ORDER

STANDISH TOWN COUNCIL

DATE: April 12, 2016 ORDER NUMBER: 32-16

Submitted by: Nesbitt

TITLE: AUTHORIZE FINANCE DIRECTOR TO ISSUE MUNICIPAL QUIT CLAIM DEED TO TIMOTHY

FOLEY

DATED: April 12, 2016

ORDERED that the Finance Director is authorized to issue a municipal quit claim deed as show below:

MUNICIPAL QUITCLAIM DEED without COVENANTS

The inhabitants of the Town of Standish, a municipal corporation existing under the laws of the State of Maine and located in the County of Cumberland, State of Maine, for consideration paid, release to **FOLEY, TIMOTHY M.** of STANDISH, MAINE a certain parcel of land with buildings thereon, if any, located in the Town of Standish, County of Cumberland, State of Maine, identified as follows:

Map 003, Lot 074, Sub 002-000, on the Assessor's Tax Maps of the Town of Standish, Maine, made by Utilities, Inc. of Standish, Maine in 1997 and updated on April 1, 2015 consisting of 80 maps, 1 to 80 inclusive, which are on file at the Assessor's Office in the Town of Standish.

The sole purpose of this deed is to release to the Grantee(s) herein any interest which the Town of Standish may have acquired in the foregoing property by virtue of unpaid taxes, as evidenced by tax lien certificates recorded in the Cumberland County Registry of Deeds as follows:

Lien dated September 17, 2008 recorded in Book 26342, Page 112

Lien dated September 30, 2010 recorded in Book 28126, Page 166

Lien dated September 20, 2011 recorded in Book 28970, Page 316

Lien dated September 7, 2012 recorded in Book 29905, Page 113

Lien dated October 2, 2013 recorded in Book 31064, Page 172

Lien dated October 10, 2014 recorded in Book 31838, Page 284

Lien dated October 7, 2015 recorded in Book 32647, Page 172

IN WITNESS WHEREOF, the Town of Standish has caused this deed to be signed by its Treasurer as authorized.

TOWN OF STANDISH, MAINE

SCOTT GESUALDI, TREASURER

APPROVED		_ DISAPPROVED		
ROLL CALL	YEA	NAY	ABSTAIN	
BLANCK HIGGINS NESBITT OLSON ORDWAY POMERLEAU SARGENT				
CLERK/SECRETAR	Υ			