

GRAY, DAVID A  
GRAY, GLENNE M  
PO BOX 387  
GRAY ME 04039

B3821P98

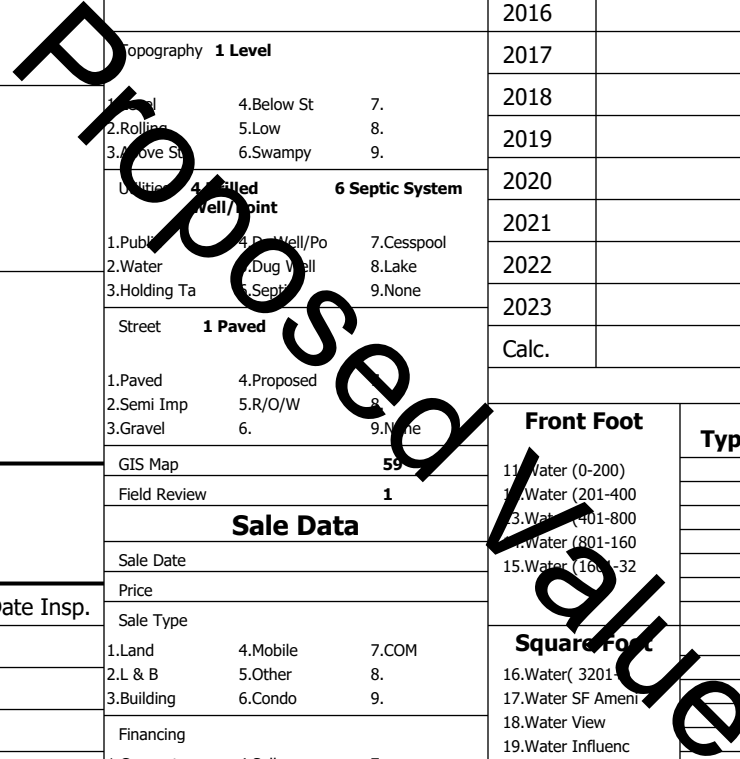
Inspection Witnessed By:

No./Date	Description	Date Insp.
X		

Notes:  
5/24 DR FIELD REVIEW

Gray

Property Data			Assessment Record				
Neighborhood	82 Average Location		Year	Land	Buildings	Exempt	Total
Tree Growth Year	0		2011	47,000	149,343	8,500	187,843
REVIEW	0		2012	47,000	149,343	8,500	187,843
Building Permit	0		2013	47,000	149,343	8,500	187,843
Zone/Land Use	11 Rural Residential & Agri		2014	47,000	149,343	8,500	187,843
Secondary Zone	12 Limited Res		2015	47,000	149,300	9,000	187,300
Topography	1 Level		2016	47,000	149,300	9,000	187,300
1. Hill	4. Below St	7.	2017	47,000	149,300	13,500	182,800
2. Rolling	5. Low	8.	2018	47,000	149,300	18,000	178,300
3. Above St	6. Swampy	9.	2019	70,500	182,600	20,000	233,100
Utilities	4. Filled Well/Point		2020	70,500	182,600	20,000	233,100
1. Public	4. Dug Well/Po	7. Cesspool	2021	70,500	182,600	25,000	228,100
2. Water	5. Dug Well	8. Lake	2022	70,500	196,500	25,000	242,000
3. Holding Ta	6. Septic	9. None	2023	70,500	215,100	25,000	260,600
Street	1 Paved		Calc.	126,000	306,300	25,000	407,300
1. Paved	4. Proposed	8.	<b>Land Data</b>				
2. Semi Imp	5. R/O/W	9.	<b>Front Foot</b>	<b>Type</b>	<b>Effective</b>	<b>Influence</b>	<b>Influence</b>
3. Gravel	6.	9. None	11. Water (0-200)		<b>Frontage</b>	<b>Depth</b>	<b>Factor</b>
GIS Map	59		12. Water (201-400)				<b>Code</b>
Field Review	1		13. Water (401-800)				1. Unimproved
<b>Sale Data</b>			14. Water (801-160)				2. Excess Frtg
Sale Date			15. Water (161-32)				3. Topography
Price			<b>Square Foot</b>				4. Size/Shape
Sale Type			16. Water ( 3201-				5. Access
1. Land	4. Mobile	7.COM	17. Water SF Amen				6. Restriction
2. L & B	5. Other	8.	18. Water View				7. Open Space
3. Building	6. Condo	9.	19. Water Influen				8. Environmental
Financing			20. ShoreFront A				9. Condo
1. Convent	4. Seller	7.	<b>Fract. Acre</b>				<b>Acres</b>
2. FHA/VA	5. Private	8.	21. Base Lot	21	1.84	100 %	30. Blueberry(1-20
3. Assumed	6. Cash	9. Unknown	22. Base Lot Vacan	24	0.16	100 %	31. Blueberry(21 -
Validity			23. Base Lot Unpav				32. Crop Land
1. Valid	4. Split	7. Multiple	<b>Acres</b>				33. Pasture
2. Related	5. Partial	8. Other	24. Acres to 10				34. Shorefront B
3. Distress	6. Exempt	9. Estate	25. Acres 11-30				35. Shorefront C
Verified			26. Acres 31-50				36. ANTENNA SITE
1. Buyer	4. Agent	7. Family	27. Acres 51& over				37. Softwood TG
2. Seller	5. Pub Rec	8. Other	28. Acres 71 & Ove				38. Mixed Wood TG
3. Lender	6. MLS	9.	29. Woods (41+)				39. Hardwood TG
				<b>Total Acreage</b>		2.00	40. Wasteland
							41. Woodland
							42. Mobile Home Si
							43. Camp Site
							44. Lot Improvemen
							45. BA SF - Oce
							46. SP Meadow Cond



Gray

Map Lot 059-036-026-002

Account 2159

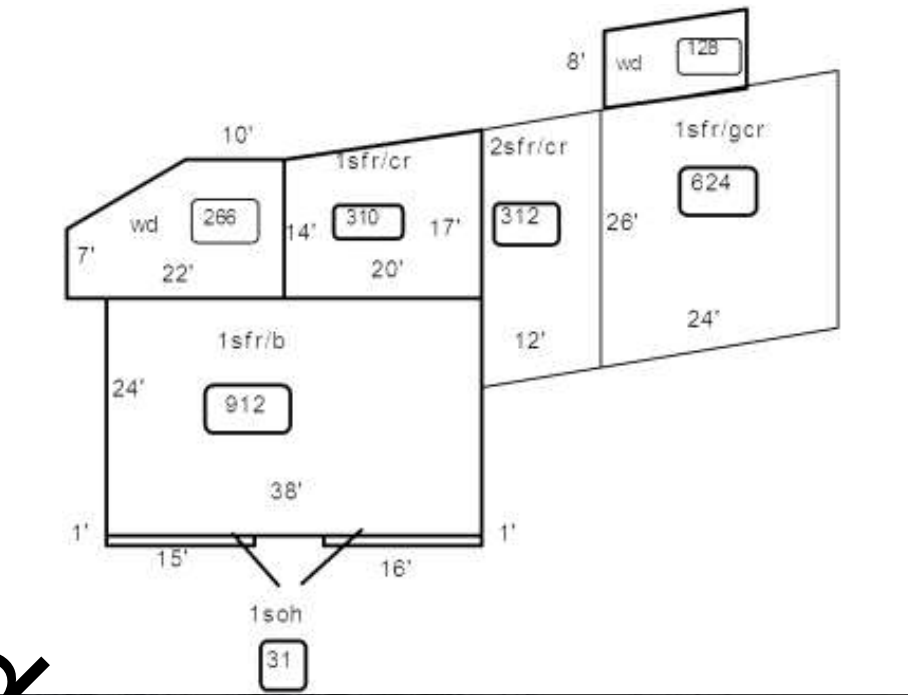
Location 42 LONG HILL RD

Card 1

Of 1

8/05/2024

Building Style <b>3 Raised Ranch/Split</b>	SF Bsmt Living <b>478</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.NE farm	Fin Bsmt Grade <b>3 100</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.Colonia	Secondary Heat <b>7</b>	2.Inadeq 5. 8.
3.R Ranch/ 7.Contemp 11.Cottage	Heat Type <b>100% 5 Forced Warm Air</b>	3. 6. 9.
4.Cape 8.Log 12.Gambrel	1.HWBB 5.FWA 9.None	Attic <b>9 None</b>
Dwelling Units <b>1</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>1 One Story</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>1 Full</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>1 Clapboard</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Clapboar 5.Stucco 9.B & B	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.Vin/Al 6.Brick 10.Cemplan	1.Modern 4.Obsolete	Grade & Factor <b>3 Average 110%</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.O Grade 5.A Grade 8.
Roof Surface <b>1 Asphalt Shingles</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.Other	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>912</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Foundation <b>3 Below Average</b>
3.Metal 6.Roll Roo 9.	3.Old Type 6. 9.None	1.Poor 2.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>7</b>	2.Fair 3.Avg 8.Exc
SOLAR VOLTAIC <b>0</b>	# Bedrooms <b>4</b>	3.Avg- 9.Good 9.Same
OPEN-4- <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.Delap 5.Layoff
1.Concrete 4.Wood 7.		2.O-Built 5.Bsmt 6.Long term
2.C Block 5.Slab 8.		3.Damage 6.Style 7.None
3.Br/Stone 6.Piers 9.		Econ. % Good <b>100%</b>
Basement <b>4 Full Basement</b>		Economic Code <b>None</b>
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.No Power 6.Obsolete
2.1/2 Bmt 5.Crw1 8.		1.Location 4.Generate 9.None
3.3/4 Bmt 6. 9.None		2.Encroach 5.Flood Pl 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>5 Estimated</b>
Wet Basement <b>1 Dry Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Refusal 5.Estimate 8.
2.Damp 5. 8.		3.Informed 6. 9.
3.Wet 6. 9.		Information Code <b>5 Estimate</b>
		1.Owner 4.Agent 7.
		2.Relative 5.Estimate 8.
		3.Tenant 6.Other 9.



Date Inspected 5/28/2024

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
1 One Story Frame	1987	310	3 100	4	0	100 %	1.One Story Fram
2 Two Story Frame	1987	312	3 100	4	0	100 %	2.Two Story Fram
68 Wood Deck	1987	128	3 100	4	0	100 %	3.Three Story Fr
26 1SFr Overhang	0	31	0 0	0	0	100 %	4.1 & 1/2 Story
68 Wood Deck	0	266	0 0	0	0	100 %	5.1 & 3/4 Story
24 Frame Shed	0	96	3 100	4	0	100 %	6.2 & 1/2 Story
23 Frame Garage	1987	624	3 100	4	0	100 %	21.Open Frame Por
81 1 St/Garage	1987	624	3 100	4	0	100 %	22.Encl Frame Por
							23.Frame Garage
							24.Frame Shed
							25.Frame Bay Wind
							26.1SFr Overhang
							27.Unfin Basement
							28.Unfinished Att
							29.Finished Attic