%		44.Camp Lot					%		45.Site Improveme					%		46.Utility
Land Data																																																																																																																																																																																																																				
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																														
		Frontage	Depth	Factor	Code																																																																																																																																																																																																															
11.Regular Lot				%		1.Unimproved																																																																																																																																																																																																														
12.Delta Triangle				%		2.Excess Frtg																																																																																																																																																																																																														
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																														
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																														
15.Miscellaneous				%		5.Access																																																																																																																																																																																																														
				%		6.Restriction																																																																																																																																																																																																														
				%		7.Corner Infl																																																																																																																																																																																																														
				%		8.Environment																																																																																																																																																																																																														
				%		9.Fract Share																																																																																																																																																																																																														
				%		<b>Acres</b>																																																																																																																																																																																																														
				%		30.Rear Land 21+																																																																																																																																																																																																														
				%		31.Crop Land																																																																																																																																																																																																														
				%		32.Orchard																																																																																																																																																																																																														
				%		33.Gravel Pit																																																																																																																																																																																																														
				%		34.Pasture																																																																																																																																																																																																														
				%		35.Hort -Edible																																																																																																																																																																																																														
				%		36.Hort -Ornament																																																																																																																																																																																																														
				%		37.Softwood TG																																																																																																																																																																																																														
				%		38.Mixedwood TG																																																																																																																																																																																																														
				%		39.Hardwood TG																																																																																																																																																																																																														
				%		40.Wasteland																																																																																																																																																																																																														
				%		41.Utility ROW																																																																																																																																																																																																														
				%		42.Mobile Home Si																																																																																																																																																																																																														
				%		43.Condo Site																																																																																																																																																																																																														
				%		44.Camp Lot																																																																																																																																																																																																														
				%		45.Site Improveme																																																																																																																																																																																																														
				%		46.Utility																																																																																																																																																																																																														
LAND USE CODES <b>1002</b>			<b>Square Foot</b>																																																																																																																																																																																																																	
BUILDING USE <b>0</b>			16.Regular Lot																																																																																																																																																																																																																	
<b>Sale Data</b>			17.Secondary Lot																																																																																																																																																																																																																	
			18.Excess Land																																																																																																																																																																																																																	
Sale Date			19.Condominium																																																																																																																																																																																																																	
Price			20.Miscellaneous																																																																																																																																																																																																																	
Sale Type			<b>Fract. Acre</b>																																																																																																																																																																																																																	
1.Land 4.Mobile 7.			21.Homesite (Frac																																																																																																																																																																																																																	
2.L & B 5.Other 8.			22.Baselot (Frac																																																																																																																																																																																																																	
3.Building 6.COMM 9.			23.Misc (Fract)																																																																																																																																																																																																																	
Financing			<b>Acres</b>																																																																																																																																																																																																																	
1.Convent 4.Seller 7.			24.Homesite																																																																																																																																																																																																																	
2.FHA/VA 5.Private 8.			25.Baselot																																																																																																																																																																																																																	
3.Assumed 6.Cash 9.Unknown			26.Frontage 1																																																																																																																																																																																																																	
Validity			27.Frontage 2																																																																																																																																																																																																																	
1.Valid 4.Split 7.Changes			28.Rear Land 1-10																																																																																																																																																																																																																	
2.Related 5.Partial 8.Other			29.Rear Land 11-2																																																																																																																																																																																																																	
3.Distress 6.Exempt 9.Estate			<b>Total Acreage 0.85</b>																																																																																																																																																																																																																	
Verified																																																																																																																																																																																																																				
1.Buyer 4.Agent 7.Family																																																																																																																																																																																																																				
2.Seller 5.Pub Rec 8.Other																																																																																																																																																																																																																				
3.Lender 6.MLS 9.																																																																																																																																																																																																																				

**Livermore Falls**

Map Lot 018-028

Account 1562

Location 41 DEPOT ST

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
212 STORE WOOD	1965	1800	2 100	3	0 %	100 %		1.One Story Fram
236 WAREHOUSE	1965	3560	2 100	3	0 %	100 %		2.Two Story Fram
134 1 ST ATTCHD	1965	1920	2 100	3	0 %	100 %		3.Three Story Fr
125 1 ST BARN.....	1990	1200	2 100	3	0 %	100 %		4.1 & 1/2 Story
24 Frame Shed	1980	96	2 100	3	0 %	100 %		5.1 & 3/4 Story
61 Canopy	2000	2496	3 100	4	0 %	100 %		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





**Livermore Falls**

Map Lot 017-028

Account 1563

Location 18 SOUTHER RD/62 HOL MANSION

Card 1 Of 1 9/30/2022

Building Style <b>9 Other</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH'S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>2 Fair 90%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>804</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>5</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1962</b>	# Half Baths <b>0</b>	Funct. % Good <b>75%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>6 Style</b>
Foundation <b>4 Wood</b>	# Fireplaces <b>0</b>	1.Incomp 4.Small 7.Layout
1.Concrete 4.Wood 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.O-Built 5.CDU 8.Other
2.C Block 5.Slab 8.		3.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>1</b>		Entrance Code <b>5 Estimated</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>5 Estimate</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
22 Encl Frame Porch	0	264	9 100	9	0 %	0 %		1.One Story Fram
21 Open Frame	0	790	9 100	9	0 %	0 %		2.Two Story Fram
24 Frame Shed	1962	200	2 100	4	0 %	100 %		3.Three Story Fr
86 2.00 ST SHED....	1962	336	2 100	1	0 %	50 %		4.1 & 1/2 Story
24 Frame Shed	1962	756	2 100	1	0 %	50 %		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



**Livermore Falls**

Map Lot 021-045

Account 1564

Location 22 MUNSEY AVE.

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories <b>4 One &amp; 1/2 Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>3 Sheet Metal</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>540</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>8</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>4</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>2</b>	Phys. % Good <b>0%</b>
Year Built <b>1910</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>3 3/4 Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
11 1	0	384	9 100	9	0 %	0 %		1.One Story Fram
1 One Story Frame	0	110	9 100	9	0 %	0 %		2.Two Story Fram
22 Encl Frame Porch	0	126	9 100	9	0 %	0 %		3.Three Story Fr
61 Canopy	0	161	9 100	9	0 %	0 %		4.1 & 1/2 Story
23 Frame Garage	0	528	9 100	9	0 %	0 %		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

OLIN, HARRY F  
14 MASTER ST  
LIVERMORE FALLS ME 04254

			Property Data			Assessment Record						
			Neighborhood	99 MH LEASE LOT		Year	Land	Buildings	Exempt	Total		
			Tree Growth Year	0		2010	0	5,600	5,600	0		
			X Coordinate	0		2011	0	5,600	5,600	0		
			Y Coordinate	0		2012	0	5,600	5,600	0		
			Zone/Land Use	99 MOBILE HOME		2013	0	5,600	5,600	0		
			Secondary Zone			2014	0	5,600	5,600	0		
			Topography	9	9	2015	0	5,600	5,600	0		
			1.Level	4.Below St	7.Steep	2016	0	5,600	5,600	0		
			2.Rolling	5.Low	8.Rough	2017	0	5,600	5,600	0		
			3.Above St	6.Swampy	9.	2018	0	7,400	7,400	0		
			Utilities	9 No Utilities 9 No Utilities		2019	0	7,400	7,400	0		
			1.Public	4.Dr Well	7.Cesspool	2020	0	7,400	7,400	0		
			2.Water	5.Dug Well	8.improve	2021	0	7,400	7,400	0		
			3.Sewer	6.Septic	9.No util	2022	0	7,400	7,400	0		
			Street	9								
			1.Paved	4.Proposed	7.ROW	<b>Land Data</b>						
			2.Semi Imp	5.Private	8.							
			3.Gravel	6.NoStreet	9.	<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>		<b>Influence</b>		<b>Influence Codes</b>
			LAND USE CODES 0			11.Regular Lot		Frontage	Depth	Factor	Code	
			BUILDING USE 0			12.Delta Triangle						1.Unimproved
			<b>Sale Data</b>			13.Nabla Triangle						
			Sale Date			14.Rear Land						3.Topography
			Price			15.Miscellaneous						
			Sale Type			<b>Square Foot</b>		<b>Square Feet</b>				5.Access
			1.Land			4.Mobile	7.	16.Regular Lot				
			2.L & B			17.Secondary Lot						7.Corner Infl
			3.Building			5.Other	8.	18.Excess Land				
			6.COMM			19.Condominium						9.Fract Share
			9.			20.Miscellaneous						
			Financing			<b>Fract. Acre</b>		<b>Acreege/Sites</b>				30.Rear Land 21+
			1.Convent			4.Seller	7.	21.Homesite (Fract)				
			2.FHA/VA			22.Baselot (Fract)						32.Orchard
			3.Assumed			5.Private	8.	23.Misc (Fract)				
			6.Cash			9.Unknown	<b>Acres</b>					34.Pasture
			9.Unknown			24.Homesite						
			Validity			25.Baselot						36.Hort -Ornament
			1.Valid			4.Split	7.Changes	26.Frontage 1				
			2.Related			8.Other	27.Frontage 2					38.Mixedwood TG
			3.Distress			6.Exempt	9.Estate	28.Rear Land 1-10				
			Verified			29.Rear Land 11-2						40.Wasteland
			1.Buyer			4.Agent	7.Family	<b>Total Acreege</b>		0.00		
			2.Seller			5.Pub Rec						42.Mobile Home Si
			3.Lender			6.MLS	9.					
											44.Camp Lot	
											46.Utility	

Inspection Witnessed By:

X	Date	Description	Date Insp.

Notes:



PALMER, GEORGE  
 FORBIS, VICTORIA L  
 9 MUNSEY AVENUE  
 LIVERMORE FALLS ME 04254  
 B5672P349 B8720P57 B8893P55 B9130P20 B10005P80

Previous Owner  
 CRANEY, DANA A  
 PO BOX 20  
 LIVERMORE FALLS ME 04254  
 Sale Date: 12/18/2018

Previous Owner  
 VAN LEUVEN, MARGARET T & JEFFREY A  
 9 MUNSEY AVE  
 LIVERMORE FALLS ME 04254  
 Sale Date: 4/30/2015

Previous Owner  
 MAINE STATE HOUSING AUTH  
 353 WATER ST  
 AUGUSTA ME 04330  
 Sale Date: 4/09/2014

Inspection Witnessed By:

X	Date
No./Date	Description

Notes:

Property Data			Assessment Record						
Neighborhood <b>1 IN-TOWN RESDNTL</b>			Year	Land	Buildings	Exempt	Total		
Tree Growth Year <b>0</b>			2010	9,300	48,500	10,000	47,800		
X Coordinate <b>0</b>			2011	9,300	48,500	10,000	47,800		
Y Coordinate <b>0</b>			2012	9,300	48,500	0	57,800		
Zone/Land Use <b>11 Urban Residentl</b>			2013	9,300	48,500	0	57,800		
Secondary Zone			2014	9,300	48,500	0	57,800		
2015			9,300	48,500	0	57,800			
Topography <b>2 Rolling 3 Above Street</b>			2016	9,300	48,500	0	57,800		
1.Level 4.Below St 7.Steep			2017	9,300	48,500	0	57,800		
2.Rolling 5.Low 8.Rough			2018	9,300	48,500	0	57,800		
3.Above St 6.Swampy 9.			2019	9,300	48,500	0	57,800		
Utilities <b>1 All Public</b>			2020	9,300	48,500	0	57,800		
1.Public 4.Dr Well 7.Cesspool			2021	9,300	48,500	0	57,800		
2.Water 5.Dug Well 8.improve			2022	9,300	48,500	0	57,800		
3.Sewer 6.Septic 9.No util									
Street <b>1 Paved</b>			<b>Land Data</b>						
1.Paved 4.Proposed 7.ROW			<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>		<b>Influence</b>		<b>Influence Codes</b>
2.Semi Imp 5.Private 8.					<b>Frontage</b>	<b>Depth</b>	<b>Factor</b>	<b>Code</b>	
3.Gravel 6.NoStreet 9.			11.Regular Lot					1.Unimproved	
LAND USE CODES <b>1001</b>			12.Delta Triangle					2.Excess Frtg	
BUILDING USE <b>0</b>			13.Nabla Triangle					3.Topography	
<b>Sale Data</b>			14.Rear Land					4.Size/Shape	
			15.Miscellaneous					5.Access	
Sale Date <b>12/18/2018</b>								6.Restriction	
Price <b>50,100</b>								7.Corner Infl	
Sale Type <b>2 Land &amp; Buildings</b>								8.Environment	
1.Land 4.Mobile 7.			<b>Square Foot</b>	<b>Square Feet</b>				9.Fract Share	
2.L & B 5.Other 8.			16.Regular Lot					<b>Acres</b>	
3.Building 6.COMM 9.			17.Secondary Lot					30.Rear Land 21+	
Financing <b>9 Unknown</b>			18.Excess Land					31.Crop Land	
1.Convent 4.Seller 7.			19.Condominium					32.Orchard	
2.FHA/VA 5.Private 8.			20.Miscellaneous					33.Gravel Pit	
3.Assumed 6.Cash 9.Unknown								34.Pasture	
Validity <b>1 Arms Length Sale</b>			<b>Fract. Acre</b>	<b>Acres/Sites</b>				35.Hort -Edible	
1.Valid 4.Split 7.Changes			21.Homesite (Frac	21	0.16	100	%	0	36.Hort -Ornament
2.Related 5.Partial 8.Other			22.Baselot (Fract						37.Softwood TG
3.Distress 6.Exempt 9.Estate			23.Misc (Fract)						38.Mixedwood TG
Verified <b>5 Public Record</b>			<b>Acres</b>						39.Hardwood TG
1.Buyer 4.Agent 7.Family			24.Homesite						40.Wasteland
2.Seller 5.Pub Rec 8.Other			25.Baselot						41.Utility ROW
3.Lender 6.MLS 9.			26.Frontage 1						42.Mobile Home Si
			27.Frontage 2						43.Condo Site
			28.Rear Land 1-10						44.Camp Lot
			29.Rear Land 11-2						45.Site Improve
				<b>Total Acreage</b>		<b>0.16</b>			46.Utility







**Livermore Falls**

Map Lot 017-010

Account 1568

Location 143 FAYETTE RD

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 5 Forced Warm Air</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 105%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>572</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>5 Above Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1948</b>	# Half Baths <b>1</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 Estimated</b>
Wet Basement <b>2 Damp Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>5 Estimate</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
2 Two Story Frame	0	468	9 100	9	0 %	0 %		1.One Story Fram
1 One Story Frame	0	168	9 100	9	0 %	0 %		2.Two Story Fram
22 Encl Frame Porch	0	72	9 100	9	0 %	0 %		3.Three Story Fr
22 Encl Frame Porch	0	99	9 100	9	0 %	0 %		4.1 & 1/2 Story
23 Frame Garage	0	260	9 100	9	0 %	0 %		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

HAMEL, MARIE  
247 FAYETTE RD  
LIVERMORE FALLS ME 04254

B3515P248

Inspection Witnessed By:

No./Date	Description	Date Insp.
X		

Notes:

Livermore Falls

Property Data			Assessment Record																																																																																																																																																																																																												
Neighborhood <b>16 RURAL</b>			Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																								
Tree Growth Year <b>0</b>			2010	13,600	75,800	10,000	79,400																																																																																																																																																																																																								
X Coordinate <b>0</b>			2011	13,600	75,800	10,000	79,400																																																																																																																																																																																																								
Y Coordinate <b>0</b>			2012	13,600	75,800	10,000	79,400																																																																																																																																																																																																								
Zone/Land Use <b>16 Rural Residntl</b>			2013	13,600	75,800	10,000	79,400																																																																																																																																																																																																								
Secondary Zone			2014	13,600	75,800	10,000	79,400																																																																																																																																																																																																								
Topography <b>1 Level</b>			2015	13,600	75,800	15,000	74,400																																																																																																																																																																																																								
1.Level 4.Below St 7.Steep			2016	13,600	75,800	15,000	74,400																																																																																																																																																																																																								
2.Rolling 5.Low 8.Rough			2017	13,600	75,800	20,000	69,400																																																																																																																																																																																																								
3.Above St 6.Swampy 9.			2018	13,600	75,800	20,000	69,400																																																																																																																																																																																																								
Utilities <b>1 All Public</b>			2019	13,600	75,800	20,000	69,400																																																																																																																																																																																																								
1.Public 4.Dr Well 7.Cesspool			2020	13,600	75,800	25,000	64,400																																																																																																																																																																																																								
2.Water 5.Dug Well 8.improve			2021	13,600	75,800	25,000	64,400																																																																																																																																																																																																								
3.Sewer 6.Septic 9.No util			2022	13,600	75,800	23,500	65,900																																																																																																																																																																																																								
Street <b>1 Paved</b>																																																																																																																																																																																																															
1.Paved 4.Proposed 7.ROW																																																																																																																																																																																																															
2.Semi Imp 5.Private 8.																																																																																																																																																																																																															
3.Gravel 6.NoStreet 9.																																																																																																																																																																																																															
LAND USE CODES <b>1001</b>			<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.Regular Lot</td><td></td><td></td><td></td><td>%</td><td></td><td>1.Unimproved</td></tr> <tr><td>12.Delta Triangle</td><td></td><td></td><td></td><td>%</td><td></td><td>2.Excess Frtg</td></tr> <tr><td>13.Nabla Triangle</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.Miscellaneous</td><td></td><td></td><td></td><td>%</td><td></td><td>5.Access</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.Corner Infl</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>8.Environment</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><b>Acres</b></td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>30.Rear Land 21+</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>31.Crop Land</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>32.Orchard</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>33.Gravel Pit</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>34.Pasture</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>35.Hort -Edible</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>36.Hort -Ornament</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>37.Softwood TG</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>38.Mixedwood TG</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>39.Hardwood TG</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.Utility ROW</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.Camp Lot</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>45.Site Improve</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>46.Utility</td></tr> </tbody> </table>					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Unimproved	12.Delta Triangle				%		2.Excess Frtg	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Miscellaneous				%		5.Access					%		6.Restriction					%		7.Corner Infl					%		8.Environment					%		9.Fract Share					%		<b>Acres</b>					%		30.Rear Land 21+					%		31.Crop Land					%		32.Orchard					%		33.Gravel Pit					%		34.Pasture					%		35.Hort -Edible					%		36.Hort -Ornament					%		37.Softwood TG					%		38.Mixedwood TG					%		39.Hardwood TG					%		40.Wasteland					%		41.Utility ROW					%		42.Mobile Home Si					%		43.Condo Site					%		44.Camp Lot					%		45.Site Improve					%		46.Utility
Front Foot	Type	Effective								Influence		Influence Codes																																																																																																																																																																																																			
		Frontage	Depth	Factor	Code																																																																																																																																																																																																										
11.Regular Lot				%		1.Unimproved																																																																																																																																																																																																									
12.Delta Triangle				%		2.Excess Frtg																																																																																																																																																																																																									
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																									
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																									
15.Miscellaneous				%		5.Access																																																																																																																																																																																																									
				%		6.Restriction																																																																																																																																																																																																									
				%		7.Corner Infl																																																																																																																																																																																																									
				%		8.Environment																																																																																																																																																																																																									
				%		9.Fract Share																																																																																																																																																																																																									
				%		<b>Acres</b>																																																																																																																																																																																																									
				%		30.Rear Land 21+																																																																																																																																																																																																									
				%		31.Crop Land																																																																																																																																																																																																									
				%		32.Orchard																																																																																																																																																																																																									
				%		33.Gravel Pit																																																																																																																																																																																																									
				%		34.Pasture																																																																																																																																																																																																									
				%		35.Hort -Edible																																																																																																																																																																																																									
				%		36.Hort -Ornament																																																																																																																																																																																																									
				%		37.Softwood TG																																																																																																																																																																																																									
				%		38.Mixedwood TG																																																																																																																																																																																																									
				%		39.Hardwood TG																																																																																																																																																																																																									
				%		40.Wasteland																																																																																																																																																																																																									
				%		41.Utility ROW																																																																																																																																																																																																									
				%		42.Mobile Home Si																																																																																																																																																																																																									
				%		43.Condo Site																																																																																																																																																																																																									
				%		44.Camp Lot																																																																																																																																																																																																									
				%		45.Site Improve																																																																																																																																																																																																									
				%		46.Utility																																																																																																																																																																																																									
BUILDING USE <b>0</b>			<b>Land Data</b>																																																																																																																																																																																																												
<b>Sale Data</b>			<b>Front Foot</b>																																																																																																																																																																																																												
Sale Date			11.Regular Lot																																																																																																																																																																																																												
Price			12.Delta Triangle																																																																																																																																																																																																												
Sale Type			13.Nabla Triangle																																																																																																																																																																																																												
1.Land 4.Mobile 7.			14.Rear Land																																																																																																																																																																																																												
2.L & B 5.Other 8.			15.Miscellaneous																																																																																																																																																																																																												
3.Building 6.COMM 9.			<b>Square Foot</b>																																																																																																																																																																																																												
Financing			16.Regular Lot																																																																																																																																																																																																												
1.Convent 4.Seller 7.			17.Secondary Lot																																																																																																																																																																																																												
2.FHA/VA 5.Private 8.			18.Excess Land																																																																																																																																																																																																												
3.Assumed 6.Cash 9.Unknown			19.Condominium																																																																																																																																																																																																												
Validity			20.Miscellaneous																																																																																																																																																																																																												
1.Valid 4.Split 7.Changes			<b>Fract. Acre</b>																																																																																																																																																																																																												
2.Related 5.Partial 8.Other			21.Homesite (Frac																																																																																																																																																																																																												
3.Distress 6.Exempt 9.Estate			22.Baselot (Fract																																																																																																																																																																																																												
Verified			23.Misc (Fract)																																																																																																																																																																																																												
1.Buyer 4.Agent 7.Family			<b>Acres</b>																																																																																																																																																																																																												
2.Seller 5.Pub Rec 8.Other			24.Homesite																																																																																																																																																																																																												
3.Lender 6.MLS 9.			25.Baselot																																																																																																																																																																																																												
			26.Frontage 1																																																																																																																																																																																																												
			27.Frontage 2																																																																																																																																																																																																												
			28.Rear Land 1-10																																																																																																																																																																																																												
			29.Rear Land 11-2																																																																																																																																																																																																												
			<b>Total Acreage 1.01</b>																																																																																																																																																																																																												





**Livermore Falls**

Map Lot 015-050

Account 1570

Location 9 MAPLE ST.

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH\$ <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>5 Floor &amp; Stairs</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories <b>2 Two Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>1 Clapboard</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>3 Old Style</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>616</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>3 Below Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1920</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 Estimated</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>5 Estimate</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
21 Open Frame	0	99	9 100	9	0 %	0 %	
25 Frame Bay	0	21	9 100	9	0 %	0 %	
21 Open Frame	0	147	9 100	9	0 %	0 %	
24 Frame Shed	1960	280	3 100	3	0 %	100 %	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	

- 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









**Livermore Falls**

Map Lot 020-030-00A

Account 1572

Location 18 GAGNON STR

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								1.One Story Fram
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	2.Two Story Fram
996 10Mobile Home	1965	10x46	2 100	3	0 %	100 %		3.Three Story Fr
106 MH TIP-OUT	1965	36	2 100	3	0 %	100 %		4.1 & 1/2 Story
68 Wood Deck	1965	240	3 100	1	0 %	50 %		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

BROWN, CHLOE  
ELLIOT, RHONDA  
2 CROSS ST  
LIVERMORE FALLS ME 04254

B6326P201 B8413P254 B10048P263

Previous Owner  
HERLEIKSON, EARL C  
HERLEIKSON, JAN M  
151 ARNDT RD S  
CINEDAR WA 98533  
Sale Date: 3/19/2019

Previous Owner  
WINCHENBACH, BEVERLY

838 EMPIRE RD  
POLAND ME 04274  
Sale Date: 6/07/2012

Inspection Witnessed By:

X	Date	Date Insp.
No./Date	Description	Date Insp.

Notes:

Livermore Falls

Property Data			Assessment Record						
Neighborhood <b>1 IN-TOWN RESDNTL</b>			Year	Land	Buildings	Exempt	Total		
Tree Growth Year <b>0</b>			2010	7,200	20,100	0	27,300		
X Coordinate <b>0</b>			2011	7,200	20,100	0	27,300		
Y Coordinate <b>0</b>			2012	7,200	20,100	0	27,300		
Zone/Land Use <b>11 Urban Residentl</b>			2013	7,200	20,100	0	27,300		
Secondary Zone			2014	7,200	20,100	0	27,300		
Topography <b>4 Below Street 7 Steep</b>			2015	7,200	20,100	0	27,300		
1.Level 4.Below St 7.Steep			2016	7,200	20,100	0	27,300		
2.Rolling 5.Low 8.Rough			2017	7,200	20,100	0	27,300		
3.Above St 6.Swampy 9.			2018	7,200	20,100	0	27,300		
Utilities <b>1 All Public</b>			2019	7,200	20,100	0	27,300		
1.Public 4.Dr Well 7.Cesspool			2020	7,200	20,100	0	27,300		
2.Water 5.Dug Well 8.improve			2021	7,200	20,100	0	27,300		
3.Sewer 6.Septic 9.No util			2022	7,200	20,100	0	27,300		
Street <b>1 Paved</b>									
1.Paved 4.Proposed 7.ROW									
2.Semi Imp 5.Private 8.									
3.Gravel 6.NoStreet 9.									
LAND USE CODES <b>1201</b>			<b>Land Data</b>						
BUILDING USE <b>0</b>			<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>		<b>Influence</b>		<b>Influence Codes</b>
<b>Sale Data</b>					<b>Frontage</b>	<b>Depth</b>	<b>Factor</b>	<b>Code</b>	
Sale Date <b>3/19/2019</b>			11.Regular Lot					1.Unimproved	
Price <b>24,500</b>			12.Delta Triangle					2.Excess Frtg	
Sale Type <b>2 Land &amp; Buildings</b>			13.Nabla Triangle					3.Topography	
1.Land 4.Mobile 7.			14.Rear Land					4.Size/Shape	
2.L & B 5.Other 8.			15.Miscellaneous					5.Access	
3.Building 6.COMM 9.								6.Restriction	
Financing <b>9 Unknown</b>								7.Corner Infl	
1.Convent 4.Seller 7.			<b>Square Foot</b>	<b>Square Feet</b>				8.Environment	
2.FHA/VA 5.Private 8.			16.Regular Lot					9.Fract Share	
3.Assumed 6.Cash 9.Unknown			17.Secondary Lot					<b>Acres</b>	
Validity <b>1 Arms Length Sale</b>			18.Excess Land					30.Rear Land 21+	
1.Valid 4.Split 7.Changes			19.Condominium					31.Crop Land	
2.Related 5.Partial 8.Other			20.Miscellaneous					32.Orchard	
3.Distress 6.Exempt 9.Estate								33.Gravel Pit	
Verified <b>5 Public Record</b>			<b>Fract. Acre</b>	<b>Acres/Sites</b>				34.Pasture	
1.Buyer 4.Agent 7.Family			21.Homesite (Frac	21	0.09	95	%	35.Hort -Edible	
2.Seller 5.Pub Rec 8.Other			22.Baselot (Fract					36.Hort -Ornament	
3.Lender 6.MLS 9.			23.Misc (Fract)					37.Softwood TG	
			<b>Acres</b>					38.Mixedwood TG	
			24.Homesite					39.Hardwood TG	
			25.Baselot					40.Wasteland	
			26.Frontage 1					41.Utility ROW	
			27.Frontage 2					42.Mobile Home Si	
			28.Rear Land 1-10					43.Condo Site	
			29.Rear Land 11-2					44.Camp Lot	
				<b>Total Acreage</b>		0.09		45.Site Improve	
								46.Utility	

**Livermore Falls**

Map Lot 018-130

Account 1573

Location 2 CROSS ST

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTHSS <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>0</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>1</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories <b>4 One &amp; 1/2 Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>4 Minimal</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>2 Wood Shingle</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>4 Obsolete</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>2 Fair 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>4 Obsolete</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>450</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>3 Below Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>5</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1910</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>5 Crawl Space</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>2 Damp Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
21 Open Frame	0	252	9 100	9	0 %	0 %		1.One Story Fram
134 1 ST ATTCHD	0	180	9 100	9	0 %	0 %		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



**Livermore Falls**

Map Lot 005-021

Account 1574

Location 103 HAINES CORNER RD

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>5 Floor &amp; Stairs</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>7 NOVELTY</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>2 Fair 110%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>726</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>3 Below Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>4</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>2</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1925</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>2 Damp Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.

Date Inspected 5/31/2001

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
11 1	0	264	9 100	9	0 %	0 %		1.One Story Fram
21 Open Frame	0	30	9 100	9	0 %	0 %		2.Two Story Fram
24 Frame Shed	1950	130	3 100	1	0 %	100 %		3.Three Story Fr
24 Frame Shed	1990	160	2 100	4	0 %	100 %		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

HUNT, BRADLEY S  
114 DODGE RD  
LIVERMORE FALLS ME 04254

B3936P288

Property Data			Assessment Record																																																																																																																																																																																																																		
			Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																														
Neighborhood <b>16 RURAL</b>			2010	22,100	30,300	0	52,400																																																																																																																																																																																																														
Tree Growth Year <b>0</b>			2011	22,100	30,300	0	52,400																																																																																																																																																																																																														
X Coordinate <b>0</b>			2012	22,100	30,300	0	52,400																																																																																																																																																																																																														
Y Coordinate <b>0</b>			2013	22,000	30,300	0	52,300																																																																																																																																																																																																														
Zone/Land Use <b>16 Rural Residntl</b>			2014	22,000	30,300	0	52,300																																																																																																																																																																																																														
Secondary Zone			2015	22,000	30,300	0	52,300																																																																																																																																																																																																														
Topography <b>2 Rolling</b>			2016	23,400	30,300	0	53,700																																																																																																																																																																																																														
1.Level 4.Below St 7.Steep			2017	24,200	30,300	0	54,500																																																																																																																																																																																																														
2.Rolling 5.Low 8.Rough			2018	24,200	30,300	0	54,500																																																																																																																																																																																																														
3.Above St 6.Swampy 9.			2019	24,200	30,300	0	54,500																																																																																																																																																																																																														
Utilities <b>4 Drilled Well 6 Septic System</b>			2020	24,400	30,300	0	54,700																																																																																																																																																																																																														
1.Public 4.Dr Well 7.Cesspool			2021	24,400	30,300	0	54,700																																																																																																																																																																																																														
2.Water 5.Dug Well 8.improve			2022	23,800	30,300	0	54,100																																																																																																																																																																																																														
3.Sewer 6.Septic 9.No util																																																																																																																																																																																																																					
Street <b>1 Paved</b>			<table border="1"> <thead> <tr> <th colspan="6">Land Data</th> </tr> <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.Regular Lot</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>1.Unimproved</td> </tr> <tr> <td>12.Delta Triangle</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>2.Excess Frtg</td> </tr> <tr> <td>13.Nabla Triangle</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.Miscellaneous</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>5.Access</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.Corner Infl</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>8.Environment</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><b>Acres</b></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>30.Rear Land 21+</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>31.Crop Land</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>32.Orchard</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>33.Gravel Pit</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>34.Pasture</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>35.Hort -Edible</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>36.Hort -Ornament</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>37.Softwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>38.Mixedwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>39.Hardwood TG</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.Utility ROW</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.Camp Lot</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>45.Site Improve</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>46.Utility</td> </tr> </tbody> </table>					Land Data						Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Unimproved	12.Delta Triangle				%		2.Excess Frtg	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Miscellaneous				%		5.Access					%		6.Restriction					%		7.Corner Infl					%		8.Environment					%		9.Fract Share					%		<b>Acres</b>					%		30.Rear Land 21+					%		31.Crop Land					%		32.Orchard					%		33.Gravel Pit					%		34.Pasture					%		35.Hort -Edible					%		36.Hort -Ornament					%		37.Softwood TG					%		38.Mixedwood TG					%		39.Hardwood TG					%		40.Wasteland					%		41.Utility ROW					%		42.Mobile Home Si					%		43.Condo Site					%		44.Camp Lot					%		45.Site Improve					%		46.Utility
Land Data																																																																																																																																																																																																																					
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																															
		Frontage	Depth	Factor	Code																																																																																																																																																																																																																
11.Regular Lot				%		1.Unimproved																																																																																																																																																																																																															
12.Delta Triangle				%		2.Excess Frtg																																																																																																																																																																																																															
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																															
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																															
15.Miscellaneous				%		5.Access																																																																																																																																																																																																															
				%		6.Restriction																																																																																																																																																																																																															
				%		7.Corner Infl																																																																																																																																																																																																															
				%		8.Environment																																																																																																																																																																																																															
				%		9.Fract Share																																																																																																																																																																																																															
				%		<b>Acres</b>																																																																																																																																																																																																															
				%		30.Rear Land 21+																																																																																																																																																																																																															
				%		31.Crop Land																																																																																																																																																																																																															
				%		32.Orchard																																																																																																																																																																																																															
				%		33.Gravel Pit																																																																																																																																																																																																															
				%		34.Pasture																																																																																																																																																																																																															
				%		35.Hort -Edible																																																																																																																																																																																																															
				%		36.Hort -Ornament																																																																																																																																																																																																															
				%		37.Softwood TG																																																																																																																																																																																																															
				%		38.Mixedwood TG																																																																																																																																																																																																															
				%		39.Hardwood TG																																																																																																																																																																																																															
				%		40.Wasteland																																																																																																																																																																																																															
				%		41.Utility ROW																																																																																																																																																																																																															
				%		42.Mobile Home Si																																																																																																																																																																																																															
				%		43.Condo Site																																																																																																																																																																																																															
				%		44.Camp Lot																																																																																																																																																																																																															
				%		45.Site Improve																																																																																																																																																																																																															
				%		46.Utility																																																																																																																																																																																																															
LAND USE CODES <b>1007</b>			<table border="1"> <thead> <tr> <th>Front Foot</th> <th>Square Feet</th> <th>Acres/Sites</th> <th>Total Acreeage</th> </tr> </thead> <tbody> <tr> <td>21.Homesite (Frac</td> <td>21</td> <td>1.00</td> <td>100 % 0</td> </tr> <tr> <td>22.Baselot (Frac</td> <td>28</td> <td>4.00</td> <td>100 % 0</td> </tr> <tr> <td>23.Misc (Fract)</td> <td>39</td> <td>16.60</td> <td>100 % 0</td> </tr> <tr> <td><b>Acres</b></td> <td>37</td> <td>3.00</td> <td>100 % 0</td> </tr> <tr> <td>24.Homesite</td> <td></td> <td></td> <td>%</td> </tr> <tr> <td>25.Baselot</td> <td></td> <td></td> <td>%</td> </tr> <tr> <td>26.Frontage 1</td> <td></td> <td></td> <td>%</td> </tr> <tr> <td>27.Frontage 2</td> <td></td> <td></td> <td>%</td> </tr> <tr> <td>28.Rear Land 1-10</td> <td></td> <td></td> <td>%</td> </tr> <tr> <td>29.Rear Land 11-2</td> <td></td> <td></td> <td>%</td> </tr> <tr> <td colspan="2"><b>Total Acreeage</b></td> <td><b>24.60</b></td> <td></td> </tr> </tbody> </table>					Front Foot	Square Feet	Acres/Sites	Total Acreeage	21.Homesite (Frac	21	1.00	100 % 0	22.Baselot (Frac	28	4.00	100 % 0	23.Misc (Fract)	39	16.60	100 % 0	<b>Acres</b>	37	3.00	100 % 0	24.Homesite			%	25.Baselot			%	26.Frontage 1			%	27.Frontage 2			%	28.Rear Land 1-10			%	29.Rear Land 11-2			%	<b>Total Acreeage</b>		<b>24.60</b>																																																																																																																																																															
Front Foot	Square Feet	Acres/Sites						Total Acreeage																																																																																																																																																																																																													
21.Homesite (Frac	21	1.00	100 % 0																																																																																																																																																																																																																		
22.Baselot (Frac	28	4.00	100 % 0																																																																																																																																																																																																																		
23.Misc (Fract)	39	16.60	100 % 0																																																																																																																																																																																																																		
<b>Acres</b>	37	3.00	100 % 0																																																																																																																																																																																																																		
24.Homesite			%																																																																																																																																																																																																																		
25.Baselot			%																																																																																																																																																																																																																		
26.Frontage 1			%																																																																																																																																																																																																																		
27.Frontage 2			%																																																																																																																																																																																																																		
28.Rear Land 1-10			%																																																																																																																																																																																																																		
29.Rear Land 11-2			%																																																																																																																																																																																																																		
<b>Total Acreeage</b>		<b>24.60</b>																																																																																																																																																																																																																			
BUILDING USE <b>0</b>																																																																																																																																																																																																																					
<b>Sale Data</b>																																																																																																																																																																																																																					
Sale Date																																																																																																																																																																																																																					
Price																																																																																																																																																																																																																					
Sale Type																																																																																																																																																																																																																					
1.Land 4.Mobile 7.																																																																																																																																																																																																																					
2.L & B 5.Other 8.																																																																																																																																																																																																																					
3.Building 6.COMM 9.																																																																																																																																																																																																																					
Financing																																																																																																																																																																																																																					
1.Convent 4.Seller 7.																																																																																																																																																																																																																					
2.FHA/VA 5.Private 8.																																																																																																																																																																																																																					
3.Assumed 6.Cash 9.Unknown																																																																																																																																																																																																																					
Validity																																																																																																																																																																																																																					
1.Valid 4.Split 7.Changes																																																																																																																																																																																																																					
2.Related 5.Partial 8.Other																																																																																																																																																																																																																					
3.Distress 6.Exempt 9.Estate																																																																																																																																																																																																																					
Verified																																																																																																																																																																																																																					
1.Buyer 4.Agent 7.Family																																																																																																																																																																																																																					
2.Seller 5.Pub Rec 8.Other																																																																																																																																																																																																																					
3.Lender 6.MLS 9.																																																																																																																																																																																																																					

Inspection Witnessed By:

X	Date	Date Insp.
No./Date	Description	Date Insp.

Notes:  
TG 2002

**Livermore Falls**

Map Lot 005-020

Account 1575

Location 114 DODGE RD, TREE GROWTH

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
998 14Mobile Home	1983	14x66	2 110	4	0 %	100 %		1.One Story Fram
68 Wood Deck	1983	120	2 100	2	0 %	100 %		2.Two Story Fram
128 1.750ST	1988	900	2 100	4	0 %	100 %		3.Three Story Fr
23 Frame Garage	1988	1024	2 100	4	0 %	100 %		4.1 & 1/2 Story
24 Frame Shed	1970	64	2 100	2	0 %	100 %		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





**Livermore Falls**

Map Lot 024-034-00N

Account 1576

Location 106 PINE RIDGE LP/1974 NEWPORT

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
997 12Mobile Home	1974	12x48	2 100	3	0 %	90 %		1.One Story Fram
105 MH ADDITION	1998	160	3 100	4	0 %	90 %		2.Two Story Fram
68 Wood Deck	2002	192	2 100	4	0 %	100 %		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

JOHNSEN, DONNALEE W  
32 UNION ST  
LIVERMORE FALLS ME 04254

B6043P241

Inspection Witnessed By:

No./Date	Description	Date Insp.
X		

Notes:

Livermore Falls

Property Data			Assessment Record						
Neighborhood <b>1 IN-TOWN RESDNTL</b>			Year	Land	Buildings	Exempt	Total		
Tree Growth Year <b>0</b>			2010	10,900	71,300	16,000	66,200		
X Coordinate <b>0</b>			2011	10,900	71,300	16,000	66,200		
Y Coordinate <b>0</b>			2012	10,900	71,300	16,000	66,200		
Zone/Land Use <b>11 Urban Residentl</b>			2013	10,900	71,300	16,000	66,200		
Secondary Zone			2014	10,900	71,300	16,000	66,200		
Topography <b>2 Rolling 3 Above Street</b>			2015	10,900	71,300	21,000	61,200		
1.Level 4.Below St 7.Steep			2016	10,900	71,300	21,000	61,200		
2.Rolling 5.Low 8.Rough			2017	10,900	71,300	26,000	56,200		
3.Above St 6.Swampy 9.			2018	10,900	71,300	26,000	56,200		
Utilities <b>1 All Public</b>			2019	10,900	71,300	26,000	56,200		
1.Public 4.Dr Well 7.Cesspool			2020	10,900	71,300	31,000	51,200		
2.Water 5.Dug Well 8.improve			2021	10,900	71,300	31,000	51,200		
3.Sewer 6.Septic 9.No util			2022	10,900	71,300	29,140	53,060		
Street <b>1 Paved</b>									
1.Paved 4.Proposed 7.ROW			<b>Land Data</b>						
2.Semi Imp 5.Private 8.									
3.Gravel 6.NoStreet 9.			<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>		<b>Influence</b>		<b>Influence Codes</b>
LAND USE CODES <b>1001</b>			11.Regular Lot		<b>Frontage</b>	<b>Depth</b>	<b>Factor</b>	<b>Code</b>	
BUILDING USE <b>0</b>			12.Delta Triangle				%		1.Unimproved
<b>Sale Data</b>			13.Nabla Triangle				%		2.Excess Frtg
Sale Date <b>8/01/2004</b>			14.Rear Land				%		3.Topography
Price			15.Miscellaneous				%		4.Size/Shape
Sale Type <b>7 .....</b>							%		5.Access
1.Land 4.Mobile 7.			<b>Square Foot</b>		<b>Square Feet</b>				6.Restriction
2.L & B 5.Other 8.			16.Regular Lot				%		7.Corner Infl
3.Building 6.COMM 9.			17.Secondary Lot				%		8.Environment
Financing <b>9 Unknown</b>			18.Excess Land				%		9.Fract Share
1.Convent 4.Seller 7.			19.Condominium				%		<b>Acres</b>
2.FHA/VA 5.Private 8.			20.Miscellaneous				%		30.Rear Land 21+
3.Assumed 6.Cash 9.Unknown							%		31.Crop Land
Validity <b>8 Other Non Valid</b>			<b>Fract. Acre</b>		<b>Acreege/Sites</b>				32.Orchard
1.Valid 4.Split 7.Changes			21.Homesite (Frac	21	0.25	100	%	0	33.Gravel Pit
2.Related 5.Partial 8.Other			22.Baselot (Fract				%		34.Pasture
3.Distress 6.Exempt 9.Estate			23.Misc (Fract)				%		35.Hort -Edible
Verified <b>5 Public Record</b>			<b>Acres</b>				%		36.Hort -Ornament
1.Buyer 4.Agent 7.Family			24.Homesite				%		37.Softwood TG
2.Seller 5.Pub Rec 8.Other			25.Baselot				%		38.Mixedwood TG
3.Lender 6.MLS 9.			26.Frontage 1				%		39.Hardwood TG
			27.Frontage 2				%		40.Wasteland
			28.Rear Land 1-10				%		41.Utility ROW
			29.Rear Land 11-2				%		42.Mobile Home Si
			<b>Total Acreage</b>		<b>0.25</b>				43.Condo Site
									44.Camp Lot
									45.Site Improveme
									46.Utility









**Livermore Falls**

Map Lot 010-021

Account 1579

Location 216 MOOSEHILL RD.

Card 1 Of 1 9/30/2022

Building Style <b>2 Ranch</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTHS <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 5 Forced Warm Air</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>2 Wood Shingle</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>1170</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1963</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>1</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>3 Information Only</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.		3.Informed 6. 9.
3.Wet 6. 9.		Information Code <b>1 Owner</b>
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.



Date Inspected 7/09/2001

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
1 One Story Frame	0	126	9 100	9	0 %	0 %		1.One Story Fram
23 Frame Garage	0	528	9 100	9	0 %	0 %		2.Two Story Fram
21 Open Frame	0	72	9 100	9	0 %	0 %		3.Three Story Fr
24 Frame Shed	1960	80	2 100	2	0 %	100 %		4.1 & 1/2 Story
24 Frame Shed	1970	160	2 100	1	0 %	100 %		5.1 & 3/4 Story
61 Canopy	1970	128	2 100	1	0 %	100 %		6.2 & 1/2 Story
84 1.50 ST SHED....	0						100	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





**Livermore Falls**

Map Lot 007-017

Account 1580

Location 700 PARK ST

Card 1 Of 1 9/30/2022

Building Style <b>2 Ranch</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTHS <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 5 Forced Warm Air</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 90%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>3 Sheet Metal</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>1032</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>5</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>2</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1984</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>5 Concrete Slab</b>	# Fireplaces <b>0</b>	1.Incomp 4.Small 7.Layout
1.Concrete 4.Wood 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.O-Built 5.CDU 8.Other
2.C Block 5.Slab 8.		3.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>9 No Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>9 No Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.

Date Inspected 6/07/2001

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
21 Open Frame	0	16	9 100	9	0 %	0 %	1.One Story Fram
21 Open Frame	0	16	9 100	9	0 %	0 %	2.Two Story Fram
23 Frame Garage	1989	480	3 100	4	0 %	100 %	3.Three Story Fr
24 Frame Shed	1989	96	2 100	4	0 %	100 %	4.1 & 1/2 Story
24 Frame Shed	1989	128	1 100	4	0 %	100 %	5.1 & 3/4 Story
134 1 ST ATTCHD	1984	56	1 100	4	0 %	100 %	6.2 & 1/2 Story
23 Frame Garage	2004	1800	3 100	4	0 %	100 %	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

WHITE, KENNETH R  
BROWN, NORMAN  
20 OTIS ST  
LIVERMORE FALLS ME 04254

Property Data			Assessment Record				
Neighborhood	99 MH LEASE LOT		Year	Land	Buildings	Exempt	Total
Tree Growth Year	0		2010	0	6,300	6,300	0
X Coordinate	0		2011	0	6,300	6,300	0
Y Coordinate	0		2012	0	6,300	6,300	0
Zone/Land Use	99 MOBILE HOME		2013	0	6,300	6,300	0
Secondary Zone			2014	0	6,300	6,300	0
Topography	9	9	2016	0	6,300	6,300	0
1.Level	4.Below St	7.Steep	2017	0	6,300	6,300	0
2.Rolling	5.Low	8.Rough	2018	0	6,300	6,300	0
3.Above St	6.Swampy	9.	2019	0	6,300	6,300	0
Utilities	9 No Utilities 9 No Utilities		2020	0	6,300	6,300	0
1.Public	4.Dr Well	7.Cesspool	2021	0	6,500	0	6,500
2.Water	5.Dug Well	8.improve	2022	0	6,500	0	6,500
3.Sewer	6.Septic	9.No util					
Street	9						
1.Paved	4.Proposed	7.ROW					
2.Semi Imp	5.Private	8.					
3.Gravel	6.NoStreet	9.					

Inspection Witnessed By:

X		Date
No./Date	Description	Date Insp.

Notes:

Sale Data		
LAND USE CODES	0	
BUILDING USE	0	
Sale Date		
Price		
Sale Type		
1.Land	4.Mobile	7.
2.L & B	5.Other	8.
3.Building	6.COMM	9.
Financing		
1.Convent	4.Seller	7.
2.FHA/VA	5.Private	8.
3.Assumed	6.Cash	9.Unknown
Validity		
1.Valid	4.Split	7.Changes
2.Related	5.Partial	8.Other
3.Distress	6.Exempt	9.Estate
Verified		
1.Buyer	4.Agent	7.Family
2.Seller	5.Pub Rec	8.Other
3.Lender	6.MLS	9.

Land Data						
Front Foot	Type	Effective		Influence		Influence Codes
		Frontage	Depth	Factor	Code	
11.Regular Lot				%		1.Unimproved
12.Delta Triangle				%		2.Excess Frtg
13.Nabla Triangle				%		3.Topography
14.Rear Land				%		4.Size/Shape
15.Miscellaneous				%		5.Access
				%		6.Restriction
				%		7.Corner Infl
				%		8.Environment
				%		9.Fract Share
Square Foot		Square Feet				<b>Acres</b>
16.Regular Lot				%		30.Rear Land 21+
17.Secondary Lot				%		31.Crop Land
18.Excess Land				%		32.Orchard
19.Condominium				%		33.Gravel Pit
20.Miscellaneous				%		34.Pasture
				%		35.Hort -Edible
				%		36.Hort -Ornament
				%		37.Softwood TG
				%		38.Mixedwood TG
				%		39.Hardwood TG
				%		40.Wasteland
				%		41.Utility ROW
				%		42.Mobile Home Si
				%		43.Condo Site
				%		44.Camp Lot
				%		45.Site Improve
				%		46.Utility
<b>Total Acreage</b>				0.00		





**Livermore Falls**

Map Lot 015-081-081A-88

Account 1582

Location BIRCH ST

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								1.One Story Fram
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	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



**Livermore Falls**

Map Lot 021-037

Account 1584

Location 75 CHURCH ST

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>4 Full Finished</b>
Dwelling Units <b>5</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>2 Two Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>1 Clapboard</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>690</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>3 Below Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>20</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>10</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>5</b>	Phys. % Good <b>0%</b>
Year Built <b>1900</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>4</b>	Functional Code <b>9 None</b>
Foundation <b>3 Brick &amp;/or Stone</b>	# Fireplaces <b>0</b>	1.Incomp 4.Small 7.Layout
1.Concrete 4.Wood 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.O-Built 5.CDU 8.Other
2.C Block 5.Slab 8.		3.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 Estimated</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>5 Estimate</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
12 2	0	270	9 100	9	0 %	0 %		1.One Story Fram
2 Two Story Frame	0	994	9 100	9	0 %	50 %		2.Two Story Fram
42 2S Encl Fr Porch	0	186	9 100	9	0 %	0 %		3.Three Story Fr
134 1 ST ATTCHD	0	286	9 100	9	0 %	0 %		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





**Livermore Falls**

Map Lot 021-009

Account 1585

Location 30 SEARLES ST.

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTHS <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 2 Hot Water C Iron</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>4 Full Finished</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>1 Modern</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 90%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>1 Modern Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>320</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>5 Above Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>4</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1910</b>	# Half Baths <b>0</b>	Funct. % Good <b>85%</b>
Year Remodeled <b>1990</b>	# Addn Fixtures <b>0</b>	Functional Code <b>1 Incomplete</b>
Foundation <b>3 Brick &amp;/or Stone</b>	# Fireplaces <b>0</b>	1.Incomp 4.Small 7.Layout
1.Concrete 4.Wood 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.O-Built 5.CDU 8.Other
2.C Block 5.Slab 8.		3.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>3 Wet Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.

Date Inspected

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
11 1	0	306	9 100	9	0 %	0 %	
1 One Story Frame	0	352	9 100	9	0 %	0 %	
1 One Story Frame	0	84	9 100	9	0 %	0 %	
68 Wood Deck	0	32	9 100	9	0 %	0 %	
92 3/4S	1996	728	3 100	4	0 %	60 %	
61 Canopy	1996	286	2 100	4	0 %	100 %	
24 Frame Shed	1986	96	2 100	4	0 %	100 %	
					%	%	
					%	%	
					%	%	

- 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

WHITNEY, ANTHONY  
WHITNEY, PENNY  
165 DIAMOND RD  
LIVERMORE FALLS ME 04254

B2330P11

Property Data			Assessment Record						
Neighborhood <b>16 RURAL</b>			Year	Land	Buildings	Exempt	Total		
Tree Growth Year <b>0</b>			2010	19,600	22,500	10,000	32,100		
X Coordinate <b>0</b>			2011	19,600	22,500	10,000	32,100		
Y Coordinate <b>0</b>			2012	19,600	22,500	10,000	32,100		
Zone/Land Use <b>16 Rural Residntl</b>			2013	19,600	22,500	10,000	32,100		
Secondary Zone			2014	19,600	22,500	10,000	32,100		
Topography <b>1 Level</b>			2015	19,600	22,500	15,000	27,100		
1.Level 4.Below St 7.Steep			2016	19,600	22,500	15,000	27,100		
2.Rolling 5.Low 8.Rough			2017	19,600	22,500	20,000	22,100		
3.Above St 6.Swampy 9.			2018	19,600	22,500	20,000	22,100		
Utilities <b>5 Dug Well 6 Septic System</b>			2019	19,600	22,500	20,000	22,100		
1.Public 4.Dr Well 7.Cesspool			2020	19,600	22,500	25,000	17,100		
2.Water 5.Dug Well 8.improve			2021	19,600	22,500	25,000	17,100		
3.Sewer 6.Septic 9.No util			2022	19,600	22,500	23,500	18,600		
Street <b>1 Paved</b>									
1.Paved 4.Proposed 7.ROW			<b>Land Data</b>						
2.Semi Imp 5.Private 8.									
3.Gravel 6.NoStreet 9.			<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>		<b>Influence</b>		<b>Influence Codes</b>
LAND USE CODES <b>1001</b>			11.Regular Lot		<b>Frontage</b>	<b>Depth</b>	<b>Factor</b>	<b>Code</b>	
BUILDING USE <b>0</b>			12.Delta Triangle				%		1.Unimproved
<b>Sale Data</b>			13.Nabla Triangle				%		2.Excess Frtg
Sale Date			14.Rear Land				%		3.Topography
Price			15.Miscellaneous				%		4.Size/Shape
Sale Type							%		5.Access
1.Land 4.Mobile 7.			<b>Square Foot</b>		<b>Square Feet</b>				6.Restriction
2.L & B 5.Other 8.			16.Regular Lot				%		7.Corner Infl
3.Building 6.COMM 9.			17.Secondary Lot				%		8.Environment
Financing			18.Excess Land				%		9.Fract Share
1.Convent 4.Seller 7.			19.Condominium				%		<b>Acres</b>
2.FHA/VA 5.Private 8.			20.Miscellaneous				%		30.Rear Land 21+
3.Assumed 6.Cash 9.Unknown							%		31.Crop Land
Validity			<b>Fract. Acre</b>		<b>Acres/Sites</b>				32.Orchard
1.Valid 4.Split 7.Changes			21.Homesite (Frac	21		1.00	100 %	0	33.Gravel Pit
2.Related 5.Partial 8.Other			22.Baselot (Frac	28		4.00	100 %	0	34.Pasture
3.Distress 6.Exempt 9.Estate			23.Misc (Fract)	45		2.00	100 %	0	35.Hort -Edible
Verified			<b>Acres</b>				%		36.Hort -Ornament
1.Buyer 4.Agent 7.Family			24.Homesite				%		37.Softwood TG
2.Seller 5.Pub Rec 8.Other			25.Baselot				%		38.Mixedwood TG
3.Lender 6.MLS 9.			26.Frontage 1				%		39.Hardwood TG
			27.Frontage 2				%		40.Wasteland
			28.Rear Land 1-10				%		41.Utility ROW
			29.Rear Land 11-2				%		42.Mobile Home Si
					<b>Total Acreage</b>		5.00		43.Condo Site
									44.Camp Lot
									45.Site Improve
									46.Utility

Inspection Witnessed By:

No./Date	Description	Date Insp.
X		

Notes:

**Livermore Falls**

Map Lot 006-009-00A

Account 1586

Location 165 DIAMOND RD

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								1.One Story Fram
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	2.Two Story Fram
998 14Mobile Home	1977	14x66	3 100	4	0 %	100 %		3.Three Story Fr
105 MH ADDITION	0	136	9 100	9	0 %	0 %		4.1 & 1/2 Story
105 MH ADDITION	0	80	9 100	9	0 %	0 %		5.1 & 3/4 Story
23 Frame Garage	1978	528	3 100	4	0 %	100 %		6.2 & 1/2 Story
134 1 ST ATTCHD	1978	144	3 100	4	0 %	0 %		21.Open Frame Por
24 Frame Shed	1980	120	2 100	4	0 %	100 %		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

LEACH, RICHARD  
LEACH, LINDA  
1191 PARK ST  
LIVERMORE FALLS ME 04254

B4381P350 B7539P81

Previous Owner  
RIORDAN, MARGARET N

1191 PARK ST  
LIVERMORE FALLS ME 04254  
Sale Date: 9/26/2008

Inspection Witnessed By:

X	Date
No./Date	Description
	Date Insp.

Notes:

Livermore Falls

Property Data			Assessment Record						
Neighborhood <b>16 RURAL</b>			Year	Land	Buildings	Exempt	Total		
Tree Growth Year <b>0</b>			2010	24,100	124,900	0	149,000		
X Coordinate <b>0</b>			2011	24,100	124,900	0	149,000		
Y Coordinate <b>0</b>			2012	24,100	124,900	10,000	139,000		
Zone/Land Use <b>16 Rural Residntl</b>			2013	24,100	124,900	10,000	139,000		
Secondary Zone			2014	24,100	124,900	10,000	139,000		
Topography <b>2 Rolling</b>			2015	24,100	124,900	15,000	134,000		
1.Level 4.Below St 7.Steep			2016	24,100	124,900	15,000	134,000		
2.Rolling 5.Low 8.Rough			2017	24,100	124,900	20,000	129,000		
3.Above St 6.Swampy 9.			2018	24,100	124,900	20,000	129,000		
Utilities <b>4 Drilled Well 6 Septic System</b>			2019	24,100	124,900	20,000	129,000		
1.Public 4.Dr Well 7.Cesspool			2020	24,100	124,900	25,000	124,000		
2.Water 5.Dug Well 8.improve			2021	24,100	124,900	25,000	124,000		
3.Sewer 6.Septic 9.No util			2022	24,100	124,900	23,500	125,500		
Street <b>1 Paved</b>									
1.Paved 4.Proposed 7.ROW			<b>Land Data</b>						
2.Semi Imp 5.Private 8.									
3.Gravel 6.NoStreet 9.			<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>		<b>Influence</b>		<b>Influence Codes</b>
LAND USE CODES <b>1001</b>			11.Regular Lot		<b>Frontage</b>	<b>Depth</b>	<b>Factor</b>	<b>Code</b>	
BUILDING USE <b>0</b>			12.Delta Triangle				%		1.Unimproved
<b>Sale Data</b>			13.Nabla Triangle				%		2.Excess Frtg
Sale Date <b>9/26/2008</b>			14.Rear Land				%		3.Topography
Price <b>179,000</b>			15.Miscellaneous				%		4.Size/Shape
Sale Type <b>2 Land &amp; Buildings</b>							%		5.Access
1.Land 4.Mobile 7.			<b>Square Foot</b>	<b>Square Feet</b>					6.Restriction
2.L & B 5.Other 8.			16.Regular Lot				%		7.Corner Infl
3.Building 6.COMM 9.			17.Secondary Lot				%		8.Environment
Financing <b>1 Conventional</b>			18.Excess Land				%		9.Fract Share
1.Convent 4.Seller 7.			19.Condominium				%		<b>Acres</b>
2.FHA/VA 5.Private 8.			20.Miscellaneous				%		30.Rear Land 21+
3.Assumed 6.Cash 9.Unknown							%		31.Crop Land
Validity <b>1 Arms Length Sale</b>			<b>Fract. Acre</b>	<b>Acres/Sites</b>					32.Orchard
1.Valid 4.Split 7.Changes			21.Homesite (Frac	21	1.00	100	%	0	33.Gravel Pit
2.Related 5.Partial 8.Other			22.Baselot (Fract	28	8.70	100	%	0	34.Pasture
3.Distress 6.Exempt 9.Estate			23.Misc (Fract)	40	5.00	100	%	0	35.Hort -Edible
Verified <b>5 Public Record</b>			<b>Acres</b>	45	2.00	100	%	0	36.Hort -Ornament
1.Buyer 4.Agent 7.Family			24.Homesite				%		37.Softwood TG
2.Seller 5.Pub Rec 8.Other			25.Baselot				%		38.Mixedwood TG
3.Lender 6.MLS 9.			26.Frontage 1				%		39.Hardwood TG
			27.Frontage 2				%		40.Wasteland
			28.Rear Land 1-10				%		41.Utility ROW
			29.Rear Land 11-2				%		42.Mobile Home Si
			<b>Total Acreage</b>		<b>14.70</b>				43.Condo Site
									44.Camp Lot
									45.Site Improve
									46.Utility

**Livermore Falls**

Map Lot 005-011

Account 1587

Location 1191 PARK ST

Card 1 Of 1 9/30/2022

Building Style <b>7 Contemporary</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTHES <b>1</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>4 One &amp; 1/2 Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>9 Other</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>1 Modern</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 105%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>780</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>2</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1990</b>	# Half Baths <b>1</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>5 Concrete Slab</b>	# Fireplaces <b>0</b>	1.Incomp 4.Small 7.Layout
1.Concrete 4.Wood 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.O-Built 5.CDU 8.Other
2.C Block 5.Slab 8.		3.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>9 No Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>9 No Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.

Date Inspected 6/06/2001

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
1 One Story Frame	0	440	9 100	9	0 %	0 %		1.One Story Fram
1 One Story Frame	0	11	9 100	9	0 %	0 %		2.Two Story Fram
1 One Story Frame	0	45	9 100	9	0 %	0 %		3.Three Story Fr
21 Open Frame	0	25	9 100	9	0 %	0 %		4.1 & 1/2 Story
25 Frame Bay	0	10	9 100	9	0 %	0 %		5.1 & 3/4 Story
62 Patio	1990	360	2 100	4	0 %	100 %		6.2 & 1/2 Story
68 Wood Deck	1990	90	3 100	4	0 %	100 %		21.Open Frame Por
23 Frame Garage	1990	1216	3 100	4	0 %	100 %		22.Encl Frame Por
24 Frame Shed	1990	224	3 100	4	0 %	100 %		23.Frame Garage
					%	%		24.Frame Shed
								25.Frame Bay Wind
								26.1SFr Overhang
								27.Unfin Basement
								28.Unfinished Att
								29.Finished Attic

GODING, DAVID  
 GODING, MARTHA JT  
 30 KNAPP ST  
 LIVERMORE FALLS ME 04254

B5394P67

Property Data			Assessment Record																																																																																																																																																																																																																		
			Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																														
Neighborhood <b>1 IN-TOWN RESDNTL</b>			2010	11,000	79,800	10,000	80,800																																																																																																																																																																																																														
Tree Growth Year <b>0</b>			2011	11,000	79,800	10,000	80,800																																																																																																																																																																																																														
X Coordinate <b>0</b>			2012	11,000	79,800	10,000	80,800																																																																																																																																																																																																														
Y Coordinate <b>0</b>			2013	11,000	79,800	10,000	80,800																																																																																																																																																																																																														
Zone/Land Use <b>11 Urban Residentl</b>			2014	11,000	79,800	10,000	80,800																																																																																																																																																																																																														
Secondary Zone			2015	11,000	79,800	15,000	75,800																																																																																																																																																																																																														
Topography <b>1 Level</b>			2016	11,000	79,800	15,000	75,800																																																																																																																																																																																																														
1.Level 4.Below St 7.Steep 2.Rolling 5.Low 8.Rough 3.Above St 6.Swampy 9.			2017	11,000	79,800	20,000	70,800																																																																																																																																																																																																														
Utilities <b>1 All Public</b>			2018	11,000	79,800	20,000	70,800																																																																																																																																																																																																														
1.Public 4.Dr Well 7.Cesspool 2.Water 5.Dug Well 8.improve 3.Sewer 6.Septic 9.No util			2019	11,000	79,800	20,000	70,800																																																																																																																																																																																																														
Street <b>1 Paved</b>			2020	11,000	79,800	25,000	65,800																																																																																																																																																																																																														
1.Paved 4.Proposed 7.ROW 2.Semi Imp 5.Private 8. 3.Gravel 6.NoStreet 9.			2021	11,000	79,800	25,000	65,800																																																																																																																																																																																																														
LAND USE CODES <b>1001</b>			2022	11,000	79,800	23,500	67,300																																																																																																																																																																																																														
BUILDING USE <b>0</b>			<table border="1"> <thead> <tr> <th colspan="6">Land Data</th> </tr> <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.Regular Lot</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>1.Unimproved</td> </tr> <tr> <td>12.Delta Triangle</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>2.Excess Frtg</td> </tr> <tr> <td>13.Nabla Triangle</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.Miscellaneous</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>5.Access</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.Corner Infl</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>8.Environment</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><b>Acres</b></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>30.Rear Land 21+</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>31.Crop Land</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>32.Orchard</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>33.Gravel Pit</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>34.Pasture</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>35.Hort -Edible</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>36.Hort -Ornament</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>37.Softwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>38.Mixedwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>39.Hardwood TG</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.Utility ROW</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.Camp Lot</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>45.Site Improveme</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>46.Utility</td> </tr> </tbody> </table>					Land Data						Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Unimproved	12.Delta Triangle				%		2.Excess Frtg	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Miscellaneous				%		5.Access					%		6.Restriction					%		7.Corner Infl					%		8.Environment					%		9.Fract Share					%		<b>Acres</b>					%		30.Rear Land 21+					%		31.Crop Land					%		32.Orchard					%		33.Gravel Pit					%		34.Pasture					%		35.Hort -Edible					%		36.Hort -Ornament					%		37.Softwood TG					%		38.Mixedwood TG					%		39.Hardwood TG					%		40.Wasteland					%		41.Utility ROW					%		42.Mobile Home Si					%		43.Condo Site					%		44.Camp Lot					%		45.Site Improveme					%		46.Utility
Land Data																																																																																																																																																																																																																					
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																															
		Frontage	Depth	Factor	Code																																																																																																																																																																																																																
11.Regular Lot				%		1.Unimproved																																																																																																																																																																																																															
12.Delta Triangle				%		2.Excess Frtg																																																																																																																																																																																																															
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																															
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																															
15.Miscellaneous				%		5.Access																																																																																																																																																																																																															
				%		6.Restriction																																																																																																																																																																																																															
				%		7.Corner Infl																																																																																																																																																																																																															
				%		8.Environment																																																																																																																																																																																																															
				%		9.Fract Share																																																																																																																																																																																																															
				%		<b>Acres</b>																																																																																																																																																																																																															
				%		30.Rear Land 21+																																																																																																																																																																																																															
				%		31.Crop Land																																																																																																																																																																																																															
				%		32.Orchard																																																																																																																																																																																																															
				%		33.Gravel Pit																																																																																																																																																																																																															
				%		34.Pasture																																																																																																																																																																																																															
				%		35.Hort -Edible																																																																																																																																																																																																															
				%		36.Hort -Ornament																																																																																																																																																																																																															
				%		37.Softwood TG																																																																																																																																																																																																															
				%		38.Mixedwood TG																																																																																																																																																																																																															
				%		39.Hardwood TG																																																																																																																																																																																																															
				%		40.Wasteland																																																																																																																																																																																																															
				%		41.Utility ROW																																																																																																																																																																																																															
				%		42.Mobile Home Si																																																																																																																																																																																																															
				%		43.Condo Site																																																																																																																																																																																																															
				%		44.Camp Lot																																																																																																																																																																																																															
				%		45.Site Improveme																																																																																																																																																																																																															
				%		46.Utility																																																																																																																																																																																																															
Sale Date <b>4/01/2003</b>			<table border="1"> <thead> <tr> <th colspan="2">Square Foot</th> <th colspan="2">Square Feet</th> <th colspan="2">Acres/Sites</th> </tr> </thead> <tbody> <tr> <td>21</td> <td></td> <td>0.26</td> <td></td> <td>100</td> <td>0</td> </tr> </tbody> </table>					Square Foot		Square Feet		Acres/Sites		21		0.26		100	0																																																																																																																																																																																																		
Square Foot		Square Feet		Acres/Sites																																																																																																																																																																																																																	
21		0.26		100	0																																																																																																																																																																																																																
Price			<table border="1"> <thead> <tr> <th colspan="2">Fract. Acre</th> <th colspan="2">Acres</th> </tr> </thead> <tbody> <tr> <td>21.Homesite (Frac</td> <td></td> <td>24.Homesite</td> <td></td> </tr> <tr> <td>22.Baselot (Fract</td> <td></td> <td>25.Baselot</td> <td></td> </tr> <tr> <td>23.Misc (Fract)</td> <td></td> <td>26.Frontage 1</td> <td></td> </tr> <tr> <td></td> <td></td> <td>27.Frontage 2</td> <td></td> </tr> <tr> <td></td> <td></td> <td>28.Rear Land 1-10</td> <td></td> </tr> <tr> <td></td> <td></td> <td>29.Rear Land 11-2</td> <td></td> </tr> </tbody> </table>					Fract. Acre		Acres		21.Homesite (Frac		24.Homesite		22.Baselot (Fract		25.Baselot		23.Misc (Fract)		26.Frontage 1				27.Frontage 2				28.Rear Land 1-10				29.Rear Land 11-2																																																																																																																																																																																			
Fract. Acre		Acres																																																																																																																																																																																																																			
21.Homesite (Frac		24.Homesite																																																																																																																																																																																																																			
22.Baselot (Fract		25.Baselot																																																																																																																																																																																																																			
23.Misc (Fract)		26.Frontage 1																																																																																																																																																																																																																			
		27.Frontage 2																																																																																																																																																																																																																			
		28.Rear Land 1-10																																																																																																																																																																																																																			
		29.Rear Land 11-2																																																																																																																																																																																																																			
Validity			<table border="1"> <thead> <tr> <th colspan="2">Verified</th> </tr> </thead> <tbody> <tr> <td>1.Valid</td> <td>4.Agent</td> </tr> <tr> <td>2.Related</td> <td>5.Pub Rec</td> </tr> <tr> <td>3.Distress</td> <td>6.MLS</td> </tr> </tbody> </table>					Verified		1.Valid	4.Agent	2.Related	5.Pub Rec	3.Distress	6.MLS																																																																																																																																																																																																						
Verified																																																																																																																																																																																																																					
1.Valid	4.Agent																																																																																																																																																																																																																				
2.Related	5.Pub Rec																																																																																																																																																																																																																				
3.Distress	6.MLS																																																																																																																																																																																																																				
Financing			<table border="1"> <thead> <tr> <th colspan="2">Sale Data</th> </tr> </thead> <tbody> <tr> <td>1.Convent</td> <td>4.Seller</td> </tr> <tr> <td>2.FHA/VA</td> <td>5.Private</td> </tr> <tr> <td>3.Assumed</td> <td>6.Cash</td> </tr> </tbody> </table>					Sale Data		1.Convent	4.Seller	2.FHA/VA	5.Private	3.Assumed	6.Cash																																																																																																																																																																																																						
Sale Data																																																																																																																																																																																																																					
1.Convent	4.Seller																																																																																																																																																																																																																				
2.FHA/VA	5.Private																																																																																																																																																																																																																				
3.Assumed	6.Cash																																																																																																																																																																																																																				
Sale Type			<table border="1"> <thead> <tr> <th colspan="2">Sale Data</th> </tr> </thead> <tbody> <tr> <td>1.Land</td> <td>4.Mobile</td> </tr> <tr> <td>2.L &amp; B</td> <td>5.Other</td> </tr> <tr> <td>3.Building</td> <td>6.COMM</td> </tr> </tbody> </table>					Sale Data		1.Land	4.Mobile	2.L & B	5.Other	3.Building	6.COMM																																																																																																																																																																																																						
Sale Data																																																																																																																																																																																																																					
1.Land	4.Mobile																																																																																																																																																																																																																				
2.L & B	5.Other																																																																																																																																																																																																																				
3.Building	6.COMM																																																																																																																																																																																																																				
Notes:			<table border="1"> <thead> <tr> <th colspan="2">Fract. Acre</th> <th colspan="2">Acres</th> </tr> </thead> <tbody> <tr> <td>1.Valid</td> <td>4.Split</td> <td>7.Changes</td> <td></td> </tr> <tr> <td>2.Related</td> <td>5.Partial</td> <td>8.Other</td> <td></td> </tr> <tr> <td>3.Distress</td> <td>6.Exempt</td> <td>9.Estate</td> <td></td> </tr> </tbody> </table>					Fract. Acre		Acres		1.Valid	4.Split	7.Changes		2.Related	5.Partial	8.Other		3.Distress	6.Exempt	9.Estate																																																																																																																																																																																															
Fract. Acre		Acres																																																																																																																																																																																																																			
1.Valid	4.Split	7.Changes																																																																																																																																																																																																																			
2.Related	5.Partial	8.Other																																																																																																																																																																																																																			
3.Distress	6.Exempt	9.Estate																																																																																																																																																																																																																			
Inspection Witnessed By:			<table border="1"> <thead> <tr> <th colspan="2">Fract. Acre</th> <th colspan="2">Acres</th> </tr> </thead> <tbody> <tr> <td>1.Valid</td> <td>4.Split</td> <td>7.Changes</td> <td></td> </tr> <tr> <td>2.Related</td> <td>5.Partial</td> <td>8.Other</td> <td></td> </tr> <tr> <td>3.Distress</td> <td>6.Exempt</td> <td>9.Estate</td> <td></td> </tr> </tbody> </table>					Fract. Acre		Acres		1.Valid	4.Split	7.Changes		2.Related	5.Partial	8.Other		3.Distress	6.Exempt	9.Estate																																																																																																																																																																																															
Fract. Acre		Acres																																																																																																																																																																																																																			
1.Valid	4.Split	7.Changes																																																																																																																																																																																																																			
2.Related	5.Partial	8.Other																																																																																																																																																																																																																			
3.Distress	6.Exempt	9.Estate																																																																																																																																																																																																																			
X			<table border="1"> <thead> <tr> <th colspan="2">Fract. Acre</th> <th colspan="2">Acres</th> </tr> </thead> <tbody> <tr> <td>1.Valid</td> <td>4.Split</td> <td>7.Changes</td> <td></td> </tr> <tr> <td>2.Related</td> <td>5.Partial</td> <td>8.Other</td> <td></td> </tr> <tr> <td>3.Distress</td> <td>6.Exempt</td> <td>9.Estate</td> <td></td> </tr> </tbody> </table>					Fract. Acre		Acres		1.Valid	4.Split	7.Changes		2.Related	5.Partial	8.Other		3.Distress	6.Exempt	9.Estate																																																																																																																																																																																															
Fract. Acre		Acres																																																																																																																																																																																																																			
1.Valid	4.Split	7.Changes																																																																																																																																																																																																																			
2.Related	5.Partial	8.Other																																																																																																																																																																																																																			
3.Distress	6.Exempt	9.Estate																																																																																																																																																																																																																			
Date			<table border="1"> <thead> <tr> <th colspan="2">Fract. Acre</th> <th colspan="2">Acres</th> </tr> </thead> <tbody> <tr> <td>1.Valid</td> <td>4.Split</td> <td>7.Changes</td> <td></td> </tr> <tr> <td>2.Related</td> <td>5.Partial</td> <td>8.Other</td> <td></td> </tr> <tr> <td>3.Distress</td> <td>6.Exempt</td> <td>9.Estate</td> <td></td> </tr> </tbody> </table>					Fract. Acre		Acres		1.Valid	4.Split	7.Changes		2.Related	5.Partial	8.Other		3.Distress	6.Exempt	9.Estate																																																																																																																																																																																															
Fract. Acre		Acres																																																																																																																																																																																																																			
1.Valid	4.Split	7.Changes																																																																																																																																																																																																																			
2.Related	5.Partial	8.Other																																																																																																																																																																																																																			
3.Distress	6.Exempt	9.Estate																																																																																																																																																																																																																			
No./Date			<table border="1"> <thead> <tr> <th colspan="2">Fract. Acre</th> <th colspan="2">Acres</th> </tr> </thead> <tbody> <tr> <td>1.Valid</td> <td>4.Split</td> <td>7.Changes</td> <td></td> </tr> <tr> <td>2.Related</td> <td>5.Partial</td> <td>8.Other</td> <td></td> </tr> <tr> <td>3.Distress</td> <td>6.Exempt</td> <td>9.Estate</td> <td></td> </tr> </tbody> </table>					Fract. Acre		Acres		1.Valid	4.Split	7.Changes		2.Related	5.Partial	8.Other		3.Distress	6.Exempt	9.Estate																																																																																																																																																																																															
Fract. Acre		Acres																																																																																																																																																																																																																			
1.Valid	4.Split	7.Changes																																																																																																																																																																																																																			
2.Related	5.Partial	8.Other																																																																																																																																																																																																																			
3.Distress	6.Exempt	9.Estate																																																																																																																																																																																																																			
Description			<table border="1"> <thead> <tr> <th colspan="2">Fract. Acre</th> <th colspan="2">Acres</th> </tr> </thead> <tbody> <tr> <td>1.Valid</td> <td>4.Split</td> <td>7.Changes</td> <td></td> </tr> <tr> <td>2.Related</td> <td>5.Partial</td> <td>8.Other</td> <td></td> </tr> <tr> <td>3.Distress</td> <td>6.Exempt</td> <td>9.Estate</td> <td></td> </tr> </tbody> </table>					Fract. Acre		Acres		1.Valid	4.Split	7.Changes		2.Related	5.Partial	8.Other		3.Distress	6.Exempt	9.Estate																																																																																																																																																																																															
Fract. Acre		Acres																																																																																																																																																																																																																			
1.Valid	4.Split	7.Changes																																																																																																																																																																																																																			
2.Related	5.Partial	8.Other																																																																																																																																																																																																																			
3.Distress	6.Exempt	9.Estate																																																																																																																																																																																																																			
Date Insp.			<table border="1"> <thead> <tr> <th colspan="2">Fract. Acre</th> <th colspan="2">Acres</th> </tr> </thead> <tbody> <tr> <td>1.Valid</td> <td>4.Split</td> <td>7.Changes</td> <td></td> </tr> <tr> <td>2.Related</td> <td>5.Partial</td> <td>8.Other</td> <td></td> </tr> <tr> <td>3.Distress</td> <td>6.Exempt</td> <td>9.Estate</td> <td></td> </tr> </tbody> </table>					Fract. Acre		Acres		1.Valid	4.Split	7.Changes		2.Related	5.Partial	8.Other		3.Distress	6.Exempt	9.Estate																																																																																																																																																																																															
Fract. Acre		Acres																																																																																																																																																																																																																			
1.Valid	4.Split	7.Changes																																																																																																																																																																																																																			
2.Related	5.Partial	8.Other																																																																																																																																																																																																																			
3.Distress	6.Exempt	9.Estate																																																																																																																																																																																																																			
Total Acreage			0.26																																																																																																																																																																																																																		

**Livermore Falls**

Map Lot 020-187

Account 1588

Location 30 KNAPP ST.

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>2</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.FI/Stair 8.
Stories <b>4 One &amp; 1/2 Story</b>	4.Steam 8.FI/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>4 Minimal</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>4 Asbestos Siding</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>480</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>10</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>4</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>2</b>	Phys. % Good <b>0%</b>
Year Built <b>1900</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>1</b>	Functional Code <b>9 None</b>
Foundation <b>3 Brick &amp;/or Stone</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>1 1/4 Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
5 1 & 3/4 Story Fr	0	720	9 100	9	0 %	0 %		1.One Story Fram
1 One Story Frame	0	224	9 100	9	0 %	0 %		2.Two Story Fram
21 Open Frame	0	145	9 100	9	0 %	0 %		3.Three Story Fr
25 Frame Bay	0	24	9 100	9	0 %	0 %		4.1 & 1/2 Story
128 1.750ST	0	864	9 100	9	0 %	0 %		5.1 & 3/4 Story
68 Wood Deck	0	60	9 100	9	0 %	0 %		6.2 & 1/2 Story
134 1 ST ATTCHD	0	48	9 100	9	0 %	0 %		21.Open Frame Por
61 Canopy	0	95	9 100	9	0 %	0 %		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





**Livermore Falls**

Map Lot 006-018

Account 1589

Location DIAMOND RD

Card 1 Of 1 9/30/2022

Building Style	SF Bsmt Living	Layout
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH5	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	HEAT Type <b>100%</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic
Dwelling Units	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0%</b>	Insulation
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style	Unfinished %
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface	Bath(s) Style	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint)
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim	# Rooms	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM	# Bedrooms	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM	# Full Baths	Phys. % Good
Year Built	# Half Baths	Funct. % Good
Year Remodeled	# Addn Fixtures	Functional Code
Foundation	# Fireplaces	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good
Basement		Economic Code
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars		Entrance Code <b>0</b>
Wet Basement		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
					%	%		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



**Livermore Falls**

Map Lot 007-011-007

Account 1591

Location 745 PARK ST

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTHSS <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>2 Two Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>1 Modern</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>4 Good 90%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>816</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>2000</b>	# Half Baths <b>1</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.		3.Informed 6. 9.
3.Wet 6. 9.		Information Code <b>1 Owner</b>
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.



Date Inspected 6/07/2001

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
23 Frame Garage	2000	576	9 100	9	0 %	0 %	
68 Wood Deck	2000	144	9 100	9	0 %	0 %	
77 1.50 S GARAGE...	2019	1152	9 100	6	95 %	100 %	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	





**Livermore Falls**

Map Lot 007-011-004

Account 1592

Location 789 PARK ST

Card 1 Of 1 9/30/2022

Building Style <b>1 Conventional</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 5 Forced Warm Air</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>9</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>2 Two Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>9 None</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>972</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>2003</b>	# Half Baths <b>0</b>	Funct. % Good <b>70%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>1 Incomplete</b>
Foundation <b>5 Concrete Slab</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>9 No Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 Estimated</b>
Wet Basement <b>9 No Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.		3.Informed 6. 9.
3.Wet 6. 9.		Information Code <b>5 Estimate</b>
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.



Date Inspected 3/02/2004

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
24 Frame Shed	1988	390	2 100	1	0 %	100 %		1.One Story Fram
61 Canopy	2006	192	2 110	4	0 %	100 %		2.Two Story Fram
14 1.5 STORY/BSMT	2009	480	3 100	9	0 %	35 %		3.Three Story Fr
77 1.50 S GARAGE...	2009	864	3 100	9	0 %	70 %		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

FROST, ELVIN JR  
 FROST, TAMMY  
 773 PARK ST  
 LIVERMORE FALLS MAINE 04254

B3637P275

			Property Data			Assessment Record																																																																																																																																																																																																																																																																									
			Neighborhood	16 RURAL		Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																																																																																					
			Tree Growth Year 0			2010	25,000	106,800	10,000	121,800																																																																																																																																																																																																																																																																					
			X Coordinate 0			2011	25,000	106,800	10,000	121,800																																																																																																																																																																																																																																																																					
			Y Coordinate 0			2012	25,000	106,800	10,000	121,800																																																																																																																																																																																																																																																																					
			Zone/Land Use 16 Rural Residntl			2013	25,000	106,800	10,000	121,800																																																																																																																																																																																																																																																																					
			Secondary Zone			2014	25,000	106,800	10,000	121,800																																																																																																																																																																																																																																																																					
			Topography 2 Rolling 4 Below Street			2015	25,000	106,800	15,000	116,800																																																																																																																																																																																																																																																																					
			1.Level 4.Below St 7.Steep			2016	25,000	106,800	15,000	116,800																																																																																																																																																																																																																																																																					
			2.Rolling 5.Low 8.Rough			2017	25,000	106,800	20,000	111,800																																																																																																																																																																																																																																																																					
			3.Above St 6.Swampy 9.			2018	25,000	106,800	20,000	111,800																																																																																																																																																																																																																																																																					
			Utilities 4 Drilled Well 6 Septic System			2019	25,000	106,800	20,000	111,800																																																																																																																																																																																																																																																																					
			1.Public 4.Dr Well 7.Cesspool			2020	25,000	106,800	25,000	106,800																																																																																																																																																																																																																																																																					
			2.Water 5.Dug Well 8.improve			2021	25,000	106,800	25,000	106,800																																																																																																																																																																																																																																																																					
			3.Sewer 6.Septic 9.No util			2022	25,000	106,800	23,500	108,300																																																																																																																																																																																																																																																																					
			Street 1 Paved																																																																																																																																																																																																																																																																												
			1.Paved 4.Proposed 7.ROW			<table border="1"> <thead> <tr> <th colspan="6">Land Data</th> </tr> <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 rowspan="5">11.Regular Lot 12.Delta Triangle 13.Nabla Triangle 14.Rear Land 15.Miscellaneous</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>1.Unimproved</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>2.Excess Frtg</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>3.Topography</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>4.Size/Shape</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>5.Access</td> </tr> <tr> <td rowspan="5">16.Regular Lot 17.Secondary Lot 18.Excess Land 19.Condominium 20.Miscellaneous</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>7.Corner Infl</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>8.Environment</td> </tr> <tr> <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>30.Rear Land 21+</td> </tr> <tr> <td rowspan="5">21.Homesite (Frac) 22.Baselot (Frac) 23.Misc (Frac)</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>31.Crop Land</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>32.Orchard</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>33.Gravel Pit</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>34.Pasture</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>35.Hort -Edible</td> </tr> <tr> <td rowspan="5">24.Homesite 25.Baselot 26.Frontage 1 27.Frontage 2 28.Rear Land 1-10 29.Rear Land 11-2</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>36.Hort -Ornament</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>37.Softwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>38.Mixedwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>39.Hardwood TG</td> </tr> <tr> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>40.Wasteland</td> </tr> <tr> <td colspan="3"></td> <td colspan="3">Validity</td> <td colspan="3">Acres</td> <td colspan="3">Total Acreage 11.83</td> </tr> <tr> <td colspan="3" rowspan="2"></td> <td colspan="3">1.Valid 4.Split 7.Changes</td> <td colspan="3">21.Homesite (Frac)</td> <td colspan="3"></td> </tr> <tr> <td colspan="3">2.Related 5.Partial 8.Other</td> <td colspan="3">22.Baselot (Frac)</td> <td colspan="3"></td> </tr> <tr> <td colspan="3" rowspan="2"></td> <td colspan="3">3.Distress 6.Exempt 9.Estate</td> <td colspan="3">23.Misc (Frac)</td> <td colspan="3"></td> </tr> <tr> <td colspan="3">Verified</td> <td colspan="3">Acres</td> <td colspan="3"></td> </tr> <tr> <td colspan="3" rowspan="2"></td> <td colspan="3">1.Buyer 4.Agent 7.Family</td> <td colspan="3">24.Homesite</td> <td colspan="3"></td> </tr> <tr> <td colspan="3">2.Seller 5.Pub Rec 8.Other</td> <td colspan="3">25.Baselot</td> <td colspan="3"></td> </tr> <tr> <td colspan="3" rowspan="2"></td> <td colspan="3">3.Lender 6.MLS 9.</td> <td colspan="3">26.Frontage 1</td> <td colspan="3"></td> </tr> <tr> <td colspan="3"></td> <td colspan="3">27.Frontage 2</td> <td colspan="3"></td> </tr> <tr> <td colspan="3"></td> <td colspan="3"></td> <td colspan="3">28.Rear Land 1-10</td> <td colspan="3"></td> </tr> <tr> <td colspan="3"></td> <td colspan="3"></td> <td colspan="3">29.Rear Land 11-2</td> <td colspan="3"></td> </tr> </tbody> </table>					Land Data						Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot 12.Delta Triangle 13.Nabla Triangle 14.Rear Land 15.Miscellaneous				%		1.Unimproved				%		2.Excess Frtg				%		3.Topography				%		4.Size/Shape				%		5.Access	16.Regular Lot 17.Secondary Lot 18.Excess Land 19.Condominium 20.Miscellaneous				%		6.Restriction				%		7.Corner Infl				%		8.Environment				%		9.Fract Share				%		30.Rear Land 21+	21.Homesite (Frac) 22.Baselot (Frac) 23.Misc (Frac)				%		31.Crop Land				%		32.Orchard				%		33.Gravel Pit				%		34.Pasture				%		35.Hort -Edible	24.Homesite 25.Baselot 26.Frontage 1 27.Frontage 2 28.Rear Land 1-10 29.Rear Land 11-2				%		36.Hort -Ornament				%		37.Softwood TG				%		38.Mixedwood TG				%		39.Hardwood TG				%		40.Wasteland				Validity			Acres			Total Acreage 11.83						1.Valid 4.Split 7.Changes			21.Homesite (Frac)						2.Related 5.Partial 8.Other			22.Baselot (Frac)									3.Distress 6.Exempt 9.Estate			23.Misc (Frac)						Verified			Acres									1.Buyer 4.Agent 7.Family			24.Homesite						2.Seller 5.Pub Rec 8.Other			25.Baselot									3.Lender 6.MLS 9.			26.Frontage 1									27.Frontage 2												28.Rear Land 1-10												29.Rear Land 11-2					
			Land Data																																																																																																																																																																																																																																																																												
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																																																																																									
		Frontage	Depth	Factor	Code																																																																																																																																																																																																																																																																										
11.Regular Lot 12.Delta Triangle 13.Nabla Triangle 14.Rear Land 15.Miscellaneous				%		1.Unimproved																																																																																																																																																																																																																																																																									
				%		2.Excess Frtg																																																																																																																																																																																																																																																																									
				%		3.Topography																																																																																																																																																																																																																																																																									
				%		4.Size/Shape																																																																																																																																																																																																																																																																									
				%		5.Access																																																																																																																																																																																																																																																																									
16.Regular Lot 17.Secondary Lot 18.Excess Land 19.Condominium 20.Miscellaneous				%		6.Restriction																																																																																																																																																																																																																																																																									
				%		7.Corner Infl																																																																																																																																																																																																																																																																									
				%		8.Environment																																																																																																																																																																																																																																																																									
				%		9.Fract Share																																																																																																																																																																																																																																																																									
				%		30.Rear Land 21+																																																																																																																																																																																																																																																																									
21.Homesite (Frac) 22.Baselot (Frac) 23.Misc (Frac)				%		31.Crop Land																																																																																																																																																																																																																																																																									
				%		32.Orchard																																																																																																																																																																																																																																																																									
				%		33.Gravel Pit																																																																																																																																																																																																																																																																									
				%		34.Pasture																																																																																																																																																																																																																																																																									
				%		35.Hort -Edible																																																																																																																																																																																																																																																																									
24.Homesite 25.Baselot 26.Frontage 1 27.Frontage 2 28.Rear Land 1-10 29.Rear Land 11-2				%		36.Hort -Ornament																																																																																																																																																																																																																																																																									
				%		37.Softwood TG																																																																																																																																																																																																																																																																									
				%		38.Mixedwood TG																																																																																																																																																																																																																																																																									
				%		39.Hardwood TG																																																																																																																																																																																																																																																																									
				%		40.Wasteland																																																																																																																																																																																																																																																																									
			Validity			Acres			Total Acreage 11.83																																																																																																																																																																																																																																																																						
			1.Valid 4.Split 7.Changes			21.Homesite (Frac)																																																																																																																																																																																																																																																																									
			2.Related 5.Partial 8.Other			22.Baselot (Frac)																																																																																																																																																																																																																																																																									
			3.Distress 6.Exempt 9.Estate			23.Misc (Frac)																																																																																																																																																																																																																																																																									
			Verified			Acres																																																																																																																																																																																																																																																																									
			1.Buyer 4.Agent 7.Family			24.Homesite																																																																																																																																																																																																																																																																									
			2.Seller 5.Pub Rec 8.Other			25.Baselot																																																																																																																																																																																																																																																																									
			3.Lender 6.MLS 9.			26.Frontage 1																																																																																																																																																																																																																																																																									
						27.Frontage 2																																																																																																																																																																																																																																																																									
						28.Rear Land 1-10																																																																																																																																																																																																																																																																									
						29.Rear Land 11-2																																																																																																																																																																																																																																																																									

Inspection Witnessed By:

X		Date
No./Date	Description	Date Insp.

Notes:

**Livermore Falls**

Map Lot 007-011-005

Account 1593

Location 773 PARK ST

Card 1 Of 1 9/30/2022

Building Style <b>2 Ranch</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 5 Forced Warm Air</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 95%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>1344</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>5</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1999</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 Estimated</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>5 Estimate</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
23 Frame Garage	2007	1008	3 100	4	0 %	100 %		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



PIKE, WENDY K  
WARD, KENNETH LIFE TENANT  
473 BUFFALO SHOALS RD  
LINCOLN TON NC 28092

B5086P119 B10139P203

<b>Property Data</b>		
Neighborhood	<b>16 RURAL</b>	
Tree Growth Year	<b>0</b>	
X Coordinate	<b>0</b>	
Y Coordinate	<b>0</b>	
Zone/Land Use	<b>16 Rural Residntl</b>	
Secondary Zone		
Topography	<b>1 Level</b>	
1.Level	4.Below St	7.Steep
2.Rolling	5.Low	8.Rough
3.Above St	6.Swampy	9.
Utilities	<b>4 Drilled Well</b>	<b>6 Septic System</b>
1.Public	4.Dr Well	7.Cesspool
2.Water	5.Dug Well	8.improve
3.Sewer	6.Septic	9.No util
Street	<b>1 Paved</b>	
1.Paved	4.Proposed	7.ROW
2.Semi Imp	5.Private	8.
3.Gravel	6.NoStreet	9.
LAND USE CODES	<b>1001</b>	
BUILDING USE	<b>0</b>	

Inspection Witnessed By:

X		Date
No./Date	Description	Date Insp.

Notes:

Livermore Falls

<b>Assessment Record</b>						
Year	Land	Buildings	Exempt	Total		
2010	28,300	75,600	16,000	87,900		
2011	28,300	75,600	16,000	87,900		
2012	23,700	75,600	16,000	83,300		
2013	23,700	75,600	16,000	83,300		
2014	23,700	75,600	16,000	83,300		
2015	23,700	75,600	21,000	78,300		
2016	23,700	75,600	21,000	78,300		
2017	23,700	75,600	26,000	73,300		
2018	23,700	75,600	26,000	73,300		
2019	23,700	75,600	26,000	73,300		
2020	23,700	75,600	31,000	68,300		
2021	23,700	75,600	31,000	68,300		
2022	23,700	75,600	29,140	70,160		
<b>Land Data</b>						
<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>		<b>Influence</b>		<b>Influence Codes</b>
		<b>Frontage</b>	<b>Depth</b>	<b>Factor</b>	<b>Code</b>	
11.Regular Lot				%		1.Unimproved
12.Delta Triangle				%		2.Excess Frtg
13.Nabla Triangle				%		3.Topography
14.Rear Land				%		4.Size/Shape
15.Miscellaneous				%		5.Access
				%		6.Restriction
				%		7.Corner Infl
				%		8.Environment
				%		9.Fract Share
<b>Square Foot</b>		<b>Square Feet</b>				<b>Acres</b>
16.Regular Lot				%		30.Rear Land 21+
17.Secondary Lot				%		31.Crop Land
18.Excess Land				%		32.Orchard
19.Condominium				%		33.Gravel Pit
20.Miscellaneous				%		34.Pasture
				%		35.Hort -Edible
				%		36.Hort -Ornament
				%		37.Softwood TG
				%		38.Mixedwood TG
				%		39.Hardwood TG
				%		40.Wasteland
				%		41.Utility ROW
				%		42.Mobile Home Si
				%		43.Condo Site
				%		44.Camp Lot
				%		45.Site Improve
				%		46.Utility
<b>Fract. Acre</b>		<b>Acres/Sites</b>				
21.Homesite (Frac	21	1.00	100	%	0	
22.Baselot (Frac	28	9.00	100	%	0	
23.Misc (Frac)	29	0.00	100	%	0	
<b>Acres</b>	45	2.00	100	%	0	
24.Homesite				%		
25.Baselot				%		
26.Frontage 1				%		
27.Frontage 2				%		
28.Rear Land 1-10				%		
29.Rear Land 11-2				%		
<b>Total Acreage</b>				10.00		






**Livermore Falls**

Map Lot 009-001

Account 1595

Location 598 PARK ST

Card 1 Of 1 9/30/2022

Building Style <b>2 Ranch</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTHS <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>2 Wood Shingle</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>1092</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>5 Above Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1966</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected 7/06/2001

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
23 Frame Garage	0	384	9 100	9	0 %	0 %		1.One Story Fram
68 Wood Deck	0	288	9 100	9	0 %	0 %		2.Two Story Fram
24 Frame Shed	1980	96	2 100	4	0 %	100 %		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







**Livermore Falls**

Map Lot 009-020-00A

Account 1597

Location 67 KARN RD

Card 1 Of 1 9/30/2022

Building Style <b>4 Cape Cod</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>1</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 5 Forced Warm Air</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>5 Floor &amp; Stairs</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>2 Wood Shingle</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>672</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>5 Above Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>96</b>	# Rooms <b>7</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>2</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1924</b>	# Half Baths <b>1</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 Interior Inspect</b>
Wet Basement <b>2 Damp Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.

Date Inspected 7/03/2001

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
11 1	0	564	9 100	9	0 %	0 %		1.One Story Fram
1 One Story Frame	0	36	9 100	9	0 %	0 %		2.Two Story Fram
22 Encl Frame Porch	0	30	9 100	9	0 %	0 %		3.Three Story Fr
68 Wood Deck	0	300	9 100	9	0 %	0 %		4.1 & 1/2 Story
23 Frame Garage	0	625	9 100	9	0 %	0 %		5.1 & 3/4 Story
23 Frame Garage	1950	780	3 100	4	0 %	100 %		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



WIGHT, ROBERT A JR  
67 KARN RD  
LIVERMORE FALLS ME 04254

B2323P186

Inspection Witnessed By:

X

Date

No./Date	Description	Date Insp.

Notes:

Livermore Falls

Property Data			Assessment Record				
Neighborhood <b>16 RURAL</b>			Year	Land	Buildings	Exempt	Total
Tree Growth Year <b>0</b>			2010	25,400	90,600	10,000	106,000
X Coordinate <b>0</b>			2011	25,400	90,600	10,000	106,000
Y Coordinate <b>0</b>			2012	25,400	90,600	10,000	106,000
Zone/Land Use <b>16 Rural Residntl</b>			2013	25,400	90,600	10,000	106,000
Secondary Zone			2014	25,400	90,600	10,000	106,000
Topography <b>2 Rolling 3 Above Street</b>			2015	25,400	90,600	15,000	101,000
1.Level 4.Below St 7.Steep			2016	25,400	90,600	15,000	101,000
2.Rolling 5.Low 8.Rough			2017	25,400	90,600	20,000	96,000
3.Above St 6.Swampy 9.			2018	25,400	90,600	20,000	96,000
Utilities <b>4 Drilled Well 6 Septic System</b>			2019	25,400	90,600	20,000	96,000
1.Public 4.Dr Well 7.Cesspool			2020	25,400	90,600	25,000	91,000
2.Water 5.Dug Well 8.improve			2021	25,400	90,600	25,000	91,000
3.Sewer 6.Septic 9.No util			2022	25,400	90,600	23,500	92,500
Street <b>1 Paved</b>							
1.Paved 4.Proposed 7.ROW							
2.Semi Imp 5.Private 8.							
3.Gravel 6.NoStreet 9.							
LAND USE CODES <b>1001</b>							
BUILDING USE <b>0</b>							
Sale Data							
Sale Date							
Price							
Sale Type							
1.Land 4.Mobile 7.							
2.L & B 5.Other 8.							
3.Building 6.COMM 9.							
Financing							
1.Convent 4.Seller 7.							
2.FHA/VA 5.Private 8.							
3.Assumed 6.Cash 9.Unknown							
Validity							
1.Valid 4.Split 7.Changes							
2.Related 5.Partial 8.Other							
3.Distress 6.Exempt 9.Estate							
Verified							
1.Buyer 4.Agent 7.Family							
2.Seller 5.Pub Rec 8.Other							
3.Lender 6.MLS 9.							

Land Data						
Front Foot	Type	Effective		Influence		Influence Codes
		Frontage	Depth	Factor	Code	
11.Regular Lot				%		1.Unimproved
12.Delta Triangle				%		2.Excess Frtg
13.Nabla Triangle				%		3.Topography
14.Rear Land				%		4.Size/Shape
15.Miscellaneous				%		5.Access
				%		6.Restriction
				%		7.Corner Infl
				%		8.Environment
				%		9.Fract Share
Square Foot		Square Feet				Acres
16.Regular Lot				%		30.Rear Land 21+
17.Secondary Lot				%		31.Crop Land
18.Excess Land				%		32.Orchard
19.Condominium				%		33.Gravel Pit
20.Miscellaneous				%		34.Pasture
				%		35.Hort -Edible
				%		36.Hort -Ornament
				%		37.Softwood TG
				%		38.Mixedwood TG
				%		39.Hardwood TG
				%		40.Wasteland
				%		41.Utility ROW
				%		42.Mobile Home Si
				%		43.Condo Site
				%		44.Camp Lot
				%		45.Site Improve
				%		46.Utility
<b>Total Acreage</b>				<b>12.50</b>		

**Livermore Falls**

Map Lot 007-019-00A

Account 1598

Location 21 WILKINS LANE

Card 1 Of 1 9/30/2022

Building Style <b>7 Contemporary</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>2</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 5 Forced Warm Air</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>2 Two Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>5 T-111</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>2 Fair 110%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>450</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>5</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1978</b>	# Half Baths <b>0</b>	Funct. % Good <b>95%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>6 Style</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 Estimated</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.		3.Informed 6. 9.
3.Wet 6. 9.		Information Code <b>5 Estimate</b>
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.



Date Inspected 6/08/2001

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
11 1	0	272	9 100	9	0 %	0 %		1.One Story Fram
1 One Story Frame	0	575	9 100	9	0 %	0 %		2.Two Story Fram
22 Encl Frame Porch	0	216	9 100	9	0 %	0 %		3.Three Story Fr
68 Wood Deck	0	216	9 100	9	0 %	0 %		4.1 & 1/2 Story
68 Wood Deck	0	346	9 100	9	0 %	0 %		5.1 & 3/4 Story
68 Wood Deck	0	276	9 100	9	0 %	0 %		6.2 & 1/2 Story
24 Frame Shed	1980	728	2 100	3	0 %	100 %		21.Open Frame Por
24 Frame Shed	1988	48	2 100	4	0 %	100 %		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

MORRIS, WALTER S  
MORRIS, LORIE  
113 CAMPGROUND RD  
LIVERMORE FALLS ME 04254

B4321P147

Property Data			Assessment Record				
Neighborhood <b>16 RURAL</b>			Year	Land	Buildings	Exempt	Total
Tree Growth Year <b>0</b>			2010	16,500	113,100	10,000	119,600
X Coordinate <b>0</b>			2011	16,500	113,100	10,000	119,600
Y Coordinate <b>0</b>			2012	16,500	113,100	10,000	119,600
Zone/Land Use <b>16 Rural Residntl</b>			2013	16,500	113,100	10,000	119,600
Secondary Zone			2014	16,500	113,100	10,000	119,600
Topography <b>1 Level</b>			2015	16,500	113,100	15,000	114,600
1.Level 4.Below St 7.Steep			2016	16,500	113,100	15,000	114,600
2.Rolling 5.Low 8.Rough			2017	16,500	113,100	20,000	109,600
3.Above St 6.Swampy 9.			2018	16,500	113,100	20,000	109,600
Utilities <b>4 Drilled Well 6 Septic System</b>			2019	16,500	113,100	20,000	109,600
1.Public 4.Dr Well 7.Cesspool			2020	16,500	113,100	25,000	104,600
2.Water 5.Dug Well 8.improve			2021	16,500	113,100	25,000	104,600
3.Sewer 6.Septic 9.No util			2022	16,500	113,100	23,500	106,100
Street <b>1 Paved</b>							
1.Paved 4.Proposed 7.ROW							
2.Semi Imp 5.Private 8.							
3.Gravel 6.NoStreet 9.							

Inspection Witnessed By:

X		Date
No./Date	Description	Date Insp.

Notes:

LAND USE CODES <b>1001</b>		
BUILDING USE <b>0</b>		
Sale Data		
Sale Date		
Price		
Sale Type		
1.Land 4.Mobile 7.	2.L & B 5.Other 8.	3.Building 6.COMM 9.
Financing		
1.Convent 4.Seller 7.	2.FHA/VA 5.Private 8.	3.Assumed 6.Cash 9.Unknown
Validity		
1.Valid 4.Split 7.Changes	2.Related 5.Partial 8.Other	3.Distress 6.Exempt 9.Estate
Verified		
1.Buyer 4.Agent 7.Family	2.Seller 5.Pub Rec 8.Other	3.Lender 6.MLS 9.

Land Data						
Front Foot	Type	Effective		Influence		Influence Codes
		Frontage	Depth	Factor	Code	
11.Regular Lot				%		1.Unimproved
12.Delta Triangle				%		2.Excess Frtg
13.Nabla Triangle				%		3.Topography
14.Rear Land				%		4.Size/Shape
15.Miscellaneous				%		5.Access
				%		6.Restriction
				%		7.Corner Infl
				%		8.Environment
				%		9.Fract Share
Square Foot		Square Feet				<b>Acres</b>
16.Regular Lot				%		30.Rear Land 21+
17.Secondary Lot				%		31.Crop Land
18.Excess Land				%		32.Orchard
19.Condominium				%		33.Gravel Pit
20.Miscellaneous				%		34.Pasture
				%		35.Hort -Edible
				%		36.Hort -Ornament
				%		37.Softwood TG
				%		38.Mixedwood TG
				%		39.Hardwood TG
				%		40.Wasteland
				%		41.Utility ROW
				%		42.Mobile Home Si
				%		43.Condo Site
				%		44.Camp Lot
				%		45.Site Improve
				%		46.Utility
<b>Total Acreage</b>				1.15		

**Livermore Falls**

Map Lot 005-035-00F

Account 1599

Location 113 CAMPGROUND RD

Card 1 Of 1 9/30/2022

Building Style <b>2 Ranch</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.	HEARTH S <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.	Heat Type <b>100% 1 Hot Water BB</b>	3.Horrid 6. 9.
4.Cape 8.Log 12.	1.HWB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/ Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.F/ Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls <b>8 ALUM/VINYL</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapbd 5.T-111 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.wWd Shng 6.BR/STONE 10.	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
3.Compos. 7.NOVELTY 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.
4.Asbestos 8.AL/VIN 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.SC Grade
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>1332</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>4 Average</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>5</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM <b>0</b>	# Bedrooms <b>3</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>2</b>	Phys. % Good <b>0%</b>
Year Built <b>1999</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	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.Delap 6.Style 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 9.None
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 8.Other 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>3 Information Only</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6. 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected

Additions, Outbuildings & Improvements								
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	
25 Frame Bay	0	24	9 100	9	0 %	0 %		1.One Story Fram
21 Open Frame	0	144	9 100	9	0 %	0 %		2.Two Story Fram
23 Frame Garage	1998	768	3 100	4	0 %	80 %		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