

Deer Isle

Map Lot 008-023

Account 226

Location 293 DOW ROAD

Card 1

Of 1

8/04/2026

Building Style 1 Conventional	SF Bsmt Living 0	Layout 1 Typical
1.Conv. 5.Colonial 9.Condo	Fin Bsmt Grade 0 0	1.Typical 4. 7.
2.Ranch 6.Split 10.Log	OPEN 5 OPTIONAL 0	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.Other	Heat Type 100% 3 Heat Pump	3. 6. 9.
4.Cape 8.Cottage 12.Gambrel	1.HWBB 5.FWA 9.No Heat	Attic 9 None
Dwelling Units 1	2.HWCI 6.GravWA 10.	1.1/4 Fin 4.Full Fin 7.
Other Units 0	3.H Pump 7.Electric 11.	2.1/2 Fin 5.F/Stair 8.
Stories 4 One & 1/2 Story	4.Radiant 8.F/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.3.5	Cool Type 0% 9 None	Insulation 1 Full
2.2 5.1.75 8.4	1.Refrig 4.W&C Air 7.	1.Full 4.Minimal 7.
3.3 6.2.5 9.1.25	2.Evapor 5. 8.	2.Heavy 5.Partial 8.
Exterior Walls 1 Wood Siding	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Wood 5.Shingles 9.Other	Kitchen Style 2 Typical	Unfinished % 0%
2.Vinyl 6.Brick 10.Aluminu	1.Modern 4.Obsolete 7.	Grade & Factor 3 Average 110%
3.Compos. 7.Single 11.Log	2.Typical 5. 8.	1.E Grade 4.B Grade 7.AAA Grad
4.Asbestos 8.Concrete 12.Stone	3.Old Type 6. 9.None	2.D Grade 5.A Grade 8.M&S Grad
Roof Surface 1 Asphalt Shingles	Bath(s) Style 2 Typical Bath(s)	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.Rolled	1.Modern 4.Obsolete 7.	SQFT (Footprint) 712
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition 4 Average
3.Metal 6.Other 9.	3.Old Type 6. 9.None	1.Poor 4.Avg 7.V G
SF Masonry Trim 0	# Rooms 0	2.Fair 5.Avg+ 8.Exc
OPEN-3-CUSTOM 0	# Bedrooms 0	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM 0	# Full Baths 1	Phys. % Good 0%
Year Built 2024	# Half Baths 0	Funct. % Good 90%
Year Remodeled 0	# Addn Fixtures 0	Functional Code 1 Incomplete
Foundation 1 Concrete	# Fireplaces 0	1.Incomp 4.Plumb/He 7.No Power
1.Concrete 4.Wood 7.		2.O-Built 5.Dilap 8.Multi-Fa
2.C Block 5.Slab 8.		3.Style 6.Common 9.None
3.Br/Stone 6.Piers 9.		Econ. % Good 100%
Basement 5 Crawl Space		Economic Code None
1.1/4 Bmt 4.Full Bmt 7.		0.None 3.No Power 7.
2.1/2 Bmt 5.Crawl 8.		1.Location 4.Generate 8.
3.3/4 Bmt 6. 9.None		2.Encroach 9.None 9.
Bsmt Gar # Cars 0		Entrance Code 0
Wet Basement 1 Dry Basement		1.Interior 4.Vacant 7.
1.Dry 4.Dirt 7.		2.Refusal 5.Estimate 8.Exist Re
2.Damp 5. 8.		3.Informed 6.Hanger 9.
3.Wet 6. 9.		Information Code 0
		1.Owner 4.Agent 7.Vacant
		2.Relative 5.Estimate 8.Exist Re
		3.Tenant 6.Other 9.For Sale

Date Inspected

Additions, Outbuildings & Improvements

Type	Year	Units	Grade	Cond	Phys.	Funct.	Sound Value
21 Open Frame	0	276	0 0	0	0 %	0 %	
1 One Story Frame	0	120	0 0	0	0 %	0 %	
1 One Story Frame	0	120	0 0	0	0 %	0 %	
68 Wood Deck	0	338	0 0	0	0 %	0 %	
24 Frame Shed	0				%	%	2,000
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	
					%	%	

