



**New Sharon**

Map Lot 06-03

Account 591

Location 3 Salt Marsh Road

Card 1

Of 1

10/16/2024

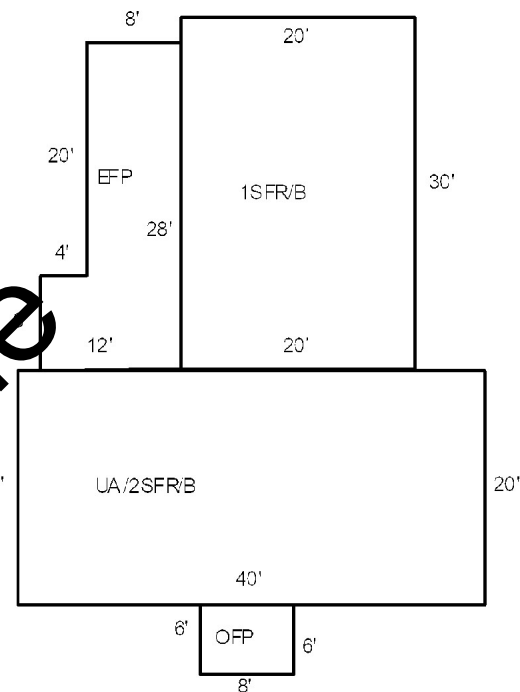
Building Style <b>5 Garrison/Colonial</b>	SF Bsmt Living <b>0</b>	Layout <b>1 Typical</b>
1.Conv. 5.Garrison 9.Other	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.Gar/Apt	Secondary Heat <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.Cottage	Heat Type <b>100% 1 Hot Water BB</b>	3.Poor 6. 9.
4.Cape 8.Log 12.Dblewid	1.HWBB 5.FWA 9.No Heat	Attic <b>9 None</b>
Dwelling Units <b>1</b>	2.HWCI 6.GravWA 10.Radiant	1.1/4 Fin 4.Full Fin 7.
Other Units <b>0</b>	3.H Pump 7.Electric 11.	2.1/2 Fin 5.FI/Stair 8.
Stories <b>2 Two Story</b>	4.Steam 8.FI/Wall 12.	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.Refrig 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 Wood Siding</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Wood 5.Stucco 9.Other	Kitchen Style <b>2 Typical</b>	Unfinished % <b>0%</b>
2.Vin/Al 6.Brick 10.Cement	1.Modern 4.Obsolete 7.	Grade & Factor <b>3 Average 100%</b>
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 <b>7 Standing Seam</b>	Bath(s) Style <b>2 Typical Bath(s)</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.SS	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>800</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>5 Above Average</b>
3.Metal 6.Roll Roo 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim <b>0</b>	# Rooms <b>6</b>	2.Fair 5.Avg+ 8.Exc
Solar Voltaic <b>0</b>	# Bedrooms <b>2</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>2</b>	Phys. % Good <b>0%</b>
Year Built <b>1900</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>1</b>	1.Incomp 4.Delap 7.No Power
1.Concrete 4.Wood 7.	 <p><b>TRIO</b> Software A Division of Harris Computer Systems</p>	2.O-Built 5.Bsmt 8.No Power
2.C Block 5.Slab 8.		3.Damage 6.Common 9.No Power
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 7.
2.1/2 Bmt 5.None 8.		1.Location 4.General 8.
3.3/4 Bmt 6. 9.None		2.Encroach 9.None 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>3 Information Only</b>
Wet Basement <b>2 Damp Basement</b>		1.Interior 4.Vacant 7.
1.Dry 4. 7.		2.Exterior 5.Estimate 8.
2.Damp 5. 8.	3.Inform 6.Reviewed 9.	
3.Wet 6. 9.	Information Code <b>1 Owner</b>	
	1.Owner 4.Agent 7.	
	2.Relative 5.Estimate 8.	
	3.Tenant 6.Other 9.	

Date Inspected 1/30/2024

**Additions, Outbuildings & Improvements**

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
78 Gen1	0	1	3 100	4	0 %	100 %	
24 Frame Shed	0	352	3 100	4	0 %	100 %	
1 One Story Frame	0	600	0 0	0	0 %	100 %	
27 Unfin Basement	0	600	0 0	0	0 %	100 %	
21 Open Frame	0	48	0 0	0	0 %	100 %	
22 Encl Frame Porch	0	256	0 0	0	0 %	100 %	
86 Gazebo	0	77	3 100	3	0 %	100 %	
					%	%	
					%	%	
					%	%	

16-03



Proposed Value

