

LEGEND:
CLF=CHAIN LINK FENCE
CW=CELLAR WELL
LND=LANDING
EM=ELECTRIC METER
AC=AIR CONDENSOR
OHW=OVERHEAD WIRES
CP=COVERED PORCH
UP=UTILITY POLE
BH=BULKHEAD
SBDH=STONE BOUND DRILL HOLE
SBQ=STONE BOUND CENTER

RECORD OWNER:
246-248 ASH LLC

LOCUS DEED REFERENCE:
BOOK 80140 PAGE 542

PLAN REFERENCES:
PLAN #449 OF 1946
PLAN & PROFILE ASH ST (1898)
PLAN & PROFILE ASH ST (1932)

THE PROPERTY SHOWN ON THIS PLAN IS
IN ZONE "X", AREA OF MINIMAL FLOODING
AS SHOWN ON THE FLOOD INSURANCE RATE
MAP #25017C0551E DATED JUNE 4, 2010

PROPERTY LOCATED IN RESIDENCE B ZONE
AS SHOWN ON CITY OF WALTHAM ZONING MAP.

WALTHAM ASSESSORS RECORD
MAP 77 BLOCK 005 LOT 0006

RESIDENCE B ZONING REQUIREMENTS

FRONT YARD SETBACK = 15 FEET
SIDE YARD SETBACK = 10 FEET
REAR YARD SETBACK = 30 FEET
LOT COVERAGE = 30%
LOT FRONTAGE = 60 FEET
LOT AREA = 6,000 SQUARE FEET

THE BOARD IS MAKING NO DETERMINATION AS
TO WHETHER OR NOT THE PROPOSED LOTS COMPLY
WITH THE WALTHAM ZONING ORDINANCE.
APPROVAL NOT REQUIRED UNDER THE SUBDIVISION CONTROL
LAW BY THE BOARD OF SURVEY AND PLANNING.

Michael Chassan
CLERK

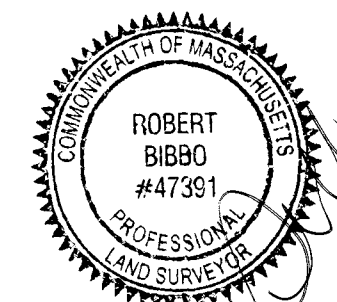
12-8-2022
DATE:

BOARD OF SURVEY AND PLANNING
CITY OF WALTHAM, MA.

I HEREBY CERTIFY THAT THIS PLAN HAS
BEEN PREPARED IN ACCORDANCE WITH THE
RULES AND REGULATIONS OF THE REGISTER
OF DEEDS OF THE COMMONWEALTH OF
MASSACHUSETTS.

Robert Bibbo P.L.S.

SECTION 81-L (C)
SUBDIVISION DEFINITION
THE DIVISION OF A TRACT OF LAND ON WHICH TWO OR
MORE BUILDINGS WERE STANDING WHEN THE SUBDIVISION
CONTROL LAW WENT INTO EFFECT IN THE CITY OR
TOWN IN WHICH THE LAND LIES INTO SEPARATE LOTS
ON EACH OF WHICH ONE OF SUCH BUILDINGS REMAINS
STANDING, SHALL NOT CONSTITUTE A SUBDIVISION.



PLAN OF LAND ~ WALTHAM MA SUBDIVIDING PARCEL OF LAND (5,700±S.F.) A.K.A. #246 - #248 ASH STREET

INTO
LOT 1 (2,760S.F.)
A.K.A. #248 ASH STREET
AND
LOT 2 (2,940±S.F.)
A.K.A. #246 ASH STREET

Date: 10/11/22 Scale: 1" = 20'

PREPARED BY:
BIBBO BROTHERS
AND ASSOCIATES
10 HAMMER STREET WALTHAM MA
781-891-0417
RALPH BIBBO JR. - MANAGER - OWNER
ROBERT BIBBO - P.L.S. - OWNER

