

**CITY OF PORTLAND**  
**DEPARTMENT OF PLANNING & URBAN DEVELOPMENT**  
 389 Congress Street  
 Portland, Maine 04101

**Inspection Violations**

|  |                           |                                    |  |
|--|---------------------------|------------------------------------|--|
| <b>Owner/Manager</b><br>NEWSOME JOSEPH W & |                           | <b>Inspector</b><br>Suzanne Hunt   | <b>Inspection Date</b><br>1/5/2009             |
| <b>Location</b><br>256 STATE ST            | <b>CBL</b><br>048 F012001 | <b>Status</b><br>Re-Inspect 7 Days | <b>Inspection Type</b><br>Complaint-Inspection |

| <b>Code</b>       | <b>Int/Ext</b>  | <b>Floor</b> | <b>Unit No.</b> | <b>Area</b> | <b>Compliance Date</b> |
|-------------------|---|--------------|-----------------|-------------|------------------------|
| 1) 22-3 (a)       | Exterior  |              |                 |             |                        |
| <b>Violation:</b> | Rodent Harborage  |              |                 |             |                        |
| <b>Notes:</b>     | <p>debris and trash on sidewalk must be removed.<br/>           Sec. 22-3. Premises to be kept free from rodent harborage.<br/>           (a) The owner of a two (2) or more family residential building and the owner or occupant of a single family residential building shall maintain the building and the lot on which the building is located free from any accumulation of any putrid substance, garbage, rubbish, old lumber, debris or rubble, except in watertight covered containers.<br/>           (b) The owner of any vacant lot and the owner or occupant of a commercial building shall maintain the vacant lot and the building and lot on which it is located free from any accumulation of any putrid substance, garbage, rubbish, old lumber, debris or rubble, except in watertight covered containers.<br/>           (Code 1968, § 313.3)</p> |              |                 |             |                        |

**Comments:** Couch, mattress, and car batteries must be removed from sidewalk adjacent to property