

## **MAINE DEPARTMENT OF TRANSPORTATION**

### Description of State Maintenance Boundary Lines established for delimiting the urban area of **Topsham, Sagadahoc County, Maine**

Beginning at the junction of Main Street (US Route 201) and the Old Augusta Road; thence, northerly along the east side of US Route 201 to I-295 then following the easterly right of way of I-295 to the Cathance River; thence following the River to the boundary of the Cathance River Nature Preserve; then following around the north side of the private subdivision and along the Nature Preserve to the railroad track just west of the home at 20 Madelyn Avenue; then northeasterly along the tracks to just north of 28 Madelyn Drive; then southeasterly to the westerly right of way of Route 24 about 600 feet north of Old Tavern Road; thence southwestward along the northerly right of way of Route 24 to the northerly junction of Middlesex Road (State Route 24) and Middlesex Loop;

Thence, southeasterly to the north right of way line of Foreside Road near old homestead addressed as #398 and utility pole #45; thence, westerly along the north right of way line of Foreside Road to 0.06 miles east of White Street, point of reference utility pole #12/12; thence, southsouthwesterly just east of Pumphouse Drive to the Androscoggin River (Brunswick-Topsham and Cumberland-Sagadahoc town and county line); thence, westerly via said river and town and county line to a point due west of a horizontal curve in River Road near address #278 and utility pole #12; thence, northerly from said point in river to a point on the River Road 0.41 miles northwest of the junction of White House Crossing Road, reference utility pole #012/124; thence, northeasterly to the junction of Route # 196 and White House Crossing Road; thence southeasterly to the junction of Main Street (US Route # 201) and Old Augusta Road, the point of beginning.

NOTE: Bridges, if any, bisected by the State Maintenance Boundary Line are in the rural area.

\*updated boundaries on north, west and east sides around townways