

Imagine that to assemble the map of
Maine Land Ownership,
you will need to visit
500 different bookstores.

This is the how property parcel information in our
state is currently maintained and distributed.



Integrating land records information from municipalities and
county deeds registries has finally become technically and
economically feasible. By filling in the gaps in Maine's land
ownership mapping and bringing data up to common standards
there are significant benefits to be gained, including:

Providing information infrastructure for
Regionalization

Streamlining local property assessment and
relieving burdens on local government

Assisting economic development projects

Providing a common operating picture for all
government and commercial interests

Managing catastrophic emergency (violent
storm, fire, flood) situations

Improving access to federal funding for
technology and land-related initiatives



The Maine Library of Geographic Information **GeoLibrary**

Requests your support for and participation in the

Integrated Land Records Information System

As part of the **Maine 2008 GIS Strategic Plan Update**

The GeoLibrary will update and enhance the existing Maine Strategic Plan,
focusing on coordination with local governments, academics, and private
interests. Our aim is to develop sustainable funding sources and cultivate
deeper political and public support for these vital technologies.

At the core of this planning process will be research and creation of an
integrated land records information system for Maine. This will be
designed to be sustainable politically, technically and economically and
meet needs of users at all levels of government and the private sector.

**Success of this project will require active participation by a
wide range of geospatial data managers, data stewards,
property records users and GIS stakeholders.**

**For more information about this strategic planning initiative
and integrated land records information in Maine, please
visit:**

<http://maine.gov/geolib/>