

LEIGHTON VICTORIA  
PO BOX 145  
WATERBORO ME 04087

B16121P206 B16979P139

Inspection Witnessed By:

X		Date
No./Date	Description	Date Insp.

Notes:  
24.0724 - corrected address to 2 Ruby's Way from 0 Granite Ridge per E911 system - vw

**Waterboro**

Property Data			Assessment Record																																																																																																																																																																																																																	
Neighborhood <b>50 MAIN ST SO. VILL 202/4</b>			Year	Land	Buildings	Exempt	Total																																																																																																																																																																																																													
Tree Growth Year <b>0</b>			2013	65,700	123,200	0	188,900																																																																																																																																																																																																													
1ST MORTGAGE <b>0</b>			2014	65,700	123,200	0	188,900																																																																																																																																																																																																													
2ND MORTGAGE <b>0</b>			2015	65,700	123,200	0	188,900																																																																																																																																																																																																													
Zone/Land Use <b>31 Agricultural/Residential</b>			2016	55,800	123,200	0	179,000																																																																																																																																																																																																													
Secondary Zone			2017	55,800	123,200	0	179,000																																																																																																																																																																																																													
Topography <b>2 Rolling</b>			2018	55,800	123,200	0	179,000																																																																																																																																																																																																													
1.Level 4.Below St 7.Steep			2019	55,800	123,200	0	179,000																																																																																																																																																																																																													
2.Rolling 5.Low 8.Wet			2020	55,800	123,200	0	179,000																																																																																																																																																																																																													
3.Above St 6.Swampy 9.Lev/Roll			2021	61,400	123,200	0	184,600																																																																																																																																																																																																													
Utilities <b>9 No Water/No Sewer</b>			2022	67,000	135,600	0	202,600																																																																																																																																																																																																													
1.Public 4.Improve 7.Improve			2023	73,700	150,400	0	224,100																																																																																																																																																																																																													
2.Water 5.Improve 8.			2024	82,700	168,800	0	251,500																																																																																																																																																																																																													
3.Sewer 6.Improve 9.None			2025	101,100	230,800	0	331,900																																																																																																																																																																																																													
Street <b>2 Semi-Improved</b>			<table border="1"> <thead> <tr> <th colspan="5">Land Data</th> </tr> <tr> <th rowspan="2">Front Foot</th> <th rowspan="2">Type</th> <th colspan="2">Effective</th> <th colspan="2">Influence</th> <th rowspan="2">Influence Codes</th> </tr> <tr> <th>Frontage</th> <th>Depth</th> <th>Factor</th> <th>Code</th> </tr> </thead> <tbody> <tr> <td>1.Ossipee WF</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>1.Unimproved</td> </tr> <tr> <td>12.Arrowhead WF</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>2.Excess Ftg /De</td> </tr> <tr> <td>13.Waterfront</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.Misc</td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>5.Access or Rear</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.Open Space</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>8.View/Environ</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>9.Fract Share</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td><b>Acres</b></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>30.Rear (201+)</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>31.Tillable/Horti</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.Frontage</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>35.Triangular Lot</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>36.Commercial</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>37.Softwood</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>38.Mixed Wood</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>39.Hardwood</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 (Ac</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.Utility ROW</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>45.Camp Lot</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>%</td> <td></td> <td>46.Site Improve</td> </tr> </tbody> </table>					Land Data					Front Foot	Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	1.Ossipee WF				%		1.Unimproved	12.Arrowhead WF				%		2.Excess Ftg /De	13.Waterfront				%		3.Topography	14.Rear Land				%		4.Size/Shape	15.Misc				%		5.Access or Rear					%		6.Restriction					%		7.Open Space					%		8.View/Environ					%		9.Fract Share					%		<b>Acres</b>					%		30.Rear (201+)					%		31.Tillable/Horti					%		32.Pasture					%		33.Orchard					%		34.Frontage					%		35.Triangular Lot					%		36.Commercial					%		37.Softwood					%		38.Mixed Wood					%		39.Hardwood					%		40.Wasteland					%		41.Gravel Pit (Ac					%		42.Mobile Home Si					%		43.Condo Site					%		44.Utility ROW					%		45.Camp Lot					%		46.Site Improve
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**Waterboro**

Map Lot 001-006-I


Account 5028

Location 2 RUBY'S WAY

Card 1

Of 1

9/25/2024

Building Style <b>2 Ranch</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv 5.Garr/Col 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.Mohome	OPEN 5 OPTIONAL <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp/ 11.Condo	Heat Type <b>100% 1 Hot Water BB</b>	3.Not func 6. 9.
4.Cape 8.Log 12.	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.1/4 Unfi
Other Units <b>0</b>	3.HWRAD 7.Electric 11.	2.1/2 Fin 5.FI/Stair 8.
Stories <b>1 One Story</b>	4.Steam 8.FI/WallM 12.	3.3/4 Fin 6.1/2 Unfi 9.None
1.1 4.1.50 7.1.25	Cool Type <b>0% 9 None</b>	Insulation <b>1 Full</b>
2.2 5.1.75 8.	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.50 9.	2.Evapor 5. 8.	2.Heavy 5.Unk 8.
Exterior Walls <b>8 Aluminum/Vinyl</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
0.Wood 4.Asb/Asph 8.Alum/Vin	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
1.Wood 5.T-111 9.Other	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 105%</b>
2.Wd Sh 6.Br/St 11.	2.Typical 5. 8.	1.E Grade 4.B Grade 7.AAA Grad
3.Compos. 7.Nov 12.	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>1232</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>8 Excellent</b>
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>0</b>	2.Fair 5.Avg+ 8.Exc
OPEN-3- <b>0</b>	# Bedrooms <b>5</b>	3.Avg- 6.Good 9.Same
OPEN-4- <b>0</b>	# Full Baths <b>1</b>	Phys. % Good <b>0%</b>
Year Built <b>2012</b>	# Half Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	Functional Code <b>9 None</b>
Foundation <b>1 Concrete</b>	# Fireplaces <b>0</b>	1.Incomp 4.Small 7.Layout
1.Concrete 4.Wood 7.		2.O-Built 5.CDU 8.Other
2.C Block 5.Slab 8.		3.Damage 6.Style 9.None
3.Br/Stone 6.Prs/Post 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.Services 7.
2.1/2 Bmt 5.None 8.		1.Location 4.Traffic 8.
3.3/4 Bmt 6. 9.None		2.Encroach 9.None 9.
Bsmt Gar # Cars <b>2</b>		Entrance Code <b>0</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.	3.Informed 6.Office 9.RS	
3.Wet 6. 9.	Information Code <b>0</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.SNY	

Date Inspected

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
					%	%	1.One Story Fram
					%	%	2.Two Story Fram
					%	%	3.Three Story Fr
					%	%	4.1 & 1/2 Story
					%	%	5.1 & 3/4 Story
					%	%	6.2 & 1/2 Story
					%	%	21.Open Frame Por
					%	%	22.Encl Frame Por
					%	%	23.Frame Garage
					%	%	24.Frame Shed
					%	%	25.Frame Bay Wind
					%	%	26.1SFr Overhang
					%	%	27.Unfin Basement
					%	%	28.Unfinished Att
					%	%	29.Finished Attic