

CUMBERLAND-YORK  
DEVELOPMENT CORP  
307 CUMBERLAND AVENUE  
PORTLAND ME 04101

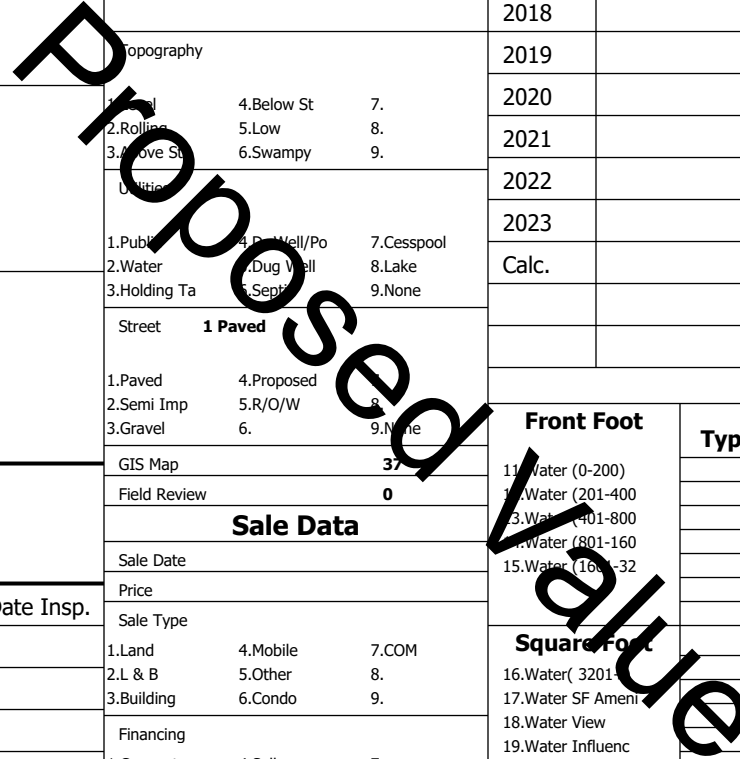
			Property Data			Assessment Record																																																																																																																																																						
			Neighborhood	82 Average Location		Year	Land	Buildings	Exempt	Total																																																																																																																																																		
			Tree Growth Year	0		2012	0	0	0	0																																																																																																																																																		
			REVIEW	0		2013	0	0	0	0																																																																																																																																																		
			Building Permit	0		2014	0	0	0	0																																																																																																																																																		
			Zone/Land Use	11 Rural Residential & Agri		2016	0	0	0	0																																																																																																																																																		
			Secondary Zone			2017	0	0	0	0																																																																																																																																																		
			Topography			2018	0	0	0	0																																																																																																																																																		
			1. Well	4. Below St	7.	2019	0	0	0	0																																																																																																																																																		
			2. Rolling	5. Low	8.	2020	0	0	0	0																																																																																																																																																		
			3. Above St	6. Swampy	9.	2021	0	0	0	0																																																																																																																																																		
			Utilities			2022	0	0	0	0																																																																																																																																																		
			1. Public	4. Driv Well/Po	7. Cesspool	2023	0	0	0	0																																																																																																																																																		
			2. Water	5. Dug Well	8. Lake	Calc.	0	0	0	0																																																																																																																																																		
			3. Holding Ta	6. Septic	9. None																																																																																																																																																							
			Street	1 Paved																																																																																																																																																								
			1. Paved	4. Proposed	8.	Land Data																																																																																																																																																						
			2. Semi Imp	5. R/O/W	9.																																																																																																																																																							
			3. Gravel	6.	9. None	<table border="1"> <thead> <tr> <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. Unimproved</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>2. Excess Frtg</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>3. Topography</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>4. Size/Shape</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>5. Access</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>6. Restriction</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>7. Open Space</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>8. Environmental</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>9. Condo</td><td></td><td></td><td>%</td><td></td></tr> <tr><td colspan="6">Acres</td></tr> <tr><td>30. Blueberry(1-20</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>31. Blueberry(21 -</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>32. Crop Land</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>33. Pasture</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>34. Shorefront B</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>35. Shorefront C</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>36. ANTENNA SITE</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>37. Softwood TG</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>38. Mixed Wood TG</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>39. Hardwood TG</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>40. Wasteland</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>41. Woodland</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>42. Mobile Home Si</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>43. Camp Site</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>44. Lot Improvemen</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>45. BA SF - Oce</td><td></td><td></td><td>%</td><td></td></tr> <tr><td>46. SP Meadow Cond</td><td></td><td></td><td>%</td><td></td></tr> </tbody> </table>					Type	Effective		Influence		Influence Codes	Frontage	Depth	Factor	Code	1. Unimproved			%		2. Excess Frtg			%		3. Topography			%		4. Size/Shape			%		5. Access			%		6. Restriction			%		7. Open Space			%		8. Environmental			%		9. Condo			%		Acres						30. Blueberry(1-20			%		31. Blueberry(21 -			%		32. Crop Land			%		33. Pasture			%		34. Shorefront B			%		35. Shorefront C			%		36. ANTENNA SITE			%		37. Softwood TG			%		38. Mixed Wood TG			%		39. Hardwood TG			%		40. Wasteland			%		41. Woodland			%		42. Mobile Home Si			%		43. Camp Site			%		44. Lot Improvemen			%		45. BA SF - Oce			%		46. SP Meadow Cond			%	
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			3. Lender	6. MLS	9.																																																																																																																																																							

Inspection Witnessed By:

No./Date	Description	Date Insp.
X		

Notes:  
5/24-FR=DR

Gray



Building Style <b>0</b>	SF Bsmt Living <b>0</b>	Layout <b>0</b>
1.Conv. 5.Garrison 9.NE farm	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.Colonia	Secondary Heat <b>0</b>	2.Inadeq 5. 8.
3.R Ranch/ 7.Contemp 11.Cottage	Heat Type <b>100% 0</b>	3. 6. 9.
4.Cape 8.Log 12.Gambrel	1.HWBB 5.FWA 9.None	Attic <b>0</b>
Dwelling Units <b>0</b>	2.HWCI 6.Monitor 10.UNH2F	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.HWRF 7.Electric 11.Geother	2.1/2 Fin 5.FI/Stair 8.
Stories <b>0</b>	4.Steam 8.FI/Wall 12.Heat/Co	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.	Cool Type <b>0% 9 None</b>	Insulation <b>0</b>
2.2 5.1.75 8.	1.Central 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.	2.Evapor 5. 8.	2.Heavy 5. 8.
Exterior Walls <b>0</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapboar 5.Stucco 9.B & B	Kitchen Style <b>0</b>	Unfinished % <b>0%</b>
2.Vin/Al 6.Brick 10.Cemplan	1.Modern 4.Obsolete	Grade & Factor <b>0 0%</b>
3.Compos./ 7.Stone 11.Concret	2.Typical 5. 8.	1.E Grade 4.B Grade 7.SC Grade
4.Asbestos 8.Wood Shi 12.Wood Bo	3.Old Type 6. 9.None	2.C Grade 5.A Grade 8.
Roof Surface <b>0</b>	Bath(s) Style <b>0</b>	3.D Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.Other	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>0</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	1.Poor Avg 7.V G
3.Metal 6.Roll Roo 9.	3.Old Type 6. 9.None	2.Fair Avg 8.Exc
SF Masonry Trim <b>0</b>	# Rooms <b>0</b>	3.Avg- Good 9.Same
SOLAR VOLTAIC <b>0</b>	# Bedrooms <b>0</b>	Phys. % Good <b>0%</b>
OPEN-4- <b>0</b>	# Full Baths <b>0</b>	Funct. % Good <b>100%</b>
Year Built <b>0</b>	# Half Baths <b>0</b>	Functional Code <b>9 None</b>
Year Remodeled <b>0</b>	# Addn Fixtures <b>0</b>	1.Incomp 4.Delap 9.Layoff
Foundation <b>0</b>	# Fireplaces <b>0</b>	2.O-Built 5.Bsmt 8.Long term
1.Concrete 4.Wood 7.		3.Damage 6.Style None
2.C Block 5.Slab 8.		Econ. % Good <b>100%</b>
3.Br/Stone 6.Piers 9.		Economic Code <b>None</b>
Basement <b>0</b>		0.None 3.No Power 6.Obsolete
1.1/4 Bmt 4.Full Bmt 7.		1.Location 4.Generate 9.None
2.1/2 Bmt 5.Crwl 8.		2.Encroach 5.Flood Pl 9.
3.3/4 Bmt 6. 9.None		Entrance Code <b>5 Estimated</b>
Bsmt Gar # Cars <b>0</b>		1.Interior 4.Vacant 7.
Wet Basement <b>0</b>		2.Refusal 5.Estimate 8.
1.Dry 4. 7.		3.Informed 6. 9.
2.Damp 5. 8.		Information Code <b>5 Estimate</b>
3.Wet 6. 9.		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.



Date Inspected 5/23/2024

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

Proposed Value