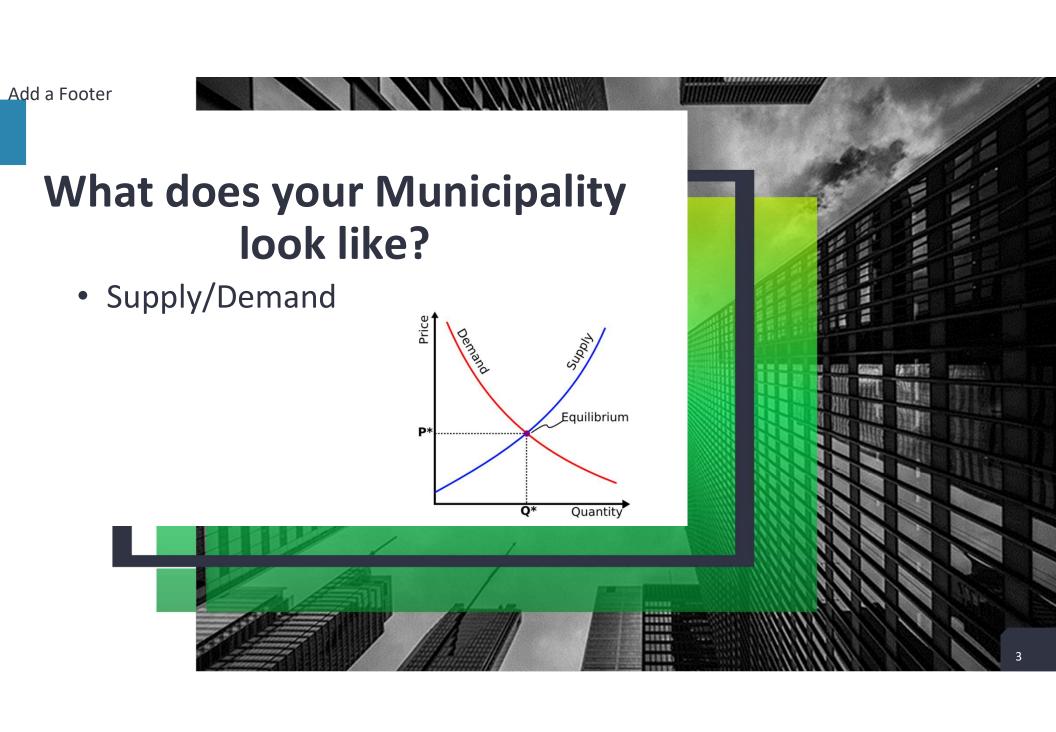


**ESTABLISHING** FAIR & **EQUITABLE PROCEDURES FOR ASSESSING** BUILDING **GRADES** 





# What does your Municipality look like?

 Geographic Trends

Source: https://downeast.com/issues-politics/welcome-to-the-wild-wild-world-of-maine-real-estate/





# CREATING YOUR BUILDING GRADES

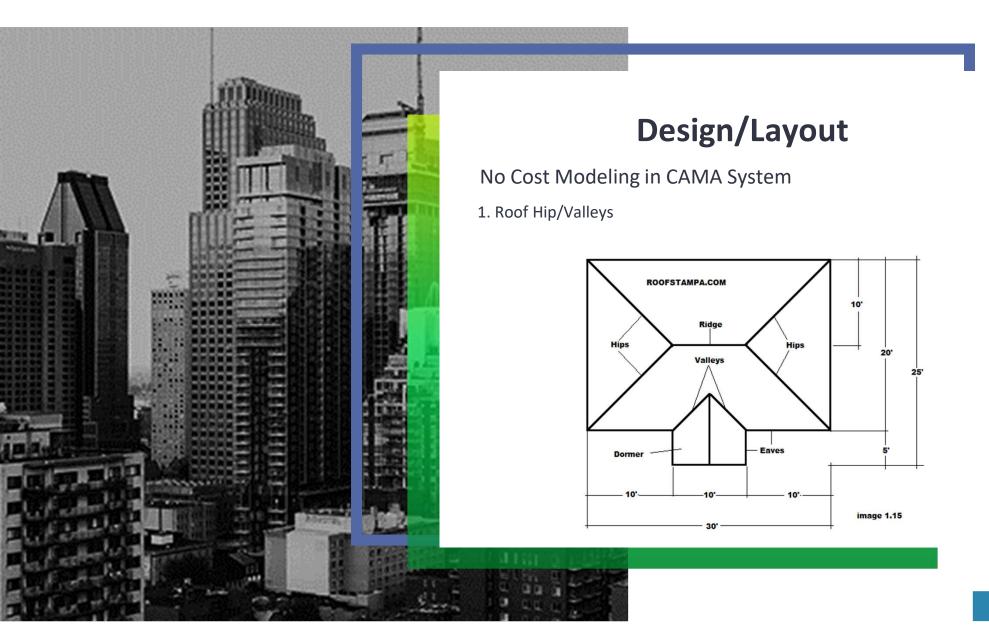
- Cost Manuals
- Construction Detail
- Number of Grades
- Start at Average Quality
- What is our Base Rate?



#### Cost

#### **Modeling**

- Construction Components to Cost Model
- Siding/Flooring/Heat & AC/BR & Bath Count
- What is Average consistent with your base rate(ex. Carpet, 1 full Bath, Vinyl)?
- What is above or below Average (ex. hardwood, Radiant Heat, Stone Veneer)?
- Do your point systems (coefficients) make sense?





No Cost Modeling in CAMA System

2. Foundation Bump Outs/Unique Angles





No Cost Modeling in CAMA System

3. Cupola





No Cost Modeling in CAMA System

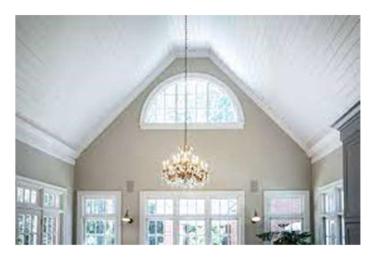
4. Open Concept





No Cost Modeling in CAMA System

5. Cathedral/High Ceilings





No Cost Modeling in CAMA System

6. Room Configuration (Dining Room vs. Dining Area)





No Cost Modeling in CAMA System

7. Bath/Bedroom Layout





No Cost Modeling in CAMA System

8. Master Bath





No Cost Modeling in CAMA System

1. Kitchen Built-In Appliances





No Cost Modeling in CAMA System

2. Countertops/Cabinets/Backsplash





No Cost Modeling in CAMA System

3. Light Fixtures





No Cost Modeling in CAMA System

4. Bath Vanity/# of Fixtures/Wainscoting around Shower





No Cost Modeling in CAMA System

5. Crown Molding





No Cost Modeling in CAMA System

6. Walk-in Closets





No Cost Modeling in CAMA System

7. Sky Lights





No Cost Modeling in CAMA System

8. Floor Insulation





No Cost Modeling in CAMA System

9. Spiral Staircase









#### **How To Measure Market Forces**

No Cost Modeling in CAMA System

- 1. Paired Sales Analysis
- 2. Base Rate Adjustment(If Effects All Like Properties)
- 3. Economic/Functional Obsolescence Adjustment (Effects a neighborhood)
- 4. Where Do We Draw The Line Who Is Effected

