




**Ashland**

Map Lot 006-002

Account 151

Location 702 MASARDIS ROAD

Card 1 Of 1 8/19/2021

Building Style <b>0</b>	SF Bsmt Living <b>0</b>	Layout <b>0</b>
1.Conv. 5.Colonial 9.Condo	Fin Bsmt Grade <b>0 0</b>	1.Typical 4. 7.
2.Ranch 6.Split 10.Log	OPEN 5 OPTIONAL <b>0</b>	2.Inadeq 5. 8.
3.R Ranch 7.Contemp 11.Other	Heat Type <b>100% 0</b>	3. 6. 9.
4.Cape 8.Cottage 12.Gambrel	1.HWBB 5.FWA 9.No Heat	Attic <b>0</b>
Dwelling Units <b>0</b>	2.HWCI 6.GravWA 10.	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>0</b>	4.Radiant 8.FI/Wall 12.	3.3/4 Fin 6. 9.None
1.1 4.1.5 7.3.5	Cool Type <b>0% 9 None</b>	Insulation <b>0</b>
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 <b>0</b>	3.H Pump 6. 9.None	3.Capped 6. 9.None
1.Wood 5.Shingles 9.Other	Kitchen Style <b>0</b>	Unfinished % <b>0%</b>
2.Vinyl 6.Brick 10.Aluminu	1.Modern 4.Obsolete 7.	Grade & Factor <b>0 0%</b>
3.Compos. 7.Stone 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 <b>0</b>	Bath(s) Style <b>0</b>	3.C Grade 6.AA Grade 9.Same
1.Asphalt 4.Composit 7.Rolled	1.Modern 4.Obsolete 7.	SQFT (Footprint) <b>0</b>
2.Slate 5.Wood 8.	2.Typical 5. 8.	Condition <b>0</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-CUSTOM <b>0</b>	# Bedrooms <b>0</b>	3.Avg- 6.Good 9.Same
OPEN-4-CUSTOM <b>0</b>	# Full Baths <b>0</b>	Phys. % Good <b>0%</b>
Year Built <b>0</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>0</b>	# Fireplaces <b>0</b>	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 <b>100%</b>
Basement <b>0</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.Crawl 8.		1.Location 4.Generate 8.
3.3/4 Bmt 6. 9.None		2.Encroach 9.None 9.
Bsmt Gar # Cars <b>0</b>		Entrance Code <b>0</b>
Wet Basement <b>0</b>		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 <b>0</b>	
	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
					%	%	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.Finished 1/2 S
					%	%	26.1SFr Overhang
					%	%	27.Unfin Basement
					%	%	28.Unfinished Att
					%	%	29.Finished Attic