

TOWN OF EASTON  
PO BOX 127  
EASTON ME 04740 0127

B1811P293

Inspection Witnessed By:

X		Date
No./Date	Description	Date Insp.

Notes:  
\*Land 2x for commercial

Easton

Property Data			Assessment Record																																																																																																																																																																																																																																																																																																		
Neighborhood <b>11 Comm./Ind.</b>			Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																																																																																																														
Tree Growth Year <b>0</b>			2010	7,000	32,700	39,700	0																																																																																																																																																																																																																																																																																														
Recertified Date <b>0</b>			2011	7,000	31,900	38,900	0																																																																																																																																																																																																																																																																																														
Y Coordinate <b>0</b>			2012	7,000	31,400	38,400	0																																																																																																																																																																																																																																																																																														
Zone/Land Use <b>21 Commercial</b>			2013	7,000	31,000	38,000	0																																																																																																																																																																																																																																																																																														
Secondary Zone			2014	7,000	30,500	37,500	0																																																																																																																																																																																																																																																																																														
Topography <b>1 Level</b>			2015	20,300	196,900	217,200	0																																																																																																																																																																																																																																																																																														
1.Level 4.Below St 7.			2016	20,300	196,900	217,200	0																																																																																																																																																																																																																																																																																														
2.Rolling 5.Low 8.			2017	20,300	196,900	217,200	0																																																																																																																																																																																																																																																																																														
3.Above St 6.Swampy 9.			2018	20,300	196,900	217,200	0																																																																																																																																																																																																																																																																																														
Utilities <b>4 Drilled Well 6 Septic System</b>																																																																																																																																																																																																																																																																																																					
1.Public 4.Dr Well 7.Cesspool																																																																																																																																																																																																																																																																																																					
2.Water 5.Dug Well 8.																																																																																																																																																																																																																																																																																																					
3.Sewer 6.Septic 9.None																																																																																																																																																																																																																																																																																																					
Street <b>1 Paved</b>																																																																																																																																																																																																																																																																																																					
1.Paved 4.Proposed 7.																																																																																																																																																																																																																																																																																																					
2.Semi Imp 5.R/W 8.																																																																																																																																																																																																																																																																																																					
3.Gravel 6. 9.None																																																																																																																																																																																																																																																																																																					
FLOOD PLAIN <b>0</b>			<table border="1"> <thead> <tr> <th colspan="2">Front Foot</th> <th colspan="2">Effective</th> <th colspan="2">Influence</th> <th rowspan="2">Influence Codes</th> </tr> <tr> <th>Type</th> <th> </th> <th>Frontage</th> <th>Depth</th> <th>Factor</th> <th>Code</th> </tr> </thead> <tbody> <tr> <td>11.Regular Lot</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>1.Unimproved</td> </tr> <tr> <td>12.Delta Triangle</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>2.Condition</td> </tr> <tr> <td>13.Nabla Triangle</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>3.Topography</td> </tr> <tr> <td>14.Rear Land</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>4.Size/Shape</td> </tr> <tr> <td>15.Miscellaneous</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>5.Access</td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>6.Restricted</td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>7.Corner Infl</td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>8.Environment</td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>9.Fract Share</td> </tr> <tr> <td 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.Regular Lot</td> <td>47</td> <td> </td> <td>2,500</td> <td>100 %</td> <td>0</td> <td>32.Farmland Tilla</td> </tr> <tr> <td>17.Class I Road</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>33.C R P</td> </tr> <tr> <td>18.Class II Road</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>34.Softwood-Farm</td> </tr> <tr> <td>19.Condominium</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>35.Mixed Wood-Far</td> </tr> <tr> <td>20.Sound Value</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>36.Hardwood-Farm</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.Gravel Pit</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.Excess Indust</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.Tower Site</td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>46.Miscellaneous</td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>47.Pavement</td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td>48.Farmland Pastu</td> </tr> <tr> <td colspan="2"><b>Fract. Acre</b></td> <td colspan="2"><b>Acres/Sites</b></td> <td colspan="2"> </td> <td> </td> </tr> <tr> <td>21.Homesite (Frac</td> <td>21</td> <td> </td> <td>0.12</td> <td>200 %</td> <td>8</td> <td> </td> </tr> <tr> <td>22.Baslot (Fract</td> <td>44</td> <td> </td> <td>1.00</td> <td>100 %</td> <td>0</td> <td> </td> </tr> <tr> <td>23.Misc (Fract)</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td> </td> </tr> <tr> <td colspan="2"><b>Acres</b></td> <td colspan="2"> </td> <td colspan="2"> </td> <td> </td> </tr> <tr> <td>24.Homesite</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td> </td> </tr> <tr> <td>25.Baslot</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td> </td> </tr> <tr> <td>26.Secondary</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td> </td> </tr> <tr> <td>27.Frontage</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td> </td> </tr> <tr> <td>28.Rear Land (All</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td> </td> </tr> <tr> <td>31.Tillable</td> <td> </td> <td> </td> <td> </td> <td>%</td> <td> </td> <td> </td> </tr> <tr> <td colspan="4"> </td> <td colspan="2"><b>Total Acreage 0.12</b></td> <td> </td> </tr> </tbody> </table>					Front Foot		Effective		Influence		Influence Codes	Type		Frontage	Depth	Factor	Code	11.Regular Lot				%		1.Unimproved	12.Delta Triangle				%		2.Condition	13.Nabla Triangle				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Miscellaneous				%		5.Access					%		6.Restricted					%		7.Corner Infl					%		8.Environment					%		9.Fract Share	<b>Square Foot</b>		<b>Square Feet</b>				<b>Acres</b>	16.Regular Lot	47		2,500	100 %	0	32.Farmland Tilla	17.Class I Road				%		33.C R P	18.Class II Road				%		34.Softwood-Farm	19.Condominium				%		35.Mixed Wood-Far	20.Sound Value				%		36.Hardwood-Farm					%		37.Softwood-TG					%		38.Mixed Wood-TG					%		39.Hardwood-TG					%		40.Wasteland					%		41.Gravel Pit					%		42.Mobile Home Si					%		43.Excess Indust					%		44.Lot Improvemen					%		45.Tower Site					%		46.Miscellaneous					%		47.Pavement					%		48.Farmland Pastu	<b>Fract. Acre</b>		<b>Acres/Sites</b>					21.Homesite (Frac	21		0.12	200 %	8		22.Baslot (Fract	44		1.00	100 %	0		23.Misc (Fract)				%			<b>Acres</b>							24.Homesite				%			25.Baslot				%			26.Secondary				%			27.Frontage				%			28.Rear Land (All				%			31.Tillable				%							<b>Total Acreage 0.12</b>		
Front Foot		Effective						Influence		Influence Codes																																																																																																																																																																																																																																																																																											
Type		Frontage	Depth	Factor	Code																																																																																																																																																																																																																																																																																																
11.Regular Lot				%		1.Unimproved																																																																																																																																																																																																																																																																																															
12.Delta Triangle				%		2.Condition																																																																																																																																																																																																																																																																																															
13.Nabla Triangle				%		3.Topography																																																																																																																																																																																																																																																																																															
14.Rear Land				%		4.Size/Shape																																																																																																																																																																																																																																																																																															
15.Miscellaneous				%		5.Access																																																																																																																																																																																																																																																																																															
				%		6.Restricted																																																																																																																																																																																																																																																																																															
				%		7.Corner Infl																																																																																																																																																																																																																																																																																															
				%		8.Environment																																																																																																																																																																																																																																																																																															
				%		9.Fract Share																																																																																																																																																																																																																																																																																															
<b>Square Foot</b>		<b>Square Feet</b>				<b>Acres</b>																																																																																																																																																																																																																																																																																															
16.Regular Lot	47		2,500	100 %	0	32.Farmland Tilla																																																																																																																																																																																																																																																																																															
17.Class I Road				%		33.C R P																																																																																																																																																																																																																																																																																															
18.Class II Road				%		34.Softwood-Farm																																																																																																																																																																																																																																																																																															
19.Condominium				%		35.Mixed Wood-Far																																																																																																																																																																																																																																																																																															
20.Sound Value				%		36.Hardwood-Farm																																																																																																																																																																																																																																																																																															
				%		37.Softwood-TG																																																																																																																																																																																																																																																																																															
				%		38.Mixed Wood-TG																																																																																																																																																																																																																																																																																															
				%		39.Hardwood-TG																																																																																																																																																																																																																																																																																															
				%		40.Wasteland																																																																																																																																																																																																																																																																																															
				%		41.Gravel Pit																																																																																																																																																																																																																																																																																															
				%		42.Mobile Home Si																																																																																																																																																																																																																																																																																															
				%		43.Excess Indust																																																																																																																																																																																																																																																																																															
				%		44.Lot Improvemen																																																																																																																																																																																																																																																																																															
				%		45.Tower Site																																																																																																																																																																																																																																																																																															
				%		46.Miscellaneous																																																																																																																																																																																																																																																																																															
				%		47.Pavement																																																																																																																																																																																																																																																																																															
				%		48.Farmland Pastu																																																																																																																																																																																																																																																																																															
<b>Fract. Acre</b>		<b>Acres/Sites</b>																																																																																																																																																																																																																																																																																																			
21.Homesite (Frac	21		0.12	200 %	8																																																																																																																																																																																																																																																																																																
22.Baslot (Fract	44		1.00	100 %	0																																																																																																																																																																																																																																																																																																
23.Misc (Fract)				%																																																																																																																																																																																																																																																																																																	
<b>Acres</b>																																																																																																																																																																																																																																																																																																					
24.Homesite				%																																																																																																																																																																																																																																																																																																	
25.Baslot				%																																																																																																																																																																																																																																																																																																	
26.Secondary				%																																																																																																																																																																																																																																																																																																	
27.Frontage				%																																																																																																																																																																																																																																																																																																	
28.Rear Land (All				%																																																																																																																																																																																																																																																																																																	
31.Tillable				%																																																																																																																																																																																																																																																																																																	
				<b>Total Acreage 0.12</b>																																																																																																																																																																																																																																																																																																	

**Easton**

Map Lot 018-046

Account 737

Location CENTER ROAD

Card 1 Of 1 1/15/2019

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

Date Inspected 5/25/2015

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
645 Med.Clinic /0	1990	1472	3 100	6	0 %	100 %	
21 Open Frame	1990	96	3 100	6	0 %	100 %	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	

