

Map Lot 012-001

Account 40

Location 390 Perham Road

Card 1 Of 1 9/05/2024

Pinette, Timothy  
 Pinette, Heather  
 P.O. Box 306  
 Washburn ME 04786

B6360P170

Inspection Witnessed By:

X

Date

No./Date	Description	Date Insp.

Notes:

\* Added homestead 8/8/2022

Wade

Property Data			Assessment Record					
Neighborhood	1 Rural		Year	Land	Buildings	Exempt	Total	
Tree Growth Year	0		2017	12,200	129,500	20,000	121,700	
X Coordinate			2018	12,400	129,500	20,000	121,900	
Y Coordinate			2020	12,400	129,500	25,000	116,900	
Zone/Land Use	1 Residential		2021	13,400	129,500	0	142,900	
Secondary Zone			2022	29,300	144,600	25,000	148,900	
Topography	2 Rolling		2023	29,300	144,600	25,000	148,900	
			2024	29,300	144,600	25,000	148,900	
1.Level	4.Below Stre	7.Steep						
2.Rolling	5.Low	8.Rough						
3.Above Stre	6.Swampy	9.						
Utilities	1 Drilled Well / Septic							
1.Well+Septi	4.Public Wat	7.Cess Pool						
2.Drilled We	5.Public Sew	8.Holding Ta						
3.Septic Sys	6.Dug Well	9.NoW/NoSew						
Street	1 Paved							
1.Paved	4.Proposed	7.						
2.Semi-Impro	5.Private	8.						
3.Gravel	6.	9.No Street						
LAND USE	0		<b>Land Data</b>					
Building Use	0		<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>		<b>Influence</b>	
<b>Sale Data</b>			11.Regular Lot		<b>Frontage</b>	<b>Depth</b>	<b>Factor</b>	<b>Code</b>
Sale Date	8/17/2022		12.Delta Triangle				%	1.Vacancy
Price	267,000		13.Nabla Triangle				%	2.Unimproved
Sale Type	2 Land & Building		14.Rear Land				%	3.Topography
1.Land	4.Mobile	7.C/I L&B	15.Class I Road				%	4.Size/Shape
2.L & B	5.Other	8.					%	5.Access
3.Building	6.C/I Land	9.					%	6.Restriction
Financing							%	7.Corner/Locatio
1.Convent	4.Seller	7.	<b>Square Foot</b>	<b>Square Feet</b>				8.View/Environme
2.FHA/VA	5.Private	8.	16.Class II Road	29	2,000	80	%	2
3.Assumed	6.Cash	9.Unknown	17.Municipal Rese				%	9.Fractional Sha
Validity	1 Arms Length Sale		18.Munic Sep Lago				%	<b>Acres</b>
1.Valid	4.Split	7.Renovate	19.Gravel Pit				%	32.Pasture
2.Related	5.Partial	8.Other	20.Industrial Bas				%	33.Orchard
3.Distress	6.Exempt	9.					%	34.Softwood (FL)
Verified			<b>Fract. Acre</b>	<b>Acres/Sites</b>				35.Mixed Wood (FL)
1.Buyer	4.Agent	7.Family	21.Developed Pave	21	1.38	100	%	0
2.Seller	5.Pub Rec	8.Other	22.Undev Paved (F				%	
3.Lender	6.MLS	9.	23.Developed Grav				%	
			<b>Acres</b>				%	
			24.Undev Gravel (				%	
			26.Rear Land				%	
			27.Backlot				%	
			29.Pavement				%	
			30.Utility R O W				%	
			31.Tillable				%	
			<b>Total Acreage 1.38</b>					
								46.Heavy Ind Sit


**Wade**

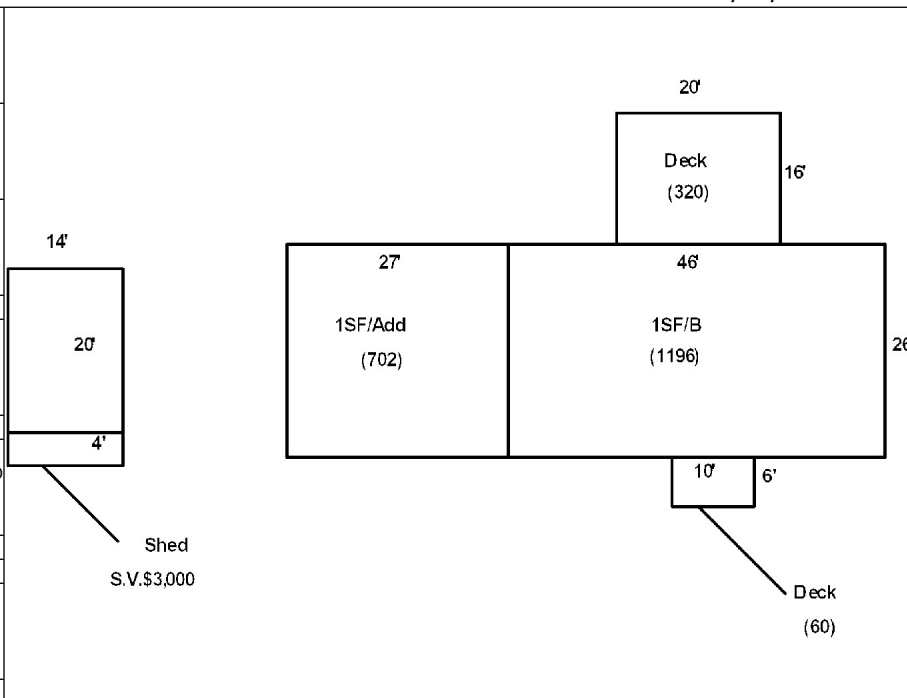
Map Lot 012-001

Account 40

Location 390 Perham Road

Card 1 Of 1 9/05/2024

Building Style <b>2 RANCH</b>	SF Bsmt Living <b>897</b>	Layout <b>1 TYPICAL</b>
1.CONVENTI 5.GARRISON 9.GAMBREL	Fin Bsmt Grade <b>3 100</b>	1.TYPICAL 4. 7.
2.RANCH 6.SALT BOX 10.OTHER	DIRT FLOOR <b>0</b>	2.INADEQUA 5. 8.
3.RAISED R 7.CONTEMP 11.SPLIT	Heat Type <b>100% 1 HOT WATER BB</b>	3.POOR 6. 9.
4.CAPE 8.LOG 12.NE	1.HWBB 5.FWA 9.NOT HEAT	Attic <b>9 NONE</b>
Dwelling Units <b>1</b>	2.HWCI 6.GRAVWA 10.	1.1/4 FINI 4.FULL FIN 7.
Other Units <b>0</b>	3.HP 7.ELECTRIC 11.	2.1/2 FINI 5.FL / STA 8.
Stories <b>1 ONE STORY</b>	4.STEAM 8.FL/WALL 12.	3.3/4 FINI 6. 9.NONE
1.ONE STOR 4.1.5 STOR 7.1.25 STO	Cool Type <b>100% 3 HEAT PUMP</b>	Insulation <b>1 FULLY INSULATED</b>
2.TWO STOR 5.1.75 STO 8.	1.REFRIG A 4.W&C AIR 7.	1.FULLY IN 4.MINIMAL 7.
3.THREE ST 6.2.5 STOR 9.	2.EVAPORAT 5. 8.	2.HEAVY 5.UNKNOWN 8.
Exterior Walls <b>2 VINYL/ALUMINUM</b>	3.HEAT PUM 6. 9.NONE	3.CAPPED O 6. 9.NONE
1.WOOD 5.STUCKO 9.T-111	Kitchen Style <b>2 TYPICAL</b>	Unfinished % <b>0%</b>
2.VIN/AL 6.BRICK 10.OTHER	1.GOOD 4.OBSOLETE 7.	Grade & Factor <b>4 GOOD QUALITY</b>
3.COMPOS. 7.STONE 11.LOG	2.TYPICAL 5. 8.	1.E GRADE 4.B GRADE 7.
4.ASBESTOS 8.CONCRETE 12.	3.OLD STYL 6. 9.NONE	2.D GRADE 5.A GRADE 8.
Roof Surface <b>1 ASPHALT SHINGLES</b>	Bath(s) Style <b>2 TYPICAL</b>	3.C GRADE 6.AA GRADE 9.SAME
1.ASPHALT 4.COMPOSIT 7.	1.GOOD 4.OBSOLETE 7.	SQFT (Footprint) <b>1196</b>
2.SLATE 5.WOOD 8.	2.TYPICAL 5. 8.	Condition <b>5 ABOVE AVERAGE</b>
3.METAL 6.OTHER 9.	3.OLD STYL 6. 9.NONE	1.POOR 4.AVERAGE 7.VERY GOO
SF Masonry Trim <b>0</b>	# Rooms <b>7</b>	2.FAIR 5.ABOVE AV 8.EXCELLEN
<b>0</b>	# Bedrooms <b>4</b>	3.BELOW AV 6.GOOD 9.SAME
<b>0</b>	# Full Baths <b>2</b>	Phys. % Good <b>0%</b>
Year Built <b>1976</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.LongTerm 7.Layout
1.CONCRETE 4.WOOD 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.Overbuil 5.Utility 8.Other
2.CONCRETE 5.SLAB 8.		3.Delap 6.Style 9.None
3.BRICK/ST 6.PIERS 9.		Econ. % Good <b>100%</b>
Basement <b>4 FULL BASEMENT</b>		Economic Code <b>NONE</b>
1.1/4 BASE 4.FULL BAS 7.		0.None 3.NO ELECT 6.
2.1/2 BASE 5.CRAWL 8.		1.LOCATION 4.GENERATC 7.
3.3/4 BASE 6. 9.NO BASEM		2.ENCROACH 5. 8.OTHER
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 INTERIOR INSPECT</b>
Wet Basement <b>1 DRY BASEMENT</b>		1.INTERIOR 4.UNOCCUPI 7.
1.DRY BASE 4. 7.		2.REFUSED 5.ESTIMATE 8.
2.DAMP BAS 5. 8.	3.INFO ONL 6. 9.	
3.WET BASE 6. 9.NO BASEM	Information Code <b>6 OTHER</b>	
	1.OWNER 4.AGENT 7.	
	2.RELATIVE 5.ESTIMATE 8.	
	3.TENANT 6.OTHER 9.	



Date Inspected 7/13/2022

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
68 Deck	2005	320	3 100	4	0 %	100 %	
68 Deck	2005	60	3 100	4	0 %	100 %	
73 1 Story Add /	1976	702	4 105	4	0 %	100 %	
24 Frame Shed	280				%	%	3,000
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	



Lapoint, Britney  
Prescott, Jesse  
397 Perham Road  
Wade ME 04786-4035  
USA  
B6192P261

Previous Owner  
HAFFORD, LUCAS  
397 PERHAM ROAD  
397 PERHAM ROAD  
WADE 04786  
Sale Date: 7/08/2021

Previous Owner  
McBurnie, Jeffrey & Michael  
5 Church Road

Holden ME 04429 7150  
Sale Date: 12/23/2019

Previous Owner  
McBurnie, Gwendolyn  
397 Perham Road

Wade ME 04786  
Sale Date: 12/15/2017

Inspection Witnessed By:

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

Notes:  
\* Shed (288): -20% functional due to being attached.

Wade

Property Data			Assessment Record							
Neighborhood <b>1 Rural</b>			Year	Land	Buildings	Exempt	Total			
Tree Growth Year <b>0</b>			2017	11,100	67,900	26,000	53,000			
X Coordinate			2018	11,100	67,900	0	79,000			
Y Coordinate			2020	11,100	67,900	0	79,000			
Zone/Land Use <b>1 Residential</b>			2021	12,000	67,900	0	79,900			
Secondary Zone			2022	19,700	88,800	0	108,500			
Topography <b>2 Rolling</b>			2023	19,700	88,800	25,000	83,500			
			2024	19,700	88,800	25,000	83,500			
1.Level 4.Below Stre 7.Steep 2.Rolling 5.Low 8.Rough 3.Above Stre 6.Swampy 9.										
Utilities <b>1 Drilled Well / Septic</b> 1.Well+Septi 4.Public Wat 7.Cess Pool 2.Drilled We 5.Public Sew 8.Holding Ta 3.Septic Sys 6.Dug Well 9.NoW/NoSew										
Street <b>1 Paved</b> 1.Paved 4.Proposed 7. 2.Semi-Impro 5.Private 8. 3.Gravel 6. 9.No Street										
LAND USE <b>0</b> Building Use <b>0</b>										
<b>Sale Data</b>			<b>Land Data</b>							
Sale Date <b>7/08/2021</b>			<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>		<b>Influence</b>		<b>Influence Codes</b>	
Price <b>89,900</b>					Frontage	Depth	Factor	Code		
Sale Type <b>2 Land &amp; Building</b>				11.Regular Lot			%			1.Vacancy
1.Land 4.Mobile 7.C/I L&B				12.Delta Triangle			%			2.Unimproved
2.L & B 5.Other 8.				13.Nabla Triangle			%			3.Topography
3.Building 6.C/I Land 9.			14.Rear Land			%		4.Size/Shape		
Financing <b>9 Unknown</b>			15.Class I Road			%		5.Access		
1.Convent 4.Seller 7.						%		6.Restriction		
2.FHA/VA 5.Private 8.						%		7.Corner/Locatio		
3.Assumed 6.Cash 9.Unknown						%		8.View/Environme		
Validity <b>1 Arms Length Sale</b>						%		9.Fractional Sha		
1.Valid 4.Split 7.Renovate			<b>Square Foot</b>	<b>Square Feet</b>				<b>Acres</b>		
2.Related 5.Partial 8.Other			16.Class II Road	29	1,650	75	%	2		
3.Distress 6.Exempt 9.			17.Municipal Rese				%			
Verified <b>5 Public Record</b>			18.Munic Sep Lago				%			
1.Buyer 4.Agent 7.Family			19.Gravel Pit				%			
2.Seller 5.Pub Rec 8.Other			20.Industrial Bas				%			
3.Lender 6.MLS 9.							%			
			<b>Fract. Acre</b>	<b>Acres/Sites</b>						
			21.Developed Pave	21	0.60	100	%	0		
			22.Undev Paved (F				%			
			23.Developed Grav				%			
			<b>Acres</b>				%			
			24.Undev Gravel (				%			
			26.Rear Land				%			
			27.Backlot				%			
			29.Pavement				%			
			30.Utility R O W				%			
			31.Tillable				%			
			<b>Total Acreage</b>		<b>0.60</b>					


**Wade**

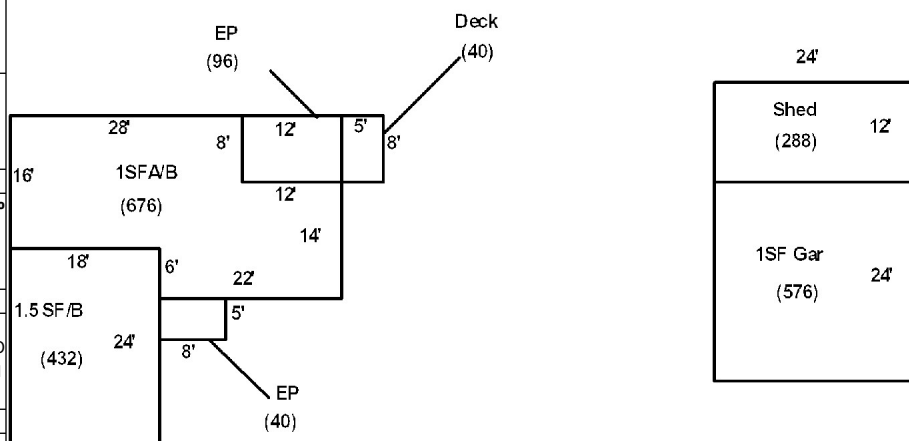
Map Lot 012-002

Account 131

Location 397 Perham Road

Card 1 Of 1 9/05/2024

Building Style <b>4 CAPE</b>	SF Bsmt Living <b>0</b>	Layout <b>1 TYPICAL</b>
1.CONVENTI 5.GARRISON 9.GAMBREL	Fin Bsmt Grade <b>0 0</b>	1.TYPICAL 4. 7.
2.RANCH 6.SALT BOX 10.OTHER	DIRT FLOOR <b>0</b>	2.INADEQUA 5. 8.
3.RAISED R 7.CONTEMP 11.SPLIT	Heat Type <b>100% 1 HOT WATER BB</b>	3.POOR 6. 9.
4.CAPE 8.LOG 12.NE	1.HWBB 5.FWA 9.NOT HEAT	Attic <b>9 NONE</b>
Dwelling Units <b>1</b>	2.HWCI 6.GRAWWA 10.	1.1/4 FINI 4.FULL FIN 7.
Other Units <b>0</b>	3.HP 7.ELECTRIC 11.	2.1/2 FINI 5.FL / STA 8.
Stories <b>4 ONE &amp; 1/2 STORY</b>	4.STEAM 8.FL/WALL 12.	3.3/4 FINI 6. 9.NONE
1.ONE STOR 4.1.5 STOR 7.1.25 STO	Cool Type <b>0% 9 NONE</b>	Insulation <b>1 FULLY INSULATED</b>
2.TWO STOR 5.1.75 STO 8.	1.REFRIG A 4.W&C AIR 7.	1.FULLY IN 4.MINIMAL 7.
3.THREE ST 6.2.5 STOR 9.	2.EVAPORAT 5. 8.	2.HEAVY 5.UNKNOWN 8.
Exterior Walls <b>2 VINYL/ALUMINUM</b>	3.HEAT PUM 6. 9.NONE	3.CAPPED O 6. 9.NONE
1.WOOD 5.STUCKO 9.T-111	Kitchen Style <b>2 TYPICAL</b>	Unfinished % <b>0%</b>
2.VIN/AL 6.BRICK 10.OTHER	1.GOOD 4.OBSOLETE 7.	Grade & Factor <b>2 FAIR QUALITY 110%</b>
3.COMPOS. 7.STONE 11.LOG	2.TYPICAL 5. 8.	1.E GRADE 4.B GRADE 7.
4.ASBESTOS 8.CONCRETE 12.	3.OLD STYL 6. 9.NONE	2.D GRADE 5.A GRADE 8.
Roof Surface <b>1 ASPHALT SHINGLES</b>	Bath(s) Style <b>2 TYPICAL</b>	3.C GRADE 6.AA GRADE 9.SAME
1.ASPHALT 4.COMPOSIT 7.	1.GOOD 4.OBSOLETE 7.	SQFT (Footprint) <b>432</b>
2.SLATE 5.WOOD 8.	2.TYPICAL 5. 8.	Condition <b>4 AVERAGE</b>
3.METAL 6.OTHER 9.	3.OLD STYL 6. 9.NONE	1.POOR 4.AVERAGE 7.VERY GOO
SF Masonry Trim <b>0</b>	# Rooms <b>7</b>	2.FAIR 5.ABOVE AV 8.EXCELLEN
<b>0</b>	# Bedrooms <b>3</b>	3.BELOW AV 6.GOOD 9.SAME
<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>2 CONCRETE BLOCK</b>	# Fireplaces <b>0</b>	1.Incomp 4.LongTerm 7.Layout
1.CONCRETE 4.WOOD 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.Overbuil 5.Utility 8.Other
2.CONCRETE 5.SLAB 8.		3.Delap 6.Style 9.None
3.BRICK/ST 6.PIERS 9.		Econ. % Good <b>100%</b>
Basement <b>4 FULL BASEMENT</b>		Economic Code <b>NONE</b>
1.1/4 BASE 4.FULL BAS 7.		0.None 3.NO ELECT 6.
2.1/2 BASE 5.CRAWL 8.		1.LOCATION 4.GENERATC 7.
3.3/4 BASE 6. 9.NO BASEM		2.ENCROACH 5. 8.OTHER
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 ESTIMATED</b>
Wet Basement <b>1 DRY BASEMENT</b>		1.INTERIOR 4.UNOCCUPI 7.
1.DRY BASE 4. 7.		2.REFUSED 5.ESTIMATE 8.
2.DAMP BAS 5. 8.	3.INFO ONL 6. 9.	
3.WET BASE 6. 9.NO BASEM	Information Code <b>5 ESTIMATE</b>	
	1.OWNER 4.AGENT 7.	
	2.RELATIVE 5.ESTIMATE 8.	
	3.TENANT 6.OTHER 9.	



Date Inspected 7/13/2022

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
68 Deck	1995	40	2 100	3	0 %	100 %	
22 Enclosed Porch	0	96	9 100	9	0 %	100 %	
14 1 & 1/2 Story w/	0	676	9 100	9	0 %	100 %	
22 Enclosed Porch	0	40	3 100	4	0 %	100 %	
23 Frame Garage	1990	576	3 100	4	0 %	100 %	
24 Frame Shed	1995	288	3 100	4	0 %	80 %	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	



Hafford, Terry J  
 Hafford, Molly B  
 PO Box 138  
 Washburn ME 04786

B1678P22

Property Data			Assessment Record																																																																																																																																																																																																					
Neighborhood <b>1 Rural</b>			Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																	
Tree Growth Year <b>0</b>			2017	11,100	54,100	20,000	45,200																																																																																																																																																																																																	
X Coordinate			2018	11,100	54,100	20,000	45,200																																																																																																																																																																																																	
Y Coordinate			2020	11,100	54,100	25,000	40,200																																																																																																																																																																																																	
Zone/Land Use <b>1 Residential</b>			2021	12,000	54,100	25,000	41,100																																																																																																																																																																																																	
Secondary Zone			2022	15,800	53,800	25,000	44,600																																																																																																																																																																																																	
Topography <b>2 Rolling</b>			2023	15,800	53,800	25,000	44,600																																																																																																																																																																																																	
2024			15,800	53,800	25,000	44,600																																																																																																																																																																																																		
1.Level 4.Below Stre 7.Steep 2.Rolling 5.Low 8.Rough 3.Above Stre 6.Swampy 9.																																																																																																																																																																																																								
Utilities <b>1 Drilled Well / Septic</b>																																																																																																																																																																																																								
1.Well+Septi 4.Public Wat 7.Cess Pool 2.Drilled We 5.Public Sew 8.Holding Ta 3.Septic Sys 6.Dug Well 9.NoW/NoSew																																																																																																																																																																																																								
Street <b>1 Paved</b>																																																																																																																																																																																																								
1.Paved 4.Proposed 7. 2.Semi-Impro 5.Private 8. 3.Gravel 6. 9.No Street																																																																																																																																																																																																								
LAND USE <b>0</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.Vacancy</td> </tr> <tr> <td>12.Delta Triangle</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>2.Unimproved</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.Class I Road</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/Locatio</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>8.View/Environme</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>9.Fractional Sha</td> </tr> <tr> <td colspan="2"><b>Square Foot</b></td> <td colspan="2"><b>Square Feet</b></td> <td colspan="2"></td> <td><b>Acres</b></td> </tr> <tr> <td>16.Class II Road</td> <td>29</td> <td colspan="2">1,200</td> <td>75 %</td> <td>2</td> <td>32.Pasture</td> </tr> <tr> <td>17.Municipal Rese</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>33.Orchard</td> </tr> <tr> <td>18.Munic Sep Lago</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>34.Softwood (FL)</td> </tr> <tr> <td>19.Gravel Pit</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>35.Mixed Wood (FL)</td> </tr> <tr> <td>20.Industrial Bas</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>36.Hardwood (FL)</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.Mixed Wood (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.Open Space</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.Lot Improvemen</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>45.Subdivision Lo</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>46.Heavy Ind Sit</td> </tr> <tr> <td colspan="2"></td> <td colspan="2"><b>Total Acreage</b></td> <td colspan="2">0.40</td> <td></td> </tr> </tbody> </table>					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Vacancy	12.Delta Triangle				%		2.Unimproved	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Class I Road				%		5.Access					%		6.Restriction					%		7.Corner/Locatio					%		8.View/Environme					%		9.Fractional Sha	<b>Square Foot</b>		<b>Square Feet</b>				<b>Acres</b>	16.Class II Road	29	1,200		75 %	2	32.Pasture	17.Municipal Rese				%		33.Orchard	18.Munic Sep Lago				%		34.Softwood (FL)	19.Gravel Pit				%		35.Mixed Wood (FL)	20.Industrial Bas				%		36.Hardwood (FL)					%		37.Softwood (TG)					%		38.Mixed Wood (TG)					%		39.Hardwood (TG)					%		40.Wasteland					%		41.Open Space					%		42.Mobile Home Si					%		43.Condo Site					%		44.Lot Improvemen					%		45.Subdivision Lo					%		46.Heavy Ind Sit			<b>Total Acreage</b>		0.40		
Front Foot	Type	Effective								Influence		Influence Codes																																																																																																																																																																																												
		Frontage						Depth	Factor	Code																																																																																																																																																																																														
11.Regular Lot				%		1.Vacancy																																																																																																																																																																																																		
12.Delta Triangle				%		2.Unimproved																																																																																																																																																																																																		
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																		
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																		
15.Class I Road				%		5.Access																																																																																																																																																																																																		
				%		6.Restriction																																																																																																																																																																																																		
				%		7.Corner/Locatio																																																																																																																																																																																																		
				%		8.View/Environme																																																																																																																																																																																																		
				%		9.Fractional Sha																																																																																																																																																																																																		
<b>Square Foot</b>		<b>Square Feet</b>				<b>Acres</b>																																																																																																																																																																																																		
16.Class II Road	29	1,200		75 %	2	32.Pasture																																																																																																																																																																																																		
17.Municipal Rese				%		33.Orchard																																																																																																																																																																																																		
18.Munic Sep Lago				%		34.Softwood (FL)																																																																																																																																																																																																		
19.Gravel Pit				%		35.Mixed Wood (FL)																																																																																																																																																																																																		
20.Industrial Bas				%		36.Hardwood (FL)																																																																																																																																																																																																		
				%		37.Softwood (TG)																																																																																																																																																																																																		
				%		38.Mixed Wood (TG)																																																																																																																																																																																																		
				%		39.Hardwood (TG)																																																																																																																																																																																																		
				%		40.Wasteland																																																																																																																																																																																																		
				%		41.Open Space																																																																																																																																																																																																		
				%		42.Mobile Home Si																																																																																																																																																																																																		
				%		43.Condo Site																																																																																																																																																																																																		
				%		44.Lot Improvemen																																																																																																																																																																																																		
				%		45.Subdivision Lo																																																																																																																																																																																																		
				%		46.Heavy Ind Sit																																																																																																																																																																																																		
		<b>Total Acreage</b>		0.40																																																																																																																																																																																																				
Building Use <b>0</b>																																																																																																																																																																																																								
Sale Data																																																																																																																																																																																																								
Sale Date																																																																																																																																																																																																								
Price																																																																																																																																																																																																								
Sale Type																																																																																																																																																																																																								
1.Land 4.Mobile 7.C/I L&B 2.L & B 5.Other 8. 3.Building 6.C/I Land 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.Renovate 2.Related 5.Partial 8.Other 3.Distress 6.Exempt 9.																																																																																																																																																																																																								
Verified																																																																																																																																																																																																								
1.Buyer 4.Agent 7.Family 2.Seller 5.Pub Rec 8.Other 3.Lender 6.MLS 9.																																																																																																																																																																																																								

Inspection Witnessed By:

No./Date	Description	Date Insp.
X		

Notes:


Wade

Map Lot 012-003

Account 72

Location 401 Perham Road

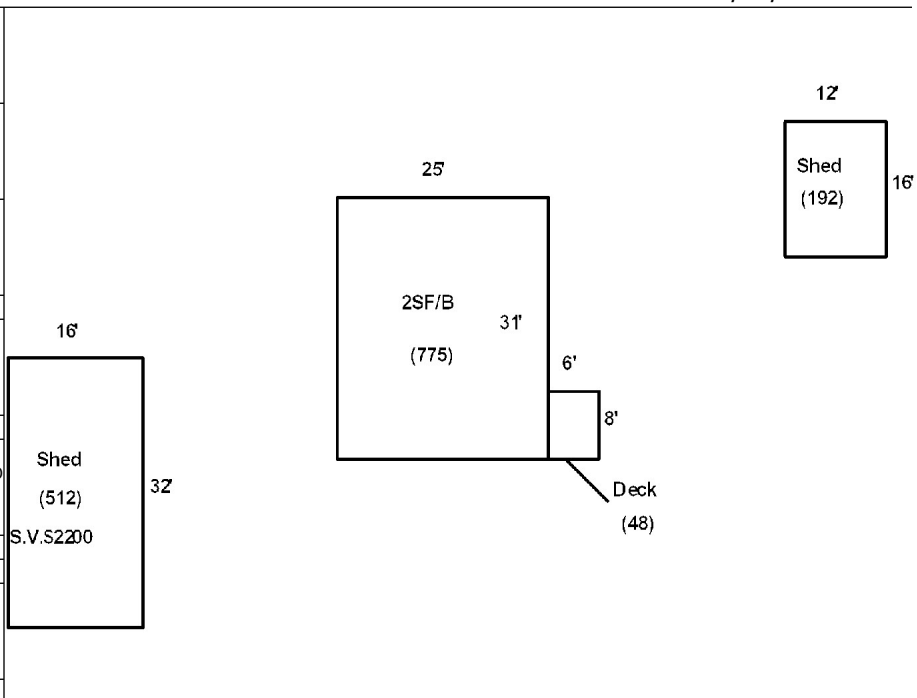
Card 1 Of 1 9/05/2024

Building Style <b>1 CONVENTIONAL</b>	SF Bsmt Living <b>0</b>	Layout <b>1 TYPICAL</b>
1.CONVENTI 5.GARRISON 9.GAMBREL	Fin Bsmt Grade <b>0 0</b>	1.TYPICAL 4. 7.
2.RANCH 6.SALT BOX 10.OTHER	DIRT FLOOR <b>0</b>	2.INADEQUA 5. 8.
3.RAISED R 7.CONTEMP 11.SPLIT	Heat Type <b>100% 5 FORCED WARM AIR</b>	3.POOR 6. 9.
4.CAPE 8.LOG 12.NE	1.HWBB 5.FWA 9.NOT HEAT	Attic <b>9 NONE</b>
Dwelling Units <b>1</b>	2.HWCI 6.GRAVWA 10.	1.1/4 FINI 4.FULL FIN 7.
Other Units <b>0</b>	3.HP 7.ELECTRIC 11.	2.1/2 FINI 5.FL / STA 8.
Stories <b>2 TWO STORY</b>	4.STEAM 8.FL/WALL 12.	3.3/4 FINI 6. 9.NONE
1.ONE STOR 4.1.5 STOR 7.1.25 STO	Cool Type <b>0% 9 NONE</b>	Insulation <b>1 FULLY INSULATED</b>
2.TWO STOR 5.1.75 STO 8.	1.REFRIG A 4.W&C AIR 7.	1.FULLY IN 4.MINIMAL 7.
3.THREE ST 6.2.5 STOR 9.	2.EVAPORAT 5. 8.	2.HEAVY 5.UNKNOWN 8.
Exterior Walls <b>2 VINYL/ALUMINUM</b>	3.HEAT PUM 6. 9.NONE	3.CAPPED O 6. 9.NONE
1.WOOD 5.STUCKO 9.T-111	Kitchen Style <b>2 TYPICAL</b>	Unfinished % <b>0%</b>
2.VIN/AL 6.BRICK 10.OTHER	1.GOOD 4.OBSOLETE 7.	Grade & Factor <b>3 AVERAGE QUALITY</b>
3.COMPOS. 7.STONE 11.LOG	2.TYPICAL 5. 8.	1.E GRADE 4.B GRADE 7.
4.ASBESTOS 8.CONCRETE 12.	3.OLD STYL 6. 9.NONE	2.D GRADE 5.A GRADE 8.
Roof Surface <b>1 ASPHALT SHINGLES</b>	Bath(s) Style <b>2 TYPICAL</b>	3.C GRADE 6.AA GRADE 9.SAME
1.ASPHALT 4.COMPOSIT 7.	1.GOOD 4.OBSOLETE 7.	SQFT (Footprint) <b>775</b>
2.SLATE 5.WOOD 8.	2.TYPICAL 5. 8.	Condition <b>4 AVERAGE</b>
3.METAL 6.OTHER 9.	3.OLD STYL 6. 9.NONE	1.POOR 4.AVERAGE 7.VERY GOO
SF Masonry Trim <b>0</b>	# Rooms <b>5</b>	2.FAIR 5.ABOVE AV 8.EXCELLEN
<b>0</b>	# Bedrooms <b>3</b>	3.BELOW AV 6.GOOD 9.SAME
<b>0</b>	# Full Baths <b>2</b>	Phys. % Good <b>0%</b>
Year Built <b>1940</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.LongTerm 7.Layout
1.CONCRETE 4.WOOD 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.Overbuil 5.Utility 8.Other
2.CONCRETE 5.SLAB 8.		3.Delap 6.Style 9.None
3.BRICK/ST 6.PIERS 9.		Econ. % Good <b>100%</b>
Basement <b>4 FULL BASEMENT</b>		Economic Code <b>NONE</b>
1.1/4 BASE 4.FULL BAS 7.		0.None 3.NO ELECT 6.
2.1/2 BASE 5.CRAWL 8.		1.LOCATION 4.GENERATC 7.
3.3/4 BASE 6. 9.NO BASEM		2.ENCROACH 5. 8.OTHER
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 ESTIMATED</b>
Wet Basement <b>3 WET BASEMENT</b>		1.INTERIOR 4.UNOCCUPI 7.
1.DRY BASE 4. 7.		2.REFUSED 5.ESTIMATE 8.
2.DAMP BAS 5. 8.	3.INFO ONL 6. 9.	
3.WET BASE 6. 9.NO BASEM	Information Code <b>5 ESTIMATE</b>	
	1.OWNER 4.AGENT 7.	
	2.RELATIVE 5.ESTIMATE 8.	
	3.TENANT 6.OTHER 9.	

Date Inspected 7/13/2022

Additions, Outbuildings & Improvements

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
68 Deck	2019	48	3 100	4	0 %	100 %	
24 Frame Shed	2021				%	%	2,200
24 Frame Shed	2020	192	4 100	4	0 %	100 %	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	





Bull, Perlin A  
Bull, Ruth M  
16 Story Street  
Washburn ME 04786

B5126P189

Inspection Witnessed By:

X	Date	Description	Date Insp.

Notes:

\* Shed (288): -20% functional due to being attached.

Wade

Property Data			Assessment Record																																																																																																																																																																																																					
Neighborhood <b>1 Rural</b>			Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																	
Tree Growth Year <b>0</b>			2017	11,900	14,100	0	26,000																																																																																																																																																																																																	
X Coordinate			2018	11,900	14,100	0	26,000																																																																																																																																																																																																	
Y Coordinate			2020	11,900	14,100	0	26,000																																																																																																																																																																																																	
Zone/Land Use <b>1 Residential</b>			2021	12,800	14,100	0	26,900																																																																																																																																																																																																	
Secondary Zone			2022	19,200	25,200	0	44,400																																																																																																																																																																																																	
Topography <b>2 Rolling</b>			2023	19,200	25,200	0	44,400																																																																																																																																																																																																	
2024			19,200	25,200	0	44,400																																																																																																																																																																																																		
1.Level 4.Below Stre 7.Steep 2.Rolling 5.Low 8.Rough 3.Above Stre 6.Swampy 9.																																																																																																																																																																																																								
Utilities <b>2 Drilled Well</b>																																																																																																																																																																																																								
1.Well+Septi 4.Public Wat 7.Cess Pool 2.Drilled We 5.Public Sew 8.Holding Ta 3.Septic Sys 6.Dug Well 9.NoW/NoSew																																																																																																																																																																																																								
Street <b>1 Paved</b>																																																																																																																																																																																																								
1.Paved 4.Proposed 7. 2.Semi-Impro 5.Private 8. 3.Gravel 6. 9.No Street																																																																																																																																																																																																								
LAND USE <b>0</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.Vacancy</td></tr> <tr><td>12.Delta Triangle</td><td></td><td></td><td></td><td>%</td><td></td><td>2.Unimproved</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.Class I Road</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/Locatio</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>8.View/Environme</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>9.Fractional Sha</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>32.Pasture</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>33.Orchard</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>34.Softwood (FL)</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>35.Mixed Wood (FL)</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>36.Hardwood (FL)</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.Mixed Wood (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.Open Space</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.Lot Improvemen</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>45.Subdivision Lo</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>46.Heavy Ind Sit</td></tr> <tr> <td colspan="2"><b>Total Acreage</b></td> <td>0.80</td> <td colspan="4"></td> </tr> </tbody> </table>					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Vacancy	12.Delta Triangle				%		2.Unimproved	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Class I Road				%		5.Access					%		6.Restriction					%		7.Corner/Locatio					%		8.View/Environme					%		9.Fractional Sha					%		<b>Acres</b>					%		32.Pasture					%		33.Orchard					%		34.Softwood (FL)					%		35.Mixed Wood (FL)					%		36.Hardwood (FL)					%		37.Softwood (TG)					%		38.Mixed Wood (TG)					%		39.Hardwood (TG)					%		40.Wasteland					%		41.Open Space					%		42.Mobile Home Si					%		43.Condo Site					%		44.Lot Improvemen					%		45.Subdivision Lo					%		46.Heavy Ind Sit	<b>Total Acreage</b>		0.80				
Front Foot	Type	Effective								Influence		Influence Codes																																																																																																																																																																																												
		Frontage	Depth	Factor	Code																																																																																																																																																																																																			
11.Regular Lot				%		1.Vacancy																																																																																																																																																																																																		
12.Delta Triangle				%		2.Unimproved																																																																																																																																																																																																		
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																		
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																		
15.Class I Road				%		5.Access																																																																																																																																																																																																		
				%		6.Restriction																																																																																																																																																																																																		
				%		7.Corner/Locatio																																																																																																																																																																																																		
				%		8.View/Environme																																																																																																																																																																																																		
				%		9.Fractional Sha																																																																																																																																																																																																		
				%		<b>Acres</b>																																																																																																																																																																																																		
				%		32.Pasture																																																																																																																																																																																																		
				%		33.Orchard																																																																																																																																																																																																		
				%		34.Softwood (FL)																																																																																																																																																																																																		
				%		35.Mixed Wood (FL)																																																																																																																																																																																																		
				%		36.Hardwood (FL)																																																																																																																																																																																																		
				%		37.Softwood (TG)																																																																																																																																																																																																		
				%		38.Mixed Wood (TG)																																																																																																																																																																																																		
				%		39.Hardwood (TG)																																																																																																																																																																																																		
				%		40.Wasteland																																																																																																																																																																																																		
				%		41.Open Space																																																																																																																																																																																																		
				%		42.Mobile Home Si																																																																																																																																																																																																		
				%		43.Condo Site																																																																																																																																																																																																		
				%		44.Lot Improvemen																																																																																																																																																																																																		
				%		45.Subdivision Lo																																																																																																																																																																																																		
				%		46.Heavy Ind Sit																																																																																																																																																																																																		
<b>Total Acreage</b>		0.80																																																																																																																																																																																																						
Sale Data			<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.Vacancy</td></tr> <tr><td>12.Delta Triangle</td><td></td><td></td><td></td><td>%</td><td></td><td>2.Unimproved</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.Class I Road</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/Locatio</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>8.View/Environme</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>9.Fractional Sha</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>32.Pasture</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>33.Orchard</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>34.Softwood (FL)</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>35.Mixed Wood (FL)</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>36.Hardwood (FL)</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.Mixed Wood (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.Open Space</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.Lot Improvemen</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>45.Subdivision Lo</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>46.Heavy Ind Sit</td></tr> <tr> <td colspan="2"><b>Total Acreage</b></td> <td>0.80</td> <td colspan="4"></td> </tr> </tbody> </table>					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Vacancy	12.Delta Triangle				%		2.Unimproved	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Class I Road				%		5.Access					%		6.Restriction					%		7.Corner/Locatio					%		8.View/Environme					%		9.Fractional Sha					%		<b>Acres</b>					%		32.Pasture					%		33.Orchard					%		34.Softwood (FL)					%		35.Mixed Wood (FL)					%		36.Hardwood (FL)					%		37.Softwood (TG)					%		38.Mixed Wood (TG)					%		39.Hardwood (TG)					%		40.Wasteland					%		41.Open Space					%		42.Mobile Home Si					%		43.Condo Site					%		44.Lot Improvemen					%		45.Subdivision Lo					%		46.Heavy Ind Sit	<b>Total Acreage</b>		0.80				
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																		
		Frontage	Depth	Factor	Code																																																																																																																																																																																																			
11.Regular Lot				%		1.Vacancy																																																																																																																																																																																																		
12.Delta Triangle				%		2.Unimproved																																																																																																																																																																																																		
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																		
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																		
15.Class I Road				%		5.Access																																																																																																																																																																																																		
				%		6.Restriction																																																																																																																																																																																																		
				%		7.Corner/Locatio																																																																																																																																																																																																		
				%		8.View/Environme																																																																																																																																																																																																		
				%		9.Fractional Sha																																																																																																																																																																																																		
				%		<b>Acres</b>																																																																																																																																																																																																		
				%		32.Pasture																																																																																																																																																																																																		
				%		33.Orchard																																																																																																																																																																																																		
				%		34.Softwood (FL)																																																																																																																																																																																																		
				%		35.Mixed Wood (FL)																																																																																																																																																																																																		
				%		36.Hardwood (FL)																																																																																																																																																																																																		
				%		37.Softwood (TG)																																																																																																																																																																																																		
				%		38.Mixed Wood (TG)																																																																																																																																																																																																		
				%		39.Hardwood (TG)																																																																																																																																																																																																		
				%		40.Wasteland																																																																																																																																																																																																		
				%		41.Open Space																																																																																																																																																																																																		
				%		42.Mobile Home Si																																																																																																																																																																																																		
				%		43.Condo Site																																																																																																																																																																																																		
				%		44.Lot Improvemen																																																																																																																																																																																																		
				%		45.Subdivision Lo																																																																																																																																																																																																		
				%		46.Heavy Ind Sit																																																																																																																																																																																																		
<b>Total Acreage</b>		0.80																																																																																																																																																																																																						
Validity			<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.Vacancy</td></tr> <tr><td>12.Delta Triangle</td><td></td><td></td><td></td><td>%</td><td></td><td>2.Unimproved</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.Class I Road</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/Locatio</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>8.View/Environme</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>9.Fractional Sha</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>32.Pasture</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>33.Orchard</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>34.Softwood (FL)</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>35.Mixed Wood (FL)</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>36.Hardwood (FL)</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.Mixed Wood (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.Open Space</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.Lot Improvemen</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>45.Subdivision Lo</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>46.Heavy Ind Sit</td></tr> <tr> <td colspan="2"><b>Total Acreage</b></td> <td>0.80</td> <td colspan="4"></td> </tr> </tbody> </table>					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Vacancy	12.Delta Triangle				%		2.Unimproved	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Class I Road				%		5.Access					%		6.Restriction					%		7.Corner/Locatio					%		8.View/Environme					%		9.Fractional Sha					%		<b>Acres</b>					%		32.Pasture					%		33.Orchard					%		34.Softwood (FL)					%		35.Mixed Wood (FL)					%		36.Hardwood (FL)					%		37.Softwood (TG)					%		38.Mixed Wood (TG)					%		39.Hardwood (TG)					%		40.Wasteland					%		41.Open Space					%		42.Mobile Home Si					%		43.Condo Site					%		44.Lot Improvemen					%		45.Subdivision Lo					%		46.Heavy Ind Sit	<b>Total Acreage</b>		0.80				
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																		
		Frontage	Depth	Factor	Code																																																																																																																																																																																																			
11.Regular Lot				%		1.Vacancy																																																																																																																																																																																																		
12.Delta Triangle				%		2.Unimproved																																																																																																																																																																																																		
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																		
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																		
15.Class I Road				%		5.Access																																																																																																																																																																																																		
				%		6.Restriction																																																																																																																																																																																																		
				%		7.Corner/Locatio																																																																																																																																																																																																		
				%		8.View/Environme																																																																																																																																																																																																		
				%		9.Fractional Sha																																																																																																																																																																																																		
				%		<b>Acres</b>																																																																																																																																																																																																		
				%		32.Pasture																																																																																																																																																																																																		
				%		33.Orchard																																																																																																																																																																																																		
				%		34.Softwood (FL)																																																																																																																																																																																																		
				%		35.Mixed Wood (FL)																																																																																																																																																																																																		
				%		36.Hardwood (FL)																																																																																																																																																																																																		
				%		37.Softwood (TG)																																																																																																																																																																																																		
				%		38.Mixed Wood (TG)																																																																																																																																																																																																		
				%		39.Hardwood (TG)																																																																																																																																																																																																		
				%		40.Wasteland																																																																																																																																																																																																		
				%		41.Open Space																																																																																																																																																																																																		
				%		42.Mobile Home Si																																																																																																																																																																																																		
				%		43.Condo Site																																																																																																																																																																																																		
				%		44.Lot Improvemen																																																																																																																																																																																																		
				%		45.Subdivision Lo																																																																																																																																																																																																		
				%		46.Heavy Ind Sit																																																																																																																																																																																																		
<b>Total Acreage</b>		0.80																																																																																																																																																																																																						
Verified			<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.Vacancy</td></tr> <tr><td>12.Delta Triangle</td><td></td><td></td><td></td><td>%</td><td></td><td>2.Unimproved</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.Class I Road</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/Locatio</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>8.View/Environme</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>9.Fractional Sha</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>32.Pasture</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>33.Orchard</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>34.Softwood (FL)</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>35.Mixed Wood (FL)</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>36.Hardwood (FL)</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.Mixed Wood (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.Open Space</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.Lot Improvemen</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>45.Subdivision Lo</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>46.Heavy Ind Sit</td></tr> <tr> <td colspan="2"><b>Total Acreage</b></td> <td>0.80</td> <td colspan="4"></td> </tr> </tbody> </table>					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Vacancy	12.Delta Triangle				%		2.Unimproved	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Class I Road				%		5.Access					%		6.Restriction					%		7.Corner/Locatio					%		8.View/Environme					%		9.Fractional Sha					%		<b>Acres</b>					%		32.Pasture					%		33.Orchard					%		34.Softwood (FL)					%		35.Mixed Wood (FL)					%		36.Hardwood (FL)					%		37.Softwood (TG)					%		38.Mixed Wood (TG)					%		39.Hardwood (TG)					%		40.Wasteland					%		41.Open Space					%		42.Mobile Home Si					%		43.Condo Site					%		44.Lot Improvemen					%		45.Subdivision Lo					%		46.Heavy Ind Sit	<b>Total Acreage</b>		0.80				
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																		
		Frontage	Depth	Factor	Code																																																																																																																																																																																																			
11.Regular Lot				%		1.Vacancy																																																																																																																																																																																																		
12.Delta Triangle				%		2.Unimproved																																																																																																																																																																																																		
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																		
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																		
15.Class I Road				%		5.Access																																																																																																																																																																																																		
				%		6.Restriction																																																																																																																																																																																																		
				%		7.Corner/Locatio																																																																																																																																																																																																		
				%		8.View/Environme																																																																																																																																																																																																		
				%		9.Fractional Sha																																																																																																																																																																																																		
				%		<b>Acres</b>																																																																																																																																																																																																		
				%		32.Pasture																																																																																																																																																																																																		
				%		33.Orchard																																																																																																																																																																																																		
				%		34.Softwood (FL)																																																																																																																																																																																																		
				%		35.Mixed Wood (FL)																																																																																																																																																																																																		
				%		36.Hardwood (FL)																																																																																																																																																																																																		
				%		37.Softwood (TG)																																																																																																																																																																																																		
				%		38.Mixed Wood (TG)																																																																																																																																																																																																		
				%		39.Hardwood (TG)																																																																																																																																																																																																		
				%		40.Wasteland																																																																																																																																																																																																		
				%		41.Open Space																																																																																																																																																																																																		
				%		42.Mobile Home Si																																																																																																																																																																																																		
				%		43.Condo Site																																																																																																																																																																																																		
				%		44.Lot Improvemen																																																																																																																																																																																																		
				%		45.Subdivision Lo																																																																																																																																																																																																		
				%		46.Heavy Ind Sit																																																																																																																																																																																																		
<b>Total Acreage</b>		0.80																																																																																																																																																																																																						
1.Buyer 4.Agent 7.Family 2.Seller 5.Pub Rec 8.Other 3.Lender 6.MLS 9.			<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.Vacancy</td></tr> <tr><td>12.Delta Triangle</td><td></td><td></td><td></td><td>%</td><td></td><td>2.Unimproved</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.Class I Road</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/Locatio</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>8.View/Environme</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>9.Fractional Sha</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>32.Pasture</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>33.Orchard</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>34.Softwood (FL)</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>35.Mixed Wood (FL)</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>36.Hardwood (FL)</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.Mixed Wood (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.Open Space</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.Lot Improvemen</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>45.Subdivision Lo</td></tr> <tr><td></td><td></td><td></td><td></td><td>%</td><td></td><td>46.Heavy Ind Sit</td></tr> <tr> <td colspan="2"><b>Total Acreage</b></td> <td>0.80</td> <td colspan="4"></td> </tr> </tbody> </table>					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Vacancy	12.Delta Triangle				%		2.Unimproved	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Class I Road				%		5.Access					%		6.Restriction					%		7.Corner/Locatio					%		8.View/Environme					%		9.Fractional Sha					%		<b>Acres</b>					%		32.Pasture					%		33.Orchard					%		34.Softwood (FL)					%		35.Mixed Wood (FL)					%		36.Hardwood (FL)					%		37.Softwood (TG)					%		38.Mixed Wood (TG)					%		39.Hardwood (TG)					%		40.Wasteland					%		41.Open Space					%		42.Mobile Home Si					%		43.Condo Site					%		44.Lot Improvemen					%		45.Subdivision Lo					%		46.Heavy Ind Sit	<b>Total Acreage</b>		0.80				
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																		
		Frontage	Depth	Factor	Code																																																																																																																																																																																																			
11.Regular Lot				%		1.Vacancy																																																																																																																																																																																																		
12.Delta Triangle				%		2.Unimproved																																																																																																																																																																																																		
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																		
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																		
15.Class I Road				%		5.Access																																																																																																																																																																																																		
				%		6.Restriction																																																																																																																																																																																																		
				%		7.Corner/Locatio																																																																																																																																																																																																		
				%		8.View/Environme																																																																																																																																																																																																		
				%		9.Fractional Sha																																																																																																																																																																																																		
				%		<b>Acres</b>																																																																																																																																																																																																		
				%		32.Pasture																																																																																																																																																																																																		
				%		33.Orchard																																																																																																																																																																																																		
				%		34.Softwood (FL)																																																																																																																																																																																																		
				%		35.Mixed Wood (FL)																																																																																																																																																																																																		
				%		36.Hardwood (FL)																																																																																																																																																																																																		
				%		37.Softwood (TG)																																																																																																																																																																																																		
				%		38.Mixed Wood (TG)																																																																																																																																																																																																		
				%		39.Hardwood (TG)																																																																																																																																																																																																		
				%		40.Wasteland																																																																																																																																																																																																		
				%		41.Open Space																																																																																																																																																																																																		
				%		42.Mobile Home Si																																																																																																																																																																																																		
				%		43.Condo Site																																																																																																																																																																																																		
				%		44.Lot Improvemen																																																																																																																																																																																																		
				%		45.Subdivision Lo																																																																																																																																																																																																		
				%		46.Heavy Ind Sit																																																																																																																																																																																																		
<b>Total Acreage</b>		0.80																																																																																																																																																																																																						

**Wade**

Map Lot 012-005

Account 18

Location 405 Perham Road

Card 1 Of 1 9/05/2024

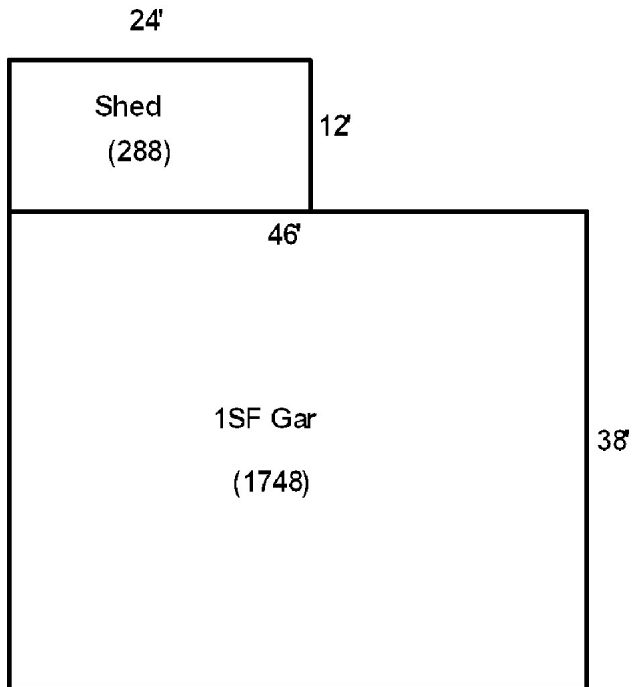
Building Style <b>0</b>	SF Bsmt Living <b>0</b>	Layout <b>0</b>
1.CONVENTI 5.GARRISON 9.GAMBREL	Fin Bsmt Grade <b>0 0</b>	1.TYPICAL 4. 7.
2.RANCH 6.SALT BOX 10.OTHER	DIRT FLOOR <b>0</b>	2.INADEQUA 5. 8.
3.RAISED R 7.CONTEMP 11.SPLIT	Heat Type <b>100% 0</b>	3.POOR 6. 9.
4.CAPE 8.LOG 12.NE	1.HWBB 5.FWA 9.NOT HEAT	Attic <b>0</b>
Dwelling Units <b>0</b>	2.HWCI 6.GRAVWA 10.	1.1/4 FINI 4.FULL FIN 7.
Other Units <b>0</b>	3.HP 7.ELECTRIC 11.	2.1/2 FINI 5.FL / STA 8.
Stories <b>0</b>	4.STEAM 8.FL/WALL 12.	3.3/4 FINI 6. 9.NONE
1.ONE STOR 4.1.5 STOR 7.1.25 STO	Cool Type <b>0% 9 NONE</b>	Insulation <b>0</b>
2.TWO STOR 5.1.75 STO 8.	1.REFRIG A 4.W&C AIR 7.	1.FULLY IN 4.MINIMAL 7.
3.THREE ST 6.2.5 STOR 9.	2.EVAPORAT 5. 8.	2.HEAVY 5.UNKNOWN 8.
Exterior Walls <b>0</b>	3.HEAT PUM 6. 9.NONE	3.CAPPED O 6. 9.NONE
1.WOOD 5.STUCKO 9.T-111	Kitchen Style <b>0</b>	Unfinished % <b>0%</b>
2.VIN/AL 6.BRICK 10.OTHER	1.GOOD 4.OBSOLETE 7.	Grade & Factor <b>0 0%</b>
3.COMPOS. 7.STONE 11.LOG	2.TYPICAL 5. 8.	1.E GRADE 4.B GRADE 7.
4.ASBESTOS 8.CONCRETE 12.	3.OLD STYL 6. 9.NONE	2.D GRADE 5.A GRADE 8.
Roof Surface <b>0</b>	Bath(s) Style <b>0</b>	3.C GRADE 6.AA GRADE 9.SAME
1.ASPHALT 4.COMPOSIT 7.	1.GOOD 4.OBSOLETE 7.	SQFT (Footprint) <b>0</b>
2.SLATE 5.WOOD 8.	2.TYPICAL 5. 8.	Condition <b>0</b>
3.METAL 6.OTHER 9.	3.OLD STYL 6. 9.NONE	1.POOR 4.AVERAGE 7.VERY GOO
SF Masonry Trim <b>0</b>	# Rooms <b>0</b>	2.FAIR 5.ABOVE AV 8.EXCELLEN
<b>0</b>	# Bedrooms <b>0</b>	3.BELOW AV 6.GOOD 9.SAME
<b>0</b>	# Full Baths <b>0</b>	Phys. % Good <b>0%</b>
Year Built <b>0</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>0</b>	# Fireplaces <b>0</b>	1.Incomp 4.LongTerm 7.Layout
1.CONCRETE 4.WOOD 7.		2.Overbuil 5.Utility 8.Other
2.CONCRETE 5.SLAB 8.		3.Delap 6.Style 9.None
3.BRICK/ST 6.PIERS 9.		Econ. % Good <b>100%</b>
Basement <b>0</b>		Economic Code <b>NONE</b>
1.1/4 BASE 4.FULL BAS 7.		0.None 3.NO ELECT 6.
2.1/2 BASE 5.CRAWL 8.		1.LOCATION 4.GENERATC 7.
3.3/4 BASE 6. 9.NO BASEM		2.ENCROACH 5. 8.OTHER
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 ESTIMATED</b>
Wet Basement <b>0</b>		1.INTERIOR 4.UNOCCUPI 7.
1.DRY BASE 4. 7.		2.REFUSED 5.ESTIMATE 8.
2.DAMP BAS 5. 8.		3.INFO ONL 6. 9.
3.WET BASE 6. 9.NO BASEM		Information Code <b>5 ESTIMATE</b>
		1.OWNER 4.AGENT 7.
		2.RELATIVE 5.ESTIMATE 8.
		3.TENANT 6.OTHER 9.



Date Inspected 7/13/2022

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
23 Frame Garage	1950	1748	3 100	3	0 %	100 %	
24 Frame Shed	1950	288	3 100	4	0 %	80 %	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	





Pribble, Robert  
Pribble, Jackie  
PO Box 13  
Washburn ME 04786

			Property Data			Assessment Record																																																																																																																																																																																																										
			Neighborhood	1 Rural		Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																						
			Tree Growth Year 0			2017	25,900	68,300	26,000	68,200																																																																																																																																																																																																						
			X Coordinate			2018	25,900	68,300	26,000	68,200																																																																																																																																																																																																						
			Y Coordinate			2020	25,900	68,300	31,000	63,200																																																																																																																																																																																																						
			Zone/Land Use 1 Residential			2021	26,900	68,300	31,000	64,200																																																																																																																																																																																																						
			Secondary Zone			2022	36,800	90,800	31,000	96,600																																																																																																																																																																																																						
			Topography 2 Rolling			2023	36,800	90,800	31,000	96,600																																																																																																																																																																																																						
			2024			36,800	90,800	31,000	96,600																																																																																																																																																																																																							
			1.Level 4.Below Stre 7.Steep 2.Rolling 5.Low 8.Rough 3.Above Stre 6.Swampy 9.																																																																																																																																																																																																													
			Utilities 1 Drilled Well / Septic																																																																																																																																																																																																													
			1.Well+Septi 4.Public Wat 7.Cess Pool 2.Drilled We 5.Public Sew 8.Holding Ta 3.Septic Sys 6.Dug Well 9.NoW/NoSew																																																																																																																																																																																																													
			Street 1 Paved																																																																																																																																																																																																													
			1.Paved 4.Proposed 7. 2.Semi-Impro 5.Private 8. 3.Gravel 6. 9.No Street																																																																																																																																																																																																													
			LAND USE 0			<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.Vacancy</td> </tr> <tr> <td>12.Delta Triangle</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>2.Unimproved</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.Class I Road</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/Locatio</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>8.View/Environme</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>9.Fractional Sha</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>Acres</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>32.Pasture</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>33.Orchard</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>34.Softwood (FL)</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>35.Mixed Wood (FL)</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>36.Hardwood (FL)</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.Mixed Wood (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.Open Space</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.Lot Improvemen</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>45.Subdivision Lo</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>46.Heavy Ind Sit</td> </tr> <tr> <td colspan="2"></td> <td colspan="2"></td> <td colspan="2"><b>Total Acreage</b></td> <td>33.40</td> </tr> </tbody> </table>					Land Data					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Vacancy	12.Delta Triangle				%		2.Unimproved	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Class I Road				%		5.Access					%		6.Restriction					%		7.Corner/Locatio					%		8.View/Environme					%		9.Fractional Sha					%		Acres					%		32.Pasture					%		33.Orchard					%		34.Softwood (FL)					%		35.Mixed Wood (FL)					%		36.Hardwood (FL)					%		37.Softwood (TG)					%		38.Mixed Wood (TG)					%		39.Hardwood (TG)					%		40.Wasteland					%		41.Open Space					%		42.Mobile Home Si					%		43.Condo Site					%		44.Lot Improvemen					%		45.Subdivision Lo					%		46.Heavy Ind Sit					<b>Total Acreage</b>		33.40
			Land Data																																																																																																																																																																																																													
Front Foot	Type	Effective		Influence		Influence Codes																																																																																																																																																																																																										
		Frontage	Depth	Factor	Code																																																																																																																																																																																																											
11.Regular Lot				%		1.Vacancy																																																																																																																																																																																																										
12.Delta Triangle				%		2.Unimproved																																																																																																																																																																																																										
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																										
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																										
15.Class I Road				%		5.Access																																																																																																																																																																																																										
				%		6.Restriction																																																																																																																																																																																																										
				%		7.Corner/Locatio																																																																																																																																																																																																										
				%		8.View/Environme																																																																																																																																																																																																										
				%		9.Fractional Sha																																																																																																																																																																																																										
				%		Acres																																																																																																																																																																																																										
				%		32.Pasture																																																																																																																																																																																																										
				%		33.Orchard																																																																																																																																																																																																										
				%		34.Softwood (FL)																																																																																																																																																																																																										
				%		35.Mixed Wood (FL)																																																																																																																																																																																																										
				%		36.Hardwood (FL)																																																																																																																																																																																																										
				%		37.Softwood (TG)																																																																																																																																																																																																										
				%		38.Mixed Wood (TG)																																																																																																																																																																																																										
				%		39.Hardwood (TG)																																																																																																																																																																																																										
				%		40.Wasteland																																																																																																																																																																																																										
				%		41.Open Space																																																																																																																																																																																																										
				%		42.Mobile Home Si																																																																																																																																																																																																										
				%		43.Condo Site																																																																																																																																																																																																										
				%		44.Lot Improvemen																																																																																																																																																																																																										
				%		45.Subdivision Lo																																																																																																																																																																																																										
				%		46.Heavy Ind Sit																																																																																																																																																																																																										
				<b>Total Acreage</b>		33.40																																																																																																																																																																																																										
Inspection Witnessed By:			Sale Data																																																																																																																																																																																																													
X			Date																																																																																																																																																																																																													
No./Date	Description	Date Insp.	Sale Type																																																																																																																																																																																																													
			1.Land 4.Mobile 7.C/I L&B 2.L & B 5.Other 8. 3.Building 6.C/I Land 9.																																																																																																																																																																																																													
Notes:			Financing																																																																																																																																																																																																													
			1.Convent 4.Seller 7. 2.FHA/VA 5.Private 8. 3.Assumed 6.Cash 9.Unknown																																																																																																																																																																																																													
			Validity																																																																																																																																																																																																													
			1.Valid 4.Split 7.Renovate 2.Related 5.Partial 8.Other 3.Distress 6.Exempt 9.																																																																																																																																																																																																													
			Verified																																																																																																																																																																																																													
			1.Buyer 4.Agent 7.Family 2.Seller 5.Pub Rec 8.Other 3.Lender 6.MLS 9.																																																																																																																																																																																																													
			Fract. Acre																																																																																																																																																																																																													
			21.Developed Pave 22.Undev Paved (F 23.Developed Grav																																																																																																																																																																																																													
			Acres																																																																																																																																																																																																													
			24.Undev Gravel ( 26.Rear Land 27.Backlot 29.Pavement 30.Utility R O W 31.Tillable																																																																																																																																																																																																													

**Wade**

Map Lot 012-006 & 007


Account 162

Location 419 Perham Road

Card 1

Of 2

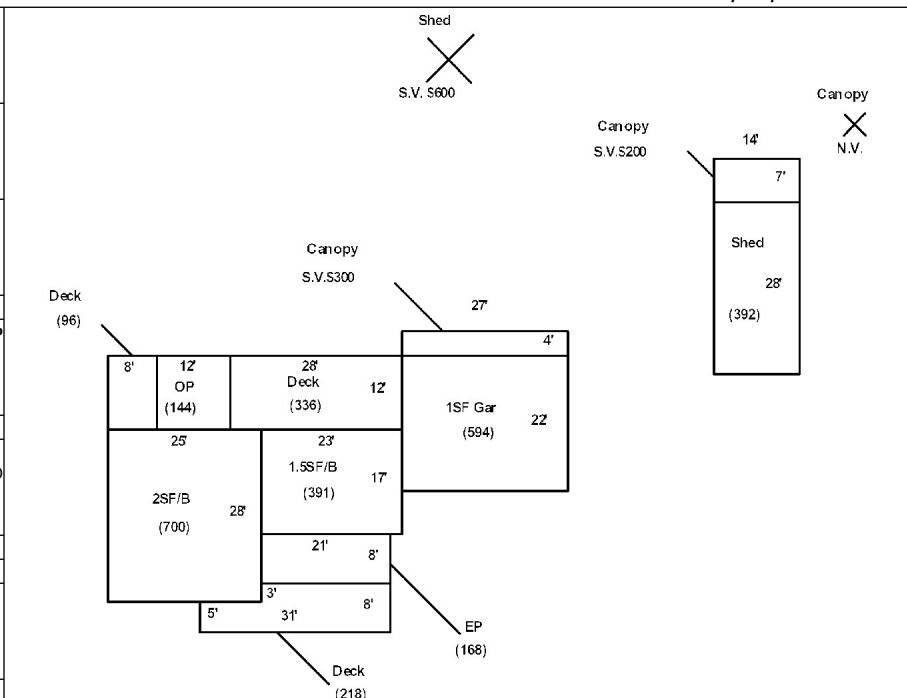
9/05/2024

Building Style <b>1 CONVENTIONAL</b>	SF Bsmt Living <b>0</b>	Layout <b>1 TYPICAL</b>
1.CONVENTI 5.GARRISON 9.GAMBREL	Fin Bsmt Grade <b>0 0</b>	1.TYPICAL 4. 7.
2.RANCH 6.SALT BOX 10.OTHER	DIRT FLOOR <b>0</b>	2.INADEQUA 5. 8.
3.RAISED R 7.CONTEMP 11.SPLIT	Heat Type <b>100% 5 FORCED WARM AIR</b>	3.POOR 6. 9.
4.CAPE 8.LOG 12.NE	1.HWBB 5.FWA 9.NOT HEAT	Attic <b>9 NONE</b>
Dwelling Units <b>1</b>	2.HWCI 6.GRAWWA 10.	1.1/4 FINI 4.FULL FIN 7.
Other Units <b>0</b>	3.HP 7.ELECTRIC 11.	2.1/2 FINI 5.FL / STA 8.
Stories <b>2 TWO STORY</b>	4.STEAM 8.FL/WALL 12.	3.3/4 FINI 6. 9.NONE
1.ONE STOR 4.1.5 STOR 7.1.25 STO	Cool Type <b>30% 3 HEAT PUMP</b>	Insulation <b>1 FULLY INSULATED</b>
2.TWO STOR 5.1.75 STO 8.	1.REFRIG A 4.W&C AIR 7.	1.FULLY IN 4.MINIMAL 7.
3.THREE ST 6.2.5 STOR 9.	2.EVAPORAT 5. 8.	2.HEAVY 5.UNKNOWN 8.
Exterior Walls <b>1 WOOD</b>	3.HEAT PUM 6. 9.NONE	3.CAPPED O 6. 9.NONE
1.WOOD 5.STUCKO 9.T-111	Kitchen Style <b>2 TYPICAL</b>	Unfinished % <b>0%</b>
2.VIN/AL 6.BRICK 10.OTHER	1.GOOD 4.OBSOLETE 7.	Grade & Factor <b>2 FAIR QUALITY 115%</b>
3.COMPOS. 7.STONE 11.LOG	2.TYPICAL 5. 8.	1.E GRADE 4.B GRADE 7.
4.ASBESTOS 8.CONCRETE 12.	3.OLD STYL 6. 9.NONE	2.D GRADE 5.A GRADE 8.
Roof Surface <b>1 ASPHALT SHINGLES</b>	Bath(s) Style <b>2 TYPICAL</b>	3.C GRADE 6.AA GRADE 9.SAME
1.ASPHALT 4.COMPOSIT 7.	1.GOOD 4.OBSOLETE 7.	SQFT (Footprint) <b>700</b>
2.SLATE 5.WOOD 8.	2.TYPICAL 5. 8.	Condition <b>4 AVERAGE</b>
3.METAL 6.OTHER 9.	3.OLD STYL 6. 9.NONE	1.POOR 4.AVERAGE 7.VERY GOO
SF Masonry Trim <b>0</b>	# Rooms <b>7</b>	2.FAIR 5.ABOVE AV 8.EXCELLEN
<b>0</b>	# Bedrooms <b>4</b>	3.BELOW AV 6.GOOD 9.SAME
<b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>1915</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.LongTerm 7.Layout
1.CONCRETE 4.WOOD 7.		2.Overbuil 5.Utility 8.Other
2.CONCRETE 5.SLAB 8.		3.Delap 6.Style 9.None
3.BRICK/ST 6.PIERS 9.		Econ. % Good <b>100%</b>
Basement <b>4 FULL BASEMENT</b>		Economic Code <b>NONE</b>
1.1/4 BASE 4.FULL BAS 7.		0.None 3.NO ELECT 6.
2.1/2 BASE 5.CRAWL 8.		1.LOCATION 4.GENERATC 7.
3.3/4 BASE 6. 9.NO BASEM		2.ENCROACH 5. 8.OTHER
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>1 INTERIOR INSPECT</b>
Wet Basement <b>1 DRY BASEMENT</b>		1.INTERIOR 4.UNOCCUPI 7.
1.DRY BASE 4. 7.		2.REFUSED 5.ESTIMATE 8.
2.DAMP BAS 5. 8.	3.INFO ONL 6. 9.	
3.WET BASE 6. 9.NO BASEM	Information Code <b>1 OWNER</b>	
		1.OWNER 4.AGENT 7.
		2.RELATIVE 5.ESTIMATE 8.
		3.TENANT 6.OTHER 9.

Date Inspected 7/13/2022

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
68 Deck	2009	218	3 100	4	0 %	100 %	
22 Enclosed Porch	1940	168	3 100	4	0 %	100 %	
14 1 & 1/2 Story w/	1940	391	9 100	9	0 %	100 %	
68 Deck	2010	336	3 100	4	0 %	100 %	
21 Open Porch	2010	144	3 100	4	0 %	100 %	
68 Deck	2011	96	3 100	4	0 %	100 %	
23 Frame Garage	1920	594	2 100	2	0 %	80 %	
61 Canopy / Carport	1920				%	%	300
24 Frame Shed	2008	392	4 100	4	0 %	100 %	
61 Canopy / Carport	0				%	%	200



Pribble, Robert  
Pribble, Jackie  
PO Box 13  
Washburn ME 04786

**Property Data**

**Assessment Record**

Neighborhood <b>1 Rural</b>	Year	Land	Buildings	Exempt	Total
Tree Growth Year <b>0</b>	2022	0	600	0	600
X Coordinate	2023	0	600	0	600
Y Coordinate	2024	0	600	0	600
Zone/Land Use <b>1 Residential</b>					
Secondary Zone					
Topography <b>2 Rolling</b>					
1.Level 4.Below Stre 7.Steep 2.Rolling 5.Low 8.Rough 3.Above Stre 6.Swampy 9.					
Utilities <b>1 Drilled Well / Septic</b>					
1.Well+Septi 4.Public Wat 7.Cess Pool 2.Drilled We 5.Public Sew 8.Holding Ta 3.Septic Sys 6.Dug Well 9.NoW/NoSew					
Street <b>1 Paved</b>					
1.Paved 4.Proposed 7. 2.Semi-Impro 5.Private 8. 3.Gravel 6. 9.No Street					

**Land Data**

Front Foot	Type	Effective		Influence		Influence Codes
		Frontage	Depth	Factor	Code	
11.Regular Lot				%		1.Vacancy
12.Delta Triangle				%		2.Unimproved
13.Nabla Triangle				%		3.Topography
14.Rear Land				%		4.Size/Shape
15.Class I Road				%		5.Access
				%		6.Restriction
				%		7.Corner/Locatio
				%		8.View/Environme
				%		9.Fractional Sha
				%		<b>Acres</b>
				%		32.Pasture
				%		33.Orchard
				%		34.Softwood (FL)
				%		35.Mixed Wood (FL)
				%		36.Hardwood (FL)
				%		37.Softwood (TG)
				%		38.Mixed Wood (TG)
				%		39.Hardwood (TG)
				%		40.Wasteland
				%		41.Open Space
				%		42.Mobile Home Si
				%		43.Condo Site
				%		44.Lot Improvemen
				%		45.Subdivision Lo
				%		46.Heavy Ind Sit
<b>Square Foot</b>		<b>Square Feet</b>				
16.Class II Road				%		
17.Municipal Rese				%		
18.Munic Sep Lago				%		
19.Gravel Pit				%		
20.Industrial Bas				%		
<b>Fract. Acre</b>		<b>Acreege/Sites</b>				
21.Developed Pave				%		
22.Undev Paved (F				%		
23.Developed Grav				%		
<b>Acres</b>				%		
24.Undev Gravel (				%		
26.Rear Land				%		
27.Backlot				%		
29.Pavement				%		
30.Utility R O W				%		
31.Tillable				%		
<b>Total Acreege</b>				0.00		

Inspection Witnessed By:

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

Notes:  
Shed on card one sketch.

**Wade**

Map Lot 012-006 & 007

Account 162

Location 419 Perham Road

Card 2 Of 2 9/05/2024

Building Style			SF Bsmt Living				Layout						
1.CONVENTI	5.GARRISON	9.GAMBREL	Fin Bsmt Grade				1.TYPICAL	4.	7.				
2.RANCH	6.SALT BOX	10.OTHER	DIRT FLOOR				2.INADEQUA	5.	8.				
3.RAISED R	7.CONTEMP	11.SPLIT	Heat Type <b>100%</b>				3.POOR	6.	9.				
4.CAPE	8.LOG	12.NE	1.HWBB	5.FWA	9.NOT HEAT	Attic							
Dwelling Units			2.HWCI	6.GRAWWA	10.	1.1/4 FINI	4.FULL FIN	7.					
Other Units			3.HP	7.ELECTRIC	11.	2.1/2 FINI	5.FL / STA	8.					
Stories			4.STEAM	8.FL/WALL	12.	3.3/4 FINI	6.	9.NONE					
1.ONE STOR	4.1.5 STOR	7.1.25 STO	Cool Type <b>30%</b>				Insulation						
2.TWO STOR	5.1.75 STO	8.	1.REFRIG A	4.W&C AIR	7.	1.FULLY IN	4.MINIMAL	7.					
3.THREE ST	6.2.5 STOR	9.	2.EVAPORAT	5.	8.	2.HEAVY	5.UNKNOWN	8.					
Exterior Walls			3.HEAT PUM	6.	9.NONE	3.CAPPED O	6.	9.NONE					
1.WOOD	5.STUCKO	9.T-111	Kitchen Style				Unfinished %						
2.VIN/AL	6.BRICK	10.OTHER	1.GOOD	4.OBSOLETE	7.	Grade & Factor							
3.COMPOS.	7.STONE	11.LOG	2.TYPICAL	5.	8.	1.E GRADE	4.B GRADE	7.					
4.ASBESTOS	8.CONCRETE	12.	3.OLD STYL	6.	9.NONE	2.D GRADE	5.A GRADE	8.					
Roof Surface			Bath(s) Style				3.C GRADE	6.AA GRADE	9.SAME				
1.ASPHALT	4.COMPOSIT	7.	1.GOOD	4.OBSOLETE	7.	SQFT (Footprint)							
2.SLATE	5.WOOD	8.	2.TYPICAL	5.	8.	Condition							
3.METAL	6.OTHER	9.	3.OLD STYL	6.	9.NONE	1.POOR	4.AVERAGE	7.VERY GOO					
SF Masonry Trim			# Rooms				2.FAIR	5.ABOVE AV	8.EXCELLEN				
			# Bedrooms				3.BELOW AV	6.GOOD	9.SAME				
			# Full Baths				Phys. % Good						
Year Built			# Half Baths				Funct. % Good						
Year Remodeled			# Addn Fixtures				Functional Code						
Foundation			# Fireplaces				1.Incomp	4.LongTerm	7.Layout				
1.CONCRETE	4.WOOD	7.					2.Overbuil	5.Utility	8.Other				
2.CONCRETE	5.SLAB	8.									3.Delap	6.Style	9.None
3.BRICK/ST	6.PIERS	9.									Econ. % Good		
Basement							Economic Code						
1.1/4 BASE	4.FULL BAS	7.					0.None	3.NO ELECT	6.				
2.1/2 BASE	5.CRAWL	8.					1.LOCATION	4.GENERATC	7.				
3.3/4 BASE	6.	9.NO BASEM					2.ENCROACH	5.	8.OTHER				
Bsmt Gar # Cars							Entrance Code <b>0</b>						
Wet Basement							1.INTERIOR	4.UNOCCUPI	7.				
1.DRY BASE	4.	7.					2.REFUSED	5.ESTIMATE	8.				
2.DAMP BAS	5.	8.					3.INFO ONL	6.	9.				
3.WET BASE	6.	9.NO BASEM					Information Code <b>0</b>						
							1.OWNER	4.AGENT	7.				
							2.RELATIVE	5.ESTIMATE	8.				
							3.TENANT	6.OTHER	9.				
Date Inspected			7/13/2022										
<b>Additions, Outbuildings &amp; Improvements</b>													
Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value	1.One Story Fram					
24 Frame Shed	0				%	%	600	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 Porch					
					%	%		22.Enclosed Porch					
					%	%		23.Frame Garage					
					%	%		24.Frame Shed					
					%	%		25.1SF Bay Window					
					%	%		26.1SF Over Hang					
					%	%		27.Unfinished Bas					
					%	%		28.Unfinished Att					
					%	%		29.Finished Basem					