West Virginia Appraisal Manual

Cole•Layer•Trumble Company

VIRGINIA RESIDENTIAL/AGRICULTURAL DATA COLLECTION CARD

AA 11 OWNER'S NAME AND MAILING ADDRESS

AA 12 LEGAL DESCRIPTION

CA 12 PARCEL ID ____ OF ____ CARD ____ CARDS

ALT ID

MAP ____ ROUTING ____ TAX CLASS ____ FIELD REVIEW FLAG ____

PROPERTY CLASS ____ AG USE ____ LAND USE ____ LIVING UNITS ____ NEIGHBORHOOD ____

PROPERTY ADDRESS

NUMBER ____ SUFFIX ____ DIR. ____ STREET NAME ____ ST. SUFFIX ____ 2ND SUFFIX ____

DESCRIPTION ____ BLDG/UNIT NO. ____ PARCEL TIEBACK ____

RECORD OF OWNERSHIP

	OWNER	DATE	PRICE	DEED BOOK	PAGE
PRESENT					
PREVIOUS					

CA 14 LAND DATA AND COMPUTATIONS

			FRONTAGE ACTUAL	FRONTAGE EFFECT.	EFFECTIVE DEPTH	ACTUAL UNIT PRICE	DEPTH FACTOR	EFFECTIVE UNIT PRICE	INFLUENCE FACTOR		LAND VALUE
LOTS 1 Regular Lot	F									%	
2 Minus Lot	F									%	
3 Irregular Lot	F									%	
4 Waterfront	F									%	
	F									%	
SQUARE FEET 1 Primary Site	S				SQUARE FEET					%	
2 Secondary Site	S				SQUARE FEET					%	
3 Residual	S				SQUARE FEET					%	
4 Waterfront	S				SQUARE FEET					%	
5 Undeveloped	S				SQUARE FEET					%	
ACREAGE 1 Homesite	A				ACRES					%	
2 Tillable	A				ACRES					%	
3 Pasture	A				ACRES					%	
4 Woodland	A				ACRES					%	
5 Wasteland	A				ACRES					%	
6 Primary Site	A				ACRES					%	
7 Secondary Site	A				ACRES					%	
8 Residual	A				ACRES					%	
9 Waterfront	A				ACRES					%	
0 Undeveloped	A				ACRES					%	
T Timber	A				ACRES					%	
0 TOTAL	A				ACRES					%	
GROSS 1 Irregular 0 Minus 2 Site Value R.O.W. 3 Residual 4 Waterfront/View	G										

SPLIT CLASS

INFLUENCE FACTORS
1 Unimproved
2 Excessive Frontage
3 Topography
4 Shape or Size
5 Economic
6 Restrictions - Nonconforming
7 Misimprovement
8 Flooding
9 Corner/Alley (+)
0 View (+)

UNITS 1 Apartment Site 2 Condo Site 3 Mobile Home Site — U — NUMBER OF UNITS — ACTUAL UNIT PRICE

INCOME DATA

Agricultural Types
1. Tillable 4. Tobacco
2. Pasture 5. Orchard
3. Woodland

Residential Types
6. Residential

TYPE CODE	SIZE	RENT PER YR/MO

CA 12 PROPERTY FACTORS

TOPOGRAPHY		UTILITIES		ROADS		TRAFFIC	
Level	1	All Public	1	Paved	1	Light	1
Above Street	2	Public Water	2	Semi-Improved	2	Medium	2
Below Street	3	Public Sewer	3	Dirt	3	Heavy	3
Rolling	4	Well	4	Proposed	4	None	4
Steep	5	Septic	5	Landlocked	5		
Low	6	Gas	6	Sidewalk	6		
Swampy	7	None	7				

LOCATION AND FRONTING

FRONTING		LOCATION	
CBD	1	Central Business District	1
Major Thoroughfare	2	Perimeter Central Business District	2
Secondary Artery	3	Business Cluster	3
Median Separation	4	Major Strip	4
Frontage Road	5	Secondary Strip	5
One-Way Street	6	Neighborhood or Spot	6
River Access	7	Commercial/Industrial Park	7
Rail Access	8	Light Industrial Site	8
Residential	9	Apartment/Condominium Complex	9
		Mine Site	0
		Heavy Industrial Site	H

PARKING AVAILABILITY

TYPE		PROXIMITY	
None	0	Far	0
Off Street	1	Near	1
On Street	2	Adjacent	2
On and Off Street	3	On Site	3
Parking Deck	4		

QUANTITY	
None	0
Minimum	1
Adequate	2
Abundant	3

CA 13 SALES DATA

MONTH	DAY	YEAR	TYPE	AMOUNT	SOURCE	VALID

Type Codes: 1 Land; 2 Land & Buildings; 3 Building

Source Codes: 1 Buyer; 2 Seller; 3 Agent; 4 Other

Validity Codes: 0 Valid Sale; 1 Involved Additional Parcels; 2 Not Open Market; 3 Changed After Sale; 4 Related Individuals or Corporations; 5 Liquidation/Foreclosure; 6 Financing/Land Contract; 7 Construction Cost Only; 8 Included Excessive Personal Property or Other - See Memo; 9 Natural Resource Rights

CA 15 BUILDING PERMIT RECORD

DATE	NUMBER	AMOUNT	PURPOSE	O/C

CA 16 ENTRANCE INFORMATION

MONTH DAY YEAR	ENTRANCE CODE	INFO CODE	ID

Entrance Codes: 1 Entrance Gained; 2 Entrance and Info Refused; 3 Estimated for Misc. Reasons; 4 Left Doorhanger; 5 Vacant Land or OBY; 6 Currently Unoccupied; 7 Seasonal Occupancy, Info Estimated; 8 Entrance Refused, Info at Door; 9 Occupant Not at Home; 10 Info from Phone Calls/Doorhanger

Info Codes: 1 Owner; 2 Tenant; 3 Other

CA 12 NOTES

PRC-534

CA 21

SPLIT CLASS __

STORY HEIGHT 1.0 1.5 2.0 2.5 3.0 __ ● __

CONSTRUCTION

01 FRAME 04 ASBESTOS 07 BRICK
02 INSUL. BRICK/STONE 05 CONC. BLOCK 08 STONE
03 ALUM./VINYL 06 STUCCO 09 MAS. & FR. __ __

STYLE

01 CONVENTIONAL 04 BI-LEVEL 07 CABIN 10 CONDOMINIUM
02 RANCH 05 TRI-LEVEL 08 COLONIAL 11 OTHER
03 MODERN 06 ROW 09 CAPE __ __

AGE

YEAR BUILT _ _ _ _ EFF. YEAR _ _ _ _ REMODELED _ _ _ _

LIVING ACCOMMODATIONS

TOTAL ROOMS __ __ BEDROOMS __ __ FAMILY ROOMS __

FULL BATHS __ __ HALF BATHS __ __ ADD'L FIXT. __ __ TOTAL FIXT. __ __

KITCHEN REMODELING 1 YES 2 NO __ | BATHROOM REMODELING 1 YES 2 NO __

BASEMENT

1 NONE 2 CRAWL 3 PART 4 FULL —

HEATING/AIR CONDITIONING

1 NONE 2 NON CENTRAL 3 CENTRAL 4 CENTRAL A/C —

HEATING FUEL TYPE

1 NONE 2 GAS 3 ELEC. 4 OIL 5 WOOD 6 COAL 7 SOLAR —

HEATING SYSTEM

1 NONE 2 WARM AIR 3 ELEC. 4 HOT WATER 5 HEAT PUMP —

ATTIC

1 NONE 2 UNFIN. 3 PT FIN. 4 FULL FIN. 5 FULL FIN./WH —

PHYSICAL CONDITION

1 EX 2 GD 3 AV 4 FR 5 PR 6 UN —

INTERIOR CONDITION RELATIVE TO EXTERIOR

1 BETTER 2 SAME 3 POORER __

OTHER FEATURES

MASONRY TRIM __ __ | __ | __ __ __
UNFINISHED AREA __ __ | __ | __ __ __
REC ROOM __ __ | __ | __ __ __
FIN. BSMT LIVING AREA __ __ | __ | __ __ __
MISC. O.F. __ __ | __ | __ __ __
WB FIREPLACE STACKS __ OPENINGS __
PRE-FAB FIREPLACE __
BASEMENT GARAGE NO. OF CARS __
MISCELLANEOUS DESC. __ __ QTY __ __
MISCELLANEOUS DESC. __ __ QTY __ __

CONDO LEVEL __ __ TYPE __ 1 INTERIOR 2 CORNER VIEW __ __

GROUND FLOOR AREA __ __ | __ __ __

GRADE FACTOR S X A B C D E __ [ ]

C & D FACTOR CODE __ __ [ ] __ __ __ %

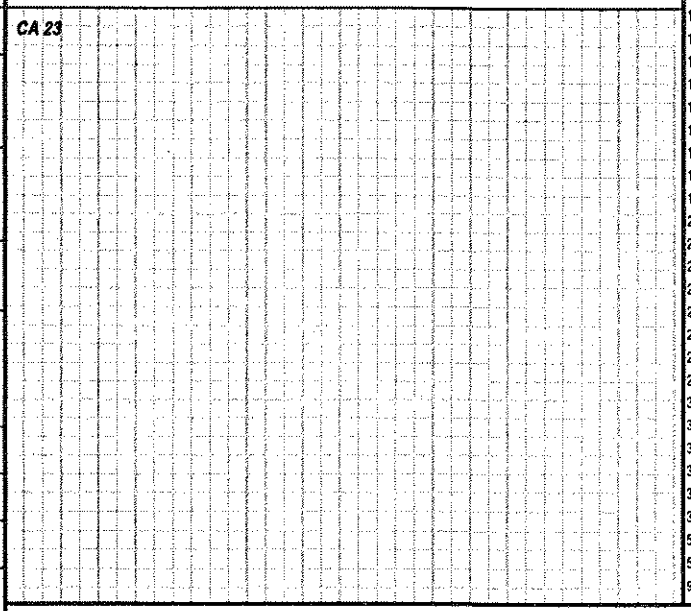
CDU EX VG GD AV FR PR P- VP V- UN __ __

MARKET ADJUSTMENT (% GOOD) __ __ __ %

PERCENT COMPLETE __ __ __ %

MAIN GROUND FLOOR AREA __ __ | __ __ __

CA 23



ADDITION CODES

10 1s Frame
11 OFP (Open Frame Porch)
12 EFP (Enclosed Frame Porch)
13 Frame Garage
14 Frame Utility Bldg
15 Frame Bay
16 Frame Overhang
17 1/2s Frame
18 Attic - Unfinished
19 Attic - Finished
20 1s Masonry
21 OMP (Open Masonry Porch)
22 EMP (Enclosed Masonry Porch)
23 MG/BG (Masonry/Brick Garage)
24 Masonry Utility
25 Masonry Bay
26 Masonry Overhang
27 1/2s Masonry
30 Carport
31 Wood Deck
32 Canopy
33 Concrete or Masonry Patio
34 Stone or Tile Patio
35 Masonry Stoop or Terrace
50 Basement - Unfinished
51 Basement - Finished
99 Miscellaneous Value

CA 22 **ADDITIONS**

CODE	LWR	1ST	2ND	3RD	AREA	YEAR BUILT	GRADE	CDU	% COMP.	SPLIT CLASS
A1/B										
A2/C										
A3/D										
A4/E										
A5/F										
A6/G										
A7/H										
A8/I										
A9/J										
A10/K										
A11/L										
A12/M										

CA 22 **SKETCH VECTORS** C - COMMENCE U - UP D - DOWN R - RIGHT L - LEFT

A0/A											A5/F									
A1/B											A6/G									
A2/C											A7/H									
A3/D											A8/I									
A4/E											A9/J									

OTHER BUILDING & YARD IMPROVEMENTS TYPE CODES

RESIDENTIAL
RC1 Carport
RC2 Canopy
RG1 Frame/Conc. Block Detached Garage
RG2 Brick/Stone Detached Garage
RS1 Frame Utility Shed
RS2 Metal Utility Shed

POOLS
RP1 Plastic Liner
RP2 Pre-fab. Vinyl
RP3 Reinforced Concrete
RP4 Fiberglass
RP5 Gunite

MOBILE HOMES
RM1 Mobile Home
SM1 Screened Porch
SM2 Wood/Metal & Glass Addition
SM3 Covered Patio or Carport
SM4 Skirting
SM5 Wood Deck
SM6 Attached 1s Frame
SM7 OFP

MODS
1 Central A/C
2 Fireplace
3 Slide-Out Room
4 Tip-Out Room

AGRICULTURAL
BARNS
AB1 Bank
AB2 Flat
AD1 Dairy and Horse
AL1 Lean To

POULTRY HOUSES
AH1 1s Frame or Metal
AH2 2s Frame or Metal
AH3 3s Frame or Metal
AH4 1s Concrete Block
AH5 2s Concrete Block
AH6 3s Concrete Block

POLE FRAME BLDGS
AP1 4 Side, Closed, Metal
AP2 4 Side, Closed, Wood
AP3 1 Side, Open, Metal
AP4 1 Side, Open, Wood
AP5 4 Side, Open, Metal
AP6 4 Side, Open, Wood

SILOS
AS1 Concrete Stave with Roof
AS2 Concrete Stave without Roof
AS3 Butler LMS
AS4 Porcelain
AS5 Prefabricated Steel
AS6 Prefab. Steel (high moisture)

CA 24 **OTHER BUILDING & YARD IMPROVEMENTS**

LINE	TYPE CODE	YEAR BUILT	EFFECTIVE YEAR	YEAR REMOD.	SIZE	GRADE	IDENT. UNITS	MOD CODE	COND.	FUNC.	% COMP.	MA %	SPLIT CLASS	VECTOR CODE	RCNLD
														A21	
														A22	
														A23	
														A24	
														A25	
														A26	
														A27	
														A28	
														A29	

CA 12 MISCELLANEOUS IMPROVEMENTS NUMBER OF BUILDINGS __ __ __ | __ __ __

GROSS BUILDING DESCRIPTION _____ _____ TOTAL GROSS VALUE __ __ __ | __ __ __

WEST VIRGINIA COMMERCIAL/INDUSTRIAL DATA COLLECTION AND

AA 11 OWNER'S NAME AND MAILING ADDRESS

AA 12 LEGAL DESCRIPTION

RECORD OF OWNERSHIP

	OWNER	DATE	PRICE	DEED BOOK	PAGE
PRESENT					
PREVIOUS					

CA 12

PARCEL ID ___-___-____-_____-____ CARD ___ OF ___ CARDS

ALT ID

MAP ____ | ___ ROUTING ____ | ___ TAX CLASS ___ FIELD REVIEW FLAG ___

PROPERTY CLASS ___ AG USE ___ LAND USE ___ | ___ LIVING UNITS ___ NEIGHBORHOOD ____ | ___

PROPERTY ADDRESS

NUMBER ____ SUFFIX ___ DIR. ___ STREET NAME ____ ST. SUFFIX ___ 2ND SUFFIX ___

DESCRIPTION ____ BLDG/UNIT NO. ___

PARCEL TIEBACK

CA 14 **LAND DATA AND COMPUTATIONS**

			FRONTAGE ACTUAL	FRONTAGE EFFECT.	EFFECTIVE DEPTH	ACTUAL UNIT PRICE	DEPTH FACTOR	EFFECTIVE UNIT PRICE	INFLUENCE FACTOR	LAND VALUE
LOTS 1 Regular Lot 2 Minus Lot 3 Irregular Lot 4 Waterfront	F	___	____.__	____.__	____	____.__			___ [ ] ___.__ %	
	F	___	____.__	____.__	____	____.__			___ [ ] ___.__ %	
	F	___	____.__	____.__	____	____.__			___ [ ] ___.__ %	
	F	___	____.__	____.__	____	____.__			___ [ ] ___.__ %	
SQUARE FEET 1 Primary Site 2 Secondary Site 3 Residual 4 Waterfront 5 Undeveloped	S	___	____	SQUARE FEET		____.__			___ [ ] ___.__ %	
	S	___	____	SQUARE FEET		____.__			___ [ ] ___.__ %	
	S	___	____	SQUARE FEET		____.__			___ [ ] ___.__ %	
	S	___	____	SQUARE FEET		____.__			___ [ ] ___.__ %	
ACREAGE 1 Homesite 2 Tillable 3 Pasture 4 Woodland 5 Wasteland 6 Primary Site 7 Secondary Site 8 Residual 9 Waterfront 0 Undeveloped T Timber	A	___	____ ACRES	SPLIT CLASS ___		____.__			___ [ ] ___.__ %	
	A	___	____ ACRES	___		____.__			___ [ ] ___.__ %	
	A	___	____ ACRES	___		____.__			___ [ ] ___.__ %	
	A	___	____ ACRES	___		____.__			___ [ ] ___.__ %	
	A	___	____ ACRES	___		____.__			___ [ ] ___.__ %	
	A	___	____ ACRES	___		____.__			___ [ ] ___.__ %	
	A	___	____ ACRES	___		____.__			___ [ ] ___.__ %	
	A	___	____ ACRES	___		____.__			___ [ ] ___.__ %	
	A	___	____ ACRES	___		____.__			___ [ ] ___.__ %	
0 TOTAL	A	___	____ ACRES							
GROSS 1 Irregular 0 Minus 2 Site Value R.O.W. 3 Residual 4 Waterfront/View	G	___	____							

INFLUENCE FACTORS

1 Unimproved
2 Excessive Frontage
3 Topography
4 Shape or Size
5 Economic
6 Restrictions - Nonconforming
7 Misimprovement
8 Flooding
9 Corner/Alley (+)
0 View (+)

UNITS

1 Apartment Site
2 Condo Site
3 Mobile Home Site

U ___ NUMBER OF UNITS ____ ACTUAL UNIT PRICE ____.__

INCOME DATA

Agricultural Types
1. Tillable 4. Tobacco
2. Pasture 5. Orchard
3. Woodland

Residential Types
6. Residential

TYPE CODE	SIZE	RENT PER YR/MO
___	____.__	____.__
___	____.__	____.__
___	____.__	____.__

CA 13 **SALES DATA**

MONTH	DAY	YEAR	TYPE	AMOUNT	SOURCE	VALID
___	___	___	___	____.__	___	___
___	___	___	___	____.__	___	___
___	___	___	___	____.__	___	___

Type Codes
1 Land
2 Land & Buildings
3 Building

Source Codes
1 Buyer
2 Seller
3 Agent
4 Other

Validity Codes
0 Valid Sale
1 Involved Additional Parcels
2 Not Open Market
3 Changed After Sale
4 Related Individuals or Corporations
5 Liquidation/Foreclosure
6 Financing/Land Contract
7 Construction Cost Only
8 Included Excessive Personal Property or Other - See Memo
9 Natural Resource Rights

CA 15 **BUILDING PERMIT RECORD**

DATE	NUMBER	AMOUNT	PURPOSE	O/C
___/___/___		____.__		___
___/___/___		____.__		___
___/___/___		____.__		___
___/___/___		____.__		___
___/___/___		____.__		___

CA 16 **ENTRANCE INFORMATION**

MONTH DAY YEAR	ENTRANCE CODE	INFO CODE	ID
___/___/___	___	___	____
___/___/___	___	___	____
___/___/___	___	___	____

Entrance Codes
1 Entrance Gained
2 Entrance and Info Refused
3 Estimated for Misc. Reasons
4 Left Doorhanger
5 Vacant Land or OBY
6 Currently Unoccupied
7 Seasonal Occupancy, Info Estimated
8 Entrance Refused, Info at Door
9 Occupant Not at Home
10 Info from Phone Calls/Doorhanger

Info Codes
1 Owner
2 Tenant
3 Other

CA 12 **PROPERTY FACTORS**

TOPOGRAPHY		UTILITIES		ROADS		TRAFFIC	
Level	1	All Public	1	Paved	1	Light	1
Above Street	2	Public Water	2	Semi-Improved	2	Medium	2
Below Street	3	Public Sewer	3	Dirt	3	Heavy	3
Rolling	4	Well	4	Proposed	4	None	4
Steep	5	Septic	5	Landlocked	5		
Low	6	Gas	6	Sidewalk	6		
Swampy	7	None	7				

LOCATION AND FRONTING

FRONTING		LOCATION	
CBD	1	Central Business District	1
Major Thoroughfare	2	Perimeter Central Business District	2
Secondary Artery	3	Business Cluster	3
Median Separation	4	Major Strip	4
Frontage Road	5	Secondary Strip	5
One-Way Street	6	Neighborhood or Spot	6
River Access	7	Commercial/Industrial Park	7
Rail Access	8	Light Industrial Site	8
Residential	9	Apartment/Condominium Complex	9
		Mine Site	0
		Heavy Industrial Site	H

PARKING AVAILABILITY

TYPE		PROXIMITY	
None	0	Far	0
Off Street	1	Near	1
On Street	2	Adjacent	2
On and Off Street	3	On Site	3
Parking Deck	4		

QUANTITY	
None	0
Minimum	1
Adequate	2
Abundant	3

CA 12 **NOTES**

___ ___

PRC-533

CA 31 **IMPROVEMENT NAME** _____ **BUILDING % COMPLETE** ____

CA 31 GENERAL BUILDING DATA

BLDG NO.	YEAR BUILT	EFF. YEAR	NO. OF UNITS

STRUCT TYPE	GRADE	IDENT. BLDGS	SPLIT CLASS

PARKING DATA

COVERED	UNCOVERED

CA32 BUILDING OTHER FEATURES - ATTACHED IMPROVEMENTS

LINE	STRUCT. CODE	FLAT +/-	MEASUREMENT 1	MEASUREMENT 2	ELEV. STOPS	IDENT. UNITS	VECT. CODE	LINE	STRUCT. CODE	FLAT +/-	MEASUREMENT 1	MEASUREMENT 2	ELEV. STOPS	IDENT. UNITS	VECT. CODE
							A11								A15
							A12								A16
							A13								A17
							A14								A18

BUILDING OTHER FEATURES - ATTACHED IMPROVEMENT CODES

- EL1 Elevator, Electric Freight
- EL2 Elevator, Electric Passenger
- EL3 Elevator, Hydraulic Freight
- EL4 Elevator, Hydraulic Passenger
- LD1 Loading Dock, Steel or Concrete
- LD2 Loading Dock, Wood
- LD3 Loading Dock, Inter.
- LD4 Truck or Train Well, Interior
- DL1 Dock Level FLoors
- OD1 Overhead Door, Wood/Metal
- OD2 Overhead Door, Rolling Steel
- EE1 Enclosed Entry
- SF1 Store Front, Wood Frame
- SF2 Store Front, Average Metal
- SF3 Store Front, Elaborate
- MS1 Miscellaneous Structure

CA 34 INTERIOR - EXTERIOR DATA

LINE NO.	SECT NO.	LEVEL FROM	LEVEL TO	YEAR BUILT	DIMENSIONS SIZE	DIMENSIONS PERIM.	USE TYPE	WALL HT.	EXT. WALLS	CONST TYPE	INTERIOR FINISH	PTNS	HTG	AC	PLBG	LTG	PHYS COND	FUNC. UTIL. FACT.	% COMPLETE	% RENTABLE	SPLIT CLASS	VECT. CODE
																						A0
																						A1
																						A2
																						A3
																						A4
																						A5
																						A6
																						A7

CA 33 APARTMENT DATA

USE TYPE	NUMBER PER BUILDING	BED ROOMS	BATHS FULL	BATHS HALF	OTHER

STRUCTURE TYPE

- 211 Apartment, Garden
- 212 Apartment, High Rise
- 314 Hotel/Motel, High Rise
- 315 Hotel/Motel, Low Rise
- 321 Restaurant
- 325 Fast Food
- 331 Auto Dealer, Full Serv.
- 333 Service Station, Full
- 334 Service Station, Self
- 338 Parking Garage/Deck
- 341 Regional Shopping Mall
- 342 Community Shop. Ctr
- 343 Nbhd Shopping Ctr
- 344 Strip Shopping Center
- 345 Discount Dept. Store
- 346 Department Store
- 347 Supermarket
- 348 Convenience Food Mkt
- 351 Bank
- 352 Savings Institution
- 353 Office Building
- 369 Day Care Center
- 373 Retail, Single Occup.
- 396 Mini Warehouse
- 397 Office/Warehouse
- 398 Warehouse

EXTERIOR WALL MATERIAL

- 00 None
- 01 Brick
- 02 Frame
- 03 Concrete Block
- 04 Brick and Concrete Block
- 05 Tile
- 06 Masonry and Frame
- 07 Metal, Light
- 08 Metal, Sandwich
- 09 Concrete, Load Bearing
- 10 Concrete, Non-Load Bearing
- 11 Glass
- 12 Glass and Masonry
- 13 Enclosure
- 14 Concrete Tilt-Up
- 15 Solar Glass
- 16 Asbestos, Corrugated Rigid
- 17 Masonry/Metal

PLUMBING/WATER

- 0 None
- 1 Below Normal
- 2 Normal
- 3 Above Normal

LIGHTING

- 0 None
- 1 Below Normal
- 2 Normal
- 3 Above Normal

CA 36

USE TYPE

- 011 Apartment
- 012 Hotel
- 021 Motel
- 025 Dwelling Conv., Office
- 026 Dwelling Conv., Sales
- 031 Restaurant
- 032 Department Store
- 033 Discount Store/Market
- 034 Retail Store
- 043 Manufacturing
- 044 Lt. Manufacturing
- 045 Warehouse
- 052 Medical Center
- 053 Office Building
- 062 Cinema
- 070 Serv. Stat. w/bays
- 071 Service Station, Retail
- 072 Service Station, Storage
- 073 Service Station, no bays
- 081 Multi-Use Apartment
- 082 Multi-Use Office
- 084 Multi-Use Storage
- 090 Parking Garage
- 100 Food Franchise-*see detail*

CONSTRUCTION TYPE

- 1 Wood Frame/Joist/Beam
- 2 Fire Resistant
- 3 Fireproof
- 4 Pre-Engineered Steel

HEATING SYSTEM

- 0 None
- 1 Hot Air
- 2 Hot Water/ Steam
- 3 Unit Heaters
- 4 Electric
- 5 Heat Pump
- 6 Solar

PHYSICAL CONDITION

- 1 Poor
- 2 Fair
- 3 Normal
- 4 Good
- 5 Renovated

PARTITIONS

- 0 None
- 1 Below Norm.
- 2 Normal
- 3 Above Norm.

AIR CONDITIONING

- 0 None
- 1 Central
- 2 Unit

FUNCTIONAL UTILITY

- 0 None
- 1 Poor
- 2 Fair
- 3 Normal
- 4 Good

CA 24 OTHER BUILDING AND YARD IMPROVEMENTS

LINE NO.	TYPE CODE	YEAR BUILT	EFFECTIVE YEAR	YEAR REMOD.	SIZE	GRD	IDENT. UNITS	MOD CODE	COND	FUNC	% COMP	MA %	SPLIT CLASS	VECTOR CODE	RCNLD
														A21	
														A22	
														A23	
														A24	
														A25	
														A26	

CA 12 **TOTAL OTHER IMPROVEMENTS** _____ +/ _____

PARCEL DATA

DEFINITION OF TERMS

Following is an explanation of terms as they are used throughout the specifications.

Characters – refer to the letters, digits, and symbols that make up the data to be entered on the property record card.

Alpha character – letter
Numeric character – digit
Symbol character – calculation signs, etc.

Character Positions – refer to the blank dashes (underscores) on the property record card above which data is to be entered.

right justified – the last character position must be filled with the last character of the entry.
left justified – the first character position must be filled with the first character of the entry.

GENERAL PROPERTY CHARACTERISTICS

OWNER'S NAME & MAILING ADDRESS – Space is provided to enter the name or names of the property owners and the mailing address to which the tax bills are forwarded. This information is obtained from existing client records and is generally entered on the data collection form by a computer lineprinter. Depending upon particular project requirements, other data (such as mortgagor codes, deed information, sales, etc.) may also be entered in this area.

LEGAL DESCRIPTION – Space is provided to enter the property description. This information is obtained from existing records and is generally entered on the data collection form by a computer line printer.

PARCEL IDENTIFICATION – Required Entry. The parcel ID is a unique number that is the basis for identifying all parcels. The inventory of parcel numbers should be strictly monitored; therefore, only certain designated personnel are authorized to create, delete, or alter parcel numbers. Thirty alpha/numeric characters are available. The parcel ID will include spaces for the following portions of the parcel number.

County	Space is available for a two digit numeric code identifying a particular county. A complete listing of West Virginia county numbers can be found in the Appendix of this manual.
District	Space is available for a two digit numeric code identifying a particular political jurisdiction. A listing of districts by county can be found in the Appendix of this manual. All character positions must be filled in. Use leading zeros if necessary.
Map	Space is available to enter four numeric and/or alpha characters used to denote the division of properties generally defined on an individual tax map. All character positions must be filled in. Use leading zeros if necessary.
Parcel No.	*Prefix* - Four character positions are provided to enter alpha/numeric characters denoting the individual parcels located within a tax map. This is a right justified entry. All character positions must be filled in. Use leading zeros when necessary. *Suffix* – Optional entry. Four character positions are provided to enter alpha/numeric characters denoting a suffix to the parcel number, when applicable. All character positions should be filled in. Use leading zeros when necessary. If no suffix exists, fill the positions with zeros.

Special ID Optional entry. Space is provided to enter a code number to identify undivided interest, county court splits, and permanent buildings on leased land. The first character position is reserved for a numeric code identifying the type of ownership division. The possibilities are...

1 Building on leased land
3 Undivided part interest
6 County Court split

The three suffix positions are to be zero filled for undivided interest and county court splits. For buildings on leased land, the suffix will depend on the number of individual owners; the first owner will have special ID 1001, the second owner will have special ID 1002, and so on.

CARD NUMBER – Required entry. Character positions are provided for entering two sets of two numeric characters. The *last* two positions are reserved to enter the total number of cards required to list the parcel. The *first* two positions are reserved to enter the sequential number assigned to each particular card. For example, parcels requiring only one card will be "01 of 01," parcels requiring two cards will be "01 of 02" and "02 of 02," etc., up to "99 of 99." A card number must be entered on every card. This data is to be duplicated on all input records. All character positions must be filled in. Use leading zeros if necessary.

Note: Multiple Sequence Cards. Normally it will be necessary for the data collector to create extra cards to accommodate additional structures encountered at the property. Certain legal and identification data is required to be entered by the data collector on all multiple sequence cards. In addition to the normal listing and descriptive data, the data collector should include:

Owner's Name – as shown on the first card
Parcel ID – exactly as shown on the first card

MAP – Four character positions are provided to enter alpha/numeric characters denoting the map prefix and two character positions are provided to enter alpha/numeric characters denoting the map suffix. Often the prefix reflects the deed book number and the suffix reflects the deed page number.

ROUTING NUMBER – Optional entry. Character positions are provided to enter three alpha/numeric characters to the left of the vertical hash mark, and two alpha/numeric characters to the right of the vertical hash mark denoting the sequential routing number assigned to each parcel of property by the user. The character positions to the right of the hash mark are provided to facilitate the identification of property splits . . . the first split from a property being identified as 01, the second as 02, etc.

Note: When parcels require multiple card listings, the same routing number must be entered on each card.

TAX CLASS – Required entry. Enter the tax class of the parcel. Allowable entries are as follows:

2 Owner Occupied or Farm
3 Not class 2, outside
4 Not class 2, inside

FIELD REVIEW FLAG – A character position is provided to enter one alpha/numeric character to identify parcels that require a field review or check other than for normal data collection or review purposes. The following codes should be considered for utilization.

Enter B to indicate new construction picked up - new permit.
Enter C to indicate combination.
Enter D to indicate new dwelling.
Enter I to indicate new major improvement/addition.
Enter O to indicate new other building or yard item.
Enter Q to indicate quality check.

Enter R to indicate interior remodeling/renovations.

Enter S to indicate split.

Enter X to indicate demolition.

PROPERTY CLASS – Required entry. Four character positions are provided to enter an alpha/numeric code denoting the *general* property class of the subject parcel. The basis for classification is the most predominant present-day use. If the parcel is unused, classification should be based on the anticipated use or the use for which the parcel is zoned. A property class must be entered for each parcel.

Enter R RESIDENTIAL to indicate one to four family residential use.

Enter A APARTMENT to indicate multi-family use...five or more families.

Enter F FARM to indicate rural properties, generally defined by a minimum acreage requirement, and usually but not necessarily devoted to agriculture.

Enter C COMMERCIAL to indicate properties devoted to trade, services, and recreational uses.

Enter I INDUSTRIAL to indicate properties devoted to the manufacturing and/or processing of products.

Enter X EXEMPT to indicate non-taxable properties.

Enter U UTILITY to indicate properties devoted to the production of public utility commodities or services under the control of governmental agencies such as a Public Utility Commission.

Note: When parcels require multiple card listings, the same property classification must be entered on each card.

AG USE – Enter "Y" to indicate an agricultural rate is to be applied. Otherwise, leave blank.

LAND USE – Character positions are provided to enter a four-digit code denoting the present use of each parcel of land. A land use code must be entered on *all* cards. In the case of multiple uses of the same parcel when the improvements are listed on one card, enter the most predominant land. If multiple cards are used to list the parcel, enter the land use that is most representative of the improvements listed on that particular parcel.

Note: A list of standardized land use codes may be found in the Appendix of this manual.

LIVING UNITS – Optional entry. Three character positions are provided to enter the number of living units that are present in the subject property. A *living unit* is defined as any room or group of rooms designed as the living quarters of one family or household, equipped with cooking and toilet facilities, and having an independent entrance from a public hall or from the outside.

Note: A single family residence contains one living unit; the correct entry would be "001." If the parcel is vacant or contains only auxiliary improvements, leave the entry blank. For a multi-family property the total number of living units on the entire parcel is entered.

NEIGHBORHOOD – Required entry. Character positions are provided to enter five alpha/numeric characters (ranging from A0001 to Z9999) to the left of the vertical hash mark which represent a specific neighborhood identification number. Three character positions to the right of the vertical hash mark are provided for entering additional digits denoting the creation of a sub-neighborhood within a neighborhood subsequent to the initial neighborhood delineation. For example, neighborhood A2000 is being redefined as neighborhood A2000/001 and A2000/002 or is stratified by neighborhood type as in the case of A2000/C00 for commercial and A2000/I00 for industrial.

PROPERTY ADDRESS – Required entry. Property address contains six distinct components. An address may include any combination of the six components.

number (7 numeric characters)
suffix (6 alpha/numeric characters)
direction (2 alpha/numeric characters)
street name (30 alpha/numeric characters
st suffix (8 alpha/numeric characters)
2nd suffix (8 alpha/numeric characters)

Note: The property address is not necessarily the same as the mailing address. The direction (direction) sub-field should be left justified when only one letter (N, E, S, or W) is entered.

DESCRIPTION – Optional entry. Ten character positions are available to enter a description of the type of units.

BUILDING OR UNIT NUMBER – Optional entry. Five character positions are available to enter the building or unit number.

PARCEL TIEBACK – In many cases, agricultural, commercial, or industrial properties involve a number of parcels for one major complex. It will be necessary for the data collector to enter the parcel ID of the primary parcel on all associated parcels of a single economic complex. This entry indicates that the noted parcels should be valued as a single economic unit. No entry will be made for the primary parcel.

SALES DATA

Optional entry. Space is provided for entering the data for three sales of the property. The data is arranged in vertical columns. Enter data across one horizontal line for each sale. All sales entries will be processed.

DATE – Character positions are provided to enter three sets of two numeric characters. The first two characters represent the month of the sale, the second two characters represent the day of the month, and the third two characters represent the last two digits of the year of the sale. Each character position must be filled in. Use leading zeros if necessary.

TYPE – Refers to the distinction between a sale involving *land only*, a sale involving *both land and buildings*, or a sale of *only building(s)* on leased land. Enter the code which is most representative of the sale.

Enter 1 LAND to indicate that the sale involved land only.

Enter 2 LAND AND BUILDINGS to indicate that the sale involved both land and buildings.

Enter 3 BUILDING to indicate that the sale involved a building(s) on leased land.

AMOUNT (SALE PRICE) – Character positions are provided to enter up to ten numeric characters (up to $9,999,999,999). It is not necessary to fill in each character position. Use the character positions to the right and omit leading zeros.

SOURCE – Refers to the source of the sales information entered in this section. Four alternatives are provided. Enter the code which is most representative of the source.

Enter 1 BUYER to indicate that the information was obtained from the *grantee* . . . or buyer.

Enter 2 SELLER to indicate that the information was obtained from the *grantor* . . . or seller.

Enter 3 AGENT to indicate that the information was obtained from an agent representing the current owner.

Enter 4 OTHER to indicate that the information was obtained from conveyance fee, similar transfer records, or any other source.

VALIDITY – Two spaces are provided to enter one of ten numeric sales validity codes. This code will be used for computer processing and *must* be entered on the data collection card.

Enter 0 to indicate the sale can be considered an "arms length" transaction (a *valid sale*).

Enter 1 to indicate that the sale *involved more than one parcel. (See parcel tieback.)*

Enter 2 to indicate that the property was *not exposed to the open market* or that the marketing time for the property could be considered abnormal.

Enter 3 to indicate that the highest and best use of the property has *changed since the sale* or that construction and/or demolition of improvements has taken place since the transaction occurred.

Enter 4 to indicate that the parties of the transaction were either *related individuals or corporations.*

Enter 5 to indicate that the cause of the transaction was either a *liquidation of assets or a foreclosure.*

Enter 6 to indicate that the sale involved *abnormal financing* or that the transaction was a *land contract* arrangement.

Enter 7 to indicate that the amount shown is a *construction cost only* used for verification of cost schedules.

Enter 8 to indicate that the sale included an excessive amount of *personal property*, or any other situation that would make the sale not an "arms length" transaction.

Enter 9 to indicate the *sale of natural resource rights* (timber, oil, gas, coal, etc.)

Note: If further explanation is necessary, consult your supervisor.

BUILDING PERMIT RECORD

Optional entry. Space is provided to record the data for up to five building permits. Data entered in this section should include the issuance date of the permit, the permit number, the permit amount, the purpose of the permit, and the permit status (O/C) for open permit or closed permit.

ENTRANCE INFORMATION

Required entry. Space is provided to enter the data from three calls to the property. Data is arranged in vertical columns. All data should be listed from top to bottom, allowing one line for each attempt to gain entrance.

DATE – Two character positions each are provided for entering numeric characters representing the month, day, and year.

ENTRANCE CODE – Three character positions are provided to enter a code describing if entrance for inspection was gained and the current status of entrance information.

Enter 1 to indicate that entrance (inspection) was gained.
Enter 2 to indicate that both entrance and information was refused.
Enter 3 to indicate the information was estimated for miscellaneous reasons (see notes).
Enter 4 to indicate that the data collector left a doorhanger.
Enter 5 to indicate that the property is vacant land or OB&Y only.
Enter 6 to indicate property is currently unoccupied.
Enter 7 to indicate seasonal occupancy with information estimated.
Enter 8 to indicate entrance was refused, but information was given at the door.
Enter 9 to indicate occupant was not at home.
Enter 10 to indicate information received from phone call or doorhanger.

INFO CODE – One character position is provided to enter an alpha/numeric code identifying the reliable occupant from whom property information was obtained.

Enter 1 OWNER to indicate owner.
Enter 2 TENANT to indicate tenant.
Enter 3 OTHER to indicate that a reliable occupant other than the owner or tenant was contacted, or that no contact was made (or is not applicable - as in the case of a vacant lot).

IDENTIFICATION – Three character positions are provided to enter the initials or employee number of the data collector making the call to the property. An entry must be made on every data collection card.

NOTES

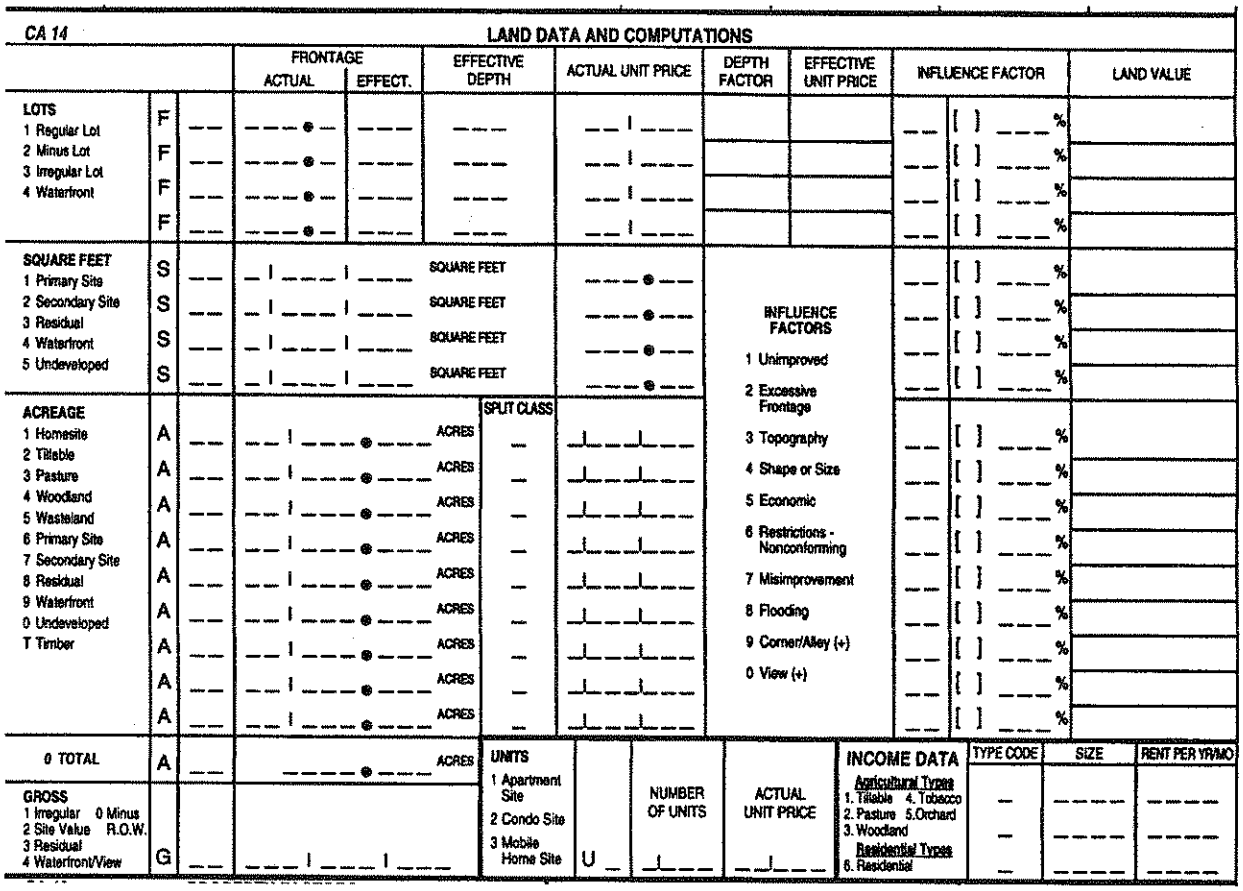
Optional entry. Two lines are provided to enter a two-digit alpha/numeric code denoting a specific predefined note. See list of values in CAMA for use of these two fields. Four lines with forty characters each are also provided to list any pertinent facts or unusual occurrences during data collection at the property. Further explanation of data collection information (entrance information, etc.) may also be entered. Consult the project supervisor for the correct application of this field. This information will be entered in the CAMA system.

LAND DATA AND COMPUTATIONS

LAND ENTRIES

There are five categories of land types: Front Foot, Square Foot, Acreage, Gross, and Units. Each category is designated by an alpha character *descriptor*. The descriptors are F, S, A, G, and U respectively.

Each category includes a number of land code descriptions (Regular Lot, Primary Site, Homesite, etc.). Note that description choices may not be the same for all projects because they can be changed to meet specific client requirements. This, however, does not affect the procedure followed in either entering or processing the data. Enter the land character code on the character position in the column to the right of the appropriate land type descriptor.



FRONT FOOT – Use for all lot computations. Space is provided for three entries. All character positions in effective frontage and effective depth must be filled in. Use leading zeros if necessary.

1 *Regular Lot* – either an interior lot (bordered on two sides by adjacent lots) or a corner lot located at a street intersection with frontage on two sides.

2 *Rear (Minus) Lot* – lot without street or road frontage. Access is from an adjacent parcel.

3 *Irregular Lot* – lot that is highly irregular in shape, such as a cul-de-sac lot.

4 *Waterfront* – lot with waterfront access.

Note: Effective frontage and effective depth are determined by applying lot-sizing procedures.

Regular Lot / Irregular Lot / Waterfront – Use for normal lot computations. Enter the code number 1, 3, or 4. Complete the actual frontage, effective frontage, and effective depth areas.

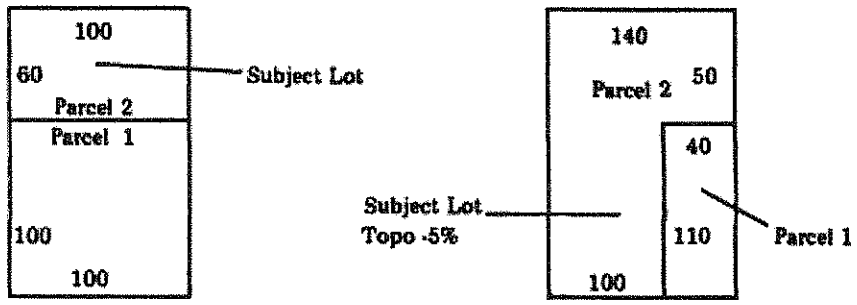
CA 14 — LAND DATA AND COMPUTATIONS

			FRONTAGE ACTUAL	FRONTAGE EFFECT.	EFFECTIVE DEPTH	ACTUAL UNIT PRICE	DEPTH FACTOR	EFFECTIVE UNIT PRICE	INFLUENCE FACTOR		LAND VALUE
LOTS 1 Regular Lot 2 Minus Lot 3 Irregular Lot 4 Waterfront	F	1	121.1	121	150					[ ] %	
	F	1	150.8	151	120					[ ] %	
	F	3	187.0	138	100					[ ] %	
	F									[ ] %	

Note 1: All character positions in Frontage and Depth should be filled in if manually entered.
Note 2: The unit price will be calculated against the effective frontage using the CALP model assignment for the neighborhood. If no model assignment exists, you will need to enter the desired front foot rate.
Note 3: Effective unit price is system generated, no entry is required. This rate represents an effective front foot rate that considers all adjustments to the land line.

Rear (Minus) Lot – Use for rear lot computations only. This entry must always be used in conjunction with a regular lot. The procedure is as follows:

1 Enter the entire lot area (front and rear lots combined) as a regular lot using code 1.
2 Enter the front lot (the minus lot) in the line immediately below the regular lot using code 2.



Example A

CA 14 — LAND DATA AND COMPUTATIONS

			FRONTAGE ACTUAL	FRONTAGE EFFECT.	EFFECTIVE DEPTH	ACTUAL UNIT PRICE	DEPTH FACTOR	EFFECTIVE UNIT PRICE	INFLUENCE FACTOR		LAND VALUE
LOTS 1 Regular Lot 2 Minus Lot 3 Irregular Lot 4 Waterfront	F	1	100.0	100	160					[ ] %	
	F	2	100.0	100	100					[ ] %	
	F									[ ] %	
	F									[ ] %	

Example B

CA 14 — LAND DATA AND COMPUTATIONS

			FRONTAGE ACTUAL	FRONTAGE EFFECT.	EFFECTIVE DEPTH	ACTUAL UNIT PRICE	DEPTH FACTOR	EFFECTIVE UNIT PRICE	INFLUENCE FACTOR		LAND VALUE
LOTS 1 Regular Lot 2 Minus Lot 3 Irregular Lot 4 Waterfront	F	1	100.0	140	160				3	[-] 05 %	
	F	2	040.0	040	110				3	[-] 05 %	
	F									[ ] %	
	F									[ ] %	

SQUARE FEET – Use for square foot computations. Enter the applicable code character. Complete the square foot size. Space is provided for three square foot entries and each entry will allow a size of up to 9,999,999 square feet.

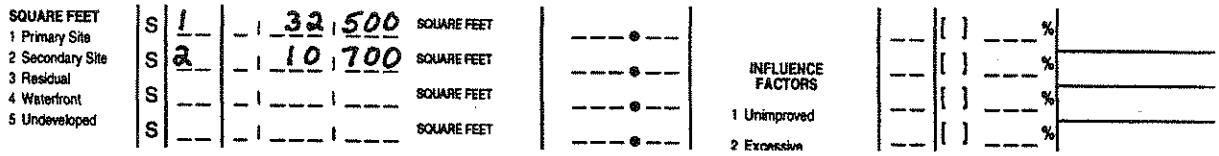
1 *Primary Site* – lot improved with a major structure, such as a dwelling. Normally this is the typical or zoned base lot size for the neighborhood.

2 *Secondary Site* – extra buildable lot or lots.

3 *Residual* – all excess land not considered an actual or potential building site.

4 *Waterfront* – improved or vacant building site with waterfront access.

5 *Undeveloped* – unimproved or vacant building site which is normally similar to improved lots within the neighborhood.



ACREAGE – Use for acreage computations. Enter the proper code and corresponding acreage. The land code incorporates both the code and the appropriate grade for each entry. For example, 1B would represent a B-grade homesite, and 1C would be a C-grade homesite. D-grade tillable land would have a code of 2D and E-grade woodland would be 4E. Space is provided for eight acreage entries and each entry will take up to 999.999 acres and a unit price of seven whole numbers (up to $9,999,999) per acre.

* 1 *Homesite* – acreage allocation for a dwelling site.

* 2 *Tillable* – number of acres of cleared land capable of growing crops.

* 3 *Pasture* – number of acres of cleared land which is not economically suited for growing crops, but is suitable for grazing of livestock.

* 4 *Woodland* – number of acres of uncleared, wooded land.

5 *Wasteland* – number of acres of land which is not suitable for building sites, agricultural, or forest land use. Normally restricted to ravines, etc.

6 *Primary Site* – lot improved with a major structure, such as a dwelling. Normally this is the typical or zoned base lot size for the neighborhood.

7 *Secondary Site* – additional buildable lot or lots.

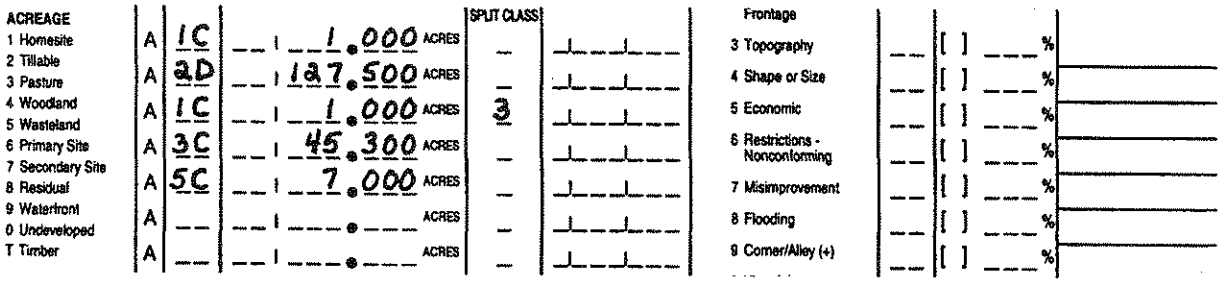
8 *Residual* – all excess land not considered an actual or potential building site.

9 *Waterfront* – improved or vacant building site with waterfront access.

* 0 *Undeveloped/Unclassified* – an unimproved or vacant building site.

T *Timber* – unimproved timberland.

*Refer to the Appendix for our description of grades for homesite, tillable, pasture, and woodland.



SPLIT CLASS – Optional entry. Used to indicate a tax class that is *different* than the tax class established for the parcel in the general property data.

TOTAL ACREAGE – Enter the code number "0". Enter the total number of acres in the entire tract. An entry of up to 9,999.999 acres may be made.

CA 14 — LAND DATA AND COMPUTATIONS

			FRONTAGE ACTUAL	FRONTAGE EFFECT.	EFFECTIVE DEPTH	ACTUAL UNIT PRICE	DEPTH FACTOR	EFFECTIVE UNIT PRICE	INFLUENCE FACTOR		LAND VALUE
LOTS 1 Regular Lot 2 Minus Lot 3 Irregular Lot 4 Waterfront	F	1	100.0	100	200						
	F										
	F										
	F										
SQUARE FEET 1 Primary Site 2 Secondary Site 3 Residual 4 Waterfront 5 Undeveloped	S	1	24 460	SQUARE FEET			INFLUENCE FACTORS 1 Unimproved 2 Excessive Frontage				
	S			SQUARE FEET							
	S			SQUARE FEET							
	S			SQUARE FEET							
ACREAGE 1 Homesite 2 Tillable 3 Pasture 4 Woodland 5 Wasteland 6 Primary Site 7 Secondary Site 8 Residual 9 Waterfront 0 Undeveloped T Timber	A	2D	80.000	ACRES			3 Topography 4 Shape or Size 5 Economic 6 Restrictions - Nonconforming 7 Misimprovement 8 Flooding 9 Corner/Alley (+) 0 View (+)				
	A	3C	50.000	ACRES							
	A	4C	3.980	ACRES							
	A			ACRES							
	A			ACRES							
	A			ACRES							
	A			ACRES							
	A			ACRES							
	A			ACRES							
0 TOTAL	A	0	135.000	ACRES	UNITS 1 Apartment				INCOME DATA Agricultural Types	TYPE CODE	SIZE	RENT PER YR/MO

Note: Total acreage entered is equal to the total number of acres in the entire parcel, rather than a total of the acreage entries alone since any square foot or front foot entries would be added to the acreage entries. This entry should agree with any total acreage shown in the legal description section of the data collection form.

GROSS – Use to site value irregular lots, residual land, waterfront, or any similar sites for which you cannot or do not wish to show computations. Enter the applicable code and the gross sound value. Space is provided for one entry of up to nine whole numbers representing a value of up to $999,999,999.

GROSS 1 Irregular 0 Minus 2 Site Value R.O.W. 3 Residual 4 Waterfront/View	G	1	5,000

Note: The site value entered will be added to the value of other land entries when calculating the total land value. Codes 0 through 4 can be used without other land entries.

UNITS – Use to value land based on the contributory value per unit for apartment, condo, or mobile home sites. Enter the applicable code of 1, 2, or 3 and number of units. Up to four spaces are available for the number of units. Space is provided for one entry of up to five whole numbers representing a value of up to $99,999 per unit.

UNITS 1 Apartment Site 2 Condo Site 3 Mobile Home Site		NUMBER OF UNITS	ACTUAL UNIT PRICE
	U 1	80	1,500

INCOME DATA – Optional entry. A character position is provided to enter a one digit numeric code (1-6) denoting the type of rental property bring described. Four character positions are provided to enter the size of the rental unit being described, in a right justified manner. Space is provided for any combination of three entries.

Type Code: *Agricultural* Enter 1 to indicate tillable
Enter 2 to indicate pasture
Enter 3 to indicate woodland
Enter 4 to indicate tobacco
Enter 5 to indicate orchard
Residential Enter 6 to indicate residential

Size – Enter the number of rented acres. All characters must be filled in. Use leading zeros if necessary.

Rent – Enter the annual rent for agricultural income and the monthly rent for residential income. All character positions must be filled in. Use leading zeros if necessary.

INFLUENCE FACTORS – Each land entry (except Total Acres, Gross, and Units) contains *two character positions* for entering one or two one-digit influence factor codes, *one bracket* [ ] in which to enter either a plus (+) or a minus (–) symbol, and *three character positions* for entering the influence factor percentage (expressed as a whole number) to be added to or deducted from the calculated land value for the entry. Any combination of up to two influence factors may be used with each entry. When a single factor is designated, enter it in the first character position to the left, leaving the second character position blank.

Enter 1 [–] to indicate comparative value loss attributable to a *lack of improvements.*

Enter 2 [–] to indicate comparative value loss attributable to *excessive frontage* in relation to utility.

Enter 3 [–] to indicate comparative value loss attributable to *topographical features.*

Enter 4 [–] to indicate comparative value loss (over and above the adjustment considered in lot sizing procedures) attributable to the *shape or size* of the lot in relation to its utility.

Enter 5 [–] to indicate comparative value loss attributable to *economic* detriments influencing the site (i.e., a dwelling next to a landfill).

Enter 6 [–] to indicate comparative value loss attributable to *restrictions* regulating use.

Enter 7 [–] to indicate comparative value loss attributable to *economic misimprovement* (either under-improvement or over-improvement) of the site.

Enter 8 [–] to indicate comparative value loss attributable to frequent *flooding.*

Enter 9 [+] to indicate a comparative value enhancement attributable to *corner and/or alley* influence.

Enter 0 [+] to indicate comparative value enhancement attributable to the capability of the site to provide an appealing or desirable *view.*

CA 14 **LAND DATA AND COMPUTATIONS**

			FRONTAGE ACTUAL	FRONTAGE EFFECT.	EFFECTIVE DEPTH	ACTUAL UNIT PRICE	DEPTH FACTOR	EFFECTIVE UNIT PRICE	INFLUENCE FACTOR			LAND VALUE
LOTS 1 Regular Lot 2 Minus Lot 3 Irregular Lot 4 Waterfront	F	1	150.3	150	125				3	[–]	05 %	
	F									[ ]	%	
	F									[ ]	%	
	F									[ ]	%	

Note: When entering an influence factor percentage, both character positions must be filled in. Use leading zeros if necessary.

PROPERTY FACTORS

TOPOGRAPHY – Required entry. Refers to the topographical features of the subject property. Seven descriptive choices are provided and up to three codes may be entered left justified.

Enter 1 LEVEL to indicate the subject property is level to the access street.

Enter 2 ABOVE STREET to indicate the property is above the street level.

Enter 3 BELOW STREET to indicate the property is below the street level.

Enter 4 ROLLING to indicate a gently undulating terrain.

Enter 5 STEEP to indicate the property has excessive grade as compared to the access roadway.

Enter 6 LOW to indicate the property has a low terrain.

Enter 7 SWAMPY to indicate wet spongy land, marsh, or bog.

UTILITIES – Required entry. Refers to public or private services which are available to the property. Seven descriptions are provided and up to three codes may be entered left justified.

Enter 1 ALL PUBLIC to indicate all public utilities (water, sewer, gas and electric) are available.

Enter 2 PUBLIC WATER to indicate public water is available to the property.

Enter 3 PUBLIC SEWER to indicate public sewer is available to the property.

Enter 4 WELL to indicate that the only water available to the property is from a private well.

Enter 5 SEPTIC to indicate that only private sewer (septic tank) is available to the property.

Enter 6 GAS to indicate natural gas is available to the property.

Enter 7 NONE to indicate that no utilities are available to the property.

Note: If Code 1 (All Public) or Code 7 (None) is chosen, no other code may be entered.

ROADS – Required entry. Refers to the primary fronting street or the street providing the most immediate access to the property. Six descriptions are provided. Enter the numeric codes which are most representative of the property.

Enter 1 PAVED to indicate a concrete, blacktop, or comparably surfaced street.

Enter 2 SEMI-IMPROVED to indicate a gravel or comparably semi-improved street.

Enter 3 DIRT to indicate an existing street or road which has no surface improvements.

Enter 4 PROPOSED to indicate that a street does not actually exist, but is planned (and approved) for the future . . . commonly referred to as a *paper street.*

Enter 5 LANDLOCKED to indicate a property without access to any type of street or road.

Enter 6 SIDEWALK to indicate the presence of a paved sidewalk available for public use.

TRAFFIC – Refers to the volume of vehicular traffic on the street fronting the subject property. Four descriptions are provided. Enter the numeric code which is most representative of the property.

Enter 1 LIGHT to indicate a *negligible* volume of traffic, which peaks at a level typical of residential neighborhood ingress and egress ... causing no significant degree of traffic hazards or nuisance.

Enter 2 MEDIUM to indicate a *significant* volume of traffic, which is comparable to that found on main inter-neighborhood thoroughfares ... causing some degree of traffic hazards and nuisance.

Enter 3 HEAVY to indicate a *high* volume of traffic, which is comparable to that found on main ingress and egress arteries connecting residential neighborhoods to primary centers of activity ... causing a significant degree of traffic hazards and nuisance.

Enter 4 NONE to indicate *no* traffic.

LOCATION FACTORS

FRONTING – Required entry. Refers to the type of primary fronting street and a descriptive feature of that street. Nine alternatives are provided. Enter the numeric code which is most representative of the subject property.

Enter 1 MAJOR STRIP OR CENTRAL BUSINESS DISTRICT to indicate a highly traveled major artery or a major artery located within the central business district.

Enter 2 MAJOR THOROUGHFARE to indicate a moderately to heavily traveled secondary artery not located within the central business district. Many traffic lights and strip commercials are in evidence.

Enter 3 SECONDARY ARTERY to indicate a moderately traveled secondary artery typically found in mixed residential and commercial neighborhoods.

Enter 4 MEDIAN SEPARATION to indicate that the primary fronting street has a section or strip down the center of the highway dividing opposing lanes of traffic. It may be a narrow concrete buffer, or a wider landscaped strip.

Enter 5 FRONTAGE ROAD to indicate a local street paralleling a limited access highway and built to service abutting properties and to gather and control vehicles entering or leaving the limited access highway.

Enter 6 ONE-WAY STREET to indicate that the primary fronting street has a traffic flow in only one direction.

Enter 7 RIVER ACCESS to indicate that the subject property contains river access for barges that deliver and remove freight.

Enter 8 RAIL ACCESS to indicate that the subject property contains a railroad spur track to which a railroad delivers and removes freight.

Enter 9 RESIDENTIAL to indicate the property is a dwelling on an isolated commercial property located on a primarily residential street.

LOCATION – Refers to the type of neighborhood in which the subject property is located. Eleven alternatives are provided. Enter the alpha/numeric code which is most representative of the subject property. Only one code may be entered.

Enter 1 CENTRAL BUSINESS DISTRICT to indicate the core area in the center of a city in which is concentrated the major retail, financial, governmental, professional, and services activities of the city. In many instances, these boundaries have already been established or defined by city planners or other agencies.

Enter 2 PERIMETER CENTRAL BUSINESS DISTRICT to indicate the outer boundaries of the central business district or core area in which the concentration of major mercantile activity is significantly less pronounced.

Enter 3 BUSINESS CLUSTER to indicate a cluster or number of commercial properties grouped together due to some attracting force (such as a major intersection of interstate highway or major shopping mall).

Enter 4 MAJOR STRIP to indicate the type of commercial development in which major thoroughfares are bordered by an almost continuous row or strip of retail stores and allied service establishments.

Enter 5 SECONDARY STRIP to indicate row or strip type commercial development bordering secondary arteries.

Enter 6 NEIGHBORHOOD OR SPOT to indicate individual or scattered commercial establishments located in basically residential areas.

Enter 7 COMMERCIAL/INDUSTRIAL PARK to indicate a controlled park-like development designed to accommodate specific light industrial and mercantile properties and containing the required utilities, street, and other appurtenances.

Enter 8 LIGHT INDUSTRIAL SITE to indicate land or land and improvements (not located in an established park) adaptable for industrial use with less than five acres of primary land. Normally, this is a combination of land, improvements, and machinery intended for the assembling, processing, and manufacturing of products from raw materials or fabricated parts or for the production of natural resources.

Enter 9 APARTMENT/CONDOMINIUM COMPLEX to indicate the property is an apartment or condominium complex site.

Enter 0 MINE SITE to indicate a mine site including one or more of the following: portal/shaft area, parking lots, water treatment facilities, mine fan areas, gob piles, and /or preparation plant sites.

Enter H HEAVY INDUSTRIAL SITE to indicate land or land and improvements (not located in an established park) adaptable for industrial use with five or more acres of primary land. Normally, this is a combination of land, improvements, and machinery intended for the assembling, processing, and manufacturing of products from raw materials or fabricated parts or for the production of natural resources.

Note: Enter 6 – "Neighborhood or Spot" for all residential and agricultural properties.

PARKING AVAILABILITY – Required entry. Refers to the type, quantity, and proximity of parking available to the subject property. Enter the numeric code which is most representative for each category.

Type

Enter 0 NONE to indicate no parking is available.

Enter 1 OFF STREET to indicate that off street parking is available.

Enter 2 ON STREET to indicate that on street parking is available.

Enter 3 ON AND OFF STREET to indicate that both on and off street parking facilities are available.

Enter 4 PARKING DECK to indicate that the primary source of parking for the subject property is a parking deck or garage.

Quantity

Enter 0 NONE to indicate no parking is available.

Enter 1 MINIMUM to indicate that the quantity of parking available is minimal and inadequate to support the property.

Enter 2 ADEQUATE to indicate that the quantity of parking available is sufficient and adequate to support the property.

Enter 3 ABUNDANT to indicate a quantity of available parking which is more than sufficient to support the property.

Proximity

Enter 0 FAR to indicate that no parking is available, or that the lack of proximity to available parking is a detriment to the income-producing capabilities of the subject property.

Enter 1 NEAR to indicate that the proximity of available parking is good enough to cause no detriment to the income-producing capabilities of the subject property.

Enter 2 ADJACENT to indicate that available parking is very close or bordering the subject property.

Enter 3 ON SITE to indicate that available parking is located on the subject parcel.

Dwelling Data, Additions, Sketch

DWELLING DATA

SPLIT CLASS – Optional entry. Used to indicate a tax class for the dwelling that is *different* than the tax class established for the parcel in the general property data.

STORY HEIGHT – Required entry. Character positions are provided to enter the actual story height of the subject dwelling. Enter the number based on the predominant story height.

Enter 1.0 to indicate one story.
Enter 1.5 to indicate one and one-half story.
Enter 2.0 to indicate two story.
Enter 2.5 to indicate two and one-half story.
Enter 3.0 to indicate three story.
Enter 3.5 to indicate three and one-half story.
Enter 4.0 to indicate four story.
Enter 4.5 to indicate four and one-half story.

Note: Refer to the Story Height Illustrations found in the Appendix of this manual.

CONSTRUCTION – Required entry for dwellings. Two character positions are provided to enter the numeric code which is most representative of the exterior wall type of the dwelling. The computer is presently programmed to calculate base price for three different types of exterior walls: frame, masonry, and a combination of frame and masonry. Only one entry is allowed.

Enter 01 FRAME . . . . . will be priced as frame.
Enter 02 IMIT. BRICK OR STONE . . will be priced as frame.
Enter 03 ALUMINUM/VINYL . . . . . will be priced as frame.
Enter 04 ASBESTOS . . . . . will be priced as frame.
Enter 05 CONCRETE BLOCK . . . . . will be priced as frame.
Enter 06 STUCCO . . . . . will be priced as frame.
Enter 07 BRICK . . . . . will be priced as masonry.
Enter 08 STONE . . . . . will be priced as masonry.
Enter 09 MASONRY AND FRAME . . . . will be priced as ½ masonry and ½ frame.

STYLE – Required entry for dwellings. Select the two-character numeric code that is most descriptive of the style of the dwelling. Only one code may be selected.

Architectural Styles
01 Conventional
02 Ranch
03 Modern/Contemporary
04 Bi-level/Split Foyer
05 Tri-level/Split Level
06 Rowhouse/Townhouse
07 Cabin
08 Colonial
09 Cape Cod/Cape Ann
10 Condominium
11 Other

AGE – Four character positions are provided to enter the year the dwelling was constructed, the effective year built, and the year remodeled. All character positions should be filled.

YEAR BUILT – Required entry for dwellings. Refers to the original date of construction. This information must always be entered whether or not an effective year built is indicated. When information is unavailable, make the best estimate based on known construction dates in the immediate area or neighborhood. If construction is prior to 1900 and the exact age cannot be ascertained, enter "1 9 0 0"

EFFECTIVE YEAR – Optional entry. Space is provided to enter the effective year built of the dwelling based upon its condition, desirability, and usefulness relative to the valuation date. It may be greater or less than the dwelling's actual year built. When utilized entries in this field will be used to calculate depreciation.

REMODELED – Optional entry. Refers to the most recent date of remodeling (which significantly altered the "effective age" of the dwelling). If the dwelling has not been remodeled, leave this entry blank. This is a descriptive field only.

LIVING ACCOMMODATIONS – Required entry for dwellings. Character positions are provided to enter numeric characters denoting the presence and quantity of features described below. Each character position must be filled in. Use leading zeros if necessary. If an item does not exist, enter zero.

TOTAL ROOMS – Two character positions are provided to enter the total number of separate rooms (excluding bathrooms, hallways, and utility rooms) comprising the living area of the dwelling i.e., kitchens, living rooms, dining rooms, family rooms, dens, studies, and bedrooms.

BEDROOMS – Two character positions are provided to enter the number of rooms designed to be used as bedrooms. If a room was designed as a bedroom but is being utilized for some other purpose, such as a den, it is to be included in the bedroom count.

FAMILY ROOMS – One character position is provided to enter the number of informal living rooms where the quality of finish is consistent with the general finish of the dwelling.

FULL BATHS – Two character positions are provided to enter the number of three-fixture bathrooms that include a water closet, lavatory, and bathtub or shower stall (a bathtub with a shower outlet is considered to be one fixture.)

HALF BATHS – Two character positions are provided to enter the number of two-fixture toilet rooms that include a water closet and lavatory.

ADDITIONAL FIXTURES – Two character positions are provided to enter individual fixtures that do not fall into previously-named categories: utility sinks, water closets, lavatories, water heaters, kitchen sinks, etc.

Note: A kitchen sink and water heater are to be shown in additional fixtures if present.

TOTAL FIXTURES – Two character positions are provided to enter the total number of plumbing fixtures, including the kitchen sink and water heater, found in the dwelling. The total number of fixtures is to be entered in the field. The computer will make all necessary calculations to add or deduct for each plumbing fixture more or less than the base five fixtures. *Base plumbing* includes a full bath, a hot water heater, and a kitchen sink for a total of five fixtures. All fixtures are to be listed.

KITCHEN REMODELING – Optional entry. One character position is provided to enter a numeric code to indicate the presence of extensive kitchen remodeling. Remodeling is easily distinguished, especially in older homes, if built-in appliances or new cabinets, countertops, flooring, etc. are found. Only one entry can be made. This field is descriptive only.

Enter 1 YES to indicate that extensive kitchen remodeling is evident.

Enter 2 NO to indicate no recent extensive remodeling of the kitchen has been done.

Note: Extensive remodeling alters the "effective age" of the dwelling.

BATHROOM REMODELING – Optional entry. One character position is provided to enter the appropriate numeric code to indicate the presence of extensive bathroom(s) remodeling. Remodeling is easily distinguished, especially in older homes, if new plumbing fixtures, cabinets, flooring, etc., are found. Only one entry can be made. This field is descriptive only.

Enter 1 YES to indicate that extensive bathroom(s) remodeling is evident.

Enter 2 NO to indicate that no recent extensive remodeling of the bathroom(s) has been done.

Note: Extensive remodeling alters the "effective age" of the dwelling.

BASEMENT – Required entry for dwellings. One character position is available to enter the appropriate numeric code that most represents the presence and degree of basement. Four descriptive choices are provided. Only one selection may be entered.

Enter 1 NONE to indicate slab construction or- no basement.

Enter 2 CRAWL to indicate crawl space to ¼ basement area.

Enter 3 PART to indicate ¼ to ¾ basement area.

Enter 4 FULL to indicate ¾ to full basement area.

HEATING/AIR CONDITIONING - Refers to the presence and type of heating system. Four descriptive choices are provided. Enter the type code, which is most representative of the subject property in the space provided. Only one selection may be entered.

Enter 1 NONE to indicate that the dwelling does not have a heating system, which can be classified as *Central* ... warranting a full deduction from the base price for "No Heating".

Enter 2 NON-CENTRAL to indicate that the subject dwelling has a heating system that is considered non central for the area being heated ... warranting a partial deduction from the base price for base or central heating, as indicated on the pricing schedule. Examples of non-central systems include gravity furnaces and certain floor furnace conditions.

Enter 3 CENTRAL to indicate that the dwelling has a central heating system commensurate with its quality grade specifications...warranting no addition to or deduction from the base price.

Enter 4 CENTRAL A/C to indicate that the dwelling has a central heating system commensurate with its quality grade specifications and has air conditioning, which would be an addition to the base price. (This category would also include heat pumps).

Note 1: Floor furnaces in dwellings under 900 SFLA should be considered central. Floor furnaces in dwellings over 900 SFLA should be considered non-central as they become inadequate and inefficient to heat the required area.

Note 2: Space heaters, free standing work or coal burning stoves, wood or coal burning fireplace inserts, and unit heaters not attached to the dwelling so as to become a permanent part of the dwelling are considered to be personal property. The correct entry for heating and heating system type in this situation is (1) none. The correct entry for heating fuel type would be the type of fuel existent.

HEATING FUEL TYPE – Required entry for dwellings. One character position is provided to enter the code that most represents the existing fuel types. These are descriptive only.

Enter 1 to indicate NO HEATING FUEL TYPE exists.

Enter 2 to indicate GAS.

Enter 3 to indicate ELECTRIC.

Enter 4 to indicate OIL.

Enter 5 to indicate WOOD.

Enter 6 to indicate COAL.

Enter 7 to indicate SOLAR.

HEATING SYSTEM – Required entry for dwellings. One character position is provided to enter the code that most represents the heating system type. These are descriptive only.

Enter 1 NONE to indicate no central heating system exists.

Enter 2 WARM AIR to indicate the presence of a forced warm air system. With this system, the furnace has a fan or blower that pushed the warmed air through relatively small ducts. These ducts may run horizontally or vertically. Filters can be installed in the system to clean the air, and a humidifying system may be included to add needed moisture.

Enter 3 ELECTRIC to indicate the presence of an electric heating system. This system is characterized by electric resistance elements that convert electricity into heat. These elements are embedded in the floors, walls, ceilings, or baseboard to provide radiant heat.

Enter 4 HOT WATER to indicate the presence of a hot water (hydronic) system. With this system, water is heated in a boiler of cast iron or steel. The warm water is then pumped by one or more circulators through small tubes into baseboard panels, radiators, or tubes that are embedded in the walls, ceilings, or concrete slab.

Enter 5 HEAT PUMP to indicate a reverse cycle refrigeration unit that can be used for heating and cooling.

ATTIC – Required entry for dwellings. One character position is provided to enter the numeric code that most represents the presence of an attic and the extent of its finish. An attic must have permanent stairs leading up to it. Pull down stairs is not considered permanent stairs. Five choices are provided.

Enter 1 NONE to indicate no attic is present

Enter 2 UNFIN to indicate an unfinished attic having only a subfloor and stairs.

Enter 3 PT FIN to indicate either an undivided (one room) fully finished attic or a divided (two rooms) semi-finished attic where one room is finished and one room is unfinished.

Enter 4 FULL FIN to indicate a divided (two or more rooms) and fully finished attic.

Enter 5 FULL FIN/WH to indicate a divided (two or more rooms) and fully finished attic which also has one or more small dormers present

Note: Code 5 should only be used if the existing wall height is not enough for the dwelling to be considered a 1.5 or 2.5 story.

PHYSICAL CONDITION – Required entry for dwellings. Refers to a composite judgment of the overall physical condition or state of repair of the interior and exterior features of the dwelling, relative to its age or the level of maintenance which you would expect to find in a dwelling of a given age. Consideration should be given to foundation, porches, walls, exterior trim, roofing, chimneys, wall finish, interior trim, kitchen cabinets, heating system, and plumbing. Six alternatives are provided. Enter the numeric code which is most representative of the subject property.

Enter 1 EXCELLENT to indicate that the dwelling exhibits an outstanding standard of maintenance and upkeep in relation to its age.

Enter 2 GOOD to indicate that the dwelling definitely exhibits an above ordinary standard of maintenance and upkeep in relation to its age.

Enter 3 AVERAGE to indicate that the dwelling shows only minor signs of deterioration caused by normal "wear and tear." The dwelling exhibits an ordinary standard of maintenance and upkeep in relation to its age.

Enter 4 FAIR to indicate that the dwelling is in structurally sound condition, but has greater than normal deterioration present in relation to its age. Dwellings in "fair" physical condition may be characterized as having a significant degree of deferred maintenance.

Enter 5 POOR to indicate that the dwelling shows signs of structural damage (such as a sagging roof, foundation cracks, uneven floors, etc.), possibly combined with a significant degree of deferred maintenance (such as roof shingles needing replacement).

Enter 6 UNSOUND to indicate that the dwelling is structurally unsound, not suitable for habitation, and subject to condemnation. It is unfortunately possible that some dwellings may be occupied, but still suitable for coding as "unsound."

INTERIOR CONDITION RELATIVE TO EXTERIOR – Required entry for dwellings. Refers to a composite judgement of the overall physical condition/state of repair of the dwelling's interior features when compared to the physical condition/state of repair of its exterior features. Interior features to be compared are those which are an integral part of the dwelling rather than furnishings, etc. One character position is provided to enter the code that represents the relationship between the interior and exterior condition. Three descriptive choices are provided.

Enter 1 BETTER to indicate that the physical condition of the dwelling's interior features is *substantially better than* that of its exterior features.

Enter 2 SAME to indicate that the physical condition of the dwelling's interior features is *about equal to* the physical condition of its exterior features.

Enter 3 POORER to indicate that the physical condition of the dwelling's interior features is *substantially poorer than* that of its exterior features.

OTHER FEATURES – Required entry for dwellings where the other features exist. Ten features are included for consideration. Any combination of the ten allotted features may be utilized. Six character positions are available for the first five items (Masonry Trim, Unfinished Area, Rec. Room, Finished Basement Living Area, and a predetermined Misc. Other Feature) for entering the dimensions of those features. Enter the width in the first two positions, a multiplication symbol (x) in the third character position from the left (within the two vertical hash marks), and the length in the last three positions. All character positions must be filled in. Use leading zeros if necessary.

Note: It is possible to enter the square footage of the feature in lieu of the dimensions. The square footage should be entered right justified. Leading zeros are not necessary.

Example: Masonry trim with a size of 8 x 20 would be entered as such:

0 8 | X | 0 2 0 or, in the case of square footage, _ _ | _ | 1 6 0.

MASONRY TRIM – Enter the appropriate dimensions or square footage to indicate the presence of stone or brick walls on a dwelling listed to be priced as frame. It may only be used with construction type codes 1, 2, 3, 4, 5, and 6.

UNFINISHED AREA – Enter the appropriate dimensions or square footage of any unfinished area within the dwelling. Unfinished area indicates the absence of ceiling, wall, and floor finish in a considerable portion of the dwelling that would normally be expected to be finished.

REC ROOM – Enter the appropriate dimensions or square footage to indicate the presence of a room in the basement not considered part of the normal living area of the dwelling. The interior finish exhibits a quality of materials and workmanship inconsistent with, and generally inferior to, the main living area of the dwelling.

FIN. BSMT.LIVING AREA – Enter the appropriate dimensions or square footage to indicate the presence of an area of the basement which is finished with a quality of materials and workmanship consistent with the main living area of the dwelling...such as the lower or grade level of bi-level and tri-level dwellings.

CATHEDRAL CEILING – Enter the appropriate dimensions or area within a dwelling that has cathedral ceiling.

Note: For this application, cathedral ceilings exist only in dwellings with 2 or more stories.

WOOD-BURNING FIREPLACE – Indicates the presence of wood-burning fireplace(s). One character position is provided to enter the number of existing stacks and one character position is provided to enter the actual number of openings. Both character positions must be filled in when activated.

Note: Wood-burning fireplaces that have been closed off should not be listed.

PREFABRICATED FIREPLACE – One character position is provided to enter the number of prefabricated (metal) fireplaces in existence.

BASEMENT GARAGE – Indicate the presence of a garage(s) in the basement level of the dwelling. One character position is provided to enter the car capacity of the basement garage

Note: 6 cars may be entered.

MISCELLANEOUS OTHER FEATURES – Refers to the presence of miscellaneous other features which are easily described and priced, but not typically found in dwellings. Two character positions are provided to indicate an alpha code describing the item, and two character positions are provided to indicate the quantity or number of the items present. Two distinct entries are allowed. The following codes have been identified and included in the cost schedule.

HA = Habitat
JA = Jacuzzi
SA = Sauna
SC = Security

Note: Other codes can be developed when deemed necessary.

CONDOMINIUM – Required entry for condominiums. Space is provided to indicate condominium information relative to the floor level, the type (interior or corner), and whether or not there is a view.

LEVEL Enter 00 to indicate a lower level.
Enter 01 to indicate first floor.
Enter 02 to indicate second floor, etc.

TYPE Enter 1 to indicate that the condo is an *interior* unit, when three or more condos are in evidence.
Enter 2 to indicate that the condo is located at the end or the *corner* of the condo complex.

VIEW This is a user defined area and is an optional entry. Do not use this field unless specifically instructed to do so by the Property Tax Division.

GROUND FLOOR AREA – Required entry only when sketch vectors are not used. Character positions are provided to enter up to five numeric characters (up to 99999) denoting the base square foot area of the dwelling from which the base price is to be calculated. All character positions must be filled in. Use leading zeros if necessary. IAS CAMA will generate the GROUND FLOOR AREA using the sketch vectors.

GRADE FACTOR – Required entry for dwellings. Letter grade choices are pre-printed on the card. Enter the appropriate grade in the character position provided. A bracketed space is provided to enter either a minus sign [–] or a plus sign [+] denoting something other than a straight quality grade choice. An entry must be made within the brackets.

Grade	Factor
E-	.40
E	.50
E+	.60
D-	.70
D	.78
D+	.85
C-	.92
C	1.00
C+	1.08
B-	1.17
B	1.26
B+	1.35
A-	1.45
A	1.55
A+	1.67
X-	1.85
X	2.10
X+	2.50
S-	3.00
S	3.65
S+	4.45

COST & DESIGN FACTOR – Optional entry. Refers to a percentage to be added to or deducted from the accumulated total value of the dwelling (after applying the grade factor) for cost and/or design factors not previously considered. Two character positions are provided to enter a code describing the reason for the adjustment, and character positions are provided to enter either a plus [+] or a minus [–] symbol within the brackets and two numeric characters denoting the percentage.

Note: The system will process any percentage entry.

CDU – Required entry for dwellings. Two alpha characters are provided to enter one of the preprinted codes denoting the composite rating of the overall condition, desirability, and usefulness of the dwelling. Enter the code that is most representative of the entire dwelling.

Enter EX — EXCELLENT to indicate an "as new" or "perfect condition". No visible evidence of physical deterioration. Modern design or rehabilitated older property with no significant design faults present.

Enter VG — VERY GOOD to indicate a very minor degree of physical deterioration is present but entirely curable with modest and normal maintenance. Modern design or rehabilitated older property with no significant design faults present.

Enter GD — GOOD to indicate a minor degree of physical deterioration is present which is curable by normal maintenance. Modern design or rehabilitated older property with, at most, minor design faults present.

Enter AV — AVERAGE to indicate normal wear and tear commensurate with the age of the structure is present. Some modest evidence of deferred normal maintenance. May have minor functional design faults or lack new or modern heating or plumbing but economically feasible to correct.

Enter FR	FAIR to indicate some degree of physical deterioration is present requiring repair beyond the level of normal maintenance, often called "deferred maintenance". Likely to have significant functional design faults that are economically feasible to cure.
Enter PR	POOR to indicate significant physical deterioration with some possible evidence of structural faults. May be considered marginally imprudent or economically infeasible to correct or repair to original condition. Suffers from significant faults that may be considered incurable.
Enter P–	POOR to indicate serious physical deterioration with evidence of structural faults. Is considered economically infeasible to correct or repair. Has design faults which are incurable.
Enter VP	VERY POOR to indicate major physical deterioration in addition to significant structural faults. Deterioration is considered incurable or not economically feasible to cure. Structure may currently be occupied but is approaching the end of its economic life.
Enter V–	VERY POOR to indicate major physical and structural faults. Deterioration is considered incurable or not economically feasible to cure. Structure's condition approaches being unsound even though it may be occupied.
Enter UN	UNSOUND to indicate the structure has reached the end of its useful life for its designed purpose. It is not habitable and may pose health and safety risks.

MARKET ADJUSTMENT (% GOOD) – Optional entry. Three character positions are provided to enter two numeric characters denoting the percentage allowance for market adjustment which will be applied to the total base value of the dwelling. All character positions must be filled in. Use leading zeros if necessary.
Note: This entry will override the computer-generated percent good.

PERCENT COMPLETE – Three character positions are provided to enter the percent complete of partially completed new dwellings. This entry will adjust the depreciated replacement cost new of the dwelling. No entry is needed if dwelling is 100% complete.

ADDITIONS DATA AND CODES

CODE – Optional entry unless activated. Additions are sections or additions that are a part of the dwelling but that were not accounted for in the base area description to this point. Only valid addition codes will be accepted and priced by the system. The same addition code can be entered any number of times. Enter the appropriate two-digit addition code in the column that indicates its floor location (lower, 1st, 2nd, or 3rd). Refer to the valid entry codes by level.

Note 1: IAS can maintain an unlimited number of addition entries. Space to vector 12 additions is provided on the data collection card but only eight will print on the property record card. A message will be printed on the PRC if more than eight additions are encoded.

Note 2: In the case where multi-story additions have areas that differ, the additions must be listed separately.

Note 3: If no additions are present, leave the entries blank.

Example No.1:
Subject dwelling has an attached, 180 square foot, open frame porch over and enclosed frame porch and a 440 square foot attached frame garage.

CA 22	ADDITIONS										
CODE	LWR	1ST	2ND	3RD	AREA	YEAR BUILT	GRADE	CDU	% COMP.	SPLIT CLASS
A1/B		12	11							
A2/C		13								
A3/D										
A4/E										
A5/F										

Example No. 2:
Subject dwelling has the following additions:

1. 120 Square foot open frame porch
2. 60 square foot open frame porch
3. 40 square foot open frame porch over a 60 square foot enclosed frame porch
   Note: In this situation two entries are necessary since the areas are a different size.
4. 240 square foot greenhouse
5. 350 square foot 1st frame addition
6. 300 square foot frame garage
7. 80 square foot wood deck

CA 22	ADDITIONS										
CODE	LWR	1ST	2ND	3RD	AREA	YEAR BUILT	GRADE	CDU	% COMP.	SPLIT CLASS
A1/B		11								
A2/C		11								
A3/D			11							
A4/E		12								
A5/F		36								
A6/G		10								
A7/H		13								
A8/I		31								
A9/J										

AREA – Optional entry. For use when an addition is not being vectored.

Note: When code 99 – Miscellaneous Flat Value is used, the *value* of the item will be entered in the Area field.

YEAR BUILT – Optional entry. When entered, the year built in additions (not dwelling data) will be used to calculate depreciation for the entry. Do not re-enter the dwelling year built.

GRADE – Optional entry. When entered, the grade in additions (not dwelling data) will be used to adjust replacement cost for the entry. Do not re-enter the dwelling grade.

CDU – Optional entry. When entered, the CDU in additions (not dwelling data) will be used to calculate depreciation for the entry. Do not re-enter the dwelling CDU.

% COMPLETE – Optional entry. When used, the replacement cost will be adjusted by the percent complete entered for the entry. Do not re-enter the dwelling percent complete.

SPLIT CLASS – Optional entry. Unless otherwise designated, the parcel class will be assumed. If the dwelling class differs from the parcel's indicated class, it will be necessary to enter the dwelling class on every addition line.

VALID ADDITION CODES BY LEVEL					
Code	Description	Lwr	1st	2nd	3rd
10	1 Story Frame	Y	Y	Y	Y
11	OFP (Open Frame Porch)	Y	Y	Y	Y
12	EFP (Enclosed Frame Porch)	Y	Y	Y	Y
13	Frame Garage	Y	Y		
14	Frame Utility Building	Y	Y	Y	Y
15	Frame Bay	Y	Y	Y	Y
16	Frame Overhang	Y	Y	Y	Y
17	½ Story Frame			Y	Y
18	Attic – Unfinished			Y	Y
19	Attic – Finished			Y	Y
20	1 Story Masonry	Y	Y	Y	Y
21	OMP (Open Masonry Porch)	Y	Y	Y	Y
22	EMP (Enclosed Masonry Porch)	Y	Y	Y	Y
23	MG (Masonry Garage) or BG (Brick Garage)	Y	Y		
24	Masonry Utility Building	Y	Y	Y	Y
25	Masonry Bay	Y	Y	Y	Y
26	Masonry Overhang	Y	Y	Y	Y
27	½ Story Masonry			Y	Y
28	Part Finished Attic			Y	Y
30	Carport	Y	Y		
31	Wood Deck	Y	Y	Y	Y
32	Canopy	Y	Y	Y	Y
33	Concrete or Masonry Patio	Y	Y		
34	Stone or Tile Patio	Y	Y		
35	Masonry Stoop or Terrace	Y	Y		
36	Attached Greenhouse	Y	Y		
37	Frame Garage Extension	Y	Y		
38	Masonry Garage Extension	Y	Y		
41	Screen Porch	Y	Y	Y	Y
42	Summer Kitchen	Y	Y	Y	Y
43	Integral Garage	Y	Y		
50	Basement – Unfinished	Y			
51	Basement – FBLA	Y			
73	Swimming Pool – Attached	Y	Y		
74	Balcony	Y	Y	Y	Y
80	Mobile Home – Single Wide	Y	Y		
81	Mobile Home – Double Wide	Y	Y		
82	Mobile Home – Triple Wide	Y	Y		
99	Miscellaneous Flat Value (Enter value in area)	Y			

ENCODING SKETCH VECTORS AND ADDITIONS DATA

Purpose

Encode the sketch of the improvements as a set of vectors so that the computer can plot the sketch and compute the square foot areas of the main body and all additions. Record code numbers in the Additions area to identify each addition so that values and area can be computed and shown on the final computer-printed residential card.

Definitions

Vector	an instruction that indicates the direction and distance a line is to be drawn.
C	Commence (instruction for "pen down — start drawing")
R	Right
L	Left
U	Up
D	Down
X	Complete a rectangular section by continuing clockwise to point of section origin
F	Finish (completes the last two sides of the sketch)
F	Finish sketch vector
N	No vector for this addition (record the area beside the code in the additions section)
NV	No vectors for this dwelling
V	Angle — Must be followed by a direction and a distance vertically and horizontally, e.g., A0CU15VU12R13R15D27L28
A0	Main body of dwelling sketch
A1	First addition
An	Next additions — Where "n" is the number of the addition, A2, A3, A4, A5, etc.
B	Bow — Must be followed by a direction, distance, I or O, and another distance designating the depth of the bow, e.g., A0CU30BR40O15D30L40
O	Out — Used in the bow command to designate an outward bow
I	In — Used in the bow command to designate an inward bow
M	Mark — Used to mark a spot on the sketch when a drawing is not appropriate, e.g., A2U50R50CM (an unvectored addition) or to locate OB and Y items

Specific Sketch Vectoring Rules

1) Each vector line begins with a descriptor (e.g., A0, A1, A2, etc.)

2) Each vector consists of a direction and a dimension (example: U25, D17, etc.), except M (mark) which requires no dimension following the "M". Use M to mark the placement of an unvectored addition.

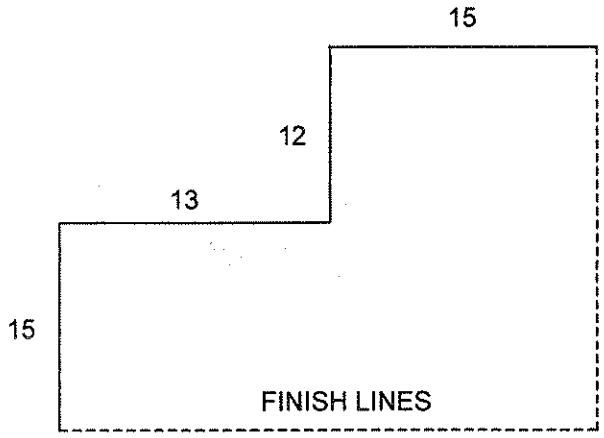
3) All vectors will have the same point of beginning: the lower left corner (southwest corner) of the main body of the dwelling. All vectors, including additions, will begin from this point. The sketch will begin at the "C" location in the vector.

4) Commands consist of C (commence), F (finish), V (angle), B (bow), and M (mark).

   Use C to instruct the program to begin the sketch.

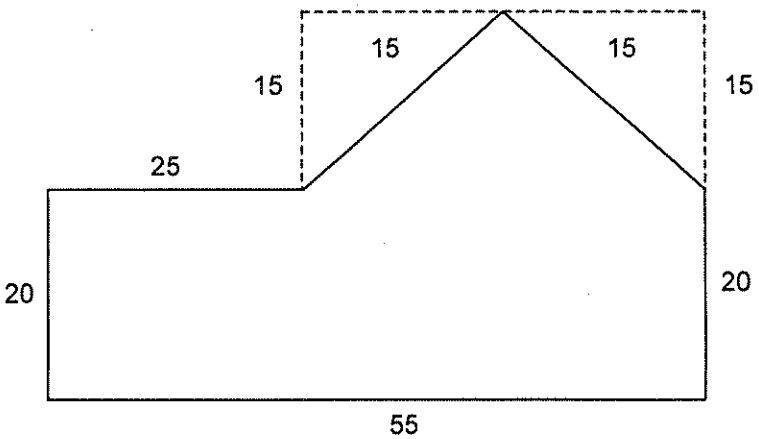
Use F to finish a sketch where two sides remain to be vectored.

Example — A0CU15R13U12R15F to produce a sketch as shown:



Use V to execute a part of the dwelling that does not form a 90° angle. The angle command consists of the V and a pair of vectors. The angled distance is calculated as the diagonal of the rectangle described by the entries following the V.

Example — A0CU20R25VU15R15VR15D15D20L55 to produce a sketch as shown:



5) All vectors must "close" (return to the point of the beginning of the individual sketch portion).

6) An unlimited number of additions can be entered, but a maximum of eight additions can be printed on the inventory/contents sheet.

Procedure

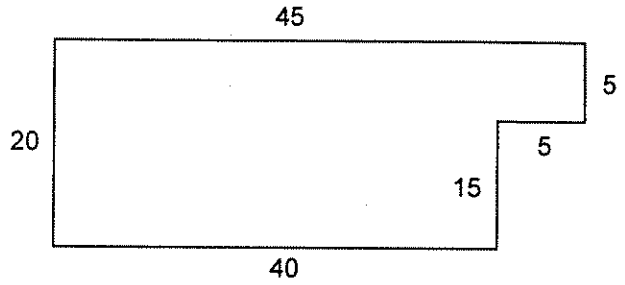
1) Determine the point of beginning or starting point of the main body of the improvement. This is always the southwest corner (lower left corner in the grid area) of the main body of the improvement.

2) Begin the vectoring with the identifier for the main body of the dwelling (A0) and the instruction meaning pen down, commence (C).

3) The next entry required is direction (alpha) and distance (numeric) of the first vector.

4) Enter the balance of the required vectors to completely enclose the main body of the improvement, and return to the Point of Beginning. When the vectors are closed, the imaginary pencil will raise automatically.

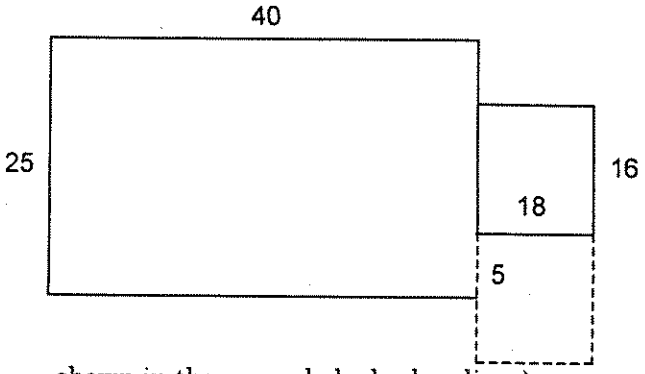
Example — A0CU20R45D5L5D15L40 to produce a sketch as shown:



5) Vector all rectangular sections of the sketch by using the "X" command. To use the "X", position the pen at the corner of the section, then start by using a directional vector (U, D, L, or R) which may be continued by clockwise transversal of the section.

Example — A0CU25X40 (not R40X25)

A1R40U5CU16X18 (not R18X16 which would have drawn the section



shown in the example by broken lines)

Note: Use of the "X" command not only balances these sections, but also saves time and reduces the size of vector strings.

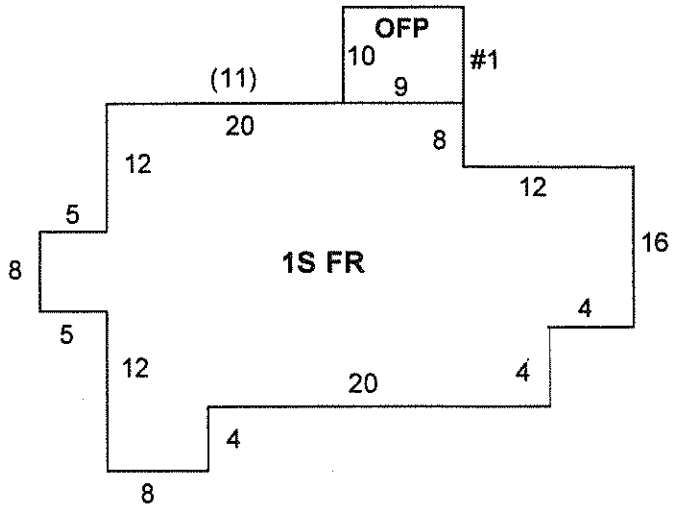
6) If more than 200 spaces are required to vector any portion of the sketch, complete the vector string on the following line.

Example — L10D10L20
A1CU10X10

7) Enter the addition identification (A1, A2, etc.) and then enter the vectors required to place and completely enclose the addition. It will be necessary to instruct the computer to go to the Point of Beginning of the addition before entering "C," commence. Remember, all vectors start from the southwest corner of the improvement. When the Point of Beginning of the addition is reached, enter the instruction "C," commence, and then enter the balance of vectors required to completely enclose the addition and return to the Point of Beginning of the addition.

Note: Once vectoring proficiency has been established, it is often desirable to "shortcut" outside or through the main body of the improvement to reach the commence, "C," point of an addition. By following this practice, the "C" point can be reached with a maximum of two vectors. This may often be simpler than following the perimeter of the dwelling to the "C" point, but extreme caution must be used since the distance of these vectors may not be readily identifiable from the sketch.

Correct — A0CU12L5U8R5U12R20D8R12D16L4D4



L20D4L8
A1U12L5U8R5U12R11CU10X9

Short Cut — A0CU12L5U8R5U12R20D8R12D16L4D4
L20D4L8
A1R11U32CU10X9

8) Enter the vectors required for the balance of additions, in order (A1, A2, A3, etc.). Be sure to start each addition on a separate line (A1/B, A2/C, A3/D, etc.)

9) Encoding the addition identifications – the last step in the sketch vector procedure is to fill in the addition identification codes in the "Addition" area of the data collection form.

For each addition, enter the proper code identifying that addition.

a) On the correct line for the addition

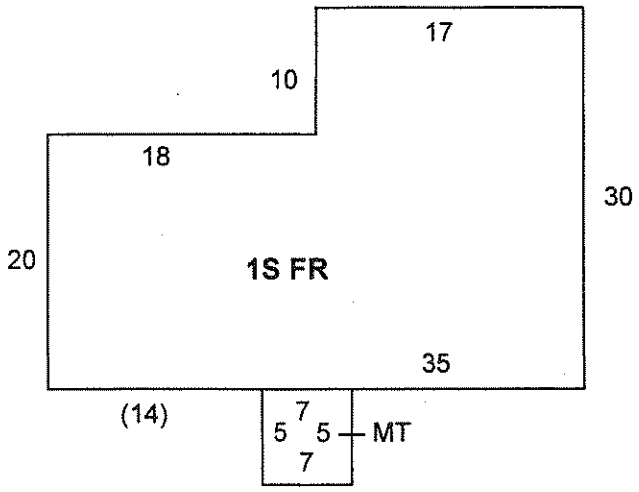
b) Correctly positioned in the column identifying the floor level of the addition (lower, 1st, 2nd, 3rd, etc.)

Notes: In cases where it is necessary to use two or more codes to completely describe a stacked addition with an identical floor area or each level (for example, a 2 story open framed porch), place each code in its correct column for level placement on the same line for that addition.

The space for "Area" is left blank in all cases, EXCEPT those where the sketch is not vectored (for example, an addition which has an irregular outline in the sketch). This possibility will be covered as a special example later in these instructions.

TYPICAL SKETCH VECTOR EXAMPLES

Sketch Vector — Example #1



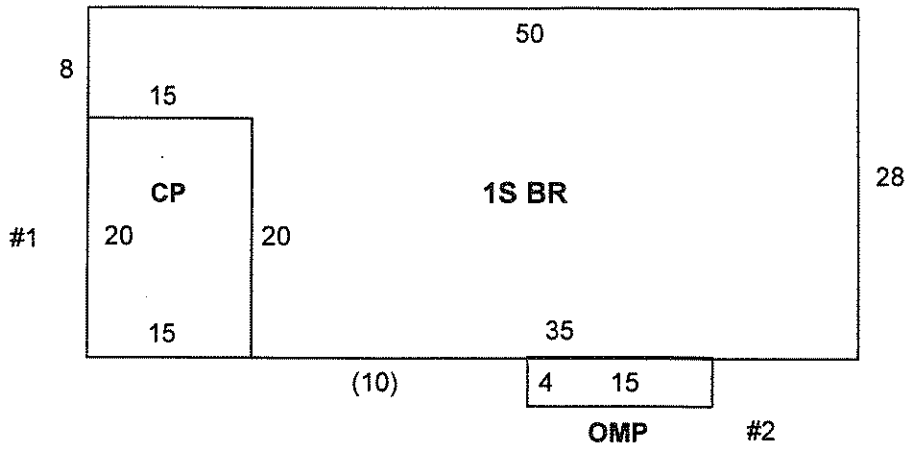
A0CU20R18U10R17D30L35

A1R14CR7X5

XI ADDITIONS					
ADD SEQ	LWR	1ST	2ND	3RD	AREA
A1/B	__ __	3 5	__ __	__ __	__ | __ __ __
A2/C	__ __	__ __	__ __	__ __	__ | __ __ __
A3/D	__ __	__ __	__ __	__ __	__ | __ __ __
A4/E	__ __	__ __	__ __	__ __	__ | __ __ __
A/5F	__ __	__ __	__ __	__ __	__ | __ __ __
A/6G	__ __	__ __	__ __	__ __	__ | __ __ __
A/7H	__ __	__ __	__ __	__ __	__ | __ __ __
A/8I	__ __	__ __	__ __	__ __	__ | __ __ __

ADDITION	
One Story Additions	
One story frame	10
One story brick	20
One Half Story Additions	
One half story frame	17
One half story brick	27
Garage	
Frame garage	13
Brick garage	23
Masonry garage extension	38
Porches	
Open frame porch	11
Enclosed frame porch	12
Open masonry porch	21
Encl. masonry porch	22
Attics	
Attic unfinished	18
Attic finished	19
Attic part finished	28
Carports	
Carport	30
Bay Windows	
Frame bay window	15
Masonry bay window	25
Overhangs	
Frame overhang	16
Masonry overhand	26
Patios / Decks	
Wood deck	31
Patio (concrete)	33
Patio (flag, tile, brick)	34
Masonry terrace	35
Other	
Frame shed	14
Masonry shed	24
Greenhouse	36
Basement unfinished)	50

Sketch Vector — Example #2



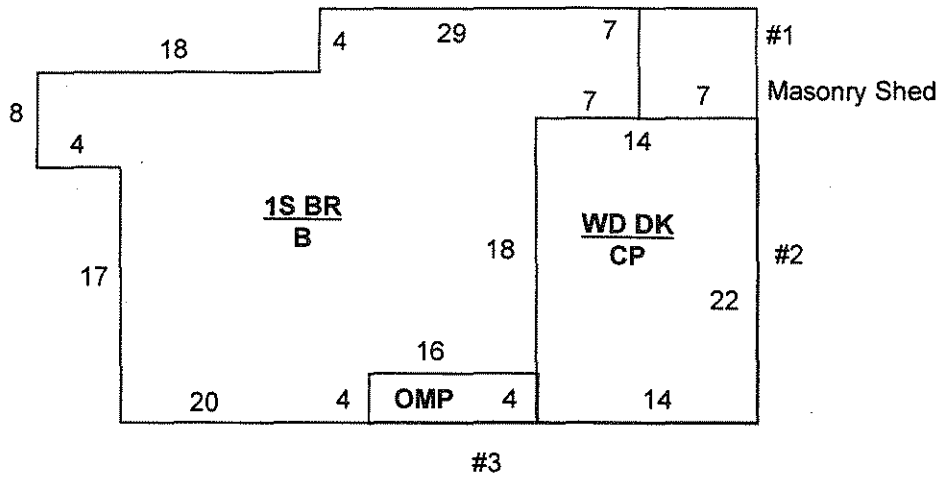
A0CU20L15U8R50D28L35

A1CL15X20

A2R10CR15X4

XI ADDITIONS					
ADD SEQ	LWR	1ST	2ND	3RD	AREA
A1/B	__ __	3 0	__ __	__ __	__ | __ __ __
A2/C	__ __	2 1	__ __	__ __	__ | __ __ __
A3/D	__ __	__ __	__ __	__ __	__ | __ __ __
A4/E	__ __	__ __	__ __	__ __	__ | __ __ __
A5/F	__ __	__ __	__ __	__ __	__ | __ __ __
A6/G	__ __	__ __	__ __	__ __	__ | __ __ __
A7/H	__ __	__ __	__ __	__ __	__ | __ __ __
A8/I	__ __	__ __	__ __	__ __	__ | __ __ __

Sketch Vector — Example #3



A0CU17L4U8R18U4R29D7L7D18L16D4

L20

A1R43U22CU7X7

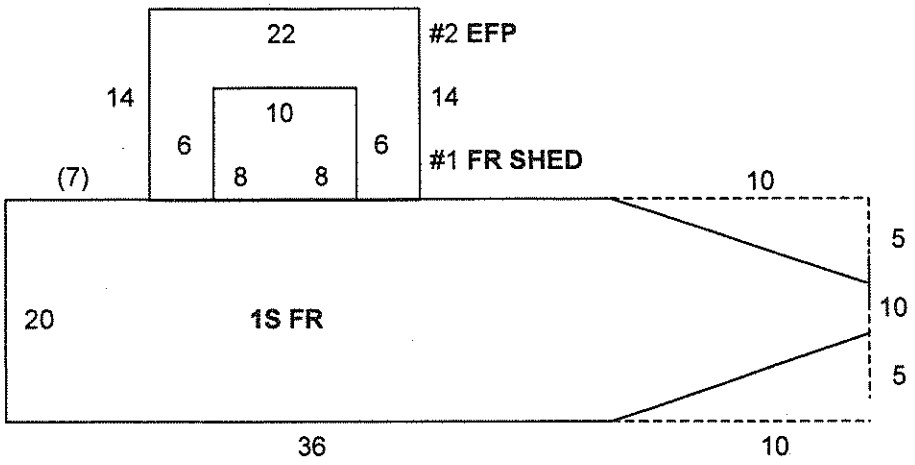
A2R36CU22X14

A3R20CU4X16

Note: Additions should (not must) be numbered clockwise.

XI ADDITIONS					
ADD SEQ	LWR	1ST	2ND	3RD	AREA
A1/B	__ __	2 4	__ __	__ __	__ | __ __ __
A2/C	__ __	3 0	3 1	__ __	__ | __ __ __
A3/D	__ __	2 1	__ __	__ __	__ | __ __ __
A4/E	__ __	__ __	__ __	__ __	__ | __ __ __
A5/F	__ __	__ __	__ __	__ __	__ | __ __ __
A6/G	__ __	__ __	__ __	__ __	__ | __ __ __
A7/H	__ __	__ __	__ __	__ __	__ | __ __ __
A8/I	__ __	__ __	__ __	__ __	__ | __ __ __

Sketch Vector — Example #4



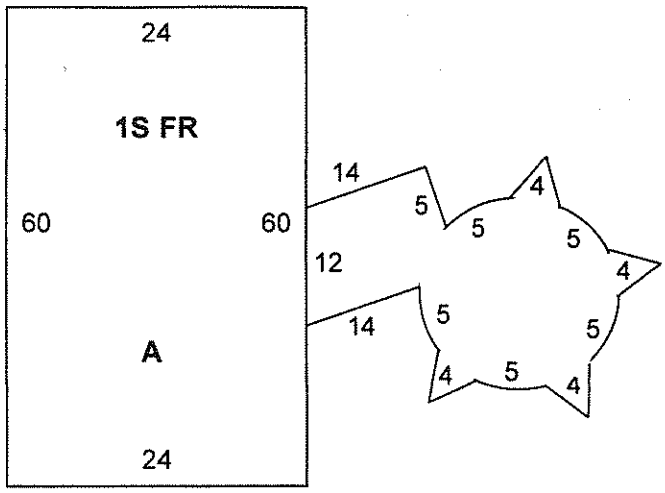
AOCU20R36VR10D5D10VD5L10L36

A1U20R13CU8X10

A2U20R7CU14R22D14L6U8L10D8L6

XI ADDITIONS					
ADD SEQ	LWR	1ST	2ND	3RD	AREA
A1/B	__ __	1 4	__ __	__ __	__ | __ __ __
A2/C	__ __	1 2	__ __	__ __	__ | __ __ __
A3/D	__ __	__ __	__ __	__ __	__ | __ __ __
A4/E	__ __	__ __	__ __	__ __	__ | __ __ __
A5/F	__ __	__ __	__ __	__ __	__ | __ __ __
A6/G	__ __	__ __	__ __	__ __	__ | __ __ __
A7H	__ __	__ __	__ __	__ __	__ | __ __ __
A8/I	__ __	__ __	__ __	__ __	__ | __ __ __

Sketch Vector — Example #5 — Unvectorable Addition



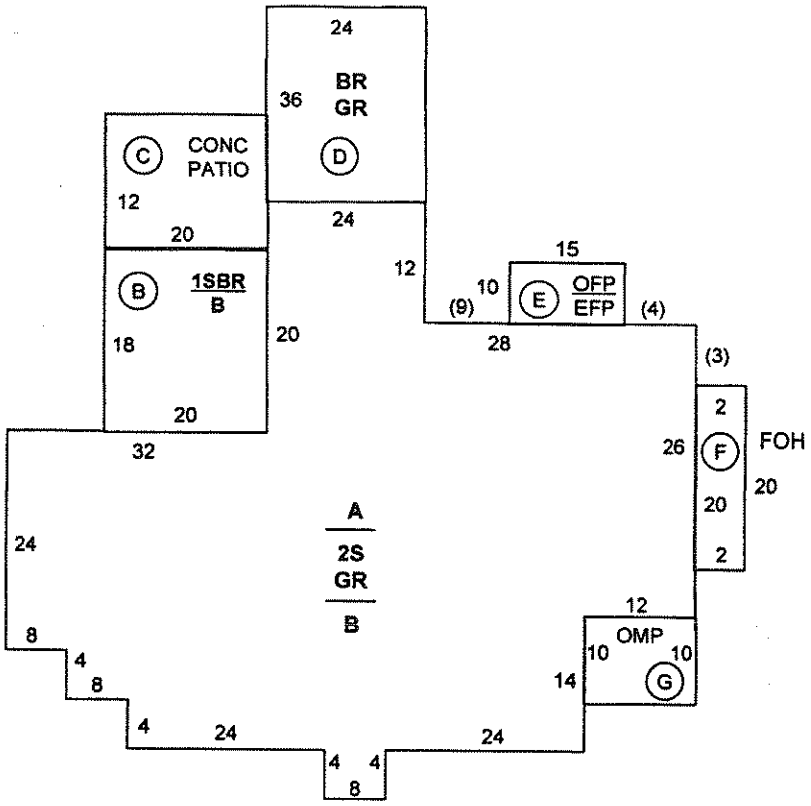
The above attached greenhouse addition is so complicated that it might be deemed more practical to not vector it. In this case a manual calculation of the square footage should be entered in the square footage space. The code "N" indicates that the addition is not vectored. Enter the main body in usual fashion and then enter the addition identifier and "N" to show no vector.

A0CU60X24

A1N

XI ADDITIONS					
ADD SEQ	LWR	1ST	2ND	3RD	AREA
A1/B	__ __	3 6	__ __	__ __	__ | 4 5 2
A2/C	__ __	__ __	__ __	__ __	__ | __ __ __
A3/D	__ __	__ __	__ __	__ __	__ | __ __ __
A4/E	__ __	__ __	__ __	__ __	__ | __ __ __
A5/F	__ __	__ __	__ __	__ __	__ | __ __ __
A6/G	__ __	__ __	__ __	__ __	__ | __ __ __
A7/H	__ __	__ __	__ __	__ __	__ | __ __ __
A8/I	__ __	__ __	__ __	__ __	__ | __ __ __

Sketch Vector — Example #6



A0CU4L24U4L8U4L8U24R32U20R24D1

2R28D26L12D14L24D4L8

A1L28U36CU18X20

A2L28U54CU12X20

A3L8U56CU36X24

A4R40U44CL15X10

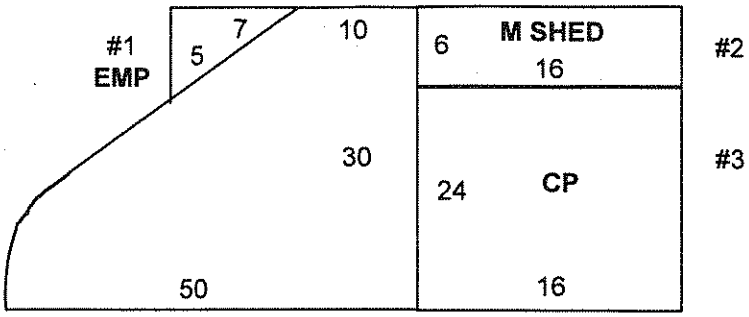
A5R44U21CU20X2

A6R32U8CU10X12

XI ADDITIONS					
ADD SEQ	LWR	1ST	2ND	3RD	AREA
B	5 0	2 0			
C		3 3			
D		2 3			
E		1 2	1 1		
F			1 5		
G		2 1			
H					
I					

Sketch Vector — Example #7 — "No Vector"

Improvement and addition with rounded sides in the sketch. In this case, a representative computer diagram and a computer-generated area will not be developed.



In cases such as this, the following rules apply:

a) Do not enter any sketch vectors.

b) Enter the manually computed area of the main part of the improvement in the Ground Floor Area field. Enter right justified with leading zeros.

Example — Ground Floor Area 900

c) Enter "NV" in the first line allowed for vectors. This entry should be made as shown in the following example.

Example — NV

d) Enter both the type codes and the manually computed areas of each addition in the "Addition" area of the data collection card.

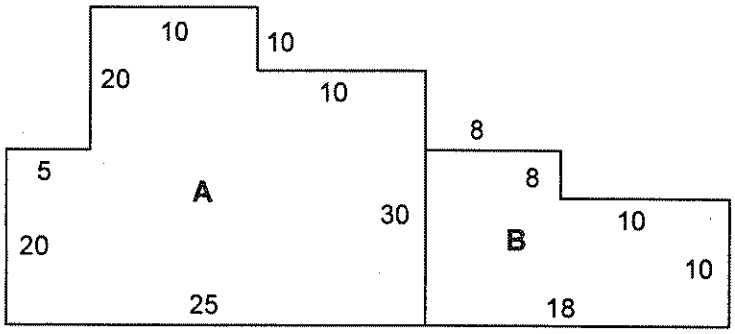
Example:

XI ADDITIONS					
ADD SEQ	LWR	1ST	2ND	3RD	AREA
B		22			117
C		24			096
D		30			0384
E					
F					
G					
H					
I					

Note: In the case where an improvement and its additions can be vectored with the exception of a minor addition (for example, a kidney-shaped masonry patio), it is desirable to vector the improvement and all additions, except the kidney-shaped patio. For the patio, enter the identifier (A3, for example) and "N".

Sketch Vector — Example #8

The "F" command is most useful when vectoring irregular shapes with lengthy vector strings. This command causes the system to calculate the last two direction/dimension entries. The result is automatic closure of the vector string. It may be used for both main dwellings and additions. Using the "F" command requires five fewer characters than the standard commands.

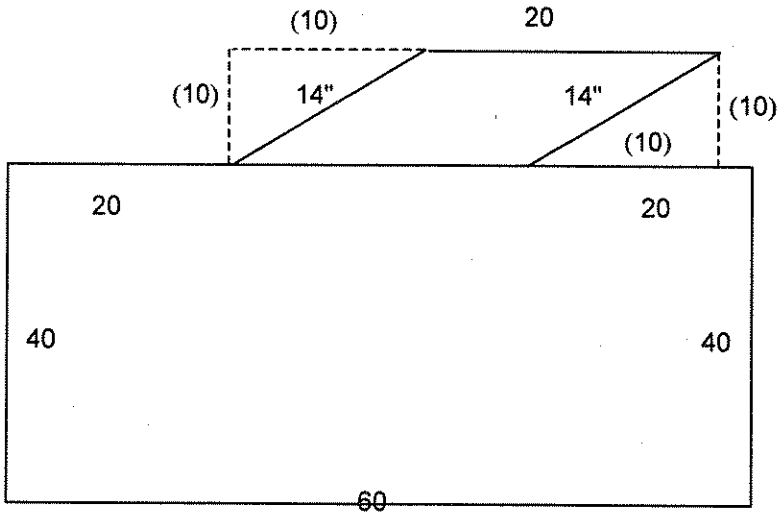


A0CU20R5U20R10D10R10F

A1R25CU18R8D8R10F

Sketch Vector — Example #9

The "V" command indicates the presence of an angle. It must be followed by a pair of direction and distance entries. The angled distance is calculated as the diagonal of the rectangle described by the entries following the "V".



A0CU40R20VU10R10R20VD10L10R20F

Sketch Vector — Example #10

The "B" command indicates the presence of a bow. When using a bow in a vector string the following order must be followed; i.e., A1CR24BL24O10

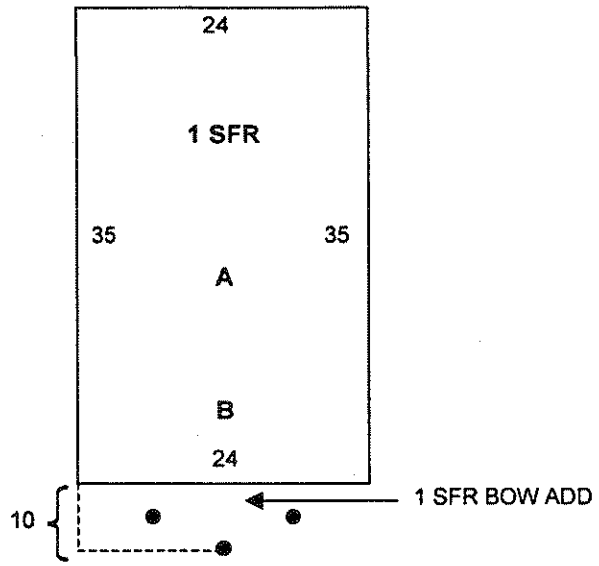
a) Code "B"
b) Direction (R, L, U, D)
c) Distance (5, 10, 15, etc.)
d) I or O (bowed In or Out)
e) Depth of Bow (5, 10, 20, etc.)
f) Opposite direction from b) above (R, L, U, D)
g) Same distance as c) above (10, 20, 35, etc.)

The following five examples illustrate the use of the bow in each direction. (See Examples 10A, 10B, 10C, 10D, and 10E.)

Example 10A

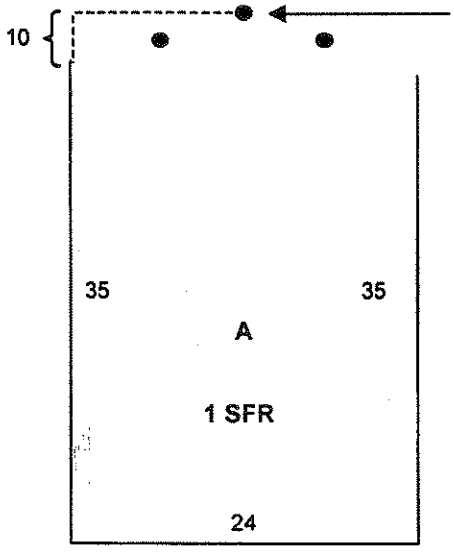
A0CU35X24

A1CR24BL24O10



Example 10B

A0CU35BR24O10D35L24

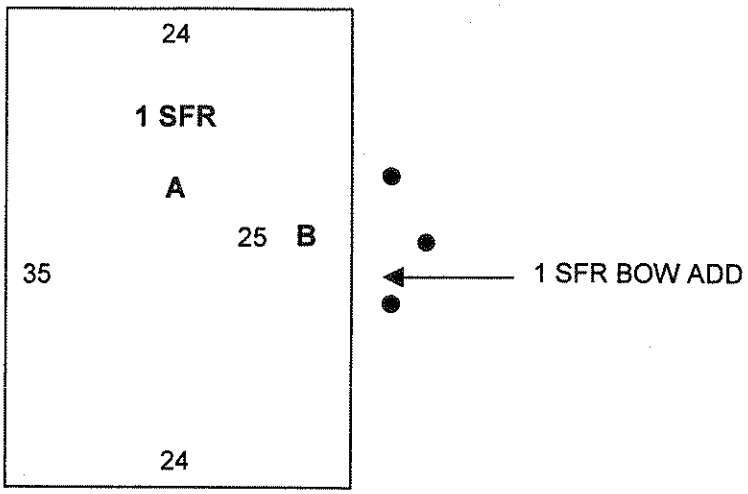


Comment: When vectoring an addition with a bow at the top of the sketch, commence right to left.

Example 10C

A0CU35X24

A1R24U30CBD25O10U25

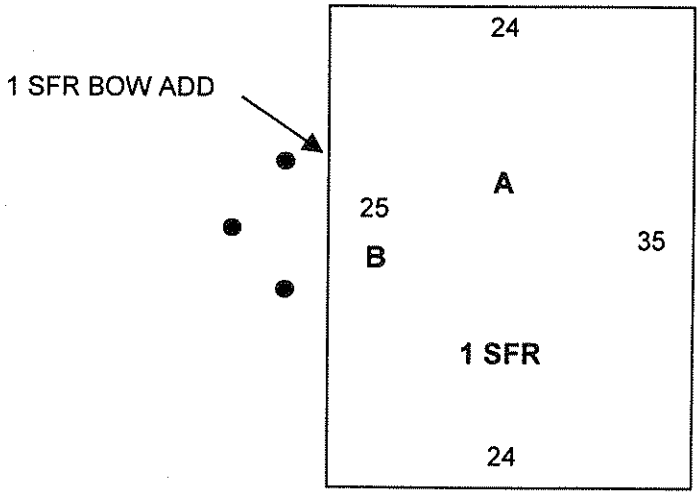


Comment: When vectoring an addition with a bow to the right of the sketch, commence down then up.

Example 10D

A0CU35X24

A1U5CBU25O10D25

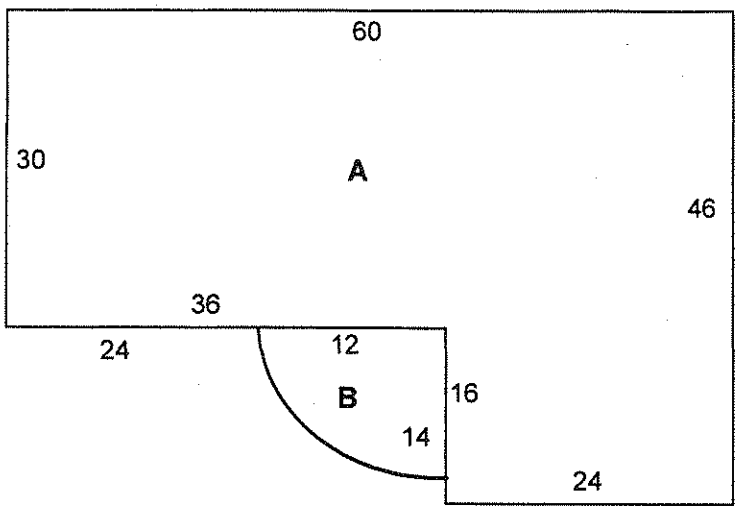


Comment: When vectoring an addition with a bow to the left of the sketch, commence up then down.

Example 10E

A0 CU30R60D46
L24U16L36

A1 R24CR12D14
BVL12U14O2



Common Errors found in Vectoring and Describing Additions

1) Down and Up relationships not equal.

2) Right and Left relationships not equal.

3) First character after "C" (commence) is not alpha.

4) Missing "C" (commence) in vector string.

5) More than one "C" (commence) in vector string.

6) Addition descriptor key is not continuous, for example, A6/G must follow A5/F.

7) Addition vectored, but no corresponding description.

8) Addition described, but with no corresponding vectors.

9) First character in vector string is not "A".

10) Second character in vector string is not numeric.

Two continuous vectors showing no change in direction.

Commercial/Industrial Building Data

COMMERCIAL/INDUSTRIAL BUILDING DATA

(Back Side of the Card)

There are six distinct areas of the form to be completed -

General Building Data / Parking Data
Interior / Exterior Data
Building Other Features - Attached Improvements
Apartment Data
Other Building and Yard Improvements
Total Other Improvements

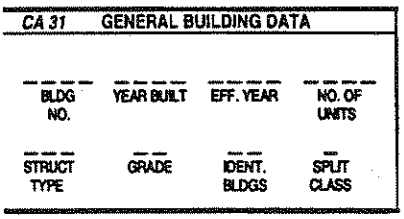
A building is broken down into *sections*. Building sections are distinguished by significant differences in story height, construction type, and quality of construction. A section can share a common wall or part of a common wall with another section or several sections, but otherwise could stand alone as a separate building.

Building sections are then broken down into *interior/exterior lines*. An interior/exterior line is defined as that portion of a building section having all identical characteristics (except level) found in the interior/exterior data areas of the data collection card. In other words, an interior/exterior line consists of those stories in a building section whose description in the following categories is exactly the same.

Dimensions (width x length or square feet)
Perimeter
Use Type
Wall Height
Exterior Wall Material
Construction Type
Interior Finish
Partitions
Heating System
Air Conditioning
Plumbing
Lighting
Physical Condition
Functional Utility
Percent Rentable
Alternate Class

GENERAL BUILDING DATA

Information in the General Building Data section of the form must be completed for every building structure type described.



BUILDING NUMBER – Required entry. Space is provided to enter a four-digit character denoting the "building number." Building numbers should begin with 01, and follow a sequential order. All character positions must be filled in. Use leading zeros if necessary.

YEAR BUILT - Required entry. Space is provided to enter the year in which the building structure type was completed.

Note: If the owner or tenant does not know the actual year, enter the best estimate based on the known age of similar properties in the immediate area. A year built must be entered for each structure type.

EFFECTIVE YEAR BUILT – Optional entry. Space is provided to enter the effective year built of the structure based upon its condition and remaining economic life relative to the valuation date. It may be greater or less than the structure's actual age. When utilized, entries in this field will be used to calculate depreciation.

NUMBER OF UNITS – Optional entry. Space is provided to enter a four-digit number denoting a distinctive type of measurable unit utilized to describe certain structure type codes. All character positions must be filled in. Use leading zeros if necessary. The following are structure type codes and the types of units to be measured.

Type Code	*Structure Type*	*Measurable Units*
211	Apartment, Garden	Number of Living Units
212	Apartment, High Rise	Number of Living Units
314	Hotel/Motel, High Rise	Number of Rooms
315	Hotel/Motel, Low Rise	Number of Rooms
316	Nursing Home	Number of Beds
318	Boarding/Rooming House	Number of Rooms
336	Car Wash - Manual	Number of Bays
337	Car Wash - Automatic	Number of Bays
338	Parking Garage/Deck	Number of Cars
363	Legitimate Theater	Number of Seats
364	Motion Picture Theater	Number of Seats
365	Cinema/Theater	Number of Seats
381	Bowling Alley	Number of Alleys
385	Tennis Club - Indoor	Number of Courts
386	Racquet Club - Indoor	Number of Courts
395	Trucking Terminal	Number of Bays
396	Mini Warehouse	Number of Rentable Units
640	Hospital	Number of Beds

STRUCTURE TYPE CODE – Required entry. Space is provided to enter the three-digit numeric structure type code that denotes the purpose of the building's construction. Refer to the following page for a list of available codes.

Note: When a building section has been constructed for multiple purposes of use, the predominant structure type code should be entered.

STRUCTURE TYPE CODES AND/OR LAND USE CODES * Land Use Codes Only			
Land Use	***Code***	***Land Use***	***Code***
RESIDENTIAL		*Miscellaneous*	
Living Oriented		Super Regional Shpg Mall	340
Residential Vacant Land	100	Regional Shopping Mall	341
Residential 1 Family	101	Community Shopping Center	342
Residential 2 Family	102	Neighborhood Shopping Center	343
Residential 3 Family	103	Strip Shopping Center	344
Residential 4 Family	104	Discount Department Store	345
Mixed Residential/Commercial	105	Department Store	346
Condominium (Common element)	106	Supermarket	347
Condominium (Fee simple)	107	Convenience Food Market	348
Mobile Home	108	Medical Office	349
Auxiliary Improvements	109*	Bank	351
Unsound Residential Structure	110*	Savings Institution	352
Active Farm	112	Office Bldg. – Low Rise (1-4 stories)	353
Inactive Farm	113	Office Bldg. – High Rise (> 4 stories)	354
Lg. Vacant Tracts w/unknown	123	Office Condominium	355
Apartments		Retail Condominium	356
Apartment Vacant Land	200*	Funeral Home	361
Res. Structure on Apt Value Land	201	Veterinary Clinic	362
Apartments Garden (1-3 stories)	211	Motion Picture Theater	363
High Rise Apartments	212	Legitimate Theater	364
Mobile Home Park	213*	Cinema/Theater	365
		Radio, TV or Motion Picture Studio	366
COMMERCIAL		Social/Fraternal Hall	367
General Commercial Vacant Land	300*		
Residential Bldg. on Comm. Land	301	Hangar	368
Unsound Commercial Structure	310*	Day Care Center	369
Hotel/Motel – High Rise	314	Greenhouse/Florist	370
Hotel/Motel – Low Rise	315	Downtown Row Type	371
Nursing Home	316	Retail – Single Occupancy	373
Boarding/Rooming House	318	Retail – Multiple Occupancy	374
Mixed Residential/Commercial	319	Retail – Drive-UpSport & Health	375
Food & Beverage		Bowling Alley	381
Restaurant	321	Skating Rink	382
Food Stand	323	Health Spa	383
Fast Food	325	Swimming – Indoor Pool	384
Ice House	326	Tennis Club – Indoor	385
Bar/Lounge	327	Racquet Club – Indoor	386
Night Club/Dinner Theater	328	Country Club (w/o Golf Course)	387
Automotive Oriented		Club House	388
Kwik Lube	330	Country Club (with Golf Course)	389
Auto Dealer – Full Service	331	Amusement Park	390*
Auto Service Garage	332	**Miscellaneous Storage**	
Service Station with Bays	333	Cold Storage Facility	391
Service Station without Bays	334	Lumber Storage	392
Truck Stop	335	Auxiliary Improvement	393*
Car Wash – Manual	336	Truck Terminal	395
Car Wash – Automatic	337	Mini Warehouse	396
Parking Garage/Deck	338	Office/Warehouse	397
Parking Miscellaneous	339*	Warehouse	398
		Warehouse, Prefabricated	399

STRUCTURE TYPE CODES AND/OR LAND USE CODES (continued) * Land Use Codes Only			
Land Use	***Code***	***Land Use***	***Code***
INDUSTRIAL		Paint Mfg.	451*
Vacant Land	400*	*Paper Finishing & Converting*	452*
Manufacturing	401	*Petroleum Refinery*	453*
Research & Development	405	*Pipeline Mfg.*	454*
Aircraft Engine	411*	Plastics Products. Mfg.	455*
Aluminum & Foil Mfg.	412*	Plastics Products Mfg. w/special tools	456*
Asphalt Plant	413*	*Print Shop*	457*
Automobile Parts Mfg.	414*	Pulp & Paper	458*
Bakery	415*	Quarries *(1)*	459*
Bottling Plant	416*	Railroad Car Mfg.	460*
Broom Mfg.	417*	Rubber Mfg. – Tire Recapping	461*
Candy Mfg.	418*	Shoe Mfg.	462*
Cement Mfg.	419*	Steel Mill	463*
Concrete Mfg.	420*	Steam Generating Plant	464*
Chemical Plant	421*	Saw Mills – Permanent	465*
Clay Products	422*	Saw Mills – Temporary	466*
Clothing Mfg. (exc. Leather / Rubber)	423*	Textile Mfg.	467*
Coal Processing Plant	424*	Tobacco Products Mfg.	468*
Compressor Station (not Public Util.)	425*	Woodworking Shop	469*
Dairy	426*	Wire Products Mfg.	470*
Dental & Medical Lab Mfg.	428*	Jewelry, Musical Instruments *(2)*	471*
Electronic Components Prods. Mfg.	439*	Institutional & Special Purpose	
Electronic Equipment Mfg.	430*	Vacant Exempt Land	600*
Feed & Flower Mfg.	431*	Cemetery	602*
Foundry Products	432*	Post Office	602*
Food Processing	433*	Federal/State Building	603*
Glass Mfg.	434*	Other Miscellaneous Exempt	604*
Glass Mfg. Using special tools	435*	Recreational/Health	610
Grain & Milling Prod. Mfg.	436*	Library	611
Ice Plant	437*	School	612
Leather Prod. Mfg.	438*	College & University	613
Liquified Natural Gas Plant	439*	Religious	620
Logging, Cutting of Timber	440*	Auditorium	630
Machinery & Equipment Mfg.	441*	Hospital	640
Meat Packing & Slaughterhouse	442*	Police or Fire Station	660
Metal Working	443*	*Correctional*	670
Mining, Deep	444*	Cultural	680
Mining, Strip	445*	Rail/Bus/Air Terminal	690
Natural Gas Extracting Facility	446*	Communication	
Nickel Mfg.	447*	Utility Vacant Land	700*
Newspaper Plant	448*	Telephone Equipment Bldg.	710
Oil & Gas Pipeline (not Public Util.)	449*	Telephone SRV Garage	715
Optical Mfg.	450*	Radio/TV Transmitter Building	720

(1) Includes Stone & Gravel, Limestone, Sandstone, Shale, and Clay.

(2) Includes Silverware and Plated Ware, Toys, Amusements, Sporting & Athletic Goods, Pens, Pencils and Other Office and Artist's Materials, Costume Jewelry, Notions, Etc.

GRADE – Required entry. Space is available for a two-character entry. The first entry requires a letter grade. The second entry is for a + (plus) or – (minus) if applicable. For example, you might have a B _ grade building or a C + grade building.

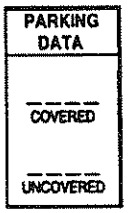
Grade	Factor
E-	.40
E	.50
E+	.60
D-	.70
D	.78
D+	.85
C-	.92
C	1.00
C+	1.08
B-	1.17
B	1.26
B+	1.35
A-	1.45
A	1.55
A+	1.67
X-	1.85
X	2.10
X+	2.50
S-	3.00
S	3.65
S+	4.45

NUMBER OF IDENTICAL BUILDINGS – Required entry. Space is provided to enter the total number of identical buildings. Enter 01 – 99. Identical means *identical in all respects* including apartment data.

SPLIT CLASS – Optional entry. Used to indicate a tax class for the commercial building that is *different* than the tax class established for the parcel.

PARKING DATA

Spaces are provided for entering the number (0001 to 9999) of covered and uncovered parking spaces available on the property.



INTERIOR / EXTERIOR DATA

In describing the various portions of a building section, the concept of interior/exterior lines should be used. For example, a portion of a building section several stories high is considered to be an interior/exterior line if all of the following variables have the same content.

Dimensions (width x length or square feet)
Perimeter
Use Type
Wall Height
Exterior Wall Material
Construction Type
Interior Finish Percentage
Partitions
Heating System Type
Air Conditioning Type
Plumbing
Lighting
Physical Condition
Functional Utility Factor
Percent Rentable
Alternate Class
Percent Complete

CA 34 — INTERIOR - EXTERIOR DATA

LINE NO.	SECT NO.	LEVEL FROM	LEVEL TO	YEAR BUILT	DIMENSIONS SIZE	DIMENSIONS PERIM	USE TYPE	WALL HT.	EXT. WALLS	CONST TYPE	INTERIOR FINISH	PTNS	HTG	AC	PLBG	LTG	PHYS COND	FUNC UTIL FACT	% COMPLETE	% RENTABLE	SPLIT CLASS	VECT. CODE
																						A0
																						A1
																						A2
																						A3
																						A4
																						A5
																						A6
																						A7

LINE NUMBER – Optional entry. The system will automatically assign a unique line number based on the next available line number. If you designate a line number it will be used to determine the order of entry and not necessarily the line number.

SECTION NUMBER – Optional entry. Space is provided to enter a two-digit number denoting the section number of the building being described. Section numbers should begin with 01 and follow a sequential order.

LEVEL (From) – Required entry. Space is provided to enter a two-character alpha/numeric code. This field is to be used in conjunction with the next field for interior/exterior lines consisting of several stories.

Enter B1 to indicate first basement.
Enter B2 to indicate sub basement.
Enter B3 to indicate sub sub basement (up to B5 available).
Enter C1 to indicate crawl space.
Enter M1 to indicate first mezzanine.
Enter M2 to indicate second mezzanine.
Enter M3 to indicate third mezzanine (up to M9 available).
Enter A1 to indicate attic.
Enter P1 to indicate penthouse (up to P3 available).
Enter E1 to indicate enclosure (up to E9 available).
Enter 01-01 to indicate first story.
Enter 02-75 to indicate second through seventy-fifth story.

LEVEL (To) – Space is provided to enter a two-character alpha/numeric code that is to be used in conjunction with the "From" entry. The same two-character alpha/numeric codes apply for both the "From" and "To" fields. When a line is utilized, entries must be present in each field.

Note 1: When making entries to the "From" and "To" fields, do not mix codes.

Note 2: The numeric characters used with crawl space, mezzanines, attics, penthouses, and enclosures are for identification, they *do not* indicate the floor or level where the item is located. For instance, if two enclosures on the first floor were to be described, they would be designated E1 to E1 and E2 to E2. Renumbering should begin when going to another floor.

Note 3: Mezzanine and enclosure listings should follow the listing of the floor on which they are located. That is, if there is a mezzanine located on the first floor of a building, the basic description of the first floor will have the description of the mezzanine on the entry line just below it.

Note 4: Attic levels should follow the next highest floor level.

Note 5: Penthouses should follow the top floor.

Note 6: The first floor must *always* be entered as a separate line entry (01 to 01).

Following are examples of all types of *acceptable* entries:

INTERIOR - EXTERIOR DATA												
LINE NO.	SECT NO.	LEVEL FROM	LEVEL TO	YEAR BUILT	DIMENSIONS SIZE	DIMENSIONS PERIM.	USE TYPE	WALL HT.	EXT. WALLS	CONST TYPE	INTERIOR FINISH
__	__	B1	B2	____	____	____	___	__	__	_	___
__	__	01	01	____	____	____	___	__	__	_	___
__	__	M1	M1	____	____	____	___	__	__	_	___
__	__	02	05	____	____	____	___	__	__	_	___
__	__	P1	P1	____	____	____	___	__	__	_	___

Entry 1 indicates there is a basement and identical sub basement.

Entry 2 indicates that the first story forms a unique interior/exterior line.

Entry 3 indicates there is a mezzanine located on the first floor.

Entry 4 indicates that the second story through the fifth story are identical.

Entry 5 indicates there is a penthouse.

Following are examples of *unacceptable* entries:

INTERIOR - EXTERIOR DATA											
LINE NO.	SECT NO.	LEVEL FROM	LEVEL TO	YEAR BUILT	DIMENSIONS SIZE	DIMENSIONS PERIM.	USE TYPE	WALL HT.	EXT. WALLS	CONST TYPE	INTERIOR FINISH
__	__	C1	B1	____	____	____	___	__	__	_	___
__	__	01	M1	____	____	____	___	__	__	_	___
__	__	B1	P1	____	____	____	___	__	__	_	___
__	__	01	03	____	____	____	___	__	__	_	___
__	__	__	__	____	____	____	___	__	__	_	___

Entry 1 Creates the question, "Is there a sub basement?" *This type of entry should not be used.*

Entry 2 Creates the question, "Is there a second story, third story, etc.?" *This type of entry should not be used.*

Entry 3 Creates the question, "How many floors are there in between?" *This type of entry should not be used.*

Entry 4 As previously stated, the first floor must always be entered as a separate line entry.

Note: Not only are these entries confusing, they would not form unique interior/exterior lines.

YEAR BUILT – Required entry. Enter the year built of the structure. Estimate if year built is not known.

DIMENSIONS – Required entries. Size and perimeter must be entered for any line that is not vectored. When left blank the system will insert the size and perimeter automatically based on the vector. When entries are entered and vectored, the system will notify you if there is a mismatch. Since the perimeter may reflect a common wall, it is advised that size and perimeter be entered whether or not the interior/exterior line is vectored.

Size – Enter either the dimensions (width and length) or the square feet area of the level being described. To enter the *dimensions,* character positions are provided for eight characters: three numeric characters denoting the width, one multiplication (x) symbol, and four numeric characters denoting the length. The multiplication symbol must always be entered in the fourth character position from the left (within the two vertical hash marks). All character positions must be filled in. Use leading zeros if necessary. To enter the *square foot area,* character positions are provided to enter eight numeric characters (up to 99,999,999 square feet). Utilize the character positions to the right. Leading zeros are not necessary.

Notes: Do not enter the total square footage area for all stories of the interior/exterior line.
Use 75% of the section's first floor area for a-1/2 story.
Use 50% of the section's first floor area for an attic.

Perimeter – Space is provided to enter the effective perimeter of the interior/exterior line of the building section being described. Enter the sum of all exterior wall measurements around the base of the interior/exterior line to the nearest foot. Utilize the character positions to the right.

Note 1: When a common wall separates two sections with different wall heights, take the wall with that section which corresponds to the height of the wall. If both sections are the same height, take the wall with either one of the two sections, but not both.

Note 2: When an open area separates two sections, do not use this open area in calculating the effective perimeter.

Note 3: When a common wall separates the building from an adjacent parcel under different ownership, take the length of the common wall times 60% for both parcels to calculate effective perimeter.

USE TYPE – Required entry. Space is provided to enter a three-digit numeric code denoting the *current* use of the interior/exterior line.

Note: The current use may differ from the structure type.

The following three-digit codes should be utilized.

011 Apartment
012 Hotel
021 Motel
023 Dormitory
025 Dwelling Conversion – Office
026 Dwelling Conversion – Sales
027 Dwelling
031 Restaurant
032 Department Store
033 Discount Store/Market
034 Retail Store
035 Tavern/Bar
036 Bar/Lounge
037 Cafeteria
038 Convenience Store
039 Mall Shops
041 Mini Warehouse
042 Hangar
043 Manufacturing
044 Light Manufacturing
045 Warehouse
046 Auto Showroom/Office
047 Auto Parts/Service
048 Tennis Club
049 Racquetball Court
050 Skating Rink (Ice or Roller)
051 Bank/Savings Institution
052 Medical Center
053 Office Building
054 Nursing Home
055 School
056 Hospital
057 Library
058 Funeral Home
061 Auditorium/Theater
062 Cinema
063 Religious Institution
064 Social/Fraternal Hall
070 Service Station with Bays
071 Service Station – Conversion Retail
072 Service Station – Conversion Storage
073 Service Station without Bays
074 Car Wash – Manual
075 Car Wash – Automatic
076 Quik Lube
081 Multi-Use – Apartment
082 Multi-Use – Office
083 Multi-Use – Sales
084 Multi-Use – Storage
085 Enclosure
086 Support Area
088 Restroom/Locker Room Facility
090 Parking Garage
091 Unfinished Residential Basement
095 Covered Mall
100 Franchise Food (see detailed list)
990 Parking, Upper Deck

Note: The use type for crawl space will always be "000 - None."

CODE RELATIONSHIPS CHART			
Structure Type Code	**Basic Structure Code**	**Construction Type Code**	**Normal Use Type Code**
101-104 Residential - 1-4 Family	10	1	027 Dwelling
105 Mixed Residential/Commercial (built as Residential)	10	1	025 Dwelling Conversion - Office 026 Dwelling Conversion - Sales
106-107 Condominium	10	1	027 Dwelling
201 Residential Structure on Apartment Value Land	10	1	027 Dwelling
211 Apartment, Garden (1 to 3 stories)	2	1	011 Apartment
212 Apartment, High Rise	1	2 or 3	011 Apartment
301 Residential Structure on Commercial Value Land	10	1	027 Dwelling
314 Hotel/Motel, High Rise	1	2 or 3	012 Hotel 021 Motel
315 Hotel/Motel, Low Rise	2	1 or 2	012 Hotel 021 Motel
316 Nursing Home	2	1 or 2	054 Nursing Home
318 Boarding-Rooming House	10	1	081 Multi-Use - Apartment
319 Mixed Residential/Commercial (built as Commercial)	3	1 or 2	034 Retail Store 081 Multi-Use - Apartment 082 Multi-Use - Office
321 Restaurant	3	1 or 2	031 Restaurant 037 Cafeteria
323 Food Stand	3	1	034 Restaurant
325 Fast Food	9	1**	100 (Series) Food Franchise *See List*
326 Ice House	3	1	035 Tavern
327 Bar/Lounge	3	1 or 2	035 Tavern/Bar 036 Bar/Lounge
328 Night Club/Dinner Theater	3	1 or 2	031 Restaurant
330 Kwik Lube	3	1 or 2	076 Kwik Lube
331 Auto Dealer, Full Service	4	1, 2 or 4	046 Auto Showroom/Office 047 Auto Parts/Service
332 Auto Service Garage	4	1 or 2	047 Auto Parts/Service
333 Service Station (Full Service)	3	1 or 2	070 Service Station with Bays 071 Serv. St. - Conversion Retail 072 Serv. St. - Conv. Storage 073 Service Station without Bays
334 Service Station (Self Service)	3	1 or 2	071 Serv. St. - Conversion Retail 072 Serv. St. - Conv. Storage 073 Service Station without Bays
335 Truck Stop	4	1 or 2	047 Auto Parts/Service 070 Service Station with Bays 073 Service Station without Bays 081 Multi-Use Apartment (sleeping areas)

CODE RELATIONSHIPS CHART			
Structure Type Code	**Basic Structure Code**	**Construction Type Code**	**Normal Use Type Code**
336 Car Wash - Manual	7	1 or 4	074 Car Wash - Manual
337 Car Wash - Automatic	4	1 or 2	075 Car Wash - Automatic 083 Multi-Use - Sales
338 Parking Garage Deck	4	2 or 3	090 Parking Garage 990 Parking, Open Upper Deck
339 Quik Lube	3	1, 2 or 4	076 Quik Lube
340 Super Regional Shopping Mall 341 Regional Shopping Mall	3	2 or 3	*Sectionalized by use* 039 Mall Shops 095 Covered Mall
342 Community Shopping Center	3	1 or 2	*Sectionalized by use*
343 Neighborhood Shopping Center	3	1 or 2	*Sectionalized by use*
344 Strip Shopping Center	3	1 or 2	034 Retail Store
345 Discount Department Store	3	1 or 2	033 Discount Store/Market
346 Department Store	3	2 or 3	032 Department Store
347 Supermarket	3	1 or 2	033 Discount Store/Market
348 Convenience Food Market	3	1	038 Convenience Store
349 Medical Office Building	5	1 or 2	052 Medical Center
351 Bank	5	2 or 3	051 Bank/Savings Institution
352 Savings Institution	5	1 or 2	051 Bank/Savings Institution
353 Office Building, Low Rise - 1 to 4 stories	5	1 or 2	053 Office Building
354 Office Building, High Rise - 5 or more stories	8	2 or 3	053 Office Building
355 Office Condominium	5	1, 2 or 3	053 Office Building
356 Retail Condominium	5	1 or 2	034 Retail Store
361 Funeral Home	2	1	058 Funeral Home
362 Veterinary Clinic	3	1	082 Multi-Use - Office 084 Multi-Use - Storage
363 Legitimate Theatre	6	1, 2 or 3	061 Auditorium/Theater
364 Motion Picture Theater	6	1 or 2	061 Auditorium/Theater
365 Cinema/Theater	6	1 or 2	062 Cinema
366 Radio, TV or Motion Picture Studio	4	1 or 2	061 Auditorium/Theater
367 Social/Fraternal Hall	3	1 or 2	064 Social/Fraternal Hall
368 Hangar	4	2 or 4	042 Hangar

CODE RELATIONSHIPS CHART			
Structure Type Code	**Basic Structure Code**	**Construction Type Code**	**Normal Use Type Code**
369 Day Care Center	3	1	025 Dwelling Conversion 082 Multi-Use - Office 083 Multi-Use - Sales
370 Greenhouse	4	1	084 Multi-Use Storage
371 Downtown Row Type	3	1	034 Retail Store 081 Multi-Use - Apartment 082 Multi-Use - Office 083 Multi-Use - Sales 084 Multi-Use - Storage
373 Retail - Single Occupancy	3	1	034 Retail Store 081 Multi-Use - Apartment 082 Multi-Use - Office 084 Multi-Use - Storage
374 Retail - Multi Occupancy	3	1	034 Retail Store 081 Multi-Use - Apartment 082 Multi-Use - Office 084 Multi-Use - Storage
375 Retail – Drive-Up	3	1 or 4	083 Multi-Use - Sales 084 Multi-Use - Storage
381 Bowling Alley	4	1, 2 or 4	083 Multi-Use - Sales
382 Skating Rink	4	1, 2 or 4	050 Skating Rink (Ice or Roller)
383 Health Spa	5	1, 2 or 4	082 Multi-Use - Office
384 Indoor Swimming Pool	4	2	095 Covered Mall
385 Indoor Tennis Club	4	2 or 4	048 Tennis Club
386 Indoor Racquet Club	3	1, 2 or 4	049 Racquetball Court
387 Country Club	5	1	082 Multi-Use - Office
389 Country Club with Golf Course	5	1	082 Multi-Use - Office
391 Cold Storage Facility	4	1, 2 or 4	045 Warehouse
392 Lumber Storage	7	1 or 4	084 Multi-Use - Storage
395 Truck Terminal	4	1, 2 or 4	045 Warehouse 082 Multi-Use - Office
396 Mini Warehouse	4	1 or 4	041 Mini Warehouse
397 Office Warehouse	4	1 or 2	045 Warehouse 053 Office 082 Multi-Use - Office
398 Warehouse	4	1, 2 or 4	045 Warehouse
399 Prefab Processing Warehouse	7	4	045 Warehouse
401 Manufacturing/Processing	4	1 or 2	043 Manufacturing 044 Light Manufacturing 082 Multi-Use - Office
405 Research and Development	5	2 or 3	043 Manufacturing 082 Multi-Use - Office
610 Recreational/Health Club	5	1 or 2	*as per specific use* 083 Gymnasiums and Natatoriums
611 Library	5	1 or 2	057 Library
612 School	5	1, 2 or 3*	055 School

CODE RELATIONSHIPS CHART			
Structure Type Code	**Basic Structure Code**	**Construction Type Code**	**Normal Use Type Code**
610 Recreational/Health Club	5	1 or 2	*as per specific use* 083 Gymnasiums and Natatoriums
613 College or University	5	1, 2 or 3*	023 Dormitory 055 School
620 Religious	5	1 or 2	063 Religious Institution
630 Auditorium	6	2 or 3	061 Auditorium/Theater
640 Hospital	5	2 or 3	056 Hospital
660 Police or Fire Station	5	2 or 3	047 Auto Parts/Service 082 Multi-Use - Office
670 Correctional	5	3	082 Multi-Use - Office
680 Cultural Facility	5	2 or 3*	053 Office Building 061 Auditorium/Theater
690 Rail/Bus/Air Terminal	5	2 or 3	061 Auditorium/Theater
695 Courthouse	5	2 or 3	053 Office 057 Library 061 Auditorium
696 Armory	4	2 or 3	045 Warehouse 082 Multi-Use - Office
710 Telephone Equipment Building	4	2 or 3	043 Manufacturing 045 Warehouse
715 Telephone Service Garage	4	2	045 Warehouse 082 Multi-Use - Office
720 Radio/TV Transmitter Building	4	1 or 2	045 Warehouse

Construction type codes are suggested guidelines and may not always apply as given.

* Older structure occasionally construction type 1

** Refer to specialized schedules

WALL HEIGHT – Required entry. Space is provided to enter a two-digit number denoting the height of an interior/exterior line story to the nearest foot. Both character positions must be filled in. Use leading zeros if necessary. Measurement should be made from floor to floor, ***not*** from floor to ceiling.

Note: Parapets should not be included in this measurement.

Note: Gable-type roofs should be measured to the eaves. Other roof types (such as shed or sawtooth) should be averaged to compute the wall height to the roofline.

EXTERIOR WALL MATERIAL – Required entry. Space is provided to enter a two-digit numeric code denoting the exterior wall material of the interior/exterior line. Enter 00 to 17.

Enter 00 NONE to indicate the absence of an exterior wall material.

Enter 01 BRICK OR STONE to indicate a brick or stone veneer.

Enter 02 FRAME to indicate an exterior wall of wood, log, aluminum siding, composition siding, or shingles on sheathing.

Enter 03 CONCRETE BLOCK to indicate a masonry wall consisting of concrete compressed into the shape of a block and allowed to harden.

Enter 04 BRICK ON CONCRETE BLOCK to indicate that the exterior walls are of a brick or stone veneer on concrete block backup.

Enter 05 TILE to indicate a hard, earthenware block that has molded and kiln fired such as terra cotta.

Enter 06 MASONRY AND FRAME to indicate that at least one-third of the exterior walls are of a frame or masonry (brick or stone) material, and the rest of the exterior walls are of the other material.

Enter 07 METAL, LIGHT to indicate walls constructed of metal panels on wood or steel frame.

Enter 08 METAL, SANDWICH to indicate walls constructed of a core of insulation covered on both sides by metal panels.

Enter 09 CONCRETE, LOAD BEARING to indicate a concrete wall that supports a part of the building, usually a floor or roof.

Enter 10 CONCRETE, NON-LOAD BEARING to indicate a concrete curtain wall that does not support the roof or floor.

Enter 11 GLASS to indicate walls of non-supporting glass panels set in metal frame.

Enter 12 GLASS AND MASONRY to indicate walls of non-supporting glass set in brick or concrete backup.

Enter 13 ENCLOSURE to indicate a wood stud or concrete block office or sales enclosure wall in the interior of a building.

Enter 14 CONCRETE TILT-UP to indicate concrete wall sections that are cast horizontally and tilted or lifted into position.

Enter 15 SOLAR GLASS to indicate a high quality, tinted, heat-absorbent glass set in metal frame.

Enter 16 ASBESTOS, CORRUGATED RIGID to indicate a rigid, corrugated asbestos sheet on wood or steel frame.

Enter 17 MASONRY/METAL to indicate that at least one-third of the exterior walls are of a metal or masonry (brick or stone) material, and the rest of the exterior walls are of the other material.

Note: Exterior wall material for a basement and/or entries with Use Code 090 will always be Code 00 - "None," except when Use Code 090 is in a basement where Code 09 - "Concrete, Load Bearing" must be entered.

Note: Exterior wall material for enclosures should always be Code 13 - "Enclosure." Exterior wall material for mezzanines must be either Code 00 - "None" or Code 13 - "Enclosure."

CONSTRUCTION TYPE – Space is provided to enter a one-digit numeric code denoting the type of construction of an interior/exterior line.

Enter 1 WOOD FRAME/JOIST/BEAM to indicate construction that incorporates wood stud balloon or platform framing or good post and beam framing (mill construction). This category also includes masonry structures that incorporate wood joist or plank floor systems, or wood joist, truss, or rafter roof systems.

Enter 2 FIRE RESISTANT (Steel Frame) to indicate a rigidly connected frame of steel carrying all external and internal loads and stresses to the foundation. Multi-story structures will have steel floor joists with concrete plank or a reinforced concrete floor system.

Enter 3 FIREPROOF (Reinforced Concrete) to indicate a rigidly connected frame of steel carrying all external and internal loads and stresses to the foundation. Incombustible materials are applied to protect structural components of the building so that it can withstand a complete burnout of contents without structural damage. Also, to indicate a frame consisting of concrete which is strengthened by embedding iron or steel bars, rods, or mesh into it.

Enter 4 PRE-ENGINEERED STEEL to indicate buildings framed with prefabricated steel members. The structure will incorporate either metal beams, girders, columns and purlins, or light gauge steel joists manufactured from cold formed shapes of sheet or strip steel. Multi-story buildings may have floors of wood, steel, or concrete.

Note: All construction types must have entries for the remaining interior line (with zeros if necessary), as well as the applicable physical condition and functional utility. Mezzanines, enclosures, and all use type 990 entries require construction type 0. Crawl space requires construction type 1.

INTERIOR FINISH % (PERCENT) – Optional entry. Space is provided to enter the extent of interior finish expressed in a percent. Consideration should be given to the floors, ceilings, and walls. All character positions must be filled in. Use leading zeros if necessary.

Note: Consideration should be given to the structure type code previously entered. For example, you would not expect to find the same extent of interior finish in a warehouse as you would find in a professional building.

PARTITIONS – Required entry. Space is provided to enter a one-digit numeric code denoting the extent of partitioning of walls within the interior/exterior building line.

Enter 0 NONE to indicate that there are no partitions at all.

Enter 1 BELOW NORMAL to indicate that only a few partitions have been constructed and that most similar structures have a few more partitions than the subject structure.

Enter 2 NORMAL to indicate that the subject structure has about the same extent of partitioning that is found in similar structures.

Enter 3 ABOVE NORMAL to indicate that the subject structure has rather extensive partitioning when compared to similar structures used for the same purpose.

Note: The extent of partitioning should always be compared to what could be considered normal for structures having the same use. The use type should be considered. For example, a structure that was built as a hotel but is now used as an office building will probably have more extensive partitions (Code 3 - "Above Normal") than a structure built as an office building and used as an office building.

HEATING SYSTEM TYPE – Required entry. Space is provided to enter a one-digit numeric code denoting the predominant heating system type utilized within the interior/exterior line.

Enter 0 to indicate NONE.

Enter 1 to indicate HOT AIR, either forced or gravity.

Enter 2 to indicate HOT WATER or STEAM, both single and dual circulation types.

Enter 3 to indicate UNIT HEATERS, SPACE HEATERS.

Enter 4 to indicate ELECTRIC, either baseboard, floor, or ceiling.

Enter 5 to indicate the presence of a HEAT PUMP.

Enter 6 to indicate SOLAR.

AIR CONDITIONING TYPE – Required entry. Space is provided to enter a one-digit numeric code denoting the type of air conditioning existent within the interior/exterior line.

Enter 0 to indicate NONE.

Enter 1 to indicate CENTRAL.

Enter 2 to indicate UNIT REAL PROPERTY.

Note: Window air conditioners are not considered real property and should be entered using type code 0 - "None."

PLUMBING (WATER) – Required entry. Space is provided to enter a one-digit numeric code denoting the extent and adequacy of the plumbing and piping system present within the interior/exterior line.

Enter 0 to indicate NONE.

Enter 1 to indicate BELOW NORMAL.

Enter 2 to indicate NORMAL.

Enter 3 to indicate ABOVE NORMAL.

Note: Consideration must be given to the structural use. For example, motels naturally have more extensive plumbing systems than retail stores.

LIGHTING – Required entry. Space is provided to enter a one-digit numeric code denoting the extent and adequacy of the lighting present within the interior/exterior line.

Enter 0 to indicate NONE.

Enter 1 to indicate BELOW NORMAL.

Enter 2 to indicate NORMAL.

Enter 3 to indicate ABOVE NORMAL.

Note: Consideration must be given to the structural use. For example, retail stores are expected to have more lighting than warehouses.

PHYSICAL CONDITION – Required entry. Space is provided to enter a one-digit numeric code denoting the physical condition of the interior/exterior line in relation to its age of completion. Consideration should include the foundation, frame, exterior walls, roof; heating, air conditioning, lighting, and electrical systems, plumbing, internal walls, and floor finish.

Enter 1 POOR to indicate that the interior/exterior line is structurally unsound. Major structural elements require replacement. The interior is in a dilapidated condition and does not appear suitable for use.

Enter 2 FAIR to indicate that the interior/exterior line shows marked wear and deterioration, but the property is usable for commercial or industrial purposes. It could be characterized as needing work.

Enter 3 NORMAL to indicate that the interior/exterior line shows only minor signs of physical deterioration due to wear and tear. There are few indications of deferred maintenance and no significant repairs or replacements are necessary.

Enter 4 GOOD to indicate that the interior/exterior line is in new or like new condition. There are no deficiencies in material or construction and no signs of deferred maintenance.

Enter 5 RENOVATED to indicate that a major renovation or rehabilitation of the interior/exterior line has taken place. The effective age of the interior/exterior line has been altered to that of a much newer building in good condition. The amount of work done to enhance the appearance and structural soundness of the interior/exterior line is far in excess of that required for normal maintenance.

FUNCTIONAL UTILITY FACTOR – Required entry. Space is provided to enter a one-digit numeric code denoting the functional utility of the interior/exterior line. *Functional utility* may be defined as the ability of the interior/exterior line to perform the function for which it is intended. It is the combined effect on marketability of the condition, utility, and desirability of the property. Consideration should be given to architecture, design and layout, sizes and types of rooms, and performance standards. Enter (0 - 4) multiple choice:

Basement

Enter 0 NONE to indicate that the basement has very little possibility of being utilized to any great degree. May be low posted and/or have a dirt floor. May be wet.

Enter 1 POOR to indicate that the basement is capable of being only partially utilized due to height, size, ingress and egress, etc. Has no elevator service.

Enter 2 FAIR to indicate that the basement may be capable of being utilized for dead storage, etc., but lacks good elevator service, although it may have old cable-controlled type.

Enter 3 NORMAL to indicate that the basement is capable of being fully utilized with good movement of materials to the first floor level by elevator or other mechanical means.

Enter 4 GOOD to indicate that an exceptional utilization of the entire basement area is possible. May house all or part sales, secondary office space, lounge, function rooms, kitchen, etc. Must be served by modern elevator.

First Floor

Enter 0 NONE to indicate that no possible present or future usefulness exists.

Enter 1 POOR to indicate that the first floor exhibits very little possible utility at present or in the future due to shape, layout, size, construction, etc.

Enter 2 FAIR to indicate that there may be excessive wasted space due to shape and size. Headroom and/or bay size is less than adequate. Problems exist with ingress or egress.

Enter 3 NORMAL to indicate that the first floor layout provides for nearly full utilization of space. There is sufficient headroom and bay size to fulfill the function for which it is intended. (*Note:* Most first floor areas will fall into this classification.)

Enter 4 GOOD to indicate that the first floor has exceptional utilization due to layout, ingress and egress. There is little or no wasted floor area and a maximum of net leasable space exists.

Second Floor

Enter 0 NONE to indicate that the second floor has no present or future utilization.

Enter 1 POOR to indicate that the second floor has a low percentage of net leasable to gross floor area. The plumbing and lighting are obsolete. It may have small bays or be low posted. The overall layout is poor and no elevator service exists. There is no off-street parking available in the immediate area.

Enter 2 FAIR to indicate that the second floor has excessive hallways, stairwells, elevator shafts, etc., which result in a lower percentage of net leasable space. There may be an older, manually-operated elevator or none at all. There is still proper ingress and egress, but little off-street parking is available in the area.

Enter 3 NORMAL to indicate that the second floor layout provides for nearly full utilization of space with normal hall and stairwell areas. A self-service elevator is available. There is adequate off-street parking available in the immediate area.

Enter 4 GOOD to indicate that the second floor has exceptional utilization. There is little or no wasted floor area. A modern self-service elevator is available. There is more than adequate off-street parking available in the immediate area.

Above the Second Floor

Use the same guidelines as second floor, taking into consideration that in buildings with no elevator, the higher you go, the less desirable the space becomes. It would be highly unlikely in any building to progress upward by floor and have the functional utility increase. For example, if the second floor is classified as *fair*, it would not be likely for the third floor to be *normal.*

(%) PERCENT RENTABLE – Optional entry. Three character positions are provided for entering the numeric percent of the interior/exterior line that is considered rentable. (*Note:* This entry will only be utilized for office buildings when accurate efficiency ratings are obtained or estimated.

SPLIT CLASS – Optional entry. Used to indicate a tax class that is *different* than the tax class established for the building.

(%) PERCENT COMPLETE – Optional entry. Three character positions are provided for entering the numeric percent of construction. If incomplete construction exists, the parcel should be flagged for field check until construction is complete.

BUILDING OTHER FEATURES - ATTACHED IMPROVEMENTS

There are numerous types of building other features (BOF) and attached improvements that may be encountered on commercial and industrial properties. The most common of these have been coded and printed on the data collection card. The inclusion of all possible items is somewhat impractical. However, the ability to collect data on uncoded items has been provided for by entering the code "MS1" (for miscellaneous structure) and a flat dollar amount in the Measurement 1 column.

CA32	BUILDING OTHER FEATURES - ATTACHED IMPROVEMENTS														
LINE	STRUCT. CODE	FLAT +/-	MEASUREMENT 1	MEASUREMENT 2	ELEV. STOPS	IDENT. UNITS	VECT. CODE	LINE	STRUCT. CODE	FLAT +/-	MEASUREMENT 1	MEASUREMENT 2	ELEV. STOPS	IDENT. UNITS	VECT. CODE
_	___	_	_____	_____	__	__	A11	_	___	_	_____	_____	__	__	A15
_	___	_	_____	_____	__	__	A12	_	___	_	_____	_____	__	__	A16
_	___	_	_____	_____	__	__	A13	_	___	_	_____	_____	__	__	A17
_	___	_	_____	_____	__	__	A14	_	___	_	_____	_____	__	__	A18

INTERIOR/EXTERIOR LINE NUMBER – Required entry when listing building other features. Space is provided to enter up to a four-digit number denoting the interior/exterior line number of the building section in which the building other feature or attached improvement is located.

Note: It is extremely important to enter the correct interior/exterior line number of the building section in which the building other feature or attached improvement is located. Because these items will be depreciated in the same manner as the interior/exterior line, it is important that they be properly assigned. For the following building other features and attached improvements the interior/exterior line should always correspond with the first floor of the building section:

Elevator, electric freight
Elevator, electric passenger
Elevator, hydraulic freight
Elevator, hydraulic passenger
Escalator
Store front, wood frame
Store front, average metal
Store front, elaborate

STRUCTURE CODE – Required entry when listing building other features. Space is provided to enter a three-digit alpha/numeric code denoting the type of building other feature/attached improvement being described. A complete list follows this section.

FLAT VALUE (+/-) – Space is provided to enter a plus (+) or a minus (–) sign to denote the addition or deduction of a flat dollar amount that would then be entered in the Measurement 1 column for a miscellaneous structure (MS1). *If the flat value field is not utilized, this entry must be left blank.* Consult your supervisor for instructions on possible uses of this field.

MEASUREMENT 1 / MEASUREMENT 2 – Required entry when listing building other features Space is provided to enter the appropriate measurements of the structure code being described. Utilize the character positions to the right. See guidelines following this section.

ELEVATOR STOPS – Required entry when listing elevators. Spaces are provided to enter the number of elevator stops when describing an elevator in this section of the data collection card.

NUMBER OF IDENTICAL UNITS – Required entry when listing building other features. Spaces are provided to enter the total number of identical building other feature/attached improvement units. Utilize the character positions to the right.

Note: When listing attached improvements for a line with multiple levels, the number of identical units will be the total for *all* levels on that line. For example, a 4-story apartment building with 4 balconies on each of the second and third floors would have 8 identical units for the interior/exterior line 02-03.

BUILDING OTHER FEATURES – ATTACHED IMPROVEMENTS DETAILED CHART - A detailed chart listing all existing building other features and attached improvements follows this page. The chart includes structure codes, necessary field entries, and appropriate measurement units, including the correct fields in which to enter them.

BUILDING OTHER FEATURES – ATTACHED IMPROVEMENTS						
Description	Line No.	Str. Code	Flat Value (+/-)	Meas. 1	Meas. 2	No. Ident. Units
Aerial Walkway	Yes	AE1	-	Width	Length	Yes
Air Conditioning – Central	Yes	CA1	-	Width	Length	Yes
Air Conditioning – Unit	Yes	CA2	-	Width	Length	Yes
Atrium (cover only)	Yes	AT3	-	Width	Length	Yes
Atrium (walls)	Yes	AT4	-	Lineal Ft.	Height	Yes
Balcony	Yes	BA1	-	Width	Length	Yes
Bank Canopy, Drive-In	Yes	BC1	-	Width	Length	Yes
Bank Vault, Money	Yes	BE1	-	Floor Width	Floor Length	Yes
Bank Vault, Record Storage	Yes	BE2	-	Floor Width	Floor Length	Yes
Bank Vault Door, Circular - Money	Yes	BE3	-	-	-	Yes
Bank Vault Door, Rect. - Money	Yes	BE4	-	-	-	Yes
Bank Vault Door, Record Storage	Yes	BE5	-	-	-	Yes
Bank Night Deposit Chute	Yes	BE6	-	-	-	Yes
Bank Drive-In Window	Yes	BE7	-	-	-	Yes
Bank Service Window	Yes	BE8	-	-	-	Yes
Bank Drive-In Teller Booth	Yes	BE9	-	Floor Width	Floor Length	Yes
Bank Pneumatic Tube	Yes	BE0	-	Lineal Ft.	1	Yes
Bank Automatic Teller Structure(ATM)	Yes	BT0	-	-	-	Yes
Basement Top	Yes	BT1	-	Width	Length	Yes
Canopy (only)	Yes	CP5	-	Width	Length	Yes
Canopy, Roof/Slab	Yes	CP6	-	Width	Length	Yes
Canopy, Service Station – Economy	Yes	CP7	-	Width	Length	Yes
Canopy, Service Station – Average	Yes	CP8	-	Width	Length	Yes
Canopy, Service Station – Good	Yes	CP9	-	Width	Length	Yes
Carport	Yes	RC1	-	Width	Length	Yes
Computer Floor	Yes	CR1	-	Width	Length	Yes
Computer Room Air Control	Yes	CR2	-	Width	Length	Yes
Computer Fire Suppression System	Yes	CR3	-	Width	Length	Yes
Cooler – Chiller	Yes	CF1	-	Width	Length	Yes
Cooler – Freezer	Yes	CF2	-	Width	Length	Yes
Cooler – Sharp Freeze	Yes	CF3	-	Width	Length	Yes
Covered Mall	Yes	CM1	-	Width	Length	Yes
Craneway – Light	Yes	CW1	-	Length	1	Yes
Craneway – Medium	Yes	CW2	-	Length	1	Yes
Craneway – Heavy	Yes	CW3	-	Length	1	Yes
Dock Level Floor	Yes	DL1	-	Width	Length	Yes
Elevator, Electric Freight	Yes	EL1	-	See elevator example		Yes
Elevator, Electric Passenger	Yes	EL2	-	in the *Unique Applications*		Yes
Elevator, Hydraulic Freight	Yes	EL3	-	section of		Yes
Elevator, Hydraulic Passenger	Yes	EL4	-	this manual.		Yes
Enclosed Entry	Yes	EE1	-	Width	Length	Yes
Escalator, 32" Stair Width	Yes	EL5	-	Feet of Rise	1	Yes
Escalator, 48" Stair Width	Yes	EL6	-	Feet of Rise	1	Yes
Fireplace, 1 Opening	Yes	FI1	-	-	-	Each
Fireplace, 2 Opening	Yes	FI2	-	-	-	Each
Fireplace, 3 Opening	Yes	FI3	-	-		Each

BUILDING OTHER FEATURES – ATTACHED IMPROVEMENTS						
Description	Line No.	Str. Code	Flat Value (+/-)	Meas. 1	Meas. 2	No. Ident. Units
Garage, 1 Story, Attached Frame	Yes	RA1	-	Width	Length	Yes
Garage, 1 Story, Attached Masonry	Yes	RA2	-	Width	Length	Yes
Gas Regulator Building	Yes	UG1	-	Width	Length	Yes
Gazebo	Yes	GZ1	-	Width	Length	Yes
Greenhouse, Economy	Yes	GH4	-	Width	Length	Yes
Greenhouse, Average	Yes	GH5	-	Width	Length	Yes
Greenhouse, Good	Yes	GH6	-	Width	Length	Yes
Loading Dock, Steel or Concrete	Yes	LD1	-	Width	Length	Yes
Loading Dock, Wood	Yes	LD2	-	Width	Length	Yes
Loading Dock, Interior	Yes	LD3	-	Width	Length	Yes
Truck and Train Well	Yes	LD4	-	Width	Length	Yes
Dock Levelers	Yes	LD5	-	-	-	Yes
Miscellaneous	Yes	MS1	Yes	Value	1	Yes
Open Areas						
High Rise Apartment or Hotel	Yes	OA1	-	Width	Length	Yes
Garden Apartment, Motel, or Dwelling	Yes	OA2	-	Width	Length	Yes
Store or Restaurant	Yes	OA3	-	Width	Length	Yes
Industrial or Warehouse	Yes	OA4	-	Width	Length	Yes
Bank or Office (low rise)	Yes	OA5	-	Width	Length	Yes
Theater or Auditorium	Yes	OA6	-	Width	Length	Yes
Light Metal Building	Yes	OA7	-	Width	Length	Yes
High Rise Office Building	Yes	OA8	-	Width	Length	Yes
Overhead Doors						
Wood or Metal	Yes	OD1	-	Width	Length	Yes
Rolling Steel	Yes	OD2	-	Width	Length	Yes
Motor Operated, Wood/Metal	Yes	OD3	-	Width	Length	Yes
Motor Operated, Rolling Steel	Yes	OD4	-	Width	Length	Yes
Patio, Concrete	Yes	LP3	-	Width	Length	Yes
Patio, Asphalt	Yes	LP4	-	Width	Length	Yes
Patio, Flagstone - Sand Base	Yes	LP5	-	Width	Length	Yes
Patio, Flagstone - Concrete Base	Yes	LP6	-	Width	Length	Yes
Patio, Brick	Yes	LP7	-	Width	Length	Yes
Pool, Indoor	Yes	SC2	-	Width	Length	Yes
Porch, Open	Yes	PR1	-	Width	Length	Yes
Porch, Enclosed	Yes	PR2	-	Width	Length	Yes
Porch, Open Upper Deck	Yes	PR3	-	Width	Length	Yes
Porch, Enclosed Upper	Yes	PR4	-	Width	Length	Yes
Porch, Covered	Yes	PR5	-	Width	Length	Yes
Porch, Screened	Yes	PR6	-	Width	Length	Yes
Porch, Covered Upper	Yes	PR7	-	Width	Length	Yes
Porch, Screened Upper	Yes	PR8	-	Width	Length	Yes
Railroad Trackage	Yes	RR1	-	Lineal Ft.	1	Yes
Roof, Monitor	1st flr	MR1	-	Lineal Ft.	Height	Yes
Roof, High Bay	1st flr	MR2	-	Lineal Ft.	Height	Yes
Skating Rink, Indoor Ice	Yes	SK1	-	Width	Length	Yes
Sprinkler System – Wet	Yes	SS1	-	Width	Length	Yes
Sprinkler System - Dry	Yes	SS2	-	Width	Length	Yes
Store Front, Wood Frame	Yes	SF1	-	Length	1	Yes
Store Front, Average Metal Frame	Yes	SF2	-	Length	1	Yes
Store Front, Elaborate	Yes	SF3	-	Length	1	Yes

BUILDING OTHER FEATURES – ATTACHED IMPROVEMENTS						
Description	Line No.	Str. Code	Flat Value (+/-)	Meas. 1	Meas. 2	No. Ident. Units
Truck Scale	Yes	TS1	-	Width	Length	Yes
Truck Scale – Elec. Reader	Yes	TS2	-	-	-	Yes
Utility Storage – Frame	Yes	RS1	-	Width	Length	Yes
Utility Storage – Metal	Yes	RS2	-	Width	Length	Yes
Utility Storage – Masonry	Yes	RS3	-	Width	Length	Yes
Tunnel – Pedestrian	Yes	TU1	-	Width	Length	Yes
Tunnel – Utility	Yes	TU2	-	Width	Length	Yes
Wood Deck	Yes	WD1	-	Width	Length	Yes

Note 1: If a non-rectangular shape is encountered in a building other feature or attached improvement requiring width and length, it is permissible to enter the total square foot area in *Measurement 1* and a right-justified "1" in *Measurement 2.*

Note 2: Dock level floors should not exist for collection purposes if there is a basement under the structure being described.

Note 3: Fireplaces are to be collected only on apartment structures.

APARTMENT DATA

Spaces are provided for entering eight different bedroom/bathroom/other feature combinations describing apartment buildings. For structure types 211 and/or 212 enter the apartment data as follows: use type = 011 for all entries activated. Number per building = the number of apartment units with the same number of bedrooms, baths, half baths, and fireplaces (other). Number of bedrooms can be 0 through 4 with 0 indicating an efficiency.

Example:

15 2 bedroom, 1 bath apartments
24 1 bedroom, 1 bath, 1 fireplace apartments
39 3 bedroom, 2 full and 1 half baths, 1 fireplace apartments
4 efficiency, 1 bath apartments

Data should be entered as follows:

APARTMENT DATA					
USE TYPE	NUMBER PER BUILDING	BED ROOMS	BATHS FULL	BATHS HALF	OTHER
011	15	2	1	_	_
011	24	1	1	_	1
011	39	3	2	1	1
011	4	0	1	_	_
___	____	_	_	_	_
___	____	_	_	_	_
___	____	_	_	_	_
___	____	_	_	_	_

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Other Building and Yard Improvements

OTHER BUILDING AND YARD IMPROVEMENTS

Up to six segments of yard improvements/secondary buildings per card may entered in this section of the data collection card. There are numerous types of yard improvements or secondary buildings that may be encountered on commercial and industrial properties. The inclusion of all possible items is considered impractical. However, the ability to collect data on uncoded items has been provided for by using the entry "MS1". (Refer to the detailed chart for more information.)

Note: The structure type and modification codes table lists the available codes. Included with the codes are the size and quantity constraints. If the item to be entered falls outside of the size requirements, it should be manually priced and entered as a total value in the Total Gross Value field.

CA 24	OTHER BUILDING AND YARD IMPROVEMENTS														
LINE NO.	TYPE CODE	YEAR BUILT	EFFECTIVE YEAR	YEAR REMOD.	SIZE	GRD	IDENT. UNITS	MOD CODE	COND	FUNC	% COMP	HA %	SPLIT CLASS	VECTOR CODE	RCNLD
--	---	----	----	----	---x----	-	--	----	-	-	---	---	-	A21	-------
--	---	----	----	----	---x----	-	--	----	-	-	---	---	-	A22	-------
--	---	----	----	----	---x----	-	--	----	-	-	---	---	-	A23	-------
--	---	----	----	----	---x----	-	--	----	-	-	---	---	-	A24	-------
--	---	----	----	----	---x----	-	--	----	-	-	---	---	-	A25	-------
--	---	----	----	----	---x----	-	--	----	-	-	---	---	-	A26	-------

LINE NUMBER – When data is entered, the system will automatically assign line numbers. An entry in this field will tell the data entry personnel in what order you want the items entered. Space is provided to enter a two-digit sequential number beginning with "01" denoting the identification number of the other building and yard item.

TYPE CODE – Required entry when activated. Space is provided to enter a three-digit alpha/numeric structure code denoting the type of yard improvement or secondary building being described. Refer to the detailed chart for a list of valid type codes.

YEAR BUILT – Required entry when activated. Space is provided to enter the four-digit year in which the item was constructed.

EFFECTIVE YEAR – Optional entry. Used to override the physical age of a building when remodeling or other factors indicate depreciation should be based on a different year. A common use is to override the age of special mod codes to match the age of the base building.

YEAR REMODELED – Optional entry. Refers to the year when the subject structure was significantly remodeled. When no remodeling is in evidence, simply leave blank. This field is descriptive only, it does not affect depreciation.

SIZE – Required entry when activated. Enter either the square foot area or the dimensions (width and length) of the item. *Square foot area* should be entered to the right. To enter *dimensions*, character positions are provided for eight characters: three numeric characters denoting either the width or diameter; a multiplication symbol (x); and four numeric characters denoting the length or height of the item. The multiplication symbol must always be entered on the single character position between the two upright hashmarks. All character positions must be filled in; use leading zeros if necessary.

GRADE – Required entry. Space is provided to enter one alpha character denoting the quality grade of the item. Valid grades are A, B, C, D, or E.

IDENTICAL UNITS – Required entry when activated. Space is provided to enter the total number of identical yard improvements or secondary buildings. In order to be classed as identical units, all characteristics (age, size, grade, mod codes, condition, and utility) must be identical. Both character positions must be filled in. Use leading zeros if necessary.

MODIFICATION CODES – Optional entry. Refers to an addition or deduction to modify the cost component from the base specification. Modification codes are identified by one numeric character, and should only be utilized for the specific structure(s) intended. Codes should be entered from the left. Refer to the detailed chart for a list of valid modification codes for each type code.

CONDITION – Required entry when activated. Space is provided to enter a one-digit numeric code denoting the overall condition of the item.

Enter 1 POOR to indicate that the yard improvement or secondary building is in a dilapidated condition.

Enter 2 FAIR to indicate that the yard improvement or secondary building shows signs of deferred maintenance. The improvement could be characterized as "needing work".

Enter 3 NORMAL to indicate that the yard improvement or secondary building shows only minor signs of physical deterioration due to wear and tear. There are few indications of deferred maintenance.

Enter 4 GOOD to indicate that the yard improvement or secondary building shows no signs of deferred maintenance. It could be characterized as in new or like new condition.

Enter 5 RENOVATED to indicate that the yard improvement or secondary building has undergone major renovation or rehabilitation. Despite the actual age of the improvement, the effective age has been altered to a much newer improvement in good condition. The amount of work done to enhance the appearance and/or structure soundness of the improvement is far in excess of that required for normal maintenance.

Note: Deferred maintenance may be defined as desirable repairs and rehabilitation that will require immediate expenditures. It does not necessarily imply inadequate prior maintenance.

FUNCTIONAL UTILITY – Required entry when activated. Space is provided to enter a one-digit numeric code denoting the overall functional utility of the item. Functional utility may be defined as the ability of the improvement to assist the property to perform the function for which it is intended. Consideration should be given to design, size, and performance standards.

Enter 0 NONE to indicate that the yard improvement or secondary building adds nothing to the ability of the property to perform the function for which it is intended. It can in no way be considered serviceable.

Enter 1 POOR to indicate that the yard improvement or secondary building adds little to the ability of the property to perform the function for which it is intended. Major renovation is necessary to allow the improvement to make an adequate contribution to service.

Enter 2 FAIR to indicate that the yard improvement or secondary building adds to the ability of the property to perform the function for which it is intended, but the effect is minimal.

Enter 3 NORMAL to indicate that the yard improvement or secondary building adds an adequate amount to the ability of the property to perform the function for which it is intended.

Enter 4 GOOD to indicate that the yard improvement or secondary building has no functional deficiencies and is well suited to aid the ability of the property to perform the function for which it is intended.

% COMP (PERCENT COMPLETE) – Optional entry. Three digits are provided to enter a percent for partially complete new construction. Leave blank if item is 100%. The parcel should be flagged for field review to adjust the percent complete the following year.

MA% (MARKET ADJUSTMENT) – Optional entry. Space is provided to enter the data collector's judgement of remaining percent good for the yard improvement or secondary building being described. Percent good refers to the resultant value after deduction of physical depreciation and functional and/or economic obsolescence, expressed as a percentage.

Note: When activated it will *override* the system-generated percent good. The year built, physical condition, and functional utility must still be entered.

SPLIT CLASS – Optional entry. Used to indicate a tax class that is *different* than the tax class established for the parcel in the general property data.

YARD IMPROVEMENTS/SECONDARY BUILDINGS DETAILED CHART – A detailed chart listing all available yard improvements and secondary buildings follows this page. The chart also includes structure codes, unit of measure, and modification and special modification codes.

OTHER BUILDING AND YARD IMPROVEMENTS			
Description	**Str. Code**	**Unit of Measure**	**Modification Codes**
Bank Barn	AB1	SF or Dim	1 Wood Loft Floor
Flat Barn	AB2	SF or Dim	2 Gambrel/Arch Type Roof
Special Mod Codes:			3 Stalls & Partitions
Water Connection	FB1	Quantity	4 Earth Floor
Roof Ventilator	FB2	Quantity	5 No Lighting
Wood Board Corn Crib	AC1	SF or Dim	1 Storage Bin Over Wood
Welded Wire Corn Crib	AC2	SF or Dim	2 Storage Bin Over Wire
			3 Lighting
35' Roof 5 Gauge Wire Corn Crib	AC3	Diam. x Height	1 No Concrete Slab
45' Roof 5 Gauge Wire Corn Crib	AC4	Diam. x Height	2 No Roof 35'
35' Roof 2 Gauge Wire Corn Crib	AC5	Diam. x Height	3 No Roof 45'
45' Roof 2 Gauge Wire Corn Crib	AC6	Diam. x Height	
Dairy & Horse Barns	AD1	SF or Dim	1 Earth Floor
Special Mod Codes:			2 No Lighting
Barn Cleaner Gutter	FD1	Lineal Ft.	
Concrete Feed Bunk	FD2	Lineal Ft.	
Wood Feed Bunk	FD3	Lineal Ft.	
Mechanical Feeder – Automatic	FD4	Lineal Ft.	
Mechanical Feeder – Manual	FD5	Lineal Ft.	
Stable Ceiling	FD6	SF or Dim	
Concrete Feed Bunk	AF1	Lineal Ft.	
Post and Plank Bunk	AF2	Lineal Ft.	
Concrete Fence Bun	AF3	Lineal Ft.	
Post and Plank Fence Bunk	AF4	Lineal Ft.	
Special Mod Codes:			
Roof, 10' Wide	FF1	Lineal Ft.	
Mechanical Feeder Automatic	FF2	Lineal Ft.	
Mechanical Feeder manual	FF3	Lineal Ft.	
Concrete Apron – 10' Wide	FF4	Lineal Ft.	
Add For Stock Waterer			
Stock Waterer (Cattle)	FF5	Quantity	
Stock Waterer (Hog or Sheep)	FF6	Quantity	
Stock Waterer (Comb Cattle & Hog)	FF7	Quantity	
Steel Grain Bin w/o Drying Bin	AG1	Diam. x Height	
Steel Grain Bin w/ Drying Bin	AG2	Diam. x Height	
1S Frame or Metal Poultry House	AH1	SF or Dim	1 Insulation – First Floor
2S Frame or Metal Poultry House	AH2	SF or Dim	2 Insulation – Second Floor
3S Frame or Metal Poultry House	AH3	SF or Dim	3 Insulation – Third Floor
1S Concrete Block Poultry House	AH4	SF or Dim	4 Earth Floor
2S Concrete Block Poultry House	AH5	SF or Dim	5 Single Pitch Roof
3S Concrete Block Poultry House	AH6	SF or Dim	
Special Mod Codes:			
Water Connection	FB1	Quantity	
Roof Ventilator	FB2	Quantity	
Bunker Silo	AK1	Height x LF	
1S Lean To	AL1	SF or Dim	1 Earth Floor
Attached Concrete Block Milk House	AM1	SF or Dim	1 Metal Roof
Attached Glazed Tile Milk House	AM2	SF or Dim	2 Wood Shingle Roof
Detached Concrete Block Milk House	AM3	SF or Dim	3 Composition Roof
Detached Glazed Tile Milk House	AM4	SF or Dim	4 No Heating
Concrete Block Milking Parlor	AM5	SF or Dim	
Glazed Tile Milking Parlor	AM6	SF or Dim	
Special Mod Codes:			
Water Heater	FM1	Quantity	
Exhaust Fan	FM2	Quantity	

OTHER BUILDING AND YARD IMPROVEMENTS			
Description	**Str. Code**	**Unit of Measure**	**Modification Codes**
Potato Storage			1 No Lighting
Under Ground	AO1	SF or Dim	2 Concrete Floor
Above Ground	AO2	SF or Dim	
Special Mod Codes:			
Ventilating Fan 24"	FO1	Quantity	
Ventilating Fan 36"	FO2	Quantity	
Tobacco Barn	AO3	SF or Dim	1 No Lighting
Special Mod Codes:			2 Concrete Floor
Ventilating Fan 24"	FO1	Quantity	
Ventilating Fan 36"	FO2	Quantity	
Pole Barns			1 Truss Roof Span to 50'
Four Side Closed Metal	AP1	SF or Dim	2 Concrete Floor
Four Side Closed Wood	AP2	SF or Dim	3 Insulation
One Side Open Metal	AP3	SF or Dim	4 Wood Lining
One Side Open Wood	AP4	SF or Dim	
Four Side Open Metal	AP5	SF or Dim	
Four Side Open Wood	AP6	SF or Dim	
Special Mod Codes:			
14' x 12' Slide Door	FP1	Quantity	
14' x 10' Slide Door	FP2	Quantity	
14' x 8' Slide Door	FP3	Quantity	
16' x 7' Overhead Door	FP4	Quantity	
9' x 7' Overhead Door	FP5	Quantity	
Quonset Building	AQ1	SF or Dim	1 Lighting 2 Asphalt Floor 3 Concrete Floor
Granary	AR1	SF or Dim	1 Wood Storage Bin 2 Metal Wall 3 Metal Roof 4 Wood Ventilating Duct 5 No Lighting 6 Pier Foundation
Silos			1 17' Automatic Unloader
Concrete Stave w/ Roof	AS1	Diam. x Height	2 20' Automatic Unloader
Concrete Stave w/o Roof	AS2	Diam. x Height	3 25' Automatic Unloader
Butler – Low Moisture	AS3	Diam. x Height	4 17' Raised Arm Auger
Porcelain	AS4	Diam. x Height	5 20' Raised Arm Auger
Prefabricated Steel	AS5	Diam. x Height	6 25' Raised Arm Auger
Prefabricated Steel – High Moisture	AS6	Diam. x Height	
Trench Silos			
Concrete or Plank	AT1	Depth x LF	
Dirt	AT2	Depth x LF	
Swine Barns			1 25% Concrete Pit Area
Swine Farrowing Barn	AV1	SF or Dim	2 100% Concrete Pit Area
Swine Finishing Barn	AW1	SF or Dim	
Swine Confinement Barn	AW2	SF or Dim	
Prefabricated Steel Building	AX1	SF or Dim	1 Lighting 2 Asphalt Floor 3 Concrete Floor
Slurry Systems			
Circular	AY1	Cylind. Volume	
Rectangular	AY2	SF or Dim	

OTHER BUILDING AND YARD IMPROVEMENTS			
Description	**Str. Code**	**Unit of Measure**	**Modification Codes**
Bank Features			
Canopy – Drive In	BC1	SF or Dim	
Vault – Money – No Door	BE1	SF or Dim	
Vault – Record Storage – No Door	BE2	SF or Dim	
Vault Door – Money – Circular	BE3	Quantity	
Vault Door – Money – Rectangular	BE4	Quantity	
Vault Door – Record Storage	BE5	Quantity	
Night Deposit Chute	BE6	Quantity	
Drive in Window	BE7	Quantity	
Service Window	BE8	Quantity	
Drive In Teller Booth	BE9	SF or Dim	
Pneumatic Tube	BE0	Lineal Ft.	
Auto Teller Machine Structure (ATM)	BT0	Quantity	
Boathouse – Open	BH1	SF or Dim	
Boathouse – Enclosed	BH2	SF or Dim	
Bulkhead	BK1	Lineal Ft.	
Docks			
Boat Dock	BD1	SF or Dim	
Boat Slip – Economy	BS1	Quantity	
Boat Slip – Average	BS2	Quantity	
Boat Slip – Good	BS3	Quantity	
Basement Top	BT1	SF or Dim	
Bath House	BT2	SF or Dim	
Air Conditioning – Central	CA1	SF or Dim	
Air Conditioning – Unit	CA2	SF or Dim	
Cabin	CB1	SF or Dim	
Cellar	CE1	SF or Dim	
Paving – Asphalt or Blacktop	CI1	SF or Dim	
Paving – Concrete	CI2	SF or Dim	
Paving – Asphalt/Concrete	CI3	SF or Dim	
Paving – Concrete Heavy Duty	CI4	SF or Dim	
Paving – Concrete Mat/Slab	CI5	SF or Dim	
Canopy Only	CP5	SF or Dim	
Canopy – Roof over Slab	CP6	SF or Dim	
Canopy RF – Economy	CP7	SF or Dim	
Canopy RF – Average	CP8	SF or Dim	
Canopy RF – Good	CP9	SF or Dim	
Drive In Theater Screen	DT1	SF or Dim	
Drive In Theater Speakers	DT2	Quantity	
Drive In Heaters	DT3	Quantity	

OTHER BUILDING AND YARD IMPROVEMENTS			
Description	**Str. Code**	**Unit of Measure**	**Modification Codes**
Exempt			1 Finished Basement
Auditorium	EA1	SF or Dim	2 Unfinished Basement
Armory	EA2	SF or Dim	
Church	EC1	SF or Dim	
Courthouse	EC2	SF or Dim	
Dormitory	ED1	SF or Dim	
Fire Station	EF1	SF or Dim	
School Gymnasium	EG1	SF or Dim	
College Gymnasium	EG2	SF or Dim	
Hospital	EH1	SF or Dim	
Jail	EJ1	SF or Dim	
Library	EL1	SF or Dim	
Nursing Home	EN1	SF or Dim	
Post Office	EP1	SF or Dim	
School	ES1	SF or Dim	
College Classroom	ES2	SF or Dim	
Golf Course – Per hole:			
Improvements – Excellent	GC1	Quantity	
Improvements – Very Good	GC2	Quantity	
Improvements – Good	GC3	Quantity	
Improvements – Average	GC4	Quantity	
Improvements – Fair	GC5	Quantity	
Improvements – Par 3	GC6	Quantity	
Miniature Course – Average	GC7	Quantity	
Miniature Course – Elaborate	GC8	Quantity	
Greenhouses			
Wood Frame – Glass Wall	GH1	SF or Dim	
Pipe/Metal Frame – Glass Wall	GH2	SF or Dim	
Wood Frame – Plastic Cover	GH3	SF or Dim	
Commercial – Economy	GH4	SF or Dim	
Commercial – Average	GH5	SF or Dim	
Commercial – Good	GH6	SF or Dim	
Gas Station Booth – Good	GS3	SF or Dim	
Gas Station Booth – Average	GS4	SF or Dim	
Gazebo	GZ1	SF or Dim	
Kiosk	KF1	SF or Dim	
Loading Dock – Concrete or Steel	LD1	SF or Dim	
Loading Dock – Wood	LD2	SF or Dim	
Loading Dock – Interior	LD3	SF or Dim	
Truck/Train Wells	LD4	SF or Dim	
Dock Levelers	LD5	Quantity	
Light – Mercury Vapor Wall Mntd Flood	LT1	Quantity	
Light – Incandescent Wall Mounted Flood	LT2	Quantity	
Light – Fluorescent Pole & Brk	LT3	Quantity	
Light – Incandescent Pole & Brk	LT4	Quantity	
Light – Mercury Vapor Pole & Brk	LT5	Quantity	
Misc. Comm. Bldg. On Res. Property	M98	Flat Value	
Mobile Home Park Imp. – Excellent	MH1	Quantity	
Mobile Home Park Imp. – Good	MH2	Quantity	
Mobile Home Park Imp. – Average	MH3	Quantity	
Mobile Home Park Imp. – Fair	MH4	Quantity	
Mobile Home Park Imp. – Poor	MH5	Quantity	

OTHER BUILDING AND YARD IMPROVEMENTS			
Description	**Str. Code**	**Unit of Measure**	**Modification Codes**
Miscellaneous	MS1	Flat Value	
Sound Value of Miscellaneous Structure	MV1	Flat Value	
Sound Value of Miscellaneous Structure	MV2	Flat Value	
Sound Value of Miscellaneous Structure	MV3	Flat Value	
Sound Value of Miscellaneous Structure	MV4	Flat Value	
Sound Value of Miscellaneous Structure	MV5	Flat Value	
Sound Value of Miscellaneous Structure	MV6	Flat Value	
Sound Value of Miscellaneous Structure	MV7	Flat Value	
Sound Value of Miscellaneous Structure	MV8	Flat Value	
Sound Value of Miscellaneous Structure	MV9	Flat Value	
Paving – Asphalt Parking	PA1	SF or Dim	
Paving – Concrete/Asphalt	PA2	SF or Dim	
Plumbing Fixture	PB1	Quantity	
Paving Concrete Average	PC1	SF or Dim	
Paving Concrete Heavy Duty	PC2	SF or Dim	
Paving Concrete Mat/Slab	PC3	SF or Dim	
Attached Garage – Frame or CB	RA1	SF or Dim	
Attached Garage – Masonry	RA2	SF or Dim	
Boat House – Frame or CB	RB1	SF or Dim	
Boat House – Masonry	RB2	SF or Dim	
Carport	RC1	SF or Dim	
Canopy	RC2	SF or Dim	
Carport	RC3	SF or Dim	
Detached Garage – Frame or CB	RG1	SF or Dim	1 Unfinished Interior
Detached Garage – Brick or Stone	RG2	SF or Dim	2 Finished Attic Above
			3 ½ Story Above
			4 Full Story Above
Real Single Wide Mobile Home	RM1	SF or Dim	1 Central Air Conditioning
Real Double Wide Mobile Home	RM2	SF or Dim	2 Metal Fireplace
Special Mod Codes:			3 Slide Out/Roll Out Room
Masonry Stoop	SM0	SF or Dim	4 Tip Out Room
Screened Porch	SM1	SF or Dim	
Wood/Metal/Glass Addition	SM2	SF or Dim	
Covered Patio/Carport	SM3	SF or Dim	
Skirting	SM4	Lineal Ft.	
Wood Deck	SM5	SF or Dim	
Attached 1S Frame	SM6	SF or Dim	
OFP (Dwelling Type)	SM7	SF or Dim	
Basement	SM8	SF or Dim	
Concrete Block Foundation	SM9	Lineal Ft.	
Plastic Pool Liner	RP1	SF or Dim	1 No Filter
Prefabricated Vinyl Pool	RP2	SF or Dim	2 Gas or Propane Heating
Reinforced Concrete Pool	RP3	SF or Dim	3 Electric Heating
Fiberglass Pool	RP4	SF or Dim	4 Diving Board
Gunite Pool	RP5	SF or Dim	5 Chrome or Steel Ladder
			6 Underwater Lighting
Railroad Trackage	RR1	Lineal Ft.	
Utility Shed – Frame	RS1	SF or Dim	
Utility Shed – Metal	RS2	SF or Dim	
Utility Shed – Brick	RS3	SF or Dim	

OTHER BUILDING AND YARD IMPROVEMENTS			
Description	**Str. Code**	**Unit of Measure**	**Modification Codes**
Swimming Pool - Commercial	SC1	SF or Dim	
Frame Machinery Shed	SH1	SF or Dim	
Aluminum Shed	SH2	SF or Dim	
Finished Metal Shed	SH3	SF or Dim	
Quonset Shed	SH4	SF or Dim	
Lumber Shed – 2 Sides Open	SH5	SF or Dim	
Lumber Shed – 4 Sides Open	SH6	SF or Dim	
Skating Rink	SK1	SF or Dim	
Summer Kitchen	SK2	SF or Dim	
Sprinkler System – Wet	SS1	SF or Dim	
Sprinkler System – Dry	SS2	SF or Dim	
Asphalt Tennis Court	TC1	Quantity	
Concrete Tennis Court	TC2	Quantity	
Clay Tennis Court	TC3	Quantity	
Platform Tennis Court	TC4	Quantity	
Tank Elevated Steel	TN1	Lineal Ft.	
Tank Elevated Bulk	TN2	Lineal Ft.	
Tank Concrete	TN3	Lineal Ft.	
Restroom Structure – Frame/CB	TR1	SF or Dim	
Restroom Structure – Brick/Stone	TR2	SF or Dim	
CB Gas Regulator Building	UG1	SF or Dim	
Fence – Chain Link	WA1	SF or Dim	
Fence – Picket	WA2	SF or Dim	
Fence – Stockade	WA3	SF or Dim	
Fence – Post & Rail	WA4	SF or Dim	
Fence – Basketweave	WA5	SF or Dim	
Wall – Brick/Stone	WA6	SF or Dim	
Fence – Wrought Iron	WA7	SF or Dim	
Wood Deck	WD1	SF or Dim	
Well/Septic	WS1	Quantity	

Note: Refer to the OBY Cost Schedules for additional information regarding size constraints and assigned depreciation tables for each out building or other yard improvement.

TOTAL OTHER IMPROVEMENTS

This section of the data collection form may be utilized in numerous ways. Since it is not expected that every parcel should be appraised by computer-assisted techniques, it is necessary to allow for the value of manually appraised properties to be integrated into the system. This is done by use of the *Total Other Improvements* category. This category may also be utilized to add or deduct a flat dollar amount from the overall improvement value of the parcel.

TOTAL OTHER IMPROVEMENTS MOBILE HOME SITES +/- + 385000

DESCRIPTION - Space is provided to enter up to thirty characters to describe the manually appraised property or to explain the reason for an addition or deduction of a flat dollar amount.

(+/-) – Space is provided to enter a plus (+) or a minus – sign to denote the addition or deduction of value.

VALUE – Space is provided to enter a dollar value amount up to $999,999,999. Utilize the character positions to the right. Omit leading zeros.

DATA COLLECTION SPECIFICATIONS

DATA COLLECTION SPECIFICATIONS

Parcel, Sales, and Land Data

Sample Data Collection Cards

IAS COST TABLES

IAS COST TABLES

IAS COST TABLE PRINTOUTS

Printouts of the cost tables are available through existing reports on SY31-Batch Reports. The various cost tables are grouped with related tables in one of the following reports. The table below is a list of the cost tables and the report in which they appear. As adjustments to the tables occur, you can run any report and replace the affected table data so that the manual stays current.

Report	*Report Name*	*Table*	*Table Name*
CA121	NBHD Model Assignments For Land and Income	LP51 CA72 AA44	NBHD Data Income Model Assignments Jurisdiction Parameters
CA122	CDU % Good Table	CA44 CA67	Depreciation Factors CDU Definitions
CA123	Dwelling Cost Factors	CA42 CA43	Cost Table Factors Residential Cost for Additions
CA124	OBY Table	CA45	OBY Cost Table
CA125	C/I Structure Code	CA61 CA62 CA63 CA64 CA65 CA66	Commercial Structure Codes Commercial Base Cost Table Commercial Exterior Cost Table Commercial Interior Cost Table Comm. Other Features Cost Table Commercial Elevator Cost Table
CA126	C/I Income Use Group	CA71 CA72 CA73 CA74 CA75	Income Group Assignment Income Model Assignment Income Models Income Age Adjustment Tax Rates for Income Calculations
CA127	Land Pricing Models	LP52	Land Pricing Models

COST TABLE FACTORS (CA42)

The cost table factor screen provides a means to enter and maintain cost table rates for various dwelling components (i.e., baths, basements, etc.) to be applied to CAMA data found on CA21-Dwelling Information. The table is also used to enter the overall commercial cost valuation index, the residential schedule level, and the valuation tax lien date.

An entry consists of:

Cost table version identifies the table(s) selected to value parcels in specific years as indicated on screen AA44.

Factor name is the system name assigned to a factor or rate to be used in dwelling valuation. Almost all factor names are pre-defined for use by the cost valuation program. For example BGAR is the name for basement garage.

V*ariable being costed* is the assigned code used to define a breakdown within the factor name. For example, "ATTIC" codes 1 through 5 represent various degrees of attic, each of which has a different rate adjustment.

Description is a short description of the item.

Rate for valuation is the valuation rate or factor to be applied to the item. The way the cost program uses the rate is pre-determined by the factor being applied. As such, the rate may represent a factor, a flat rate, or a rate per square foot.

Factors	Code	Description	Factor Rate	Who	When
AIRCODE	4	AIR COND ADJ	0	CLT	23-APR-99
AREA	COEFF	AREA FACTOR=AREA*COEF1+CONST	.000584	CLT	23-APR-99
AREA	CONST	AREA FACTOR=AREA*COEFF+CONST	.2992	CLT	23-APR-99
ATTIC	1	NONE AT ALL	0	CLT	23-APR-99
ATTIC	2	UNFIN	3899.805	CLT	23-APR-99
ATTIC	3	PT-FIN	5999.7	CLT	23-APR-99
ATTIC	4	FULL-FIN	8099.595	CLT	23-APR-99
ATTIC	5	FF-WALL HGT FINISHED	9599.52	CLT	23-APR-99
ATTICSF	1	NO ATTIC	0	CLT	23-APR-99
ATTICSF	2	NO ATTIC SF	0	CLT	23-APR-99
ATTICSF	3	20% ATTIC SFLA	.2	CLT	23-APR-99
ATTICSF	4	40% ATTIC SFLA	.4	CLT	23-APR-99
ATTICSF	5	55% ATTIC SFLA	.55	CLT	23-APR-99
BGAR	0	NO BASEMENT GARAGE	0	CLT	23-APR-99
BGAR	1	1 CAR BASEMENT GARAGE	599.97	CLT	23-APR-99
BGAR	2	2 CAR BASEMENT GARAGE	771.39	CLT	23-APR-99
BGAR	3	3 CAR BASEMENT GARAGE	942.81	CLT	23-APR-99
BGAR	4	4 CAR BASEMENT GARAGE	1114.23	CLT	23-APR-99
BGAR	5	5 CAR BASEMENT GARAGE	1285.65	CLT	23-APR-99
BGAR	6	6 CAR BASEMENT GARAGE	1457.07	CLT	23-APR-99
BSMT	1	NONE	-6565.386	CLT	23-APR-99
BSMT	2	CRAWL	-3531.252	CLT	23-APR-99
BSMT	3	PART	-2879.856	CLT	23-APR-99
BSMT	4	FULL	0	CLT	23-APR-99
COMAREA	A	ATTIC AREA ADJ	.4	CLT	23-APR-99
COMLVL	C	CRAWL SPACE ADJ	.2	CLT	23-APR-99
COMLVL	E	ENCLOSURE ADJ	0	CLT	23-APR-99
COST	BASE	BASE COST VALUE	47517.624	CLT	23-APR-99
COST	VALYR	VALUATION YEAR	1999	CLT	23-APR-99
EXTWALL	01	FRAME	0	MGB	13-MAY-99
EXTWALL	02	IMITATION BRICK OR STONE	0	MGB	13-MAY-99
EXTWALL	03	ALUM/VINYL	0	MGB	13-MAY-99
EXTWALL	04	ASBESTOS	0	MGB	13-MAY-99
EXTWALL	05	CONCRETE BLOCK	0	MGB	13-MAY-99
EXTWALL	06	STUCCO	0	MGB	13-MAY-99
EXTWALL	07	BRICK	1	MGB	13-MAY-99
EXTWALL	08	STONE	1	MGB	13-MAY-99
EXTWALL	09	MASONRY & FRAME	.5	MGB	13-MAY-99
GRADE	A	VERY GOOD	1.55	CLT	23-APR-99
GRADE	A+	VERY GOOD +	1.67	CLT	23-APR-99
GRADE	A-	VERY GOOD -	1.45	CLT	23-APR-99
GRADE	B	GOOD	1.26	CLT	23-APR-99
GRADE	B+	GOOD +	1.35	CLT	23-APR-99
GRADE	B-	GOOD -	1.17	CLT	23-APR-99
GRADE	C	AVERAGE	1	CLT	23-APR-99

Factors	Code	Description	Factor Rate	Who	When
GRADE	C+	AVERAGE +	1.08	CLT	23-APR-99
GRADE	C-	AVERAGE -	.92	CLT	23-APR-99
GRADE	D	BELOW AVERAGE	.78	CLT	23-APR-99
GRADE	D+	BELOW AVERAGE +	.85	CLT	23-APR-99
GRADE	D-	BELOW AVERAGE -	.7	CLT	23-APR-99
GRADE	E	POOR	.5	CLT	23-APR-99
GRADE	E+	POOR +	.6	CLT	23-APR-99
GRADE	E-	POOR -	.4	CLT	23-APR-99
GRADE	S	SUPERIOR	3.65	CLT	23-APR-99
GRADE	S+	SUPERIOR +	4.45	CLT	23-APR-99
GRADE	S-	SUPERIOR -	3	CLT	23-APR-99
GRADE	X	EXCELLENT	2.1	CLT	23-APR-99
GRADE	X+	EXCELLENT +	2.5	CLT	23-APR-99
GRADE	X-	EXCELLENT -	1.85	CLT	23-APR-99
HEAT	1	NONE	-2279.886	CLT	23-APR-99
HEAT	2	NON CENTRAL	-1208.511	CLT	23-APR-99
HEAT	3	CENTRAL	0	CLT	23-APR-99
HEAT	4	CENTRAL WITH A/C	1799.91	CLT	23-APR-99
HEATCODE	2	HEAT ADJ	0	CLT	23-APR-99
HEATCODE	3	HEAT ADJ	0	CLT	23-APR-99
LEVEL	COM	COMM LEVEL	100	CLT	23-APR-99
LEVEL	OBY	OBY LEVEL	85.71	CLT	23-APR-99
LEVEL	RES	RES LEVEL	85.71	CLT	23-APR-99
MISC	HA	HABITAT	7799.61	CLT	23-APR-99
MISC	JA	JACUZZI	2742.72	CLT	23-APR-99
MISC	SA	SAUNA	1971.33	CLT	23-APR-99
MISC	SC	SECURITY	3856.95	CLT	23-APR-99
OTH-FEAT	BLIV	FIN-BASEMENT LIVING AREA	14.99925	CLT	23-APR-99
OTH-FEAT	BLIVA	FIN-BASEMENT LIVING AREA	15.85635	CLT	23-APR-99
OTH-FEAT	BREC	FIN-BASEMENT REC ROOM	6.25683	CLT	23-APR-99
OTH-FEAT	BRECA	FIN-BASEMENT REC ROOM	6.25683	CLT	23-APR-99
OTH-FEAT	METFP	METAL FIREPLACES	1457.07	CLT	23-APR-99
OTH-FEAT	TRIMB	BRICK TRIM	6.25683	CLT	23-APR-99
OTH-FEAT	TRIMS	STONE TRIM	6.25683	CLT	23-APR-99
OTH-FEAT	UFAIR	DEDUCT FOR HIGH CIELING W/AIR	-13.7136	CLT	23-APR-99
OTH-FEAT	UFEAT	DEDUCT FOR HIGH CIELING	-12.8565	CLT	23-APR-99
OTH-FEAT	UFPCT	% +/- FOR SFLA	0	CLT	23-APR-99
OTH-FEAT	UNFIN	UNFINISHED AREA	-5.39973	CLT	23-APR-99
OTH-FEAT	WBFP1	WBFP-ONE STACK, ONE OPENING	2142.75	CLT	23-APR-99
OTH-FEAT	WBFP2	ADDITIONAL OPENINGS	1114.23	CLT	23-APR-99
OTH-FEAT	WHEAT	CENTRAL WOOD HEATING	1714.2	CLT	23-APR-99
PLUMB	ADDFX	NORMAL FIXTURES	0	CLT	23-APR-99
PLUMB	FIXT	PRICE PER PLUMBING FIXTURE	428.55	CLT	23-APR-99
REVEDIT	BLDG	REVIEWERS BLDG %		CLT	23-APR-99
REVEDIT	LAND	REVIEWERS LAND %		CLT	23-APR-99

Factors	Code	Description	Factor Rate	Who	When
ROUND	APRTT	ROUND APR TOTALS	-2	CLT	23-APR-99
SH-BRICK	10	1 STORY MASONRY	.11	CLT	23-APR-99
SH-BRICK	15	1 1/2 STORY MASONRY	.12	CLT	23-APR-99
SH-BRICK	20	2 STORY MASONRY	.14	CLT	23-APR-99
SH-BRICK	25	2 1/2 STORY MASONRY	.145	CLT	23-APR-99
SH-BRICK	30	3 STORY MASONRY	.155	CLT	23-APR-99
SH-BRICK	35	3 1/2 STORY MASONRY	.16	CLT	23-APR-99
SH-BRICK	40	4 STORY MASONRY	.17	CLT	23-APR-99
SH-BRICK	45	4 1/2 STORY MASONRY	.175	CLT	23-APR-99
SH-FACT	10	1 STORY	1	CLT	23-APR-99
SH-FACT	15	1 1/2 STORY	1.29	CLT	23-APR-99
SH-FACT	20	2 STORY	1.48	CLT	23-APR-99
SH-FACT	25	2 1/2 STORY	1.77	CLT	23-APR-99
SH-FACT	30	3 STORY	1.96	CLT	23-APR-99
SH-FACT	35	3 1/2 STORY	2.262	CLT	23-APR-99
SH-FACT	40	4 STORY	2.452	CLT	23-APR-99
SH-FACT	45	4 1/2 STORY	2.746	CLT	23-APR-99
STDFIX	2	# ADD FIXTURES	0	CLT	23-APR-99
STORYSF	1	1 STORY SFLA FACT	1	CLT	23-APR-99
STORYSF	1.5	HALF STORY SFLA FACTOR	1.75	CLT	23-APR-99
STORYSF	2	2 STORY SFLA FACT	2	CLT	23-APR-99
STORYSF	2.5	HALF STORY SFLA FACTOR	2.75	CLT	23-APR-99
STORYSF	3	3 STORY SFLA FACT	3	CLT	23-APR-99
STORYSF	3.5	HALF STORY SFLA FACTOR	3.75	CLT	23-APR-99
STORYSF	4	4 STORY SFLA FACT	4	CLT	23-APR-99
STORYSF	4.5	HALF STORY SFLA FACTOR	4.75	CLT	23-APR-99

RESIDENTIAL COST FOR ADDITIONS (CA43)

The residential cost for additions screen provides a means to enter and maintain cost for additions found in a CAMA record on CA22-Dwelling Additions.

An entry consists of :

Cost version is the table of rates selected to value dwelling additions in specific years as indicated on screen AA44.

Addition code is a two digit number assigned to each feature as a unique identifier. A description appears on the line below the addition code.

Floor Adj. indicates whether or not the upper floors are to be priced at a different cost rate than the first floor of the addition. "Y" will generate different rates, "N" will cost all levels at the same rate as the first floor.

OK on L 1 2 3 indicates which level the feature may appear Lower, First, Second, or Third. "Y" will allow the feature to be priced on the indicated levels, "N" will not allow the feature to be priced on the indicated levels.

A/C rate is the rate applied to the addition square footage when the base dwelling is listed with central air conditioning.

The next three columns portray the rates to be applied to the feature based on the floor levels of first and all upper. The rates reflect a *constant, a rate, and a square root term*. The use of these rates is pre-determined within the calculation.

Part SFLA is used to indicate the portion of an addition's area that is to be included in the total square foot living area of the dwelling. A full story addition such as 10-1 Story Frame is set at 1 to indicate 100% of the area is to be added to the dwelling SFLA. A half story has a SFLA indication of .75 which includes 75% of the addition area in the dwelling SFLA. Blank fields indicate the addition will not impact the dwelling SFLA.

Area % represents the percent of an addition that will be included in the "Total Under Roof" square foot calculation.

Addn Code	Flr Adj	L	OK on 1	2	3	A/C Rate	1st Floor / Upper Floor Constant	Rate	Sq.Rt.Term	Part SFLA	Area %	Who When
10	Y	Y	Y	Y	Y	1	10	25.88	10	1.00		CLT
1S FR ONE STORY FRAME							10	18.94	10			23-APR-99
11	N	Y	Y	Y	Y			13.80				CLT
OFP OPEN FRAME PORCH								8.66				23-APR-99
12	Y	Y	Y	Y	Y			21.60				CLT
EFP ENCL FRAME PORCH								12.94				23-APR-99
13	Y	Y	Y	Y	Y			8.87				CLT
FR GR FRAME GARAGE								8.87				23-APR-99
14	Y	Y	Y	Y	Y			8.83				CLT
FR UT FRAME UTILITY BUILDING								7.11				23-APR-99
15	Y	Y	Y	Y	Y	1		25.88		1.00		CLT
FRBAY FRAME BAY								18.94				23-APR-99
16	Y	Y	Y	Y	Y	1		25.88		1.00		CLT
FROVR FRAME OVERHANG								18.94				23-APR-99
17	Y			Y	Y	1		11.57		0.75		CLT
1/2FR FRAME HALF-STORY								11.57				23-APR-99
18	Y			Y	Y			2.27				CLT
AT UN ATTIC-UNFINISHED								2.27				23-APR-99
19	Y			Y	Y	1		4.71		0.40		CLT
AT FN ATTIC-FINISHED								4.71				23-APR-99
20	Y	Y	Y	Y	Y	1		27.51		1.00		CLT
1SMAS MASONRY								20.48				23-APR-99
21	Y	Y	Y	Y	Y			15.60			100	CLT
OMP OPEN MASONRY PORCH								10.37				23-APR-99
22	Y	Y	Y	Y	Y			23.40			100	CLT
EMP ENCL MASONRY PORCH								14.66				23-APR-99
23	Y	Y	Y					10.33			100	CLT
MG/BG MASONRY/BRICK GARAGE								10.33				23-APR-99

Addn Code	Flr Adj	L	OK on 1	2	3	A/C Rate	1st Floor / Upper Floor Constant	Rate	Sq.Rt.Term	Part SFLA	Area %	Who When
24	Y	Y	Y	Y	Y			10.97				CLT
MASUT MASONRY UTIL								9.09				23-APR-99
25	Y	Y	Y	Y	Y	1		27.51		1.00		CLT
MABAY MASONRY BAY								20.48				23-APR-99
26	Y	Y	Y	Y	Y	1		27.51		1.00		CLT
MASOH MASONRY OVERHANG								20.48				23-APR-99
27	Y			Y	Y	1		12.43		0.75		CLT
1/2MA 1/2ST MASONRY								12.43				23-APR-99
28	Y			Y	Y			4.80		0.20		CLT
?								4.80				23-APR-99
30	Y	Y	Y					4.80				CLT
CARPT CARPORT								4.80				23-APR-99
31	Y	Y	Y	Y	Y			6.00				CLT
WDDCK WOOD DECKS								6.00				23-APR-99
32	Y	Y	Y	Y	Y			4.80				CLT
CANPY CANOPY								4.80				23-APR-99
33	Y	Y	Y					1.93				CLT
MA_PT CONC/MAS PATIO								1.93				23-APR-99
34	Y	Y	Y					5.14				CLT
ST_PT STONE OR TILE PATIO								5.14				23-APR-99
35	Y	Y	Y	Y	Y			9.00				CLT
STOOP STOOP								9.00				23-APR-99
36	Y	Y	Y					34.28				CLT
GRNHS ATTACHED GREENHOUSE								34.28				23-APR-99
37	Y	Y	Y					8.87				CLT
FR GAR GARAGE EXTENSION								8.87				23-APR-99
38	Y	Y	Y					10.33				CLT
MS GAR MASONRY GARAGE EXT								10.33				23-APR-99

Addn Code	Flr Adj	OK on L	1	2	3	A/C	1st Floor / Upper Floor Constant	Rate	Sq.Rt.Term	Part SFLA	Area %	Who When
41	Y	Y	Y	Y	Y			16.76		1.00	100	CLT
SRN PRCH SCREEN PORCH								10.29				23-APR-99
42	N	Y	Y	Y	Y			24.60				CLT
SUMMER KITCHEN								24.60				23-APR-99
43	N	Y	Y					-8.10		-1.00		CLT
INTEGRAL GARAGE								-8.10				23-APR-99
50	N	Y						3.94				CLT
UNFIN BSMT BASEMENT UNFINISHED								3.94				23-APR-99
51	N	Y				1		18.94		1.00		CLT
FIN BSMT FIN BSMT LIVING AREA								18.94				23-APR-99
58		Y	Y	Y	Y			6.77				CLT
DON'T KNOW#2								6.77				23-APR-99
59		Y	Y	Y	Y			2.36				CLT
DON'T KNOW#2								2.36				23-APR-99
60		Y	Y	Y	Y			7.03				CLT
DON'T KNOW#2								7.03				23-APR-99
62		Y	Y	Y	Y			7.33				CLT
DON'T KNOW#2								7.33				23-APR-99
64		Y	Y	Y	Y			7.59				CLT
DON'T KNOW#2								7.59				23-APR-99
66		Y	Y	Y	Y			7.89				CLT
DON'T KNOW#2								7.89				23-APR-99
68		Y	Y	Y	Y			8.14				CLT
DON'T KNOW#2								8.14				23-APR-99
70		Y	Y	Y	Y			8.40				CLT
DON'T KNOW#2								8.40				23-APR-99
72		Y	Y	Y	Y			8.66				CLT
DON'T KNOW#2								8.66				23-APR-99

Addn Code	Flr Adj	L	OK on 1	2	3	A/C Rate	1st Floor / Upper Floor Constant	Rate	Sq.Rt.Term	Part SFLA	Area %	Who When
73		Y	Y	Y	Y			17.14				CLT
DON'T KNOW#2								17.14				23-APR-99
74		Y	Y	Y	Y			4.80				CLT
BALCONY								4.80				23-APR-99
75		Y	Y	Y	Y			8.87				CLT
CABANA								8.87				23-APR-99
76		Y	Y	Y	Y			10.29				CLT
								10.29				23-APR-99
77		Y	Y	Y	Y			12.86				CLT
								12.86				23-APR-99
78		Y	Y	Y	Y			15.43				CLT
DON'T KNOW#1								15.43				23-APR-99
79		Y	Y	Y	Y			18.00				CLT
DON'T KNOW#2								18.00				23-APR-99
80		Y	Y	Y	Y			25.71			100	CLT
MOBILE HOME SINGLEWIDE								25.71				23-APR-99
81		Y	Y	Y	Y			25.71			100	CLT
MOBILE HOME DOUBLE WIDE								25.71				23-APR-99
82		Y	Y	Y	Y			24.00			100	CLT
MOBILE HOME TRIPLE WIDE								24.00				23-APR-99
99	N	Y						.86				CLT
MISC ADDN TOTAL								.86				23-APR-99
C2								.00				CLT
								.00				23-APR-99
C3								.00				CLT
								.00				23-APR-99
C4								.00				CLT
								.00				23-APR-99

Addn Code	Flr Adj	L	OK on 1	2	3	A/C Rate	1st Floor / Upper Floor Constant	Rate	Sq.Rt.Term	Part SFLA	Area %	Who When
C5								.00 .00				CLT 23-APR-99
M1								.00 .00				CLT 23-APR-99
M2								.00 .00				CLT 23-APR-99
M3								.00 .00				CLT 23-APR-99
M4								.00 .00				CLT 23-APR-99
M5								.00 .00				CLT 23-APR-99
M6								.00 .00				CLT 23-APR-99
M7								.00 .00				CLT 23-APR-99
M8								.00 .00				CLT 23-APR-99
M9								.00 .00				CLT 23-APR-99
MS								.86 .86				CLT 23-APR-99
UC								.86 .86				CLT 23-APR-99

DEPRECIATION FACTORS (CA44)

The depreciation factor screen provides a means to create and maintain percent good tables to be applied in determining the replacement cost new less depreciation of a given item.

An entry consists of:

Cost version is the table of rates selected to value dwelling additions in specific years as indicated on screen AA44.

Table # is the number assigned to identify each specific table. Multiple tables are available to be used for dwelling, OB&Y, and Personal Property items.

Age depreciated is the actual age of the building based on year built or an adjusted age based on effective year built. Many tables allow for incremental depreciation on a year to year basis while others may be at multiple year increments such as 3 years or 5 years.

The next 10 columns represent a CDU that is specified for the dwelling and/or addition code from CA21-Dwelling Information and/or CA22-Dwelling Additions. The depreciation for other items is based on the combination of Physical Condition and/or Functional Utility as outlined in the CDU Matrix found in table CA67-CDU Definitions.

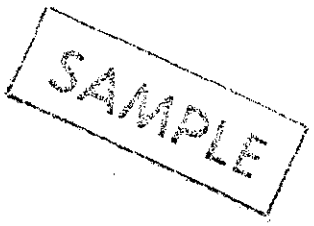
IAS BASE COST TABLES
CDU PERCENT GOOD (CA44) 1998
RESIDENTIAL DWELLING TABLE LEVEL 1 (EX)

COUNTY: 46

	AGE	EXCELLENT	VERY GOOD	GOOD	AVERAGE	FAIR	POOR	P-	VERY POOR	V-	UNSOUND
BA 01	1	100	100	100	100	95	84	79	74	42	10
	2	100	100	100	100	95	84	78	73	41	10
	3	100	100	100	100	94	83	77	72	41	10
	4	100	100	100	99	94	83	77	71	40	10
	5	100	100	100	99	93	82	76	70	40	10
	6	100	100	100	98	93	82	75	69	39	10
	7	100	100	100	98	92	81	74	68	39	10
	8	100	100	100	97	91	81	74	67	38	10
	9	100	100	100	97	91	80	73	66	38	10
	10	100	100	99	96	90	80	72	65	37	10
	11	100	100	99	96	89	79	71	64	37	10
	12	100	100	99	95	89	79	71	63	36	10
	13	100	100	98	95	88	78	70	62	36	10
	14	100	100	98	94	87	77	69	61	35	10
	15	100	100	98	94	87	77	68	60	35	10
	16	100	100	97	93	86	76	67	59	34	10
	17	100	100	97	93	85	75	66	58	34	10
	18	100	100	97	92	85	74	65	57	33	10
	19	100	100	96	92	84	74	65	57	33	10
	20	100	100	96	91	83	73	64	56	33	10
	21	100	100	96	91	83	72	63	55	32	10
	22	100	99	95	90	82	72	63	55	32	10
	23	100	99	95	90	82	71	62	54	32	10
	24	100	99	95	89	81	70	61	53	31	10
	25	100	99	94	89	80	70	61	53	31	10
	26	100	98	94	88	80	69	60	52	31	10
	27	100	98	93	88	79	68	59	51	30	10
	28	100	98	93	87	78	68	59	51	30	10
	29	100	97	92	87	78	67	58	50	30	10
	30	100	97	92	86	77	66	57	49	29	10
	31	100	97	91	86	77	66	57	49	29	10
	32	100	96	91	85	76	65	56	48	29	10
	33	100	96	90	85	76	64	56	48	29	10
	34	100	96	90	84	75	64	55	47	28	10
	35	100	95	89	84	75	63	55	47	28	10
	36	100	95	89	83	74	62	54	46	28	10
	37	100	95	88	83	74	62	54	46	28	10
	38	100	94	88	82	73	61	53	45	27	10
	39	100	94	87	81	73	60	52	45	27	10
	40	100	94	87	81	72	60	52	44	27	10
	41	99	93	86	80	72	59	51	44	27	10
	42	99	93	86	80	71	58	50	43	26	10
	43	99	93	85	79	71	58	50	43	26	10
	44	99	92	85	79	70	57	49	42	26	10
	45	98	92	84	78	70	56	49	42	26	10
	46	98	91	84	78	69	56	48	41	25	10
	47	98	91	83	77	69	55	48	41	25	10
	48	97	90	83	77	68	54	47	40	25	10

COUNTY: 46

	L	AGE	EXCELLENT	VERY GOOD	GOOD	AVERAGE	FAIR	POOR	P-	VERY POOR	V-	UNSOUND
BA	01	49	97	90	82	76	68	54	47	40	25	10
		50	96	89	82	76	67	53	46	39	24	10
		51	96	89	81	75	67	53	46	39	24	10
		52	95	88	81	75	66	52	45	38	24	10
		53	95	88	80	74	66	52	45	38	24	10
		54	94	87	80	74	65	51	44	37	23	10
		55	94	87	79	73	65	51	44	37	23	10
		56	93	86	79	73	64	50	43	36	23	10
		57	93	86	78	72	64	50	43	36	23	10
		58	92	85	78	72	63	49	42	35	22	10
		59	92	85	77	71	63	49	42	35	22	10
		60	91	84	77	71	62	48	41	34	22	10
		999	90	83	76	70	61	47	40	33	21	10



RESIDENTIAL OBY COST TABLE (CA45)

The residential OBY cost screen allows you to create or modify records.

An entry consists of:

Cost version is the table of rates selected to value dwelling additions in specific years as indicated on screen AA44.

Structure Code is the 3-character code that identifies the structure.

Description is the name of the OBY code.

Name is a brief name of the OBY code for display on selected output documents.

Unit Code is the unit of measure against which the indicated rates will be applied. See Data Collection Manual for the proper use of the rates and the corresponding formulae.

Minimum Size represents the minimum allowable size of an OBY structure.

Maximum Size represents the maximum allowable size of an OBY structure.

Depreciation Table represents the table number from CA44-Depreciation Factors that will be used for a given OBY structure to calculate percent good.

CDU Table represents the CDU table (R1 or C1) found on CA67-CDU Definitions that will be used to determine the CDU column from CA44-Depreciation Factors.

Area % represents the percentage of the structures area that will be included in the "Total Under Roof" square foot calculation.

Factors represent the grade factors to be applied to the pre-defined grades A, B, C, D, and E based on the quality of construction. Entries should be in decimal format where 100% is 1.0 and 50% is .50.

Cost Equation represents the rate components 1, 2, and 3 that are required based on the Unit Code of a structure. See Data Collection Manual for the proper use of the rates and the corresponding formulae.

Modification Costs represent a value modification to the base cost of a structure based on the presence or absence of a special feature.

Mod Code is a 1-digit code identifying the special feature.

Description is the item for which the rate is being adjusted.

Rate is the unit rate that will be used to adjust the base cost of a structure for the particular Mod Code.

Value is the flat value to be added to adjust the base cost of a structure for the particular Mod Code.

COUNTY: 46
VER = BA

	CRIPTION	MIN SIZE	MAX SIZE	UNITS OF MEASURE	RATE 1	RATE 2	RATE 3	DEP TBL	CDU TBL	A	B	C	D	E	AREA %
AB1	BANK BARN	500	15000	AREA	6371.6814	0	12.59937	91	R1	1.55	1.26	1.00	.78	.50	
AB2	FLAT BARN	250	15000	AREA	0	134.57327	5.039748	73	R1	1.55	1.26	1.00	.78	.50	
AC1	WOOD BOARD CORN CRIB	35	2000	AREA	0	92.635368	5.579721	74	R1	1.00	1.00	1.00	1.00	1.00	
AC2	WELDED WIRE CORN CRIB	35	2000	AREA	0	66.716664	4.019799	74	R1	1.00	1.00	1.00	1.00	1.00	
AC3	35' ROOF 5 GAUGE WIRE CRI B	750	20000	CYL AREA	341.9829	2.8232874	1.5144957	76	R1	1.00	1.00	1.00	1.00	1.00	
AC4	45' ROOF 5 GAUGE WIRE CRI B	750	20000	CYL AREA	341.9829	2.8232874	2.1187512	76	R1	1.00	1.00	1.00	1.00	1.00	
AC5	35' ROOF 2 GAUGE WIRE CRI B	750	20000	CYL AREA	341.9829	2.8232874	2.4007371	76	R1	1.00	1.00	1.00	1.00	1.00	
AC6	45' ROOF 2 GAUGE WIRE CRI B	750	20000	CYL AREA	341.9829	3.6692451	2.4007371	76	R1	1.00	1.00	1.00	1.00	1.00	
AD1	DAIRY AND HORSE BARNS	400	20000	AREA	0	443.9778	12.359382	72	R1	1.55	1.26	1.00	.78	.66	
AF1	CONCRETE FEED BUNK	5	500	LIN FOOT	36.298185	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
AF2	POST AND PLANK BUNK	5	500	LIN FOOT	18.94191	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
AF3	CONCRETE FENCE BUNK	5	500	LIN FOOT	25.45587	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
AF4	POST AND PLANK FENCE BUNK	5	500	LIN FOOT	15.85635	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
AG1	STEEL GRAIN BIN W/O DRYIN G BIN	1000	275000	CYL VOL	2897.8551	.4988322	0	76	R1	1.00	1.00	1.00	1.00	1.00	
AG2	STEEL GRAIN BIN W DRYING BIN	1000	275000	CYL VOL	2897.8551	.4988322	1.0983815	76	R1	1.00	1.00	1.00	1.00	1.00	
AH1	1S FRAME OR METAL POULTRY HSE	50	36000	AREA	9.59952	95.035248	3.0067068	73	R1	1.26	1.26	1.00	.78	.78	
AH2	2S FRAME OR METAL POULTRY HSE	50	20000	AREA	169.9115	132.18589	5.1066018	73	R1	1.26	1.26	1.00	.78	.78	
AH3	3S FRAME OR METAL POULTRY HSE	50	20000	AREA	329.26354	169.9115	7.2047826	73	R1	1.26	1.26	1.00	.78	.78	
AH4	CONCRETE BLOCK POULTRY HSE	50	20000	AREA	0	137.84911	2.9475669	73	R1	1.26	1.26	1.00	.78	.78	
AH5	2S CONCRETE BLOCK POULTRY HSE	50	20000	AREA	641.24794	156.85616	5.6260044	73	R1	1.26	1.26	1.00	.78	.78	
AH6	3S CONCRETE BLOCK POULTRY HSE	50	20000	AREA	1282.4959	175.81521	8.3044419	73	R1	1.26	1.26	1.00	.78	.78	
AK1	BUNKER SILO	10	3000	DP/LIN FT	59.997	6.59967	0	76	R1	1.00	1.00	1.00	1.00	1.00	
AL1	1S LEAN TO	10	5000	AREA	0	0	4.45692	75	R1	1.00	1.00	1.00	1.00	1.00	
AM1	ATTACHED CB MILK HOUSE	50	2000	AREA	1928.3036	92.875356	6.719664	73	R1	1.26	1.26	1.00	.78	.78	

COUNTY: 46
VER = BA

	DESCRIPTION	MIN SIZE	MAX SIZE	UNITS OF MEASURE	RATE 1	RATE 2	RATE 3	DEP TBL	CDU TBL	A	B	C	D	E	AREA %
AM2	ATTACHED GLAZED TILE MILK HSE	50	2000	AREA	1372.7314	60.356982	16.892584	73	R1	1.26	1.26	1.00	.78	.78	
AM3	DETACHED CB MILK HOUSE	50	2000	AREA	2342.2829	107.75461	7.0676466	73	R1	1.26	1.26	1.00	.78	.78	
AM4	DETACHED GLAZED TILE MILK HSE	50	2000	AREA	1581.5209	99.59502	16.612312	73	R1	1.26	1.26	1.00	.78	.78	
AM5	CONCRETE BLOCK MILKING PARLOR	50	2000	AREA	2458.6771	124.0738	12.5788	73	R1	1.26	1.26	1.00	.78	.78	
AM6	GLAZED TILE MILKING PARLOR	50	2000	AREA	1019.949	263.74681	11.204868	73	R1	1.26	1.26	1.00	.78	1.00	
AO1	POTATO STORAGE UNDERGROUND	500	25000	AREA	0	29.638518	4.5949131	74	R1	1.00	1.00	1.00	1.00	1.00	
AO2	POTATO STORAGE ABOVE GROUND	500	25000	AREA	0	369.58152	5.9277036	74	R1	1.00	1.00	1.00	1.00	1.00	
AO3	TOBACCO BARN	500	15000	AREA	0	221.9689	4.0017999	74	R1	1.00	1.00	1.00	1.00	1.00	
AP1	FENCE CHAIN LINK	200	50000	AREA	0	0	1.28565	20	C1	1.55	1.26	1.00	.78	.50	
AP2	PICKET	200	20000	AREA	0	0	1.37136	20	C1	1.55	1.26	1.00	.78	.50	
AP3	STOCKADE	200	20000	AREA	0	0	.94281	20	C1	1.55	1.26	1.00	.78	.50	
AP4	POST & RAIL	200	2000	AREA	0	0	.77139	20	C1	1.55	1.26	1.00	.78	.50	
AP5	BASKETWEAVE	200	20000	AREA	0	0	1.242795	20	C1	1.55	1.26	1.00	.78	.50	
AP6	BRICK/STONE WALL	200	20000	AREA	0	0	4.756905	20	C1	1.55	1.26	1.00	.78	.50	
AP7	FENCE WROUGHT IRON	200	20000	AREA	0	0	4.71405	20	C1	1.00	1.00	1.00	1.00	1.00	
AQ1	QUONSET BUILDING	250	20000	AREA	1391.9304	162.69986	4.079796	74	R1	1.26	1.26	1.00	.78	.78	
AR1	GRANARY	200	5000	AREA	1481.9359	106.67467	5.9277036	74	R1	1.00	1.00	1.00	1.00	1.00	
AS1	CONCRETE STAVE WITH ROOF	1500	75000	CYL AREA	479.976	11.39943	4.79976	73	R1	1.00	1.00	1.00	1.00	1.00	
AS2	CONCRETE STAVE WITHOUT ROOF	1500	75000	CYL AREA	479.976	11.39943	0	73	R1	1.00	1.00	1.00	1.00	1.00	
AS3	BUTLER LMS SILO	1500	100000	CYL AREA	0	29.638518	23.698815	74	R1	1.00	1.00	1.00	1.00	1.00	
AS4	PORCELAIN SILO	3000	200000	CYL AREA	0	35.458227	8.879556	79	R1	1.00	1.00	1.00	1.00	1.00	
A	FABRICATED STEEL SILO	1500	100000	CYL AREA	592.77036	14.459277	2.939853	74	R1	1.00	1.00	1.00	1.00	1.00	
A	AB. STEEL SILO HIGH MOIST.	1500	100000	CYL AREA	741.56292	18.061668	3.7078146	74	R1	1.00	1.00	1.00	1.00	1.00	
AT1	CONCRETE OR PLANK TRENCH SILO	10	3000	DP/LIN FT	23.9988	10.499475	0	76	R1	1.00	1.00	1.00	1.00	1.00	
AT2	DIRT TRENCH SILO	10	3000	DP/LIN FT	7.405344	3.239838	0	76	R1	1.00	1.00	1.00	1.00	1.00	
AV1	SWINE FARROWING BARN	200	20000	AREA	2393.8803	0	8.99955	74	R1	1.55	1.26	1.00	.78	.50	
AW1	SWINE FINISHING BARN	200	20000	AREA	3308.2346	1.8959052	5.2677366	74	R1	1.55	1.26	1.00	.78	.50	
AW2	SWINE CONFINEMENT BARN	200	20000	AREA	3308.2346	1.8959052	6.2276886	74	R1	1.55	1.26	1.00	.78	.50	
AX1	PREFABRICATED STEEL BUILDING	200	20000	AREA	449.9775	211.46543	3.3718314	74	R1	1.26	1.26	1.00	.78	.78	

COUNTY: 46
VER = BA

	DESCRIPTION	MIN SIZE	MAX SIZE	UNITS OF MEASURE	RATE 1	RATE 2	RATE 3	DEP TBL	CDU TBL	A	B	C	D	E	AREA %
AY1	CIRCULAR SLURRY SYSTEM	20000	500000	CYL VOL	2939.853	1.1467998	0	79	R1	1.00	1.00	1.00	1.00	1.00	
AY2	RECTANGULAR SLURRY SYSTEM	10000	300000	AREA	2579.871	0	12.179391	74	R1	1.00	1.00	1.00	1.00	1.00	
BC1	BANK CANOPY - DRIVE IN	50	5000	AREA	0	0	19.070475	30	C1	1.55	1.26	1.00	.78	.50	
BD1	BOAT DOCK (WOOD TRIM)	50	1000	AREA	0	0	6.59967	20	C1	1.55	1.26	1.00	.78	.50	
BE9	BANK DRIVE IN TELLER BOOTH	25	650	AREA	0	0	56.782875	30	C1	1.55	1.26	1.00	.78	.50	
BH1	BOATHOUSE OPEN	150	2000	AREA	0	0	3.77124	20	C1	1.55	1.26	1.00	.78	.50	
BH2	BOATHOUSE ENCLOSED	150	2000	AREA	0	0	7.45677	20	C1	1.55	1.26	1.00	.78	.50	
BK1	BULKHEAD	10	1000	LIN FOOT	94.96668	0	0	20	C1	1.00	1.00	1.00	1.00	1.00	
BRW	BRICK 8" WALL	0	0	AREA	0	0	8.14245		R1	1.00	1.00	1.00	1.00	1.00	
BS1	BOAT SLIP ECONOMY			QUANTITY	3445.542	0	0	20	C1	1.55	1.26	1.00	.78	.50	
BS2	BOAT SLIP AVERAGE			QUANTITY	4302.642	0	0	20	C1	1.55	1.26	1.00	.78	.50	
BS3	BOAT SLIP GOOD			QUANTITY	5168.313	0	0	20	C1	1.55	1.26	1.00	.78	.50	
BT0	BANK AUTOMATIC TELLER ATM STR			QUANTITY	16927.725	0	0	20	C1	1.00	1.00	1.00	1.00	1.00	
BT1	BASEMENT TOP	200	5000	AREA	0	0	5.65686	30	C1	1.55	1.26	1.00	.78	.50	
BT2	BATH HOUSE	100	5000	AREA	0	0	25.713	13	R1	1.55	1.26	1.00	.78	.50	
CA1	AIR COND. CENTRAL	100	500000	AREA	0	0	2.185605	15	C1	1.00	1.00	1.00	1.00	1.00	
CA2	AIR COND. UNIT	50	500000	AREA	0	0	1.11423	15	C1	1.00	1.00	1.00	1.00	1.00	
CB1	CABIN	200	5000	AREA	0	0	35.713	11	R1	1.00	1.00	1.00	1.00	1.00	
CBW	CONCRETE BLOCK WALL	0	0	AREA	0	0	4.928825		R1	1.00	1.00	1.00	1.00	1.00	
CDK	COVERED DOCK	0	0	AREA	0	0	29.9985		R1	1.00	1.00	1.00	1.00	1.00	
CE1	CELLAR	200	2500	AREA	0	0	7.156785	12	R1	1.00	1.00	1.00	1.00	1.00	
CF4	COOLER DOOR	0	0	AREA	0	0	44.440635		C1	1.00	1.00	1.00	1.00	1.00	
CF5	COOLER INSULATION	0	0	AREA	0	0	2.99985		C1	1.00	1.00	1.00	1.00	1.00	
CH1	FRAME CLUBHOUSE	100	4000	AREA	0	0	21.4275	10	R1	1.55	1.26	1.00	.78	.50	
CHM	SMOKE STACK			VALUE	.8571	.8571	.8571	75	C1	1.00	1.00	1.00	1.00	1.00	
CHS	BRICK CLUBHOUSE	100	4000	AREA	0	0	23.9988	10	R1	1.55	1.26	1.00	.78	.50	
CP5	CANOPY ONLY	75	20000	AREA	0	0	4.11408	20	C1	1.55	1.26	1.00	.78	.50	
CP6	CANOPY, ROOF/SLAB	75	20000	AREA	0	0	5.099745	20	C1	1.55	1.26	1.00	.78	.50	
CP7	CANOPY RF-ECONOMY	10	100000	AREA	0	0	4.11408	20	C1	1.55	1.26	1.00	.78	.50	
CP8	CANOPY RF-AVERAGE	100	100000	AREA	0	0	6.899655	20	C1	1.55	1.26	1.00	.78	.50	
C[illegible]	[illegible]PY RF-GOOD	100	20000	AREA	0	0	10.070925	20	C1	1.55	1.26	1.00	.78	.50	
C[illegible]	[illegible]D VALUE			VALUE	0	0	0			1.00	1.00	1.00	1.00	1.00	
DB1	BASEMENT DWELLING	300	2000	AREA	0	0	16.842015	12	R1	1.00	1.00	1.00	1.00	1.00	
DPA	APRON DETACHED POOL	20	20000	AREA	0	0	2.871285	76	R1	1.00	1.00	1.00	1.00	1.00	
DT1	DR-IN-TH SCREEN	0	0	AREA	0	0	9.94236	20	C1	1.55	1.26	1.00	.78	.50	
DT2	DRIVE-IN SPEAKERS			QUANTITY	0	0	124.2795	00	C1	1.55	1.26	1.00	.78	.50	
DT3	DRIVE-IN HEATERS			QUANTITY	0	0	55.7115	00	C1	1.55	1.26	1.00	.78	.50	
EA1	AUDITORIUM	1000	999000	AREA	0	0	48.25473	60	C1	1.55	1.26	1.00	.78	.50	
EA2	ARMORY	1000	999000	AREA	0	0	34.284	60	C1	1.55	1.26	1.00	.78	.50	
EC1	CHURCH	250	250000	AREA	0	0	44.39778	60	C1	1.55	1.26	1.00	.78	.50	
EC2	COURTHOUSE	500	999000	AREA	0	0	58.45422	60	C1	1.55	1.26	1.00	.78	.50	
ED1	DORMITORY	1000	750000	AREA	0	0	40.62654	60	C1	1.55	1.26	1.00	.78	.50	
EF1	FIRE STATION	400	200000	AREA	0	0	44.39778	60	C1	1.55	1.26	1.00	.78	.50	

COUNTY: 46
VER = BA

	DESCRIPTION	MIN SIZE	MAX SIZE	UNITS OF MEASURE	RATE 1	RATE 2	RATE 3	DEP TBL	CDU TBL	A	B	C	D	E	AREA %
EG1	SCHOOL GYMNASIUM	1000	750000	AREA	0	0	36.8553	60	C1	1.55	1.26	1.00	.78	.50	
EG2	COLLEGE GYMNASIUM	1000	750000	AREA	0	0	49.45467	60	C1	1.55	1.26	1.00	.78	.50	
EH1	HOSPITAL	1000	999000	AREA	0	0	68.48229	60	C1	1.55	1.26	1.00	.78	.50	
EJ1	JAIL	500	999000	AREA	0	0	81.25308	60	C1	1.55	1.26	1.00	.78	.50	
EL1	LIBRARY	250	500000	AREA	0	0	46.96908	60	C1	1.55	1.26	1.00	.78	.50	
EN1	NURSING HOME	1000	999000	AREA	0	0	50.82603	50	C1	1.55	1.26	1.00	.78	.50	
EP1	POST OFFICE	100	500000	AREA	0	0	35.82678	60	C1	1.55	1.26	1.00	.78	.50	
ES1	SCHOOL	400	999000	AREA	0	0	43.19784	60	C1	1.55	1.26	1.00	.78	.50	
ES2	COLLEGE CLASSROOM	1000	999000	AREA	0	0	57.08286	60	C1	1.55	1.26	1.00	.78	.50	
FB1	WATER CONNECTION			QUANTITY	179.991	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FB2	ROOF VENTILATOR			QUANTITY	221.9889	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FD1	BARN CLEANER GUTTER	0	0	LIN FOOT	29.65566	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FD2	CONCRETE FEED BUNK	0	0	LIN FOOT	36.298185	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FD3	WOOD FEED BUNK	0	0	LIN FOOT	18.94191	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FD4	MECHANICAL FEEDER AUTOMATIC	0	0	LIN FOOT	82.495875	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FD5	MECHANICAL FEEDER MANUAL	0	0	LIN FOOT	65.353875	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FD6	STABLE CEILING	0	0	AREA	0	0	.557115	75	R1	1.00	1.00	1.00	1.00	1.00	
FF1	ROOF 10' WIDE	5	500	LIN FOOT	32.99835	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FF2	MECHANICAL FEEDER AUTOMATIC	5	500	LIN FOOT	82.495875	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FF3	MECHANICAL FEEDER MANUAL	5	500	LIN FOOT	65.353875	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FF4	CONCRETE APRON 10' WIDE	5	500	LIN FOOT	11.956545	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FF5	STOCK WATERER (CATTLE)			QUANTITY	377.9811	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FF6	STOCK WATERER (HOG OR SHEEP)			QUANTITY	239.988	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FF7	STOCK WATERER COMB. CATTLE&HOG			QUANTITY	467.9766	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FM1	WATER HEATER			QUANTITY	563.9718	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FM2	EXHAUST FAN			QUANTITY	266.5581	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FO1	VENTILATING FAN 24'			QUANTITY	293.9853	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
F	TILATING FAN 36'			QUANTITY	443.9778	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
I	12' SLIDE DOOR			QUANTITY	377.9811	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FP2	X10' SLIDE DOOR			QUANTITY	347.9826	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FP3	14'X'8' SLIDE DOOR			QUANTITY	275.9862	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FP4	16'X7' OVERHEAD DOOR			QUANTITY	413.9793	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FP5	9'X7' OVERHEAD DOOR			QUANTITY	263.9868	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
FUR	FURNISHED MANUFACTURED HOME	100	1500	AREA				86	R1	1.00	1.00	1.00	1.00	1.00	
GC1	GOLF COURSE IMP. EX			QUANTITY	102852	0	0	30	C1	1.55	1.26	1.00	.78	.50	
GC2	GOLF COURSE IMP VG			QUANTITY	72853.5	0	0	30	C1	1.55	1.26	1.00	.78	.50	
GC3	GOLF COURSE IMP. GD			QUANTITY	59997	0	0	20	C1	1.55	1.26	1.00	.78	.50	
GC4	GOLF COURSE IMP AV			QUANTITY	47140.5	0	0	20	C1	1.55	1.26	1.00	.78	.50	

COUNTY: 46
VER = BA

	DESCRIPTION	MIN SIZE	MAX SIZE	UNITS OF MEASURE	RATE 1	RATE 2	RATE 3	DEP TBL	CDU TBL	A	B	C	D	E	AREA %
GC5	GOLF COURSE IMP FR			QUANTITY	37283.85	0	0	15	C1	1.55	1.26	1.00	.78	.50	
GC6	GOLF COURSE PAR 3			QUANTITY	22713.15	0	0	15	C1	1.55	1.26	1.00	.78	.50	
GC7	MINIATURE GOLF			QUANTITY	4799.76	0	0	15	C1	1.00	1.00	1.00	1.00	1.00	
GC8	GOLF COURSE ELABORATE MIN I			QUANTITY	14699.265	0	0	15	C1	1.00	1.00	1.00	1.00	1.00	
GH1	GREENHSE - ECONOMY	20	1000	AREA			5.22831	20	C1	1.26	1.26	1.00	.78	.78	
GH2	GREENHSE AVG	20	1000	AREA			6.68538	20	C1	1.26	1.26	1.00	.78	.78	
GH3	GREENHSE GOOD	20	10000	AREA			7.842465	20	C1	1.26	1.26	1.00	.78	.78	
GH4	COMM GREENHSE - ECONOMY	200	500000	AREA	0	0	6.042555	20	C1	1.26	1.26	1.00	.78	.78	
GH5	COMM GREENHSE - AVERAGE	200	500000	AREA	0	0	7.756755	20	C1	1.26	1.26	1.00	.78	.78	
GH6	COMM GREENHSE - GOOD	200	500000	AREA	0	0	9.042405	20	C1	1.26	1.26	1.00	.78	.78	
GS3	GAS STATION BOOTH	0	0	AREA	0	0	63.553965	20	C1	1.55	1.26	1.00	.78	.50	
GS4	GAS STATION BOOTH	0	0	AREA	0	0	50.868885	20	C1	1.55	1.26	1.00	.78	.50	
GZ1	GAZEBO	50	1000	AREA	0	0	10.54233	20	C1	1.00	1.00	1.00	1.00	1.00	
HYP	HYDALON ROOF	0	0	AREA	0	0	.8571		R1	1.00	1.00	1.00	1.00	1.00	
JAC	JACUZZI			QUANTITY	3762.669	0	0		R1	1.55	1.26	1.00	.78	.50	
KF1	KIOSK	0	0	AREA	0	0	112.36581	20	C1	1.55	1.26	1.00	.78	.50	
LD1	LOADING DOCK CONT. OR STL	50	5000	AREA	0	0	7.328205	20	C1	1.00	1.00	1.00	1.00	1.00	
LD2	LOADING DOCK WOOD	500	5000	AREA	0	0	4.97118	20	C1	1.00	1.00	1.00	1.00	1.00	
LD3	LOADING DOCK INTERIOR	50	5000	AREA	0	0	15.94206	20	C1	1.00	1.00	1.00	1.00	1.00	
LD4	TRUCK/TRAIN WELLS	50	5000	AREA	0	0	8.74242	20	C1	1.00	1.00	1.00	1.00	1.00	
LD5	DOCK LEVELERS			QUANTITY	3616.962	0	0	20	C1	1.00	1.00	1.00	1.00	1.00	
LT1	LIGHT - MER-WL-MTD-FLD			QUANTITY	0	0	171.42	20	C1	1.00	1.00	1.00	1.00	1.00	
LT2	LIGHT - INC-WL-MTD-FLD			QUANTITY	0	0	55.7115	20	C1	1.00	1.00	1.00	1.00	1.00	
LT3	LIGHT - FLO-POLE & BRK			QUANTITY	0	0	467.1195	20	C1	1.00	1.00	1.00	1.00	1.00	
LT4	LIGHT - INCN-POLE & BRK			QUANTITY	0	0	407.1225	20	C1	1.00	1.00	1.00	1.00	1.00	
LT5	LIGHT - MER - POLE & BRK			QUANTITY	0	0	522.831	20	C1	1.00	1.00	1.00	1.00	1.00	
M98	MISC. COMM BLDG ON RES PR OP.			VALUE	0	0	0	13	C1			1.00			
MH1	MOBILE HOME SINGLE WIDE	0	2000	AREA	0	0	10.2652	30	R1	1.60	1.30	1.15	1.00	.88	
MH2	M.H. PARK IMP GD			QUANTITY	5999.7	0	0	20	C1	1.00	1.00	1.00	1.00	1.00	
MH3	M.H. PARK IMP. AV			QUANTITY	4499.775	0	0	20	C1	1.00	1.00	1.00	1.00	1.00	
MH4	M.H. PARK IMP. FR			QUANTITY	3218.4105	0	0	15	C1	1.00	1.00	1.00	1.00	1.00	
M	PARK IMP. PR			QUANTITY	1932.7605	0	0	15	C1	1.00	1.00	1.00	1.00	1.00	
M	ELLANEOUS			VALUE	0	0	.8571	13	C1	.00	.00	1.00	.00	.00	
MV1	SOUND VALUE OF MISC. STRUCTURE			VALUE	0	0	0	13	R1	.00	.00	1.00	.00	.00	
MV2	SOUND VALUE OF MISC. STRUCTURE			VALUE	0	0	0	13	R1	.00	.00	1.00	.00	.00	
MV3	SOUND VALUE OF MISC. STRUCTURE			VALUE	0	0	0	13	R1	.00	.00	1.00	.00	.00	
MV4	SOUND VALUE OF MISC. STRUCTURE			VALUE	0	0	0	13	R1	.00	.00	1.00	.00	.00	

COUNTY: 46
VER = BA

	DESCRIPTION	MIN SIZE	MAX SIZE	UNITS OF MEASURE	RATE 1	RATE 2	RATE 3	DEP TBL	CDU TBL	A	B	C	D	E	AREA %
MV5	SOUND VALUE OF MISC. STRUCTURE			VALUE	0	0	0	13	R1	.00	.00	1.00	.00	.00	
MV6	SOUND VALUE OF MISC. STRUCTURE			VALUE	0	0	0	13	R1	.00	.00	1.00	.00	.00	
MV7	SOUND VALUE OF MISC. STRUCTURE			VALUE	0	0	0	13	R1	.00	.00	1.00	.00	.00	
MV8	SOUND VALUE OF MISC. STRUCTURE			VALUE	0	0	0	13	R1	.00	.00	1.00	.00	.00	
MV9	SOUND VALUE OF MISC. STRUCTURE			VALUE	0	0	0	13	R1	.00	.00	1.00	.00	.00	
MVD	MOVED MANUFACTURED HOME			AREA				87	R1	1.00	1.00	1.00	1.00	1.00	
PA1	PAVING ASPHALT PARKING	1	999999	AREA	0	0	.94281	15	C1	1.55	1.26	1.00	.78	.50	
PA2	PAVING SERVICE STATION			AREA	0	0	1.071375	15	C1	1.55	1.26	1.00	.78	.50	
PB1	PLUMBING FIXTURES			QUANTITY	419.979	0	0	20	C1	1.00	1.00	1.00	1.00	1.00	
PB2	ONE SIDE OPEN WD POLE BLDG	200	20000	AREA	1277.9361	47.9976	2.7187212	74	R1	1.26	1.26	1.00	.78	.78	
PB3	FOUR SIDE OPEN MTL POLE BLDG	200	20000	AREA	281.9859	56.637168	1.8179091	74	R1	1.26	1.26	1.00	.78	.78	
PB4	FOUR SIDE WD POLE BLDG	200	20000	AREA	0	96.355182	1.3327805	74	R1	1.26	1.26	1.00	.78	.78	
PB5	FOUR SIDE CLOSED MTL POLE BLDG	200	20000	AREA	1173.5413	64.916754	2.579871	74	R1	1.26	1.26	1.00	.78	.78	
PB6	FOUR SIDE CLOSED WD POLE BLDG	200	20000	AREA	1475.9262	63.716814	2.7950031	74	R1	1.26	1.26	1.00	.78	.78	
PB7	ONE SIDE OPEN MTL POLE BLDG	200	20000	AREA	1616.3192	19.79901	2.9132829	74	R1	1.26	1.26	1.00	.78	.78	
PC1	PAVING CONCRETE AVERAGE			AREA	0	0	1.757055	15	C1	1.55	1.26	1.00	.78	.50	
PC2	PAVING CONCRETE HEAVY DUTY			AREA	0	0	1.928475	15	C1	1.55	1.26	1.00	.78	.50	
PC3	PAVING CONCRETE MAT/SLAB			AREA	0	0	2.65701	15	C1	1.55	1.26	1.00	.78	.50	
RA1	FR OR CB ATTACHED GARAGE	150	5000	AREA	803.9598	0	8.879556	72	R1	1.55	1.26	1.00	.78	.50	
RA2	ATTACHED MASONRY GARAGE	150	5000	AREA	1103.9448	0	11.279436	72	R1	1.55	1.26	1.00	.78	.50	
RB1	FRAME OR CB BOAT HOUSE	100	5000	AREA	0	0	6.77109	75	R1	1.26	1.26	1.00	.78	.78	
RB2	MASONRY BOAT HOUSE	100	5000	AREA	0	0	8.956695	75	R1	1.26	1.26	1.00	.78	.78	
RC1	CARPORT	80	1200	AREA	0	0	4.11408	75	R1	1.26	1.26	1.00	.78	.78	
RC2	CANOPY	10	2500	AREA	0	0	4.79976	75	R1	1.26	1.26	1.00	.78	.78	
RD1	LIGHT WOOD DECK LIGHT POS	15	3500	AREA	0	0	11.9994	76	R1	1.00	1.00	1.00	1.00	1.00	

COUNTY: 46
VER = BA

	DESCRIPTION	MIN SIZE	MAX SIZE	UNITS OF MEASURE	RATE 1	RATE 2	RATE 3	DEP TBL	CDU TBL	A	B	C	D	E	AREA %
	TS														
RD2	MED. WD. DECK WD. GIRDERS BOLT	15	3500	AREA	0	0	17.9991	76	R1	1.00	1.00	1.00	1.00	1.00	
RD3	HEAVY WOOD DECK HEAVY PILING	15	3500	AREA	0	0	29.9985	76	R1	1.00	1.00	1.00	1.00	1.00	
RG1	FRAME OR CB DETACHED GARAGE	150	5000	AREA	2171.8914	0	8.699565	71	R1	1.55	1.26	1.00	.78	.78	
RG2	BRICK OR STONE DETACHED GAR.	150	5000	AREA	3917.8041	0	12.059397	71	R1	1.55	1.26	1.00	.78	.50	
RG4	GARAGE, DETACHED FRAME			AREA	0	0	9.34239	20	C1	1.55	1.26	1.00	.78	.50	
RG5	GARAGE, DET. MASONARY			AREA	0	0	14.39928	20	C1	1.55	1.26	1.00	.78	.50	
RM1	SINGLE WIDE MOBILE HOME	180	1600	AREA	2807.8596	167.9916	9.359532	20	R1	1.55	1.26	1.00	.78	.50	
RM2	DOUBLE WIDE MOBILE HOME	480	2500	AREA	7919.604	0	14.099295	20	R1	1.55	1.26	1.00	.78	.50	
RM3	MOBILE HOME DOUBLE WIDE PP	480	2500	AREA	0	0	0	11	R1	1.55	1.26	1.00	.78	.50	
ROM	METAL ROOF OVER			AREA	0	0	.8571		R1	1.00	1.00	1.00	1.00	1.00	
ROW	WOOD ROOF OVER			AREA	0	0	.8571		R1	1.00	1.00	1.00	1.00	1.00	
RP1	PLASTIC LINER POOL	100	5000	AREA	1953.5023	64.436778	5.9757012	76	R1	1.00	1.00	1.00	1.00	1.00	
RP2	PREFABRICATED VINYL POOL	100	5000	AREA	3719.814	0	7.079646	76	R1	1.00	1.00	1.00	1.00	1.00	
RP3	REINFORCED CONCRETE POOL	100	5000	AREA	863.9568	345.58272	1.559922	76	R1	1.00	1.00	1.00	1.00	1.00	
RP4	FIBERGLASS POOL	100	5000	AREA	1739.913	299.985	3.3238338	76	R1	1.00	1.00	1.00	1.00	1.00	
RP5	GUNITE POOL	100	5000	AREA	1055.9472	191.9904	13.499325	76	R1	1.00	1.00	1.00	1.00	1.00	
RR1	TRACK, RAILROAD			LIN FOOT	51.51171	0	0	20	C1	1.00	1.00	1.00	1.00	1.00	
RS1	FRAME UTILITY SHED	12	5000	AREA	0	0	4.671195	20	C1	1.55	1.26	1.00	.78	.50	
RS2	METAL UTILITY SHED	15	5000	AREA	0	0	6.217975	20	C1	1.55	1.26	1.00	.78	.50	
RS3	BRICK/STN UTILITY SHED	15	5000	AREA	0	0	7.202495	20	C1	1.00	1.00	1.00	1.00	1.00	
SBC	SHUFFLE BOARD COURT	20	1000	AREA	0	0	2.785575		R1	1.00	1.00	1.00	1.00	1.00	
SC1	COMMERCIAL SWIMMING POOL	100	30000	AREA	0	0	30.041355	20	C1	1.00	1.00	1.00	1.00	1.00	
SH1	FRAME MACHINERY SHED	50	20000	AREA	0	0	5.22831	30	C1	1.00	1.00	1.00	1.00	1.00	
SH2	ALUMINUM SHED	50	20000	AREA	0	0	6.42825	30	C1	1.00	1.00	1.00	1.00	1.00	
SH3	QUONSET SHED METAL SHED	50	20000	AREA	0	0	9.17097	30	C1	1.00	1.00	1.00	1.00	1.00	
SH4	QUONSET SHED	50	20000	AREA	0	0	7.45677	30	C1	1.00	1.00	1.00	1.00	1.00	
SH5	LUMBER SHED 2 SIDE OPEN	50	20000	AREA	0	0	3.214125	20	C1	1.00	1.00	1.00	1.00	1.00	
SH6	LUMBER SHED 4 SIDE OPEN	50	20000	AREA	0	0	2.91414	20	C1	1.00	1.00	1.00	1.00	1.00	
SK1	SKATING RINK OUTDOORS			AREA	0	0	9.299535	20	C1	1.00	1.00	1.00	1.00	1.00	
SK2	SUMMER KITCHEN	80	5000	AREA	0	0	24.59877	12	R1	1.55	1.26	1.00	.78	.50	
SM0	MAS STOOP	10	500	AREA	0	18.8562	5.22831	78	R1	1.00	1.00	1.00	1.00	1.00	
SM1	SCREENED PORCH	10	500	AREA	0	0	5.65686	78	R1	1.00	1.00	1.00	1.00	1.00	
SM2	WOOD/METAL/GLASS ADDITION	10	1000	AREA	0	0	13.070775	78	R1	1.00	1.00	1.00	1.00	1.00	
SM3	COVERED PATIO/CARPORT	10	1000	AREA	0	0	4.79976	78	R1	1.00	1.00	1.00	1.00	1.00	
SM4	SKIRTING	60	220	LIN FOOT	4.2855	0	0	78	R1	1.00	1.00	1.00	1.00	1.00	
SM5	WOOD DECK	10	1000	AREA	235.7025	17.142	2.91414	78	R1	1.00	1.00	1.00	1.00	1.00	

COUNTY: 46
VER = BA

	DESCRIPTION	MIN SIZE	MAX SIZE	UNITS OF MEASURE	RATE 1	RATE 2	RATE 3	DEP TBL	CDU TBL	A	B	C	D	E	AREA %
SM6	ATTACHED 1 STORY FRAME	10	2000	AREA	0	0	16.704879	78	R1	1.00	1.00	1.00	1.00	1.00	
SM7	OFP (DWELLING TYPE)	10	500	AREA	0	0	13.79931	78	R1	1.00	1.00	1.00	1.00	1.00	
SM8	BASEMENT	180	2500	AREA	0	0	3.059847	78	R1	1.00	1.00	1.00	1.00	1.00	
SM9	CONCRETE BLOCK FOUNDATION	40	220	LIN FOOT	8.39958	0	0	78	R1	1.00	1.00	1.00	1.00	1.00	
SP1	DIVING BOARD			QUANTITY	385.695	0	0	76	R1	1.00	1.00	1.00	1.00	1.00	
SP2	CHROME OR STEEL LADDER			QUANTITY	154.278	0	0	76	R1	1.00	1.00	1.00	1.00	1.00	
SP3	UNDERWATER LIGHTING			QUANTITY	145.707	0	0	76	R1	1.00	1.00	1.00	1.00	1.00	
SPA	SPA			QUANTITY	2185.605	0	0		R1	1.55	1.26	1.00	1.00	1.00	
SPP	SWIMMING POOL PATIO	10	20000	AREA	0	0	2.357025		R1	1.55	1.26	1.00	.78	.50	
SS1	SPRINKLER W/S			AREA	0	0	1.499925	20	C1	1.55	1.26	1.00	.78	.50	
SS2	SPRINKLER D/S			AREA	0	0	1.7142	20	C1	1.55	1.26	1.00	.78	.50	
ST1	STACKS BRICK	10	200	LIN FOOT	942.81	0	0	30	C1	1.00	1.00	1.00	1.00	1.00	
SWB	SEAWALL BAYFRONT	0	3000	LIN FOOT	47.1405	0	0		R1	1.00	1.00	1.00	1.00	1.00	
SWC	SEAWALL CANAL	0	3000	LIN FOOT	37.7124	0	0		R1	1.00	1.00	1.00	1.00	1.00	
SWF	SEAWALL FLAT VALUE			QUANTITY	2571.3	0	0		R1	1.00	1.00	1.00	1.00	1.00	
SWG	SEAWALL GULF			QUANTITY	188.562	0	0		R1	1.00	1.00	1.00	1.00	1.00	
SWL	SEAWALL LAKE			QUANTITY	37.7124	0	0	75	R1	1.00	1.00	1.00	1.00	1.00	
SWR	SEAWALL RIVER			QUANTITY	113.1372	0	0		R1	1.00	1.00	1.00	1.00	1.00	
TC1	ASPHALT TENNIS COURT			QUANTITY	12778.504	0	0	15	C1	1.00	1.00	1.00	1.00	1.00	
TC2	CONCRETE TENNIS COURT			QUANTITY	14510.703	0	0	15	C1	1.00	1.00	1.00	1.00	1.00	
TC3	CLAY TENNIS COURT			QUANTITY	8476.719	0	0	15	C1	1.00	1.00	1.00	1.00	1.00	
TC4	PLATFORM TENNIS			QUANTITY	21341.79	0	0	15	C1	1.00	1.00	1.00	1.00	1.00	
TN1	TANK ELEVATED STEEL	50	999999	LIN FOOT	1.11423	0	0	30	C1	1.00	1.00	1.00	1.00	1.00	
TN2	TANK ELEVATED BULK	10000	999999	LIN FOOT	.625683	0	0	20	C1	1.00	1.00	1.00	1.00	1.00	
TN3	TANK CONCRETE	10000	999999	LIN FOOT	.694251	0	0	20	C1	1.00	1.00	1.00	1.00	1.00	
TR1	RESTROOM STR/FRM-CB			AREA	0	0	16.97058	30	C1	1.55	1.26	1.00	.78	.50	
TR2	RESTROOM STR/BRK-STN			AREA	0	0	20.098995	40	C1	1.55	1.26	1.00	.78	.50	
TRT	TRAVEL TRAILER	0	1000	AREA	0	0	12.8565		R1	1.00	1.00	1.00	1.00	1.00	
TS1	TRUCK SCALES			AREA	0	0	0	30	C1	1.00	1.00	1.00	1.00	1.00	
UG1	CB GAS REGULATOR BUILDING	50	800	AREA	1092.8025	228.3743	11.65656		C1	1.00	1.00	1.00	1.00	1.00	
UNF	UNFURNISHED MANUFACTURED HOM	100	1500	AREA				85	R1	1.00	1.00	1.00	1.00	1.00	
WD1	WOOD DECK			AREA	0	0	5.9997	13	R1	1.55	1.26	1.00	.78	.50	
WS1	WELL SEPTIC			QUANTITY	3599.82	0	0	20	C1	1.00	1.00	1.00	1.00	1.00	

COUNTY: 46

CODE	FIXED COST	DESCRIPTION	OBY MOD	PER SF
AB1		WOOD LOFT FLOOR	1	1.671345
AB1		GAMBREL/ARCH TYPE	2	1.19994
AB1		STALLS AND PARTITIONS	3	.34284
AB1		EARTH FLOOR	4	-1.328505
AB1		NO LIGHTING	5	-.34284
AB2		WOOD LOFT DOOR	1	1.671345
AB2		GAMBREL/ARCH TYPE ROOF	2	1.19994
AB2		STALLS AND PARTITION	3	.34284
AB2		EARTH FLOOR	4	-1.328505
AB2		NO LIGHTING	5	-.34284
AC1		STORAGE BIN OVER WOOD	1	2.39988
AC1		STORAGE BIN OVER WIRE	2	1.54278
AC1		LIGHTING	3	.557115
AC2		STORAGE BIN OVER WOOD	1	2.39988
AC2		STORAGE BIN OVER WELDED	2	1.54278
AC2		LIGHTING	3	.557115
AC3	-351.411	NO CONCRETE SLAB	1	
AC3	-351.411	NO ROOF 35'	2	
AC3	-471.405	NO ROOF 45'	3	
AC4	-351.411	NO CONCRETE SLAB	1	
AC4	-351.411	NO ROOF 35'	2	
AC4	-471.405	NO ROOF 45'	3	
AC5	-351.411	NO CONCRETE SLAB	1	
AC5	-351.411	NO ROOF 35'	2	
AC5	-471.405	NO ROOF 45'	3	
AC6	-351.411	NO CONCRETE SLAB	1	
AC6	-351.411	NO ROOF 35'	2	
AC6	-471.405	NO ROOF 45'	3	
AD1		EARTH FLOOR	1	-1.328505
AD1		NO LIGHTING	2	-.34284
AH1		1 STY INSULATION	1	1.79991
AH1		INSULATION SECOND FLOOR	2	.59997
AH1		INSULATION THIRD FLOOR	3	.59997
AH1		EARTH FLOOR	4	-1.328505
AH1		SINGLE PITCH ROOF	5	-.34284
AH2		INSULATION FIRST FLOOR	1	1.79991
AH2		INSULATION SECOND FLOOR	2	.59997
AH2		INSULATION THIRD FLOOR	3	.59997
AH2		EARTH FLOOR	4	-1.328505
AH2		SINGLE PITCH ROOF	5	-.34284
AH3		INSULATION FIRST FLOOR	1	1.79991
AH3		INSULATION SECOND FLOOR	2	.59997
AH3		INSULATION THIRD FLOOR	3	.59997
AH3		EARTH FLOOR	4	-1.328505
AH3		SINGLE PITCH ROOF	5	-.34284
AH4		INSULATION FIRST FLOOR	1	1.79991
AH4		INSULATION SECOND FLOOR	2	.59997
AH4		INSULATION THIRD FLOOR	3	.59997
AH4		EARTH FLOOR	4	-1.328505

COUNTY: 46

VRF	CODE	FIXED COST	DESCRIPTION	OBY MOD	PER SF
	AH4		SINGLE PITCH ROOF	5	-.34284
	AH5		INSULATION FIRST FLOOR	1	1.79991
	AH5		INSULATION SECOND FLOOR	2	.59997
	AH5		INSULATION THIRD FLOOR	3	.59997
	AH5		EARTH FLOOR	4	-1.328505
	AH5		SINGLE PITCH ROOF	5	-.34284
	AH6		INSULATION FIRST FLOOR	1	1.79991
	AH6		INSULATION SECOND FLOOR	2	.59997
	AH6		INSULATION THIRD FLOOR	3	.59997
	AH6		EARTH FLOOR	4	-1.328505
	AH6		SINGLE PITCH ROOF	5	-.34284
	AL1		EARTH FLOOR	1	-1.328505
	AM1		METAL ROOF	1	.642825
	AM1		WOOD SHINGLE	2	.557115
	AM1		COMPOSITION ROOF	3	-.557115
	AM1		NO HEATING	4	-1.842765
	AM2		METAL ROOF	1	.642825
	AM2		WOOD SHINGLE	2	.557115
	AM2		COMPOSITION ROOF	3	-.557115
	AM2		NO HEATING	4	-1.842765
	AM3		METAL ROOF	1	.642825
	AM3		WOOD SHINGLE	2	.557115
	AM3		COMPOSITION ROOF	3	-.557115
	AM3		NO HEATING	4	-1.842765
	AM4		METAL ROOF	1	.642825
	AM4		WOOD SHINGLE	2	.557115
	AM4		COMPOSITION ROOF	3	-.557115
	AM4		NO HEATING	4	-1.842765
	AM5		METAL ROOF	1	.642825
	AM5		WOOD SHINGLE	2	.557115
	AM5		COMPOSITION ROOF	3	-.557115
	AM5		NO HEATING	4	-1.842765
	AM6		METAL ROOF	1	.642825
	AM6		WOOD SHINGLE	2	.557115
	AM6		COMPOSITION ROOF	3	-.557115
	AM6		NO HEATING	4	-1.842765
	AO1		NO LIGHTING	1	-.557115
	AO1		CONCRETE FLOOR	2	1.328505
	AO2		NO LIGHTING	1	-.557115
	AO2		CONCRETE FLOOR	2	1.328505
	AO3		NO LIGHTING	1	-.557115
	AO3		CONCRETE FLOOR	2	1.328505
	AQ1		LIGHTING	1	.59997
	AQ1		ASPHALT FLOOR	2	.59997
	AQ1		CONCRETE FLOOR	3	1.328505
	AR1		WOOD STORAGE BIN	1	2.39988
	AR1		METAL WALL	2	.557115
	AR1		METAL ROOF	3	.17142
	AR1		WOOD VENTILATING DUCT	4	1.19994

COUNTY: 46

VER	CODE	FIXED COST	DESCRIPTION	OBY MOD	PER SF
1	AR1		NO LIGHTING	5	-.557115
	AR1		PIER FOUNDATION	6	-.899955
	AS1	10113.78	17' AUTOMATIC UNLOADER	1	
	AS1	10225.203	20' AUTOMATIC UNLOADER	2	
	AS1	14339.283	25' AUTOMATIC UNLOADER	3	
	AS1	3591.249	17' RAISED ARM AUGER	4	
	AS1	3865.521	20' RAISED ARM AUGER	5	
	AS1	4148.364	25' RASIED ARM AUGER	6	
	AS2	10113.78	17' AUTOMATIC UNLOADER	1	
	AS2	10225.203	20' AUTOMATIC UNLOADER	2	
	AS2	14339.283	25' AUTOMATIC UNLOADER	3	
	AS2	3591.249	17' RAISED ARM AUGER	4	
	AS2	3865.521	20' RAISED ARM AUGER	5	
	AS2	4148.364	25' RAISED ARM AUGER	6	
	AS3	10113.78	17' AUTOMATIC UNLOADER	1	
	AS3	10225.203	20' AUTOMATIC UNLOADER	2	
	AS3	14339.283	25' AUTOMATIC UNLOADER	3	
	AS3	3591.249	17' RAISED ARM AUGER	4	
	AS3	3865.521	20' RAISED ARM AUGER	5	
	AS3	4148.364	25' RAISED ARM AUGER	6	
	AS4	10113.78	17' AUTOMATIC UNLOADER	1	
	AS4	10225.203	20' AUTOMATIC UNLOADER	2	
	AS4	14339.283	25' AUTOMATIC UNLOADER	3	
	AS4	3591.249	17' RAISED ARM AUGER	4	
	AS4	3865.521	20' RAISED ARM AUGER	5	
	AS4	4148.364	25' RAISED ARM AUGER	6	
	AS5	10113.78	17' AUTOMATIC UNLOADER	1	
	AS5	10225.203	20' AUTOMATIC UNLOADER	2	
	AS5	14339.283	25' AUTOMATIC UNLOADER	3	
	AS5	3591.249	17' RAISED ARM AUGER	4	
	AS5	3865.521	20' RAISED ARM AUGER	5	
	AS5	4148.364	25' RAISED ARM AUGER	6	
	AS6	10113.78	17' AUTOMATIC UNLOADER	1	
	AS6	10225.203	20' AUTOMATIC UNLOADER	2	
	AS6	14339.283	25' AUTOMATIC UNLOADER	3	
	AS6	3591.249	17' RAISED ARM AUGER	4	
	AS6	3865.521	20' RAISED ARM AUGER	5	
	AS6	4148.364	25' RAISED ARM AUGER	6	
	AV1		25% CONCRETE PIT AREA	1	1.671345
	AV1		100% CONCRETE PIT AREA	2	3.556965
	AW1		25% CONCRETE PIT AREA	1	1.671345
	AW1		100% CONCRETE PIT AREA	2	3.556965
	AW2		25% CONCRETE PIT AREA	1	1.671345
	AW2		100% CONCRETE PIT AREA	2	3.556965
	AX1		LIGHTING	1	.59997
	AX1		ASPHALT FLOOR	2	.25713
	AX1		CONCRETE FLOOR	3	.728535
	EA1		FINISHED BSMT	1	33.94116
	EA1		UN FINISHED BSMT	2	9.08526

COUNTY: 46

CODE	FIXED COST	DESCRIPTION	OBY MOD	PER SF
EA2		FINISHED BSMT	1	24.08451
EA2		UNFINISHED BSMT	2	6.34254
EC1		FINISHED BSMT	1	31.79841
EC1		UNFINISHED BSMT	2	8.82813
EC2		FINISHED BSMT	1	40.62654
EC2		UNFINISHED BSMT	2	11.39943
ED1		FINISHED BSMT	1	27.94146
ED1		UNFINISHED BSMT	2	7.62819
EF1		FINISHED BSMT	1	31.28415
EF1		UNFINISHED BSMT	2	9.08526
EG1		FINISHED BSMT	1	25.88442
EG1		UNFINISHED BSMT	2	6.8568
EG2		FINISHED BSMT	1	34.79826
EG2		UNFINISHED BSMT	2	9.25668
EH1		FINISHED BSMT	1	48.25473
EH1		UNFINISHED BSMT	2	13.97073
EJ1		FINISHED BSMT	1	57.76854
EJ1		UNFINISHED BSMT	2	16.2849
EL1		FINISHED BSMT	1	32.99835
EL1		UNFINISHED BSMT	2	8.82813
EN1		FINISHED BSMT	1	35.56965
EN1		UNFINISHED BSMT	2	10.19949
EP1		FINISHED BSMT	1	31.79841
EP1		UNFINISHED BSMT	2	8.82813
ES1		FINISHED BSMT	1	30.42705
ES1		UNFINISHED BSMT	2	8.82813
ES2		FINISHED BSMT	1	40.62654
ES2		UNFINISHED BSMT	2	11.39943
MH1	428.55	DECK 8X10	1	
MH1		SKIRTING	2	.642825
PB2		TRUSS ROOF SPAN TO 50'	1	.299985
PB2		CONCRETE FLOOR	2	1.328505
PB2		INSULATION	3	.299985
PB2		WOOD LINING	4	.8571
PB3		TRUSS ROOF SPAN TO 50'	1	.299985
PB3		CONCRETE FLOOR	2	1.328505
PB3		INSULATION	3	.299985
PB3		WOOD LINING	4	.8571
PB4		TRUSS ROOF SPAN TO 50'	1	.299985
PB4		CONCRETE FLOOR	2	1.328505
PB4		INSULATION	3	.299985
PB4		WOOD LINING	4	.8571
PB5		TRUSS ROOF SPAN TO 50'	1	.299985
PB5		CONCRETE FLOOR	2	1.328505
PB5		INSULATION	3	.299985
PB5		WOOD LINING	4	.8571
PB6		TRUSS ROOF SPAN TO 50 '	1	.299985
PB6		CONCRETE FLOOR	2	1.328505
PB6		INSULATION	3	.299985

COUNTY: 46

CODE	FIXED COST	DESCRIPTION	OBY MOD	PER SF
PB6		WOOD LINING	4	.8571
PB7		TRUSS ROOF SPAN TO 50'	1	.299985
PB7		CONCRETE FLOOR	2	1.328505
PB7		INSULATION	3	.299985
PB7		WOOD LINING	4	.8571
RG1		UNFINISHED INTERIOR	1	-2.271315
RG1		FIN. ATTIC ABOVE	2	7.28535
RG1		1/2 STORY ABOVE	3	8.571
RG1		FULL STORY ABOVE	4	9.59952
RG2		UNFINISHED INTERIOR	1	-2.271315
RG2		FIN. ATTIC ABOVE	2	8.74242
RG2		1/2 STORY ABOVE	3	14.48499
RG2		FULL STORY ABOVE	4	16.2849
RM1		CENTRAL AIR CONDITIONING	1	.8571
RM1	1079.946	METAL FIREPLACE	2	
RM1	1619.919	SLIDE OUT/ROLLOUT ROOM	3	
RM1	1079.946	TIP-OUT ROOM	4	
RM2		CENTRAL AIR CONDITIONING	1	.8571
RM2	1079.946	METAL FIREPLACE	2	
RM2	1619.919	SLIDE OUT/ROLLOUT ROOM	3	
RM2	1079.946	TIP-OUT ROOM	4	
RM4		CENTRAL AIR CONDITIONING	1	.8571
RM4	1079.946	METAL FIREPLACE	2	
RM4	1619.919	SLIDE OUT/ROLL OUT ROOM	3	
RM4	1079.946	TIP OUT ROOM	4	
RP1	-1131.372	NO FILTER	1	
RP1	908.526	GAS OR PROPANE HEATING	2	
RP1	1979.901	ELECTRIC HEATING	3	
RP1	377.124	DIVING BOARD	4	
RP1	154.278	CHROME OR STEEL LADDER	5	
RP1	137.136	UNDERWATER LIGHTING	6	
RP2	-1131.372	NO FILTER	1	
RP2	908.526	GAS OR PROPANE HEATING	2	
RP2	1979.901	ELECTRIC HEATING	3	
RP2	377.124	DIVING BOARD	4	
RP2	154.278	CHROME OR STEEL LADDER	5	
RP2	137.136	UNDERWATER LIGHTING	6	
RP3	-1131.372	NO FILTER	1	
RP3	908.526	GAS OR PROPANE HEATING	2	
RP3	1979.901	ELECTRIC HEATING	3	
RP3	377.124	DIVING BOARD	4	
RP3	154.278	CHROME OR STEEL LADDER	5	
RP3	137.136	UNDERWATER LIGHTING	6	
RP4	-1131.372	NO FILTER	1	
RP4	908.526	GAS OR PROPANE HEATING	2	
RP4	1979.901	ELECTRIC HEATING	3	
RP4	377.124	DIVING BOARD	4	
RP4	154.278	CHROME OR STEEL LADDER	5	
RP4	137.136	UNDERWATER LIGHTING	6	

COUNTY: 46

CODE	FIXED COST	DESCRIPTION	OBY MOD	PER SF
RP5	-1131.372	NO FILTER	1	
RP5	908.526	GAS OR PROPANE HEATING	2	
RP5	1979.901	ELECTRIC HEATING	3	
RP5	377.124	DIVING BOARD	4	
RP5	154.278	CHROME OR STEEL LADDER	5	
RP5	137.136	UNDERWATER LIGHTING	6	

COMMERCIAL STRUCTURE CODES (CA61)

The commercial structure code screen allows you to define the codes that are used to describe the overall structure of commercial buildings. It is also used to assign the structure code to a Use Group (Income Model) for income approach valuation.

An entry consists of:

Cost Version is the set of cost tables selected to value parcels in specific years as indicated on screen AA44.

Structure Code is the code representing the overall use for which the building was constructed.

Description is the description for the structure code. It is found on screen CA31 – Commercial Building.

Name is a short description for display on selected output documents.

Basic Structure Code is the cost component that describes the frame and foundation cost for the building.

Depreciation Table represents the depreciation table associated with the expected life of a building based on the Construction Type from screen CA34 – Commercial Interior/Exterior. The tables in column "Frm" are used when construction types 1 (wood joist) and 4 (prefabricated metal) are entered on CA34 and the tables in the column "Fire Resistant" are used when construction types 2 (fire resistant) and 3 (fire proof) are entered on CA34.

Other Construction is not currently utilized or modeled.

Use Group is the group to which the structure is assigned for income valuation purposes. The use groups are identified on CA71 – Income Group Assignment.

VE	CODE	DESCRIPTION	NAME	BASIC BLDG CODE	+------DEPRECIATION TABLE------+ FRAME/ MASONRY	FIRE RESIST	OTHER	INCOME GR
L	101	RESIDENTIAL 1 FAMILY	RESIDENTIAL	10	40	50		0
	102	RESIDENTIAL 2 FAMILY	RESIDENTIAL	10	40	50		0
	103	RESIDENTIAL 3 FAMILY	RESIDENTIAL	10	40	50		0
	104	RESIDENTIAL 4 FAMILY	RESIDENTIAL	10	40	50		0
	105	MIXED RESIDENTIAL/COMMERCIAL	MIXED RESIDE	10	40	50		0
	106	CONDO COMMON ELEMENT	CONDO COMMON	10	40	50		0
	107	CONDO FEE SIMPLE	CONDO FEE SI	10	40	50		0
	201	RES STRCT ON APT VAL	RES STRCT ON	10	40	40		0
	211	APARTMENTS - GARDEN	APARTMENTS -	2	40	50		1
	212	APARTMENTS HIGH RISE	APARTMENTS H	1	50	50		0
	301	RES ON COMM LAND	RES ON COMM	10	40	40		0
	314	HOTEL/MOTEL HI RISE	HOTEL/MOTEL	1	40	50		2
	315	HOTEL/MOTEL LO RISE	HOTEL/MOTEL	2	30	40		2
	316	NURSING HOME	NURSING HOME	2	50	50		0
	318	BRDING-ROOMING HOUSE	BRDING-ROOMI	10	40	50		0
	319	MIXED RES/COMM	MIXED RES/CO	3	40	50		3
	321	RESTAURANT	RESTAURANT	3	40	40		16
	323	FOOD STAND	FOOD STAND	3	20	20		0
	325	FRANCHISE FOOD	FRANCHISE FO	9	20	20		20
	326	ICE HOUSE	ICE HOUSE	3	30	40		0
	327	BAR/LOUNGE	BAR/LOUNGE	3	30	40		24
	328	NIGHT/CLUB/DNR THEATER	NIGHT/CLUB/D	3	30	40		16
	330	KWIK LUBE	KWIK LUBE	3	20	20		14
	331	AUTO DEALER/F-SEVICE	AUTO DEALER/	4	30	40		4
	332	AUTO SERVICE GARAGE	AUTO SERVICE	4	30	40		14
	333	SERVICE STATION - FULL	SERVICE STAT	3	20	20		0
	334	SERVICE STATION - SELF SERVE	SERVICE STAT	3	20	20		0
	335	TRUCK STOP	TRUCK STOP	4	30	40		16
	336	CAR WASH - MANUAL	CAR WASH - M	7	20	20		0
	337	CAR WASH - AUTOMATIC	CAR WASH - A	4	30	40		0
	338	PARKING GARAGE/DECK	PARKING GARA	4	30	40		13
	340	SUPER REG SHOPMALL	SUPER REG SH	3	40	50		5
	341	REGIONAL SHPMALL/CNT	REGIONAL SHP	3	40	50		5
	342	COMM SHOPPING CENTER	COMM SHOPPIN	3	40	50		3
	343	NBHD SHOPPING CENTER	NBHD SHOPPIN	3	30	40		3
	344	STRIP SHOPPING CNTR	STRIP SHOPPI	3	30	40		3
	345	DISCOUNT DEPT STORE	DISCOUNT DEP	3	40	50		19
	346	DEPARTMENT STORES	DEPARTMENT S	3	40	50		9
	347	SUPERMARKET	SUPERMARKET	3	30	40		19
	348	CONVENIENCE FOOD MKT	CONVENIENCE	3	30	40		22
	349	MEDICAL OFFICE BLDG	MEDICAL OFFI	8	40	50		10
	351	BANK	BANK	5	40	60		15
	352	SAVINGS INSTITUTION	SAVINGS INST	5	40	50		15
	353	OFFICE BLDG L/R 1-4S	OFFICE BLDG	5	40	50		4
	354	OFFICE BLDG H-R 5ST	OFFICE BLDG	8	50	60		4
	355	OFFICE CONDOMINIUM	OFFICE CONDO	5	40	50		4
	356	RETAIL CONDOMINIUM	RETAIL CONDO	5	40	50		3
	361	FUNERAL HOME	FUNERAL HOME	2	40	50		0
	362	VETERINARY CLINIC	VETERINARY C	3	30	40		24

CODE	DESCRIPTION	NAME	BASIC BLDG CODE	DEPRECIATION TABLE: FRAME/ MASONRY	FIRE RESIST	OTHER	INCOME GR
363	LEGITIMATE THEATER	LEGITIMATE T	6	50	60		0
364	MOTION PICTURE THEATER	MOTION PICTU	6	40	50		0
365	CINEMA/THEATER	CINEMA/THEAT	6	30	40		0
366	RADIO/TV/MIN PIC STUDIO	RADIO/TV/MIN	4	40	50		0
367	SOCIAL/FRATERNAL HALL	SOCIAL/FRATE	3	30	40		24
368	HANGAR	HANGAR	4	30	40		7
369	DAY CARE CENTER	DAY CARE CEN	3	30	40		0
370	GREENHOUSE/FLORIST	GREENHOUSE/F	4	20	20		3
371	DOWNTOWN ROW TYPE	DOWNTOWN ROW	3	40	50		3
373	RETAIL SINGLE OCCUP	RETAIL SINGL	3	30	40		3
374	RETAIL MULTI OCCUP	RETAIL MULTI	3	30	40		3
375	RETAIL DRIVE-UP	RETAIL DRIVE	3	30	40		3
381	BOWLING ALLEY	BOWLING ALLE	4	30	40		0
382	SKATING RINK	SKATING RINK	4	30	40		0
383	HEALTH SPA	HEALTH SPA	5	30	40		0
384	SWIMMING-INDOOR POOL	SWIMMING-IND	4	20	30		0
385	TENNIS CLUB - INDOOR	TENNIS CLUB	4	30	40		0
386	RACQUET CLUB INDOOR	RACQUET CLUB	3	30	40		0
387	COUNTRY CLUB	COUNTRY CLUB	5	40	50		4
388	CLUB HOUSE	CLUB HOUSE	3	30	40		3
389	COUNTRY CLUB/W CRSE	COUNTRY CLUB	5	40	50		4
391	COLD STORAGE	COLD STORAGE	4	30	40		12
392	LUMBER STORAGE	LUMBER STORA	4	20	30		7
395	TRUCK TERMINAL	TRUCK TERMIN	4	30	40		7
396	MINI WAREHOUSE	MINI WAREHOU	4	30	40		8
397	OFFICE/WAREHOUSE	OFFICE/WAREH	4	40	50		7
398	WAREHOUSE	WAREHOUSE	4	30	40		7
399	PREFAB WAREHOUSE	PREFAB WAREH	7	30	30		7
401	MFG/PROCESSING	MFG/PROCESSI	4	40	50		12
405	RESEARCH & DEVELOPMENT	RESEARCH & D	5	40	50		4
501	BARN	BARN					
502	DAIRY BARN	DAIRY BARN					
610	RECREATIONAL/HEALTH	RECREATIONAL	5	30	40		0
611	LIBRARY	LIBRARY	5	50	60		0
612	SCHOOL	SCHOOL	5	50	60		0
613	COLLEGES & UNIVERSITY	COLLEGES & U	5	50	60		0
620	RELIGIOUS	RELIGIOUS	5	50	60		0
630	AUDITORIUM	AUDITORIUM	6	50	60		0
640	HOSPITALS	HOSPITALS	5	50	60		0
660	POLICE/FIRE STATIONS	POLICE/FIRE	5	50	60		0
670	CORRECTIONAL	CORRECTIONAL	5	50	60		0
680	CULTURAL FACILITIES	CULTURAL FAC	5	50	60		0
690	RAIL/BUS/AIR TERMINAL	RAIL/BUS/AIR	5	50	60		0
710	TELEPHONE EQUIPMENT BLDG	TELEPHONE EQ	4	50	60		0
715	TELE SRV GAR FACILITY	TELE SRV GAR	4	50	60		0
720	RADIO/TV TRANSMITTER BLD	RADIO/TV TRA	4	30	40		0

COMMERCIAL BASE COST TABLE (CA62)

The commercial Base Cost Table screen allows you to enter rates for use in cost value calculation for each basic structure code. These rates will be applied to calculate a component of the cost on a Commercial Interior/Exterior line on CA34.

An entry consists of:

Cost Version is the set of cost tables selected to value parcels in specific years as indicated on screen AA44.

Basic Structure Code is the cost component that describes the frame and foundation cost for the building. Allowable entries are 1 through 10.

Level represents the level "from/to" on CA34 – Commercial Interior/Exterior Data as follows:

- B Represents basement levels (B1 to B1, etc.)
- F Represents the first floor (01 to 01)
- U Represents the upper floors (02 to 99)

Construction Type corresponds to the construction type entry from CA34 – Commercial Interior/Exterior Data as follows:

1. Wood Joist
2. Fire Resistant
3. Fire Proof
4. Prefabricated Metal

Rate is the rate per square foot to be applied for the basic structure code, level, and construction type specified.

Name allows 12 characters to describe the record.

	LEVEL BASIC BLDG CODE	BASEMENT WOOD FRAME	BASEMENT FIRE RESIST.	BASEMENT FIRE PROOF	BASEMENT PRE-ENGINEERED STEEL	FIRST FLOOR WOOD FRAME	FIRST FLOOR FIRE RESIST.	FIRST FLOOR FIRE PROOF	FIRST FLOOR PRE-ENGINEERED STEEL	UPPER FLOOR WOOD FRAME	UPPER FLOOR FIRE RESIST.	UPPER FLOOR FIRE PROOF	UPPER FLOOR PRE-ENGINEERED STEEL
BA	1	11.75	13.55	13.55	.00	9.20	13.55	17.05	.00	6.35	8.55	11.60	.00
	10	3.60	5.70	.00	.00	7.95	12.55	.00	.00	5.80	6.65	.00	.00
	2	9.70	11.20	11.20	.00	8.00	12.60	15.95	.00	5.80	6.60	10.70	.00
	3	11.80	14.35	14.35	11.05	9.50	15.00	18.00	11.25	6.55	9.40	11.95	6.95
	4	11.60	14.35	14.35	11.70	10.70	15.40	18.15	9.45	7.75	9.65	12.10	6.90
	5	9.05	14.25	14.25	10.70	10.85	17.15	20.25	11.25	7.55	10.60	13.50	7.30
	6	11.70	14.95	14.95	11.70	11.50	18.90	23.20	11.85	7.90	11.90	15.60	7.75
	7	9.00	11.05	11.05	9.00	8.15	10.30	12.70	8.35	5.90	6.50	8.55	5.95
	8	12.30	14.65	14.65	.00	11.30	19.30	23.10	.00	8.50	12.55	16.10	.00
	9	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00

COMMERCIAL EXTERIOR COST TABLE (CA63)

The Commercial Exterior Cost Table allows you to assign rates for cost valuation for various types of exterior wall material entered on CA34 – Commercial Interior/Exterior Data. The rates are assigned based on the Basic Structure Code and Wall Rates.

An entry consists of:

Cost Version is the set of cost tables selected to value parcels in specific years as indicated on screen AA44.

Wall Code represents the construction material of the exterior wall codes as listed on CA34-Commercial Interior Exterior.

Basic Structure Code is the cost component that describes the frame and foundation cost for the building. Allowable entries are 1 through 10.

Description is the wall material represented by the wall code.

Name is a short description of the wall material for display on selected output documents.

Rate represents the cost component to be applied for the exterior wall code entered on CA34 - Commercial Interior/Exterior Data and the associated basic structure code determined by the structure code entered on CA31-Commercial Building.

COMMERCIAL INTERIOR COST TABLE (CA64)

The Commercial Interior Cost Table allows you to assign rates for cost valuation of the components of the interior finish. The cost rates will be applied based on data entered on CA34 – Commercial Interior/Exterior Data. Rates are assigned to the components of the interior finish based on the use code.

An entry consists of:

Cost Version is the set of cost tables selected to value parcels in specific years as indicated on screen AA44.

Use Type is the 3-digit code that represents the current use of the area.

Description represents the use of the area represented by the use type code.

Name is a short description for display on selected output documents.

Base Rate represents the base cost per square foot for the use type assuming normal finish and amenities.

Interior Finish represents an adjustment to the base rate for no interior finish. It is applied to the Percent Interior Finish entered on CA34 – Commercial Interior/Exterior Data.

Partition represents an adjustment to the base cost for the degree of partitioning.

0 No partitions
1 Below normal partitioning
2 Normal
3 Above normal partitioning

Heating represents an adjustment to the base cost for the type of heating.

0 No heat
1 Central heat
2 Hot water/steam heat
3 Unit heat

Air Conditioning represents an adjustment to the base cost for the presence or absence of air conditioning.

0 No air conditioning
1 Central air conditioning
2 Unit air conditioning

Plumbing represents an adjustment to the base cost for the degree of plumbing.

0 No plumbing
1 Below normal plumbing
2 Normal plumbing
3 Above normal plumbing

Lighting represents an adjustment to the base cost for the degree of lighting.

0 No lighting
1 Below normal lighting
2 Normal lighting
3 Above normal lighting

Income Use Group is the use group on CA71 – Income Use Group from which the income model will be assigned based on the parcel neighborhood and the use entered on CA34 – Commercial Interior/Exterior Data.

Area % represents the percent of the area for the given use that will be included in the "Total Under Roof" square foot calculation.

VER	USE TYP	DESCRIPTION	NAME	BASE SF RATE	INT FIN	INCOME MODEL
		CRAWL SPACE	CRAWL SPACE	.00	.00	00
		APARTMENT	APARTMENT	17.35	-3.40	01
	012	HOTEL	HOTEL	24.30	-3.10	02
	021	MOTEL	MOTEL	21.95	-2.90	02
	023	DORMITORY	DORMITORY	25.20	-3.10	00
	025	DWG CONV-OFFICE	DWG CONV-OFF	16.90	-2.90	00
	026	DWG CONV-SALES	DWG CONV-SAL	16.90	-2.90	00
	027	DWG	DWG	16.90	-2.90	00
	031	RESTAURANT	RESTAURANT	37.05	-6.20	16
	032	DEPARTMENT STORE	DEPARTMENT S	14.05	-3.15	09
	033	DISCOUNT STORE/MKT	DISCOUNT STO	10.15	-2.15	19
	034	RETAIL STORE	RETAIL STORE	13.60	-3.85	03
	035	TAVERN/BAR	TAVERN/BAR	22.45	-3.85	03
	036	BAR LOUNGE	BAR LOUNGE	22.45	-3.85	03
	037	CAFETERIA	CAFETERIA	24.50	-3.15	16
	038	CONVENIENCE STORE	CONVENIENCE	13.60	-3.85	22
	039	MALL SHOPS	MALL SHOPS	17.35	-4.90	08
	041	MINI-WAREHOUSE	MINI-WAREHOU	4.65	-.65	00
	042	HANGAR	HANGAR	4.90	-.65	07
	043	MANUFACTURING	MANUFACTURIN	5.70	-.65	12
	044	LIGHT MANUFACTURING	LIGHT MANUFA	5.70	-.65	07
	045	WAREHOUSE	WAREHOUSE	4.65	-.65	07
	046	AUTO SHOWROOM/OFFICE	AUTO SHOWROO	15.30	-3.50	04
	047	AUTO PARTS/SERVICE	AUTO PARTS/S	8.05	-.65	07
	048	TENNIS CLUB	TENNIS CLUB	12.35	-.65	00
	049	RACQUET BALL COURT	RACQUET BALL	23.65	-1.40	00
	050	SKATE RINK ICE/ROLL	SKATE RINK I	11.20	-1.80	00
	051	BANK/SAVINGS INST	BANK/SAVINGS	36.75	-6.65	15
	052	MEDICAL CENTER	MEDICAL CENT	36.85	-6.65	10
	053	OFFICES	OFFICES	28.80	-6.65	04
	054	NURSING HOMES	NURSING HOME	32.75	-6.65	00
	055	SCHOOL	SCHOOL	29.65	-6.65	00
	056	HOSPITAL	HOSPITAL	50.75	-6.65	00
	057	LIBRARY	LIBRARY	31.95	-6.65	00
	058	FUNERAL HOME	FUNERAL HOME	23.55	-3.50	00
	061	AUDITORIUM/THEATER	AUDITORIUM/T	24.80	-3.30	00
	062	CINEMA	CINEMA	23.90	-3.30	00
		RELIGIOUS INST	RELIGIOUS IN	24.40	-3.30	00
		SOCIAL/FRATERNAL HALL	SOCIAL/FRATE	22.75	-3.30	19
		SERVICE STATION W/BAYS	SERVICE STAT	13.75	-.65	00
	071	SERVICE STN-CONV RETAIL	SERVICE STN-	14.55	-.65	03
	072	SERVICE STN-CONV STORAGE	SERVICE STN-	13.75	-.65	07
	073	SERVICE STATION W/O BAY	SERVICE STAT	20.80	-.65	00
	074	CAR WASH MANUAL	CAR WASH MAN	5.65	-1.40	00
	075	CAR WASH AUTOMATIC	CAR WASH AUT	5.65	-1.40	00
	076	KWIK LUBE	KWIK LUBE	15.90	-.75	00
	081	MULTI APTS	MULTI APTS	17.05	-2.70	17
	082	MULTI OFFICE	MULTI OFFIC	23.55	-3.50	04
	083	MULTI SALE	MULTI SALE	11.20	-1.80	03
	084	MULTI-STRG	MULTI-STRG	5.65	-1.40	07

VER	USE TYP	DESCRIPTION	NAME	BASE SF RATE	INT FIN		INCOME MODEL
		ENCLOSURE	ENCLOSURE	17.55	-3.45		11
		SUPPORT	SUPPORT	5.65	-1.40		00
	088	MULTI USE RR/LOCKER	MULTI USE RR	5.65	-1.40		07
	090	PARKING GARAGE	PARKING GARA	1.75	.00		13
	091	UNFIN RES BSMT	UNFIN RES BS	4.15	-1.40		00
	095	COVERED MALL	COVERED MALL	12.60	-3.85		00
	100	FOOD FRANCHISE	FOOD FRANCHI	56.20	.00		20
	101	APPLEBEE'S	APPLEBEE'S	56.20	.00		20
	102	BENNIGAN'S	BENNIGAN'S	56.20	.00		20
	103	BONANZA FAMILY RESTAURANT	BONANZA FAMI	56.20	.00		20
	104	BILL KNAPP'S	BILL KNAPP'S	56.20	.00		20
	105	BURGER KING	BURGER KING	56.20	.00		20
	106	CASSANO'S PIZZA	CASSANO'S PI	56.20	.00		20
	107	CAPTAIN D'S	CAPTAIN D'S	56.20	.00		20
	108	CHI'S CHI'S	CHI'S CHI'S	56.20	.00		20
	109	CHURCH'S FRIED CHICKEN	CHURCH'S FRI	56.20	.00		20
	110	CHILI'S	CHILI'S	56.20	.00		20
	111	DAIRY QUEEN	DAIRY QUEEN	56.20	.00		20
	112	DENNY'S	DENNY'S	56.20	.00		20
	113	CHIC-FIL-A	CHIC-FIL-A	56.20	.00		20
	114	CRACKER BARREL	CRACKER BARR	56.20	.00		20
	115	DUNKIN' DONUTS	DUNKIN' DONU	56.20	.00		20
	116	HARDEE'S	HARDEE'S	56.20	.00		20
	117	HOWARD JOHNSON'S	HOWARD JOHNS	56.20	.00		20
	118	HOUSE OF PANCAKES	HOUSE OF PAN	56.20	.00		20
	119	FAMOUS RECIPE (LEE'S)	FAMOUS RECIP	56.20	.00		20
	120	HOT 'N' NOW	HOT 'N' NOW	56.20	.00		20
	121	HUDDLE HOUSE	HUDDLE HOUSE	56.20	.00		20
	122	GINO'S	GINO'S	56.20	.00		20
	123	LONG HORN STEAKS	LONG HORN ST	56.20	.00		20
	124			56.20	.00		20
	125	PO' FOLKS	PO' FOLKS	56.20	.00		20
	126	COOKER BAR & GRILL	COOKER BAR &	56.20	.00		20
	127	RUBY TUESDAY	RUBY TUESDAY	56.20	.00		20
	128	KENTUCKY FRIED CHICKEN	KENTUCKY FRI	56.20	.00		20
	129	RYAN'S STEAK HOUSE	RYAN'S STEAK	56.20	.00		20
	130	SUBWAY SANDWICHES	SUBWAY SANDW	56.20	.00		20
		PERKINS	PERKINS	56.20	.00		20
		T.G.I. FRIDAYS	T.G.I. FRIDA	56.20	.00		20
		DONATO'S PIZZA	DONATO'S PIZ	56.20	.00		20
	134	RUDY'S HOT DOGS	RUDY'S HOT D	56.20	.00		20
	135	LONG JOHN SILVER'S	LONG JOHN SI	56.20	.00		20
	136	GOLDEN CORRAL	GOLDEN CORRA	56.20	.00		20
	137	MASTER DONUT	MASTER DONUT	56.20	.00		20
	138	MC DONALD'S	MC DONALD'S	56.20	.00		20
	139	J. ALEXANDER'S	J. ALEXANDER	56.20	.00		20
	140	LITTLE CAESAR'S	LITTLE CAESA	56.20	.00		20
	141	DOMINO'S	DOMINO'S	56.20	.00		20
	142	MARION'S	MARION'S	56.20	.00		20
	143	PIZZA HUT	PIZZA HUT	56.20	.00		20

VER	USE TYP	DESCRIPTION	NAME	BASE SF RATE	INT FIN		INCOME MODEL
E		OLIVE GARDEN	OLIVE GARDEN	56.20	.00		20
		PONDEROSA STEAK HOUSE	PONDEROSA ST	56.20	.00		20
	147	KRSYTALL'S	KRSYTALL'S	56.20	.00		
	150	RALLY'S	RALLY'S	56.20	.00		20
	151	RAX'S	RAX'S	56.20	.00		20
	152	RED LOBSTER	RED LOBSTER	56.20	.00		20
	165	SHAKEY'S	SHAKEY'S	56.20	.00		20
	166	FRISCH'S OR SHONEY'S	FRISCH'S OR	56.20	.00		20
	167	SIZZLER'S FAMILY STEAKHOUSE	SIZZLER'S FA	56.20	.00		20
	168	KENNY RODGER'S ROASTER	KENNY RODGER	56.20	.00		
	170	STEAK AND ALE	STEAK AND AL	56.20	.00		
	172	STEAK 'N' SHAKE	STEAK 'N' SH	56.20	.00		20
	173	STEAK 'N' EGG KITCHEN	STEAK 'N' EG	56.20	.00		20
	175	T.C.B.Y.	T.C.B.Y.	56.20	.00		20
	180	TACO BELL	TACO BELL	56.20	.00		20
	185	WAFFLE HOUSE	WAFFLE HOUSE	56.20	.00		20
	186	BOSTON MARKET	BOSTON MARKE	56.20	.00		
	187	WENDY'S	WENDY'S	56.20	.00		20
	190	WESTERN SIZZLIN' STEAK HOUSE	WESTERN SIZZ	56.20	.00		20
	191	WHITE CASTLE	WHITE CASTLE	56.20	.00		20
	193	ARTHUR TREACHERS	ARTHUR TREAC	56.20	.00		20
	194	FRIENDLY'S	FRIENDLY'S	56.20	.00		20
	195	BOB EVANS	BOB EVANS	56.20	.00		20
	196	ARBY'S ROAST BEEF	ARBY'S ROAST	56.20	.00		20
	990	PARKING GARAGE UPPER LEVEL	PARKING GARA	.10	.00		13

Taylor WV IAS BASE COST TABLES
COMMERCIAL / INDUSTRIAL MECHANICAL FEATURE ADJUSTMENTS (CA64) 1998 (100%)

			PARTITIONS				HEATING						
			0	1	2	3	0	1	2	3	4	5	6
		NAME	NONE	BELOW NORM	NORM	ABOVE NORM	NONE	HOT AIR	STEAM OTHER	UNIT HEATER	ELEC.	HEAT PUMP	SOLAR
BA	001	CRAWL SPACE											
	011	APARTMENT	-6.55	-.70	.00	.75	-1.35	.00	.00	-.95	.00	.00	.00
	012	HOTEL	-9.85	-1.15	.00	1.35	-1.60	.00	.00	-1.10	.00	.00	.00
	021	MOTEL	-9.15	-1.15	.00	1.35	-1.45	.00	.00	-1.10	.00	.00	.00
	023	DORMITORY	-10.00	-1.15	.00	1.30	-1.60	.00	.00	-1.10	.00	.00	.00
	025	DWG CONV-OFF	-6.35	-1.10	.00	1.35	-1.45	.00	.00	-1.10	.00	.00	.00
	026	DWG CONV-SAL	-6.35	-1.10	.00	1.35	-1.45	.00	.00	-1.10	.00	.00	.00
	027	DWG	-6.35	-1.10	.00	1.35	-1.45	.00	.00	-1.10	.00	.00	.00
	031	RESTAURANT	-8.45	-2.95	.00	5.95	-1.65	.00	.00	-.95	.00	.00	.00
	032	DEPARTMENT S	-1.60	-.35	.00	.45	-1.10	.00	.00	-1.10	.00	.00	.00
	033	DISCOUNT STO	-.75	-.15	.00	.20	-.80	.00	.00	-.80	.00	.00	.00
	034	RETAIL STORE	-1.70	-.55	.00	.70	-1.65	.00	.00	-.95	.00	.00	.00
	035	TAVERN/BAR	-5.50	-1.90	.00	3.00	-1.65	.00	.00	-.95	.00	.00	.00
	036	BAR LOUNGE	-5.50	-1.90	.00	3.00	-1.65	.00	.00	-.95	.00	.00	.00
	037	CAFETERIA	-2.90	-1.05	.00	1.60	-1.15	.00	.00	-.80	.00	.00	.00
	038	CONVENIENCE	-1.70	-.55	.00	.70	-1.65	.00	.00	-.95	.00	.00	.00
	039	MALL SHOPS	-1.95	-.65	.00	.80	-1.90	.00	.00	-1.10	.00	.00	.00
	041	MINI-WAREHOU	-.60	-.45	.00	.60	-1.60	.00	.00	-.85	.00	.00	.00
	042	HANGAR	-.45	-.15	.00	.20	-1.60	.00	.00	-.85	.00	.00	.00
	043	MANUFACTURIN	-.80	-.30	.00	.60	-1.60	.00	.00	-.85	.00	.00	.00
	044	LIGHT MANUFA	-.80	-.30	.00	.60	-1.60	.00	.00	-.85	.00	.00	.00
	045	WAREHOUSE	-.60	-.45	.00	.60	-1.60	.00	.00	-.85	.00	.00	.00
	046	AUTO SHOWROO	-2.65	-.70	.00	1.00	-1.60	.00	.00	-.85	.00	.00	.00
	047	AUTO PARTS/S	-.80	-.30	.00	.45	-1.60	.00	.00	-.85	.00	.00	.00
	048	TENNIS CLUB	-2.65	-.30	.00	.45	-1.60	.00	.00	-.85	.00	.00	.00
	049	RACQUET BALL	-12.95	-1.25	.00	3.75	-1.25	.00	.00	-.55	.00	.00	.00
	050	SKATE RINK I	-1.65	-.55	.00	.70	-1.45	.00	.00	-.85	.00	.00	.00
	051	BANK/SAVINGS	-14.25	-2.20	.00	2.55	-2.25	.00	.00	-1.65	.00	.00	.00
	052	MEDICAL CENT	-15.25	-2.25	.00	2.65	-2.25	.00	.00	-1.65	.00	.00	.00
	053	OFFICES	-11.10	-2.40	.00	3.15	-2.25	.00	.00	-1.65	.00	.00	.00
	054	NURSING HOME	-11.55	-1.90	.00	2.25	-2.25	.00	.00	-1.65	.00	.00	.00
	055	SCHOOL	-11.10	-.45	.00	1.90	-2.25	.00	.00	-1.65	.00	.00	.00
	056	HOSPITAL	-21.10	-1.95	.00	2.10	-2.25	.00	.00	-1.65	.00	.00	.00
	057	LIBRARY	-11.10	-1.40	.00	1.70	-2.25	.00	.00	-1.65	.00	.00	.00
	058	FUNERAL HOME	-9.20	-2.25	.00	2.90	-2.20	.00	.00	-1.60	.00	.00	.00
		AUDITORIUM/T	-9.05	-1.70	.00	2.50	-2.55	.00	.00	-1.90	.00	.00	.00
		CINEMA	-9.10	-2.10	.00	2.70	-2.55	.00	.00	-1.90	.00	.00	.00
	063	RELIGIOUS IN	-9.50	-2.20	.00	2.90	-2.55	.00	.00	-1.90	.00	.00	.00
	064	SOCIAL/FRATE	-8.25	-1.60	.00	1.85	-2.55	.00	.00	-1.90	.00	.00	.00
	070	SERVICE STAT	-5.65	-.70	.00	.80	-1.40	.00	.00	-.20	.00	.00	.00
	071	SERVICE STN-	-5.65	-.70	.00	.80	-1.40	.00	.00	-.20	.00	.00	.00
	072	SERVICE STN-	-5.65	-.70	.00	.80	-1.40	.00	.00	-.20	.00	.00	.00
	073	SERVICE STAT	-5.65	-.70	.00	.80	-1.40	.00	.00	-.20	.00	.00	.00
	074	CAR WASH MAN	-.70	-.20	.00	.30	-1.45	.00	.00	-.85	.00	.00	.00
	075	CAR WASH AUT	-.70	-.20	.00	.30	-1.45	.00	.00	-.85	.00	.00	.00
	076	KWIK LUBE	-6.55	-.80	.00	.90	-1.65	.00	.00	-.25	.00	.00	.00
	081	MULTI APTS	-6.75	-.70	.00	.80	-1.35	.00	.00	-1.00	.00	.00	.00
	082	MULTI OFFIC	-9.20	-2.25	.00	2.90	-2.20	.00	.00	-1.60	.00	.00	.00

			**********--PARTITIONS--**********				**********--HEATING--**********						
			0	1	2	3	0	1	2	3	4	5	6
	TYPE	NAME	NONE	BELOW NORM	NORM	ABOVE NORM	NONE	HOT AIR	STEAM OTHER	UNIT HEATER	ELEC.	HEAT PUMP	SOLAR
BA	083	MULTI SALE	-1.65	-.55	.00	.70	-1.45	.00	.00	-.85	.00	.00	.00
	084	MULTI-STRG	-.70	-.20	.00	.30	-1.45	.00	.00	-.85	.00	.00	.00
	085	ENCLOSURE	-6.35	-1.10	.00	1.35	-1.45	.00	.00	-.85	.00	.00	.00
	086	SUPPORT	-.20	.00	.00	.30	-1.45	.00	.00	-.85	.00	.00	.00
	088	MULTI USE RR	-.70	-.20	.00	.30	-1.45	.00	.00	-.85	.00	.00	.00
	090	PARKING GARA	-.60	-.45	.00	.60	.00	.00	.00	.00	.00	.00	.00
	091	UNFIN RES BS	-.65	-.20	.00	.35	-1.45	.00	.00	-.85	.00	.00	.00
	095	COVERED MALL	-.70	-.30	.00	.20	-1.65	.00	.00	-.95	.00	.00	.00
	100	FOOD FRANCHI	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	101	APPLEBEE'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	102	BENNIGAN'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	103	BONANZA FAMI	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	104	BILL KNAPP'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	105	BURGER KING	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	106	CASSANO'S PI	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	107	CAPTAIN D'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	108	CHI'S CHI'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	109	CHURCH'S FRI	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	110	CHILI'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	111	DAIRY QUEEN	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	112	DENNY'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	113	CHIC-FIL-A	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	114	CRACKER BARR	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	115	DUNKIN' DONU	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	116	HARDEE'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	117	HOWARD JOHNS	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	118	HOUSE OF PAN	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	119	FAMOUS RECIP	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	120	HOT 'N' NOW	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	121	HUDDLE HOUSE	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	122	GINO'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	123	LONG HORN ST	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	124		.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	125	PO' FOLKS	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	126	COOKER BAR &	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
		RUBY TUESDAY	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
		KENTUCKY FRI	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
		RYAN'S STEAK	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	130	SUBWAY SANDW	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	131	PERKINS	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	132	T.G.I. FRIDA	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	133	DONATO'S PIZ	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	134	RUDY'S HOT D	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	135	LONG JOHN SI	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	136	GOLDEN CORRA	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	137	MASTER DONUT	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	138	MC DONALD'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	139	J. ALEXANDER	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00

			********--PARTITIONS--********				********--HEATING--********						
			0	1	2	3	0	1	2	3	4	5	6
		NAME	NONE	BELOW NORM	NORM	ABOVE NORM	NONE	HOT AIR	STEAM OTHER	UNIT HEATER	ELEC.	HEAT PUMP	SOLAR
BA	140	LITTLE CAESA	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	141	DOMINO'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	142	MARION'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	143	PIZZA HUT	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	145	OLIVE GARDEN	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	146	PONDEROSA ST	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	147	KRSYTALL'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	150	RALLY'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	151	RAX'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	152	RED LOBSTER	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	165	SHAKEY'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	166	FRISCH'S OR	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	167	SIZZLER'S FA	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	168	KENNY RODGER	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	170	STEAK AND AL	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	172	STEAK 'N' SH	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	173	STEAK 'N' EG	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	175	T.C.B.Y.	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	180	TACO BELL	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	185	WAFFLE HOUSE	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	186	BOSTON MARKE	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	187	WENDY'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	190	WESTERN SIZZ	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	191	WHITE CASTLE	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	193	ARTHUR TREAC	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	194	FRIENDLY'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	195	BOB EVANS	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	196	ARBY'S ROAST	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	990	PARKING GARA	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00

USE			**--AIR CONDITIONING--**			**********--PLUMBING--**********				********--LIGHTING--********			
			0	1	2	0	1	2	3	0	1	2	3
	E	NAME	NONE	CENT.	UNIT	NONE	BELOW NORM	NORM	ABOVE NORM	NONE	BELOW NORM	NORM	ABOVE NORM
BA	001	CRAWL SPACE								.00	.00	.00	.00
	011	APARTMENT	-2.10	.00	-.85	-2.40	-.55	.00	.65	.00	.00	.00	.00
	012	HOTEL	-2.30	.00	-.95	-4.15	-1.05	.00	1.30	.00	.00	.00	.00
	021	MOTEL	-2.20	.00	-.95	-3.90	-1.00	.00	1.30	.00	.00	.00	.00
	023	DORMITORY	-2.30	.00	-.95	-4.05	-1.05	.00	1.40	.00	.00	.00	.00
	025	DWG CONV-OFF	-2.20	.00	-.95	-2.40	-.75	.00	1.05	.00	.00	.00	.00
	026	DWG CONV-SAL	-2.20	.00	-.95	-2.40	-.75	.00	1.05	.00	.00	.00	.00
	027	DWG	-2.20	.00	-.95	-2.40	-.75	.00	1.05	.00	.00	.00	.00
	031	RESTAURANT	-5.65	.00	-1.35	-4.90	-1.65	.00	2.35	.00	.00	.00	.00
	032	DEPARTMENT S	-2.65	.00	-1.35	-1.05	-.90	.00	.30	.00	.00	.00	.00
	033	DISCOUNT STO	-2.65	.00	-1.35	-.75	-.35	.00	.20	.00	.00	.00	.00
	034	RETAIL STORE	-2.65	.00	-1.35	-1.10	-.45	.00	.70	.00	.00	.00	.00
	035	TAVERN/BAR	-2.65	.00	-1.35	-4.90	-1.65	.00	2.35	.00	.00	.00	.00
	036	BAR LOUNGE	-2.65	.00	-1.35	-4.90	-1.65	.00	2.35	.00	.00	.00	.00
	037	CAFETERIA	-2.65	.00	-1.35	-3.15	-1.10	.00	1.60	.00	.00	.00	.00
	038	CONVENIENCE	-2.65	.00	-1.35	-1.10	-.45	.00	.70	.00	.00	.00	.00
	039	MALL SHOPS	-3.00	.00	-1.60	-1.25	-.50		.80	.00	.00	.00	.00
	041	MINI-WAREHOU	.00	2.35	1.10	-.75	-.60	.00	.65	.00	.00	.00	.00
	042	HANGAR	.00	2.35	1.10	-.75	-.60	.00	.75	.00	.00	.00	.00
	043	MANUFACTURIN	.00	2.35	1.10	-.85	-.30	.00	.60	.00	.00	.00	.00
	044	LIGHT MANUFA	.00	2.35	1.10	-.85	-.30	.00	.45	.00	.00	.00	.00
	045	WAREHOUSE	.00	2.35	1.10	-.75	-.60	.00	.65	.00	.00	.00	.00
	046	AUTO SHOWROO	-2.35	.00	-1.10	-1.80	-.55	.00	.70	.00	.00	.00	.00
	047	AUTO PARTS/S	-2.35	.00	-1.10	-1.00	-.40	.00	.65	.00	.00	.00	.00
	048	TENNIS CLUB	-2.35	.00	-1.10	-1.80	-.55	.00	.70	.00	.00	.00	.00
	049	RACQUET BALL	-1.95	.00	-1.00	-1.25	-.85	.00	1.25	.00	.00	.00	.00
	050	SKATE RINK I	-2.55	.00	-1.30	-1.10	-.45	.00	.65	.00	.00	.00	.00
	051	BANK/SAVINGS	-2.90	.00	-1.30	-3.00	-1.10	.00	1.65	.00	.00	.00	.00
	052	MEDICAL CENT	-2.90	.00	-1.30	-4.50	-1.70	.00	2.30	.00	.00	.00	.00
	053	OFFICES	-2.90	.00	-1.30	-1.45	-.20	.00	1.90	.00	.00	.00	.00
	054	NURSING HOME	-2.90	.00	-1.30	-4.80	-1.35	.00	1.90	.00	.00	.00	.00
	055	SCHOOL	-2.90	.00	-1.30	-3.10	-1.05	.00	1.45	.00	.00	.00	.00
	056	HOSPITAL	-2.90	.00	-1.30	-7.55	-1.85	.00	2.45	.00	.00	.00	.00
	057	LIBRARY	-2.90	.00	-1.30	-2.50	-.95	.00	1.35	.00	.00	.00	.00
	058	FUNERAL HOME	-2.85	.00	-1.30	-2.10	-.85	.00	1.25	.00	.00	.00	.00
		AUDITORIUM/T	-2.85	.00	-1.15	-3.10	-.75	.00	1.00	.00	.00	.00	.00
		CINEMA	-2.85	.00	-1.15	-2.25	-.55	.00	.70	.00	.00	.00	.00
		RELIGIOUS IN	-2.85	.00	-1.15	-2.35	-.85	.00	1.25	.00	.00	.00	.00
	064	SOCIAL/FRATE	-2.85	.00	-1.15	-2.50	-.95	.00	1.35	.00	.00	.00	.00
	070	SERVICE STAT	.00	2.35	1.10	-4.10	-1.35	.00	.80	.00	.00	.00	.00
	071	SERVICE STN-	.00	2.35	1.10	-4.10	-1.35	.00	.80	.00	.00	.00	.00
	072	SERVICE STN-	.00	2.35	1.10	-4.10	-1.35	.00	.80	.00	.00	.00	.00
	073	SERVICE STAT	.00	2.35	1.10	-11.10	-5.65	.00	2.10	.00	.00	.00	.00
	074	CAR WASH MAN	.00	2.30	1.05	-.70	-.20	.00	.30	.00	.00	.00	.00
	075	CAR WASH AUT	.00	2.30	1.05	-.70	-.20	.00	.30	.00	.00	.00	.00
	076	KWIK LUBE	.00	2.75	1.25	-4.75	-1.60	.00	.90	.00	.00	.00	.00
	081	MULTI APTS	-2.05	.00	-.85	-2.10	-.60	.00	.70	.00	.00	.00	.00
	082	MULTI OFFIC	-2.85	.00	-1.30	-2.10	-.85	.00	1.25	.00	.00	.00	.00

			--AIR CONDITIONING--			**********--PLUMBING--**********				********--LIGHTING--********			
			0	1	2	0	1	2	3	0	1	2	3
TYPE	S	NAME	NONE	CENT.	UNIT	NONE	BELOW NORM	NORM	ABOVE NORM	NONE	BELOW NORM	NORM	ABOVE NORM
BA	083	MULTI SALE	-2.55	.00	-1.30	-1.10	-.45	.00	.65	.00	.00	.00	.00
	084	MULTI-STRG	.00	2.30	1.05	-.70	-.20	.00	.30	.00	.00	.00	.00
	085	ENCLOSURE	-2.30	.00	-.85	-2.40	-.75	.00	1.05	.00	.00	.00	.00
	086	SUPPORT	.00	2.30	1.05	-.70	-.20	.00	.30	.00	.00	.00	.00
	088	MULTI USE RR	.00	2.30	1.05	-.70	-.20	.00	.30	.00	.00	.00	.00
	090	PARKING GARA	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	091	UNFIN RES BS	.00	2.30	1.05	-.65	-.20	.00	.35	.00	.00	.00	.00
	095	COVERED MALL	-2.65	.00	-1.35	.00	.00	.00	.00	.00	.00	.00	.00
	100	FOOD FRANCHI	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	101	APPLEBEE'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	102	BENNIGAN'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	103	BONANZA FAMI	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	104	BILL KNAPP'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	105	BURGER KING	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	106	CASSANO'S PI	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	107	CAPTAIN D'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	108	CHI'S CHI'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	109	CHURCH'S FRI	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	110	CHILI'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	111	DAIRY QUEEN	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	112	DENNY'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	113	CHIC-FIL-A	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	114	CRACKER BARR	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	115	DUNKIN' DONU	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	116	HARDEE'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	117	HOWARD JOHNS	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	118	HOUSE OF PAN	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	119	FAMOUS RECIP	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	120	HOT 'N' NOW	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	121	HUDDLE HOUSE	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	122	GINO'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	123	LONG HORN ST	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	124		.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	125	PO' FOLKS	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	126	COOKER BAR &	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
		RUBY TUESDAY	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
		KENTUCKY FRI	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
		RYAN'S STEAK	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	130	SUBWAY SANDW	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	131	PERKINS	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	132	T.G.I. FRIDA	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	133	DONATO'S PIZ	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	134	RUDY'S HOT D	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	135	LONG JOHN SI	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	136	GOLDEN CORRA	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	137	MASTER DONUT	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	138	MC DONALD'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	139	J. ALEXANDER	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00

			--AIR CONDITIONING--			**********--PLUMBING--**********				********--LIGHTING--********			
			0	1	2	0	1	2	3	0	1	2	3
		NAME	NONE	CENT.	UNIT	NONE	BELOW NORM	NORM	ABOVE NORM	NONE	BELOW NORM	NORM	ABOVE NORM
BA	140	LITTLE CAESA	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	141	DOMINO'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	142	MARION'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	143	PIZZA HUT	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	145	OLIVE GARDEN	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	146	PONDEROSA ST	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	147	KRSYTALL'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	150	RALLY'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	151	RAX'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	152	RED LOBSTER	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	165	SHAKEY'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	166	FRISCH'S OR	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	167	SIZZLER'S FA	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	168	KENNY RODGER	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	170	STEAK AND AL	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	172	STEAK 'N' SH	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	173	STEAK 'N' EG	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	175	T.C.B.Y.	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	180	TACO BELL	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	185	WAFFLE HOUSE	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	186	BOSTON MARKE	.00	.00	.00	.00	.00	.00	.00				
	187	WENDY'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	190	WESTERN SIZZ	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	191	WHITE CASTLE	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	193	ARTHUR TREAC	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	194	FRIENDLY'S	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	195	BOB EVANS	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	196	ARBY'S ROAST	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	990	PARKING GARA	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00

COMMERCIAL OTHER FEATURES (CA65)

The commercial Other Features Cost Table allows you to enter the allowable codes and associated cost rates for commercial attached improvements entered on CA32 – Building Other Features/Attached Improvements.

An entry consists of:

Cost Version is the set of cost tables selected to value parcels in specific years as indicated on screen AA44.

Struct Code is the 3-character structure code listed on CA32 – Building Other Features/Attached Improvements.

Description is the description of the structure code.

Name is a short description for display on selected output documents.

Unit of Measure is the basis for the application of the associated rate.

1 Unit (quantity)
2 Square Feet
3 Linear Feet
4 Circle Area (footprint)
5 Cylindrical Volume (cubic feet) or (width or height)
6 Number of Stops (elevators)
7 Feet of Rise (escalators)

Rate Per Unit is the cost applied to the measurements entered on CA32 – Building Other Features/Attached Improvements.

Area % represents the percent of the structure's area that will be included in the "Total Under Roof" square foot calculation.

VER	CODE	DESCRIPTION	NAME	UNITS OF MEASUREMENT	SQUARE FOOT RATE
	AE1	AERIAL WALK	AERIAL WALK	SQ.FT.	154.50
	AT3	ATRIUM-COVER ONLY	ATRIUM-COVER	SQ.FT.	24.75
	AT4	ATRIUM WALLS	ATRIUM WALLS	SQ.FT.	9.00
	BA1	BALCONY	BALCONY	SQ.FT.	7.00
	BA2	CHURCH BALCONY	CHURCH BALCO	SQ.FT.	30.00
	BC1	BANK CANOPY-DRIVE IN	BANK CANOPY-	SQ.FT.	22.25
	BE0	BANK PNEUMATIC TUBE	BANK PNEUMAT	LINEAL FOOT	510.00
	BE1	BANK VAULT - NO DOOR	BANK VAULT -	SQ.FT.	79.70
	BE2	BANK VAULT REC ST/ND	BANK VAULT R	SQ.FT.	24.10
	BE3	BANK VAULT DR CIRC $	BANK VAULT D	EACH	
	BE4	BANK VAULT DR RECT $	BANK VAULT D	EACH	
	BE5	BANK VAULT DR REC ST	BANK VAULT D	EACH	
	BE6	BANK NT DEP CHUTE	BANK NT DEP	EACH	
	BE7	BANK DR IN WINDOW	BANK DR IN W	EACH	
	BE8	BANK SERV WINDOW	BANK SERV WI	EACH	
	BE9	BANK DR IN TELLER BOOTH	BANK DR IN T	SQ.FT.	57.20
	BT0	ATM STRUCTURE	ATM STRUCTUR	EACH	
	BT1	BASEMENT TOP	BASEMENT TOP	SQ.FT.	5.70
	CA1	CENTRAL AIR CONDITIONING	CENTRAL AIR	SQ.FT.	2.55
	CA2	UNIT AIR CONDITIONER	UNIT AIR CON	SQ.FT.	1.30
	CF1	COOLER-CHILLER	COOLER-CHILL	SQ.FT.	6.40
	CF2	COOLER-FREEZER	COOLER-FREEZ	SQ.FT.	8.05
	CF3	COOLER-SHARP FREEZE	COOLER-SHARP	SQ.FT.	10.95
	CLG	COOLING ONLY	COOLING ONLY	SQ.FT.	2.65
	CLI	COOLER INSULATION	COOLER INSUL	SQ.FT.	3.40
	CLR	COOLER DOORS	COOLER DOORS	SQ.FT.	52.50
	CM1	COVERED MALL	COVERED MALL	SQ.FT.	18.55
	CP5	CANOPY ONLY	CANOPY ONLY	SQ.FT.	4.80
	CP6	CANOPY ROOF/SLAB	CANOPY ROOF/	SQ.FT.	5.95
	CP7	CANOPY RF-ECONOMY	CANOPY RF-EC	SQ.FT.	4.80
	CP8	CANOPY RF-AVERAGE	CANOPY RF-AV	SQ.FT.	8.05
	CP9	CANOPY RF-GOOD	CANOPY RF-GO	SQ.FT.	11.30
	CR1	COMPUTER FLOOR	COMPUTER FLO	SQ.FT.	10.05
	CR2	COMPUTER ROOM AIR CTL	COMPUTER ROO	SQ.FT.	6.65
	CR3	COMPUTER FIRE SUPP	COMPUTER FIR	SQ.FT.	8.55
	CW1	CRANEWAYS LIGHT	CRANEWAYS LI	LINEAL FOOT	27.20
	CW2	CRANEWAYS MEDIUM	CRANEWAYS ME	LINEAL FOOT	50.00
	CW3	CRANEWAYS HEAVY	CRANEWAYS HE	LINEAL FOOT	100.00
	DL1	DOCK LEVEL FLOOR	DOCK LEVEL F	SQ.FT.	.85
	EE1	ENCLOSED ENTRY	ENCLOSED ENT	SQ.FT.	16.70
	EL1	ELEVATOR ELECTRIC FREIGHT	ELEVATOR ELE	TABLE	1.00
	EL2	ELEVATOR ELECTRIC PASNGR	ELEVATOR ELE	TABLE	1.00
	EL3	ELEVATOR HYDRAULIC FREIGHT	ELEVATOR HYD	TABLE	1.00
	EL4	ELEVATOR HYDRAULIC PASNGR	ELEVATOR HYD	TABLE	1.00
	EL5	ESCALATOR WIDTH=32	ESCALATOR WI	LINEAL FOOT	
	EL6	ESCALATOR WIDTH=48	ESCALATOR WI	LINEAL FOOT	
	FI1	FIREPLACE 1 OPENING	FIREPLACE 1	EACH	
	FI2	FIREPLACE 2 OPENINGS	FIREPLACE 2	EACH	
	FI3	FIREPLACE 3 OPENINGS	FIREPLACE 3	EACH	
	FRI	FREEZER INSULATION	FREEZER INSU	SQ.FT.	4.00

VER	CODE	DESCRIPTION	NAME	UNITS OF MEASUREMENT	SQUARE FOOT RATE
	FRZ	FREEZER DOOR	FREEZER DOOR	SQ.FT.	65.50
	GH4	GREENHSE-ECONOMY	GREENHSE-ECO	SQ.FT.	6.10
	GH5	GREENHSE-AVERAGE	GREENHSE-AVE	SQ.FT.	7.80
	GH6	GREENHSE-GOOD	GREENHSE-GOO	SQ.FT.	9.15
	GZ1	GAZEBO	GAZEBO	SQ.FT.	12.00
	KI1	MOTEL KITCHEN AVG	MOTEL KITCHE	EACH	
	KI2	MOTEL KITCHEN EX	MOTEL KITCHE	EACH	
	KI3	MOTEL KITCHEN GD	MOTEL KITCHE	EACH	
	KI4	MOTEL KITCHEN LC	MOTEL KITCHE	EACH	
	LD1	LOAD DOCK,ST OR CONC	LOAD DOCK,ST	SQ.FT.	7.40
	LD2	LOADING DOCK, WOOD	LOADING DOCK	SQ.FT.	5.05
	LD3	LOADING DOCK, INTR	LOADING DOCK	SQ.FT.	16.05
	LD4	TRUCK & TRAIN WELLS	TRUCK & TRAI	SQ.FT.	8.80
	LD5	DOCK LEVELERS	DOCK LEVELER	EACH	
	LP3	PATIO, CONCRETE	PATIO, CONCR	SQ.FT.	1.15
	LP4	PATIO, ASPHALT	PATIO, ASPHA	SQ.FT.	.60
	LP5	PATIO, FLGST-SND-BSE	PATIO, FLGST	SQ.FT.	3.05
	LP6	PATIO, FLGST-CON-BSE	PATIO, FLGST	SQ.FT.	4.30
	LP7	PATIO, BRICK	PATIO, BRICK	SQ.FT.	2.85
	MR1	MONITOR ROOF	MONITOR ROOF	SQ.FT.	2.35
	MR2	HIGH BAY ROOF	HIGH BAY ROO	SQ.FT.	2.35
	MS1	MISCELLANEOUS	MISCELLANEOU	EACH	1.00
	OA1	OPEN AREA APT. HOTEL	OPEN AREA AP	SQ.FT.	4.55
	OA2	OPEN AREA MOTEL DWLG	OPEN AREA MO	SQ.FT.	4.20
	OA3	OPEN AREA STORE RSTR	OPEN AREA ST	SQ.FT.	4.95
	OA4	OPEN AREA INDSTR/WHS	OPEN AREA IN	SQ.FT.	4.95
	OA5	OPEN AREA BANKS OFFICE	OPEN AREA BA	SQ.FT.	6.00
	OA6	OPEN AREA THEAT AUDT	OPEN AREA TH	SQ.FT.	6.50
	OA7	OPEN AR.LT MTL/AG BD	OPEN AR.LT M	SQ.FT.	3.55
	OA8	OPEN AREA HI RISE OFFICE	OPEN AREA HI	SQ.FT.	6.15
	OD1	OVERHEAD DR-WOOD/MTL	OVERHEAD DR-	SQ.FT.	8.55
	OD2	OVERHEAD DR-ROLL STL	OVERHEAD DR-	SQ.FT.	13.55
	OD3	OVRHD DR-MTR-OP-WD-MT	OVRHD DR-MTR	SQ.FT.	11.45
	OD4	OVRHD DR-MTR-OP-RL-ST	OVRHD DR-MTR	SQ.FT.	16.45
	PIT	MINI-LUBE PIT	MINI-LUBE PI	EACH	
	PR1	PORCH, OPEN	PORCH, OPEN	SQ.FT.	9.30
	PR2	PORCH, ENCLOSED	PORCH, ENCLO	SQ.FT.	16.05
	PR3	PORCH, OPEN UPPER	PORCH, OPEN	SQ.FT.	5.45
	PR4	PORCH, ENCLOSED UPPER	PORCH, ENCLO	SQ.FT.	9.30
	PR5	PORCH COVERED	PORCH COVERE	SQ.FT.	9.45
	PR6	PORCH, SCREENED	PORCH, SCREE	SQ.FT.	10.40
	PR7	PORCH COV-UPPER	PORCH COV-UP	SQ.FT.	5.65
	PR8	PORCH SCREEN-UPPER	PORCH SCREEN	SQ.FT.	6.25
	RA1	GARAGE-ATTACHED-FRM	GARAGE-ATTAC	SQ.FT.	10.50
	RA2	GARAGE-ATTACHED-MAS	GARAGE-ATTAC	SQ.FT.	13.45
	RC1	CARPORT	CARPORT	SQ.FT.	5.95
	RR1	RAILROAD TRACKAGE	RAILROAD TRA	LINEAL FOOT	60.10
	RS1	UTILITY BLDG-FRAME	UTILITY BLDG	SQ.FT.	5.45
	RS2	UTILITY BLDG-METAL	UTILITY BLDG	SQ.FT.	7.25
	RS3	UTILITY BLDG-BRK/STN	UTILITY BLDG	SQ.FT.	8.45

VER	CODE	DESCRIPTION	NAME	UNITS OF MEASUREMENT	SQUARE FOOT RATE
	SC2	INDOOR POOL	INDOOR POOL	SQ.FT.	30.90
	SF1	STORE FRONT/WOOD FRAME	STORE FRONT/	LINEAL FOOT	61.80
	SF2	STORE FRONT/AV MET F	STORE FRONT/	LINEAL FOOT	123.60
	SF3	STORE FRONT/ELABORATE	STORE FRONT/	LINEAL FOOT	185.40
	SK1	INDOOR SKATING RINK	INDOOR SKATI	SQ.FT.	10.85
	SS1	SPRINKLER SYS WET	SPRINKLER SY	SQ.FT.	1.10
	SS2	SPRINKLER SYS DRY	SPRINKLER SY	SQ.FT.	1.25
	TS1	TRUCK SCALE	TRUCK SCALE	SQ.FT.	.00
	TS2	TRUCK SCALE-ELEC.RDR.	TRUCK SCALE-	EACH	.00
	TU1	TUNNEL	TUNNEL	SQ.FT.	259.50
	TU2	TUNNEL UTILITY	TUNNEL UTILI	SQ.FT.	92.65
	UG1	GAS REGULATOR BLDG	GAS REGULATO	SQ.FT.	45.00
	WD1	WOOD DECK	WOOD DECK	SQ.FT.	7.00

COMMERCIAL ELEVATOR COST TABLE (CA66)

The Commercial Elevator Cost Table allows you to define rates for cost valuation for each elevator/escalator code based on the speed, weight capacity, and number of stops entered on CA32 – Building Other Features/Attached Improvement.

An entry consists of:

Cost Version is the set of cost tables selected to value parcels for a specific tax year as indicated on screen AA44.

Code for the allowable elevator/escalator entries.

Speed of the elevator based on a range of feet per minute. The range must contain both the minimum "Min" and maximum "Max" speed range for each elevator/escalator code entry.

Capacity is the maximum weight for the elevator code being priced. The capacity entered on CA32 – Building Other Features/Attached Improvement must exactly match the capacity of an elevator cost table record for a cost value to be calculated. For example, two elevators with the same speed rate but different capacities would require different elevator cost table records. Escalators have no entry for capacity.

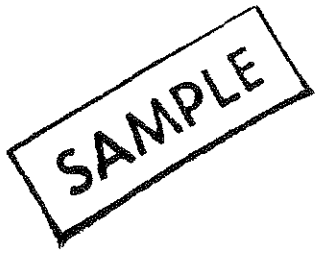
Rate represents the cost per elevator for the Code, Speed, and Capacity combination.

Per Stop/Per Ft represents the rate per stop for elevators and the rate per foot of rise for escalators.

Name is a short description for display on selected output documents.

Description is a more descriptive representation of the Code.

VER	STRUCTURE CODE	DESCRIPTION	BASE RATE	ADD. PER FT. TOTAL VERTICAL RISE
	EL5	ESCALATOR - 32 IN WIDE	73000	1350
	EL6	ESCALATOR - 48 IN WIDE	77000	1700



COMMERCIAL CDU DEFINITIONS (CA67)

The commercial CDU definitions allow you to create or maintain a matrix based on the physical condition and/or functional utility of a given commercial or OBY item. The resultant CDU will be used to determine the percent good from the depreciation tables on CA44.

Cost Version is the set of cost tables selected to value parcels for a specific tax year as indicated on screen AA44.

CDU Table is the table that links the CDU definition records with the same number for application of depreciation. LP51-CALP NBHD Data Screen sets the CDU Table for commercial structures in that neighborhood and CA45-OBY Cost Table sets the CDU Table for the OBY item.

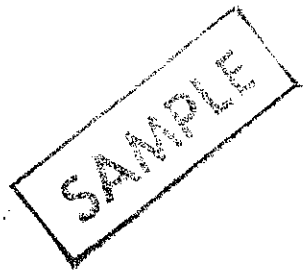
Physical Condition represents the allowable 1-character code representing physical condition.

Functional Utility represents the allowable 1-character code representing functional utility.

CDU represents the resultant condition, desirability, and utility based on the physical/functional combination. It is used to determine the column from which the percent good is pulled from CA44-Depreciation Factors.

COUNTY: 46

V.	CDU TABLE	PHYSICAL	FUNCTIONAL/ ECONOMIC UTIL.	CDU
BA	C1	A-AVERAGE	A-AVERAGE	AV
	C1	A-AVERAGE	F-FAIR	FR
	C1	A-AVERAGE	G-GOOD	GD
	C1	A-AVERAGE	P-POOR	VP
	C1	A-AVERAGE	U-UNSOUND	V-
	C1	E-EXCELLENT	A-AVERAGE	GD
	C1	E-EXCELLENT	E-EXCELLENT	EX
	C1	E-EXCELLENT	F-FAIR	AV
	C1	E-EXCELLENT	G-GOOD	VG
	C1	E-EXCELLENT	P-POOR	PR
	C1	E-EXCELLENT	U-UNSOUND	VP
	C1	2-FAIR	3-AVERAGE	FR
	C1	F-FAIR	A-AVERAGE	FR
	C1	F-FAIR	E-EXCELLENT	GD
	C1	2-FAIR	2-FAIR	PR
	C1	F-FAIR	F-FAIR	FR
	C1	2-FAIR	4-GOOD	AV
	C1	F-FAIR	G-GOOD	AV
	C1	2-FAIR	1-POOR	VP
	C1	F-FAIR	P-POOR	P-
	C1	2-FAIR	0-UNSOUND	UN
	C1	F-FAIR	U-UNSOUND	V-
	C1	2-FAIR	-	FR
	C1	4-GOOD	3-AVERAGE	VG
	C1	G-GOOD	A-AVERAGE	AV
	C1	G-GOOD	E-EXCELLENT	VG
	C1	4-GOOD	2-FAIR	AV
	C1	G-GOOD	F-FAIR	FR
	C1	4-GOOD	4-GOOD	EX
	C1	G-GOOD	G-GOOD	GD
	C1	4-GOOD	1-POOR	PR
	C1	G-GOOD	P-POOR	PR
	C1	4-GOOD	0-UNSOUND	P-
	C1	G-GOOD	U-UNSOUND	VP
	C1	4-GOOD	-	VG
	C1	3-NORMAL	3-AVERAGE	GD
	C1	3-NORMAL	2-FAIR	FR
	C1	3-NORMAL	4-GOOD	VG
	C1	3-NORMAL	1-POOR	PR
	C1	3-NORMAL	0-UNSOUND	VP
	C1	3-NORMAL	-	GD
	C1	1-POOR	3-AVERAGE	P-
	C1	P-POOR	A-AVERAGE	PR
	C1	P-POOR	E-EXCELLENT	FR
	C1	1-POOR	2-FAIR	VP
	C1	P-POOR	F-FAIR	P-
	C1	1-POOR	4-GOOD	PR

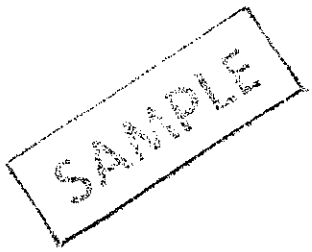


COUNTY: 46

V.	CDU TABLE	PHYSICAL	FUNCTIONAL/ ECONOMIC UTIL.	CDU
BA	C1	P-POOR	G-GOOD	PR
	C1	1-POOR	1-POOR	V-
	C1	P-POOR	P-POOR	VP
	C1	1-POOR	0-UNSOUND	UN
	C1	P-POOR	U-UNSOUND	UN
	C1	1-POOR	-	P-
	C1	5-RENOVATED	3-AVERAGE	VG
	C1	5-RENOVATED	2-FAIR	GD
	C1	5-RENOVATED	4-GOOD	EX
	C1	5-RENOVATED	1-POOR	FR
	C1	5-RENOVATED	0-UNSOUND	PR
	C1	5-RENOVATED	-	VG
	C1	U-UNSOUND	A-AVERAGE	PR
	C1	U-UNSOUND	E-EXCELLENT	FR
	C1	U-UNSOUND	F-FAIR	P-
	C1	U-UNSOUND	G-GOOD	PR
	C1	U-UNSOUND	P-POOR	V-
	C1	U-UNSOUND	U-UNSOUND	UN
	R1	A-AVERAGE	A-AVERAGE	AV
	R1	A-AVERAGE	E-EXCELLENT	VG
	R1	A-AVERAGE	F-FAIR	FR
	R1	A-AVERAGE	G-GOOD	GD
	R1	A-AVERAGE	P-POOR	PR
	R1	A-AVERAGE	U-UNSOUND	P-
	R1	E-EXCELLENT	A-AVERAGE	GD
	R1	E-EXCELLENT	E-EXCELLENT	EX
	R1	E-EXCELLENT	F-FAIR	AV
	R1	E-EXCELLENT	G-GOOD	VG
	R1	E-EXCELLENT	P-POOR	PR
	R1	E-EXCELLENT	U-UNSOUND	VP
	R1	2-FAIR	3-AVERAGE	PR
	R1	F-FAIR	A-AVERAGE	AV
	R1	2-FAIR	5-EXCELLENT	FR
	R1	F-FAIR	E-EXCELLENT	GD
	R1	2-FAIR	2-FAIR	P-
	R1	F-FAIR	F-FAIR	FR
	R1	2-FAIR	4-GOOD	FR
	R1	F-FAIR	G-GOOD	AV
	R1	2-FAIR	1-POOR	V-
	R1	F-FAIR	P-POOR	VP
	R1	F-FAIR	U-UNSOUND	V-
	R1	4-GOOD	3-AVERAGE	FR
	R1	G-GOOD	A-AVERAGE	AV
	R1	4-GOOD	5-EXCELLENT	EX
	R1	G-GOOD	E-EXCELLENT	VG
	R1	4-GOOD	2-FAIR	PR
	R1	G-GOOD	F-FAIR	FR

COUNTY: 46

	CDU TABLE	PHYSICAL	FUNCTIONAL/ ECONOMIC UTIL.	CDU
BA	R1	4-GOOD	4-GOOD	VG
	R1	G-GOOD	G-GOOD	GD
	R1	4-GOOD	1-POOR	VP
	R1	G-GOOD	P-POOR	PR
	R1	G-GOOD	U-UNSOUND	VP
	R1	3-NORMAL	3-AVERAGE	FR
	R1	3-NORMAL	5-EXCELLENT	VG
	R1	3-NORMAL	2-FAIR	PR
	R1	3-NORMAL	4-GOOD	GD
	R1	3-NORMAL	1-POOR	VP
	R1	1-POOR	3-AVERAGE	P-
	R1	P-POOR	A-AVERAGE	FR
	R1	1-POOR	5-EXCELLENT	PR
	R1	P-POOR	E-EXCELLENT	AV
	R1	1-POOR	2-FAIR	P-
	R1	P-POOR	F-FAIR	PR
	R1	1-POOR	4-GOOD	PR
	R1	P-POOR	G-GOOD	FR
	R1	1-POOR	1-POOR	UN
	R1	P-POOR	P-POOR	VP
	R1	P-POOR	U-UNSOUND	V-
	R1	5-RENOVATED	3-AVERAGE	AV
	R1	5-RENOVATED	5-EXCELLENT	EX
	R1	5-RENOVATED	2-FAIR	PR
	R1	5-RENOVATED	4-GOOD	GD
	R1	5-RENOVATED	1-POOR	VP
	R1	U-UNSOUND	A-AVERAGE	P-
	R1	U-UNSOUND	E-EXCELLENT	P-
	R1	U-UNSOUND	F-FAIR	VP
	R1	U-UNSOUND	G-GOOD	P-
	R1	U-UNSOUND	P-POOR	V-
	R1	U-UNSOUND	U-UNSOUND	UN



APPENDIX

APPENDIX

TYPICAL ABBREVIATIONS

SKETCH

1^{S} Fr	- One Story Frame
1^{S} Br	- One Story Brick
1^{S} Stn	- One Story Stone
1^{S} CB	- One Story Concrete Block
1^{S} Stucco	- One Story Stucco
$1\frac{1}{2}^{S}$ Fr	- One and One Half Story Frame
2^{S} Fr	- Two Story Frame
$2\frac{1}{2}^{S}$ Br	- Two and One Half Story Brick
OFP	- Open Frame Porch
OMP	- Open Masonry Porch
EFP	- Enclosed Frame Porch
EMP	- Enclosed Masonry Porch
EBP	- Enclosed Brick Porch
$\frac{\text{OFP}}{\text{B}}$	- Open Frame Porch with a Basement
$\frac{\text{EFP}}{\frac{1^{S}\text{ Br}}{\text{B}}}$	- Enclosed Front Porch over a One Story Brick with a Basement
$\frac{\text{A}}{\frac{1^{S}\text{ Fr}}{\text{B}}}$	- Attic over a One Story Frame with a Basement
MP	- Masonry Patio
MS	- Masonry Stoop
Fr CP	- Frame Carport
Br CP	- Brick Carport
BG	- Brick Garage
FG	- Frame Garage
Stn G	- Stone Garage
$\frac{1^{S}\text{ Fr}}{\text{BG}}$	- One Story Frame over a Brick Garage
Wd Dk	- Wood (sun) Deck
1^{S} Fr OH	- One Story Frame Overhang

LAND AND LEGAL DESCRIPTIONS

Ac	- Acre
Acg	- Acreage
Act Frt	- Actual Frontage
175' Av	- 175 Foot Average
Bk	- Book
CI	- Corner Influence
Calc Acg	- Calculated Acreage
Dist	- District
Eff Frt	- Effective Frontage
Eff D	- Effective Depth
EMF	- Economical Misimprovement Factor
Esmt	- Easement
F 33'	- Figured Frontage of 33 feet
FR 56'	- Figured Rear Frontage of 56 ft.
Frt	- Frontage
HS	- Home Site
IF	- Influence Factor
Imp	- Improvement
Irr	- Irregular
LI	- Land Improvement
L & B	- Land and Buildings
Mp	- Map
Par	- Parcel
Pg	- Page
Prop	- Property
R 75'	- Rear Frontage of 75 feet
Rd	- Road
R.O.W.	- Right-of-way
Rtg No	- Routing Number
St	- Street
Swr	- Sewer
Till	- Tillable
Topo	- Topography
Twn	- Town
Twp	- Township
UD	- Undeveloped
UI	- Unimproved
Utl	- Utility
Vill	- Village
Wd. Lnd	- Woodland
Wtr	- Water
XF	- Excessive Frontage
XD	- Excessive Depth
Zng	- Zoning

MEASUREMENTS AND SYMBOLS

Ac	- Acre
Acg	- Acreage
Bd Ft	- Board Feet
BPD	- Barrels per Day
Brl	- Barrel
BTU	- British Thermal Unit
BU	- Bushel
Cap	- Capacity
C/F or cu/ft	- Cubic Feet
Dbl	- Double
Dia	- Diameter
Ea	- Each
Ft	- Feet
Ga	- Gauge
Gal	- Gallon
GPD	- Gallons Per Day
Ht	- Height
Lb	- Pound
L/F or Lin Ft.	- Lineal Feet
No	- Number
o.c.	- On Center
S/F or sq. ft.	- Square Feet
31^6	- 31 feet, 6 inches
Yd	- Yard
s	- Story
# (xx)	- Number
(xx) #	- Pounds
°	- Degree
'	- Feet (or minutes)
"	- Inches (or seconds)
+	- Plus
–	- Minus
±	- Plus or Minus
x	- Times or By
=	- Equals
>	- Is Greater Than
<	- Is Less Than
π	- Pi (3.1416)
∞	- Infinity
@	- "at" – e.g., 10 lbs. @ l.00 lb.

ARCHITECTURAL

Apt	- Apartment
Art	- Artificial
Asb	- Asbestos
Bldg	- Building
Bsmt	- Basement
BT Pav	- Blacktop paving
CB	- Concrete Block
Clg	- Ceiling
Cmt	- Cement
Col	- Column
Com	- Common
Comp	- Composition
Conc	- Concrete
Const	- Construction
Dbl	- Double
DH	- Double Hung
Dk	- Deck
Dkg	- Decking
Drs	- Doors
DP	- Double Pitch
D & M	- Dressed and Matched
Dwg	- Dwelling
Elec	- Electric
Elev	- Elevators
Equip	- Equipment
Excav	- Excavation
Excl	- Excluding
Ext	- Exterior
Fibr Gls	- Fiberglass
Fin	- Finish
Fixt	- Fixtures
Flr	- Floor
Flrg	- Flooring
Ftg	- Footing
Fdtn	- Foundation
Fr	- Frame
Frt	- Freight
Galv	- Galvanized
GI	- Galvanized Iron
Gar	- Garage
Gls	- Glass
H Col	- H Column
Hd Wd	- Hardwood
Htr	- Heater
Htg	- Heating
HT	- Hollow Tile
Horiz	- Horizontal
HP	- Horse Power
Hse	- House
1 Bm	- 1 Beam
Incl	- Including
I.D.	- Inside Diameter or Identification
Int	- Interior
Int Fin	- Interior Finish
I-Com	- Intercom
Jst	- Joist
Lam	- Laminated
Ldg	- Landing
L & P	- Lath and Plaster
Lav	- Lavatory
L & O	- Lead and Oil
Lt	- Light
Ltg	- Lighting
Lts	- Lights
Linol	- Linoleum
Mach	- Machine
Mas	- Masonry
Mech	- Mechanical
MF	- Mechanical Features
Met	- Metal
Mezz	- Mezzanine
Misc	- Miscellaneous
Mono	- Monolithic
Obsol	- Obsolete

Ofc	- Office
o.c.	- On Center
1 E	- One End
1 S	- One Side
OF	- Other Features
OD	- Outside Diameter
OH	- Overhead or Overhang
Pnt	- Paint
Par	- Parapet
Pt	- Part
Ptn	- Partition
PW	- Party Wall
Pass	- Passenger
Pav	- Paving
Pil	- Pilaster
Plk	- Plank
Plstr	- Plaster
Plstrd	- Plastered
Plbg	- Plumbing
Pch	- Porch
Purl	- Purlin
Rec Room	- Recreation Room
Rftr	- Rafter
RR	- Railroad
Refrig	- Refrigerator
Rein	- Reinforced
Rein Conc	- Reinforced Concrete
Ret Wl	- Retaining Wall
Rf	- Roof
Rfg	- Roofing
Rm	- Room
Shtg	- Sheathing
Sdg	- Siding
SP	- Single Pitch
SS	- Slop Sinks
Sprink	- Sprinkler
Sq	- Square
Strs	- Stairs
Std	- Standard
Stdg	- Standing
Stm	- Steam
Stl	- Steel
Stl Pl	- Steel Plate
Stge	- Storage
Sup	- Supports
Sys	- System
T & G	- Tar & Gravel or Tongue & Groove
Terr	- Terrance
Tbr	- Timber
Toil	- Toilet
TR	- Toilet Room
Unfin	- Unfinished
Urin	- Urinal
Ven	- Veneer
Vent	- Ventilator
Vit	- Vitrified
VT	- Vitrified Tile
Wsct	- Wainscot
Whse	- Warehouse
W C	- Water Closet
WP	- White Pine
WF	- Wide Flange
Wind	- Window
Wir	- Wiring
Wd	- Wood
Wb Fp	- Woodburning Fireplace
Yd	- Yard
YP	- Yellow Pine

GENERAL

Agr	- Agriculture
Assmt	- Assessment
Av	- Average
CDU	- Condition, Desirability, Usefulness
C & D	- Cost and Design
Comm	- Commercial
Depr	- Depreciation
EDP	- Electronic Data Processing
Est	- Estimate(d)
Ex	- Exempt or Excellent
Excl	- Excellent
Gr	- Grade
I & E	- Income and Expense
Incl	- Including
Ind	- Industrial
LDS	- Live Data System
N/A	- Not Applicable
N/C	- New Construction
NF	- Nothing Furnished
NV	- No Value
Obsol	- Obsolete or Obsolescence
PIF	- Priced In Field
PP	- Personal Property
PRC	- Property Record Chart
PU	- Public Utility
RC	- Replacement Cost
RCLD	- Replacemnt Cost less Deprec.
Res	- Residential
RV	- Replacement Value
Sched	- Schedule
SV	- Sound Value or Site Value
T or Tot	- Total
UF	- Utilities Furnished or Unfurnished
Utl Val	- Utility Value
Val	- Value

ARCHITECTURAL TERMS

apartment hotel	A building designed for non-transient residential use, divided into dwelling units similar to an apartment house, but having such hotel accommodations as room furnishings, lounges, public dining room, maid service, etc.
apartment house	A multi-family residence containing three or more non-transient residential living units and generally providing them with a number of common facilities and services.
attic	An unfinished or semi-finished portion of a building lying between the highest finished story and the roof and wholly within the roof framing.
basement	A building story which is wholly or partly below the grade level.
bay	(1) A horizontal area division of a building usually defined as the space between columns or division walls, (2) an internal recess formed by causing a wall to project beyond its general line.
bay window	A window, or group of continuous windows, projecting from the main wall of a building.
beam	A long structural load-bearing member which is placed horizontally or nearly so and which is supported at both ends or, infrequently, at intervals along its length.
beam, spandrel	A wall beam supporting the wall above as well as the floor.
building	Any structure partially or wholly above ground which is designed to afford shelter to persons, animals, or goods. See also *construction.*
building, fireproof	A building in which all parts carrying loads or resisting stresses and all exterior and interior walls, floors, and staircases are made of incombustible materials, and in which all metallic structural members are encased in materials which remain rigid at the highest probable temperature in case its contents are burned, or which provide ample insulation from such a temperature.
building, loft	A building have three or more stories with few or no interior bearing walls and designed for storage, wholesaling, or light industrial purposes.
building, single purpose	A building designed for a specific purpose which cannot be used for another purpose without substantial alterations, e.g., a theater or church.
bungalow	A one-story dwelling unit which is somewhat more pretentious than a cottage.
column	A structurally isolated vertical member which is at least 8 to 10 times as long as its least lateral dimension and which is designed to carry loads. Compare *pier.*
conduit	A tube, pipe, or small artificial tunnel used to enclose wires or pipes or to convey water or other fluids.
construction, brick	A type of construction in which the exterior walls are bearing walls (q.v.) made of solid brick or brick and tile masonry.

construction, brick veneer	A type of construction in which the exterior walls are one-layer brick curtain walls backed by a wood frame.
construction, fireproof	See *fireproof building.*
construction, mill	A type of construction in which the exterior walls are substantial masonry bearing walls, in which the structural members are of heavy timber, and which is further characterized by an open design and by other safeguards against fire hazards. Sometimes called "slow-burning construction".
construction, reinforced concrete	A type of construction in which the principal structural members, such as the floors, columns, beams, etc. are made of concrete poured around isolated steel bards or steel meshwork in such manner that the two materials act together in resisting forces.
construction, steel frame	A type of construction in which there is a framework of steel structural members for the support of all loads and the resistance of all stresses.
construction, wood frame	A type of construction in which there is a framework of wooden structural members for the support of all loads and the resistance of all stresses. Loosely called "frame construction".
coping	A special capping at the top of a wall, serving principally as a watershed.
cornice	A projecting element at the top of a wall, serving principally as a decoration or as part of the coping (q.v.).
cottage	A one story to two story dwelling unit of small size and humble character.
course	A uniform horizontal layer of brick, stone, terra cotta, shingles, or some other structural material extending continuously around a building or along a wall.
court	An open space bordered on two or more sides by the walls of a single building, or of two or more buildings, and by a lot line or a yard on any side not no bordered.
dormer	(1) A relatively small structure projecting from a sloping roof. (2) A window set upright in the face of such a structure.
dwelling	Any building or portion thereof designed or occupied in whole or in part as a place of residence.
dwelling, attached	A multi-family dwelling in which the dwelling units are separated vertically by means of common or party walls. See *terrace.*
dwelling, double	A two-family dwelling in which the dwelling units are separated vertically by means of a common or party wall. Synonymous with "semi-detached dwelling".
dwelling, duplex	A two-family dwelling in which the dwelling units are separated horizontally with a private street entrance for each; i.e., a two-family flat.
dwelling, multi-family	A building designed as a place of residence for more than two families or households; e.g., an apartment house or tenement.

dwelling, row	Any one of a series of similar single family, two family, or multi-family dwellings having one or more contiguous common or party walls, Compare *terrace, dwelling, double.*
dwelling unit	Any room or group of rooms designed as the living quarters of one family or household, equipped with cooking and toilet facilities, and having an independent entrance from a public hall or from the outside.
eaves	The portion of a sloping roof which projects beyond the outside walls of a building.
elevation	A drawing representing a projection of any one of the vertical sides or vertical cross-sections of a building or of any other object. Compare *plan.*
façade	The face of a building.
firewall	A wall of fire-resisting material erected between two parts of a building to prevent the spread of fire from one part to the other.
flashing	Small metal strips used to prevent leaking of roofs around chimneys, dormers, hips, and valleys.
flat	(1) Any one floor of a building two or more stories high, each floor of which constitutes a single dwelling unit and has a private street entrance. (2) The building containing two or more such floors. Compare *dwelling, duplex.*
footing	A spreading base to a wall, column, or other supporting member, which serves to widen the ground area to which structural loads are transmitted.
foundation	The structural members below grade level, or below the first tier of beams above grade level, which transmit the load of a superstructure to the ground.
gable	(1) The triangular portion of a wall between the slopes of a double-sloping (i.e., gable) roof. (2) The whole of the wall containing such a triangular portion. (3) A portion of a building extending from the remainder of the building and covered with a gable roof.
girder	A large or principal beam (q.v.) used to support concentrated loads as isolated points along its length. (Girders usually support the beams and structure above).
header	(1) A structural member which is laid perpendicularly to a parallel series of similar members and against which the latter members abut. (2) A brick or other piece of masonry that is laid in a wall in such manner that its longest dimension extends along the thickness of the wall. Contrast *stretcher.*
hip	(1) A sloping line along which two roof surfaces meet to form an external angle of more than 180 degrees. (2) A hop rafter (q.v.). Compare *ridge, valley.*
hotel	A building designed for transient or semi-transient residential use, divided into furnished single rooms and suites, and having such accommodations as lounges, public dining rooms and maid service, etc.
hotel, apartment	See *apartment hotel.*

joist	One of a series of small parallel beams laid on edge and used to support floor and ceiling loads, and usually supported in turn by larger beams and girders.
lintel	A beam over a wall opening, such as a door or windows, designed to carry the load of the wall over such opening.
loft	An unpartitioned or relatively unpartitioned upper story of a building, designed for storage, wholesaling, or light manufacturing. See also *loft building.*
louver (or louvre)	A ventilator containing slats which are placed lengthwise across the ventilator opening, each slat being slanted in such manner as to overlap the next lower slat and to permit ventilation but exclude rain.
marquee	A flat roof-like structure which shelters a doorway, which has no floor beneath it, and which is usually supported wholly from the walls or the building.
mezzanine	A low story formed by placing a floor between what would ordinarily be the floor and ceiling of a high story. Note: The mezzanine floor frequently has a smaller area than other floors and, if present at all, is usually between the first and second stories.
millwork	All of the wooden portions of a building, whether frame construction or otherwise, which are customarily purchased in finished form from a planing mill, such as doors, windows, trim, balusters, etc.
overhang	A finished portion of a building have full story height which extends beyond the foundation wall line if part of the ground story, or beyond the exterior walls of the ground story if part of any higher story.
overhead structure	Similar to overhang above ground story, such as O.H. bridge or passage, O.H. walk, O.H. addition.
partition	See *wall, partition.*
pier	(1) A thick, solid mass of masonry which is fully or partially isolated from a structural standpoint and which is designed to transmit vertical loads to the earth. (2) A structure projecting from land into water for use in loading and unloading vessels. Compare *column.*
pilaster	A flat-faced pillar projecting somewhat from, but engaged in, the wall of a building and used for decorative purposes or to help support truss and girder loads or both.
pile	A heavy timber, metallic, or masonry pillar forced into the earth to form a foundation member.
pitch	The slope of any structural member, such as a roof or rafter, usually expressed as a simple fraction representing the rise per lateral foot.
plan	A drawing representing a projection of any one of the floors or horizontal cross-sections of a building or of the horizontal plane of any other object or area. Compare *elevation.*

purlin	A beam running along the underside of a sloping roof surface and at right angles to the rafters, used to support the common rafters, and usually supported in turn by larger structural members, such as trusses or girders (usually run along length of building).
rafter	A structural member placed, as a rule, in a sloping position and used as the supporting element for the structural material forming the plane of the roof. See also *purlin.*
rafter, hip	A rafter placed in an inclined position to support the edges of two sloping roof surfaces which meet to form an external angle of more than 180 degrees.
rafter, valley	A rafter placed in an inclined position to support the edges of two sloping roof surfaces which meet to form an external angle of less than 180 degrees.
ramp	An inclined walk or passage connecting two different floor levels and used in lieu of steps.
residence	See *dwelling.*
ridge	A horizontal line along which the upper edges of two roof surfaces meet to form an external angle of more than 180 degrees. Compare *hip, valley.*
rise	(1) In general, any vertical distance. (2) Specifically, the rise of a roof being the distance between the top of an exterior wall and the peak of the roof; the rise of a stair being the distance from tread to tread.
roof	The top portion of a structure. Types of roofs include double pitch, flat, gable, gambrel, hip, lean-to, single pitch.
roof, curb (or curbed)	A roof with a ridge at the center and a double slope on each of its two sides.
roof, flat	A roof which is flat or sloped only enough to provide proper drainage.
roof, gable	A double-sloped roof having a cross-section similar in general to the shape of the inverted letter "V".
roof, gambrel	A ridged roof with two slopes on each side, the lower having a steeper pitch.
roof, hip (or hipped)	(1) In general, any roof having one or more hips (q.v.). (2) Usually, a roof with four sloping sides meeting along four hips or along four hips and a ridge. Compare *roof, pyramid.*
roof, lean-to	(1) A roof having a single sloping side which is supported at the upper edge by the wall of an attached building or of a larger and higher portion of the same building (preferred). (2) Any roof with a single slope. Compare *roof, flat.*
roof, mansard	A special type of curb roof (q.v.) in which the pitch of the upper part of each of the four equally sloping sides is small or negligible and that of the lower part is very great; a series of dormers projects from the lower part.

roof, monitor	A type of gable roof commonly found on industrial buildings – having a small raised portion along the ridge, with openings for the admission of light and air.
roof, pyramid	A hip roof having four sloping triangular sides, usually of equal pitch, meeting together at the peak.
roof, ridged	A roof having one or more ridges (q.v.).
roof, sawtooth	A roof with a series of parallel sloping surfaces interspersed between a series of vertical surfaces which rise from the lower edges of such sloping surfaces and which contain windows for the admission of light and air.
roof, single pitch	Any roof with a single slope, other than a lean-to roof.
sash	The wooden or metal framework in which the glass of a door or window is set.
sheathing	The covering, usually of rough lumber, placed immediately over studding or rafters.
sill	(1) The lower horizontal part of a door-case (the threshold) or of a window. (2) The lowest horizontal structural member of a frame building, upon which the superstructure is supported.
sleeper	A structural member laid horizontally on the ground or upon a masonry base as a support to a floor or other superstructures.
specifications	A detailed description of the dimensions, materials, quantities, structural procedures, etc. applicable to a projected or completed piece of construction.
story	That portion of a building enclosed by a floor, a ceiling, and the exterior walls.
story, ground	The first story lying wholly above the ground level. Synonymous with "first story".
story, half (or one-half)	(1) For buildings with a mansard or gambrel roof, a finished portion of a building which lies above the wall plate or cornice and which has a usable floor area substantially less than that of the next lower story. (2) For all other buildings, a finished portion of a building which is above one or more full stories, which is wholly or partly within the roof frame and which has one or more exterior walls substantially lower than the full height of the story.
story, one	A building having no finished story above the ground story.
stretcher	A brick or other piece of masonry which is laid lengthwise in a wall. Contract *header.*
strut	Any structural member which holds apart two or more other members by counteracting a pressure which tends to bring them together. Contrast *tie.*
stud	One of a series of small slender structural members placed vertically and used as the supporting element of exterior or interior walls. (Plural: studs or studding)

subfloor	The flooring laid directly on top of the floor joists, but beneath the finish floor.
tenement	A building, usually of obsolete nature, designed primarily for non-transient residential use and divided into three or more dwelling units having common stairs, halls, and street entrances, and sometimes common bath and toilet rooms. Compare *apartment house; flat; terrace.*
terrace	(1) An unroofed level area covered with grass or masonry or both, raised above the surrounding ground level, and having a vertical or sloping front. (2) A multi-family dwelling in which the dwelling units are separated vertically by means of common or party walls. Compare *dwelling, row; dwelling, double.*
terra cotta	A hard-baked ceramic clay molded into decorative tiles, bricks, etc,, and used particularly for facing and trim on buildings.
tie	Any structural member which binds together two or more members by counteracting a stress which tends to draw them apart. Contrast *strut.*
trim	(1) The wooden portions of a plastered room, such as the doors, windows, wainscoting, and molding, or the corresponding portions of a room finished otherwise than with plaster. (2) The contrasting elements on the exterior of a building which serve not structural purpose, but are intended to enhance its appearance, e.g., the cornice. (3) Occasionally, the hardware of a house, such as locks, hinges, doorknobs, etc.
truss	A combination of structural pieces fastened together into a rigid open member which is supported at both ends and upon which loads are superimposed. Compare *girder.*
valley	A sloping line along which two roof surfaces meet to form an external angle of less than 180 degrees. Compare *hip, ridge.*
veneer	A think ornamental or protective facing which does not add appreciably to the strength of the body to which it is attached.
wainscot (or wainscoting)	(1) A wooden facing on the lower portion of a contrasting interior wall. (2) By extension, a facing of marble tile, or the like, on the lower portion of interior walls.
wall	A vertical structure serving to enclose, support, divide; such as one of the vertical enclosing sides of a building or room.
wall, bearing	A wall designed primarily to withstand vertical pressure in addition to its own weight.
wall, common	A walled owned by one or two parties and jointly used by both, one or both of whom is entitled to such use under the provisions of ownership.
wall, curtain	A non-bearing wall which is supported by columns, beams, or other structural members, and whose primary function is to enclose space.
wall, fire	See *firewall.*
wall, partition	An interior bearing or non-bearing wall which separates portions of a story. Synonymous with *partition.*

wall, party	A wall jointly used by two parties under easement agreement and erected at or upon a line separating two parcels of land held under different ownership.
wall, retaining	A wall designed primarily to withstand lateral pressures of earth or other filling of backing deposited behind it after construction.
window, bay	See *bay window.*
window, dormer	See *dormer.*
wing	A subordinate part of a building extending from the main part, or any one of two or more substantially coordinate parts of a building which extend out from one or more common junctions.

DATA PROCESSING TERMS

BAUD	A unit of signaling speed equal to the number of discrete conditions or signal events per second.
binary	A characteristic or property involving a selection, choice, or condition in which there are two possibilities, such as the number representation with a radix of two.
bits	The smallest unit of information in the binary number system. An abbreviation of binary digits. Normally, a bit refers to one "on", while a no bit means zero "off".
block	A group of machine words considered or transported as a unit. In flowcharts, each block represents a logical unit of programming.
bytes	A sequence of adjacent binary digits operated upon as a unit; a unit of computer storage capacity equal to eight binary bits.
calculator	A keyboard machine for the automatic performance of arithmetic operations.
CAMA	Computer-Assisted-Mass-Appraisal – Utilizing data processing to compare parcels, calculate values, and maintain property characteristics to increase efficiency and accuracy in the appraisal process.
columns binary	Pertaining to the binary representation of data on punched cards in which adjacent positions in a column correspond to adjacent bits of data; each column in a 12-row card may be used to represent 12 consecutive bits of 36-bit word.
computer	A computational device distinguished by its high speed, programmable operation, and large memory.
computer program	A series of instructions, in a form acceptable to the computer, prepared so as to achieve a certain result.
CPU	Central Processing Unit – The heart of the computing system, which contains the arithmetic, logical and control circuits necessary for the interpretation, execution of a program and controls the functioning of the entire system.
CRT	See *video display terminal.*
database	A minimally redundant stored collection of data. A collection of data maintained by a computer.
database management	A combination of hardware and software that controls and processes all request for data in data bases.
data element	The smallest unit of data stored on some medium to which a reference or none may be assigned.
data entry	The process of placing information into machine-readable form.

data path	The input-processing-output-flow followed by data (often repeatedly) during normal computer operations.
data processing	Performing operations on machine-readable data, either with or without the use of a computer.
data structure	The particular form in which data are to be treated by the computer program: whether as whole numbers, decimal fractions, or alphabetic characters, and whether as single pieces of information or as related sets or arrays of data.
data verification	Checking the accuracy of data placed in a data processing system.
direct access	An addressing scheme or random access storage medium that permits direct addressing of data locations.
disk file	A means for storing data on a magnetic disk or platter.
encode	To apply a set of rules specifying the manner in which data may be represented such that a subsequent decoding is possible.
feedback	The process of returning portions of the output of a machine, process, or system for use as input in a further operation.
flowchart	A graphical representation of the definition, analysis, or solution of a problem using symbols to represent operations, data flow, and equipment.
hard copy	Output that appears on paper.
hardware	The physical equipment in a data processing system.
indexed sequential	A file in which records are organized sequentially with indexes that permit quick access to individual records as well as rapid sequential processing.
kilobytes	(Kilo = 1000, bytes = characters) byte: a form of saying a character – numerical, letter, or symbol, in machine-readable form. Data processing personnel measure the size of records by bytes, instead of number of characters. Exactly, a kilobyte (KB or K) has 1,024 "characters".
library	A collection of standard proven computer routines, usually kept on a library tape or random access file, by which problems or portions of problems may be solved.
master file	A file of records containing a cumulative history or the results of accumulation; updated in each file processing cycle, and carried forward to the next cycle.
megabyte	(< 1 million bytes) This unit is quite large and is usually used to measure the volume of a file, a disc, etc.
memory	The part of the computer that stores the program, holds intermediate results, and various constant data. Same as *storage*.
modem	A contraction of "Modulator Demodulator". Its function is to interface with data processing devices and convert data to a form comparable for sending and receiving on transmission facilities.

MRA	Multivariate Regression Analysis – Also called the least squares method, is a mathematical method for producing a model for a dependent variable as a linear function of independent factors. As an example – the predicted sales price (dependent variable) is a function of independent factors such as Square Feet, Style, Neighborhood, etc.
multiplexor	A computer hardware device used as a screening agent to the main computer. It polls all the messages from all terminals and transmits one by one to the main computer. It also dispatches "messages" to receiving ends... it can be compared to the secretary of a big boss!
multiprocessing	Systems software that enables several CPU's to be connected together to provide faster, more reliable computing.
multiprogramming	Systems software that enables the computer to run several programs simultaneously.
on-line	Peripheral equipment or devices in direct communication with the central processing unit, and from which information reflecting current activity is introduced into the data processing system as soon as it occurs.
operating system	The systems software that manages all other software in the computer (also known as an executive or monitor).
operator's instructions	These are sets of operation instruction which tell the operator what to do to get the jobs done on the computer. The instructions are designed for two types of operators: (1) Computer operators – run the computer, execute a job, mount a tape, etc. (2) Use operators – run different applications such as payroll, CAMA. The instructions tell them how to add a new record, delete a word, on a terminal or using cards.
output	Information that has been processed by the computer.
peripheral equipment	Units that work in conjunction with the computer, but are not part of the computer itself, such as tape reader, card reader, magnetic tape feed, high-speed printer, typewriter, etc.
printer	Hardware for outputting on paper.
program	The instructions that enable a computer to process data.
programming language	A system for coding instructions for computer processing.
punched cards	A storage medium similar to index cards.
random access	For device or media, the accessing of data by address rather than by sequence.
record	A collection of related items of data treated as a unit.
sequence	An arrangement of items of data according to a specified set of rules.
sequential processing	The procedure of processing data records in the same order that they occur.

sequential storage	Storing of data in sequential order.
software	The programs and routines used to extend the capabilities of computers, such as compilers, assemblers, routines, and subroutines. Also, all documents associated with a computer, e.g., manuals, circuit diagrams.
source	That which provides information to be entered into the computer.
source document	A form containing raw data for entry into the computer.
source file	A computer program in high-level language code.
standard deviation	A statistical measure of the variation of a characteristic about its average value. Standard deviation is the square root of the variance of a characteristic about its average observed value. Variance is the sum of the squared deviations of each observed value from the average, divided by one less than the number of observations. For normally distributed observations, approximately 70% of the observations will fall within one standard deviation of the mean or average value.
storage	The retention of information in the computer system.
summary report	Output that displays only the end product of processing in a concise format.
system software	Computer software that provides overall housekeeping functions for the computer.
systems design	The development of a computer system (hardware and software) to suit a particular application, by using the program development cycle.
terminal	A device in a system or communication network at which point data can either enter or leave the system.
transaction file	A file containing transient data to be processed in combination with a master file.
turn-around document	A document or form prepared as output at one stage of the data processing cycle, and sent to a customer or other user with the intention of having it returned and used as input at a later stage.
unit record	A record in which all data concerning each item in a transaction is punched into one card.
variable	A quantity that, when identified by a symbolic name, can assume any of a given set of values.
verify	To determine whether a transcription of data or other operation has been accomplished accurately. To check the results of key punching.
video display terminal	Hardware for output on a television-style picture tube (cathode-ray tube or CRT).
word	A set of characters that occupies one storage location and is treated by the computer circuits as a unit and transported as such.

REAL ESTATE APPRAISAL TERMS

abstract	A computer-printed report of appraised and/or assessed values for each parcel of real property in a given taxing district; generally sequenced geographically.
accrued depreciation	See *depreciation.*
actual age	The number of years elapsed since the original construction, as of the effective valuation data. Compare with *effective age.*
ad valorem tax	In reference to property, a tax based upon the value of property.
aesthetic value	A value, intangible in nature, which is attributable to the pleasing appearance of a property.
agricultural property	Land and improvements devoted to or best adaptable for the production of crops, fruits, and timer, and the raising of livestock.
air rights	The right to the use of a certain specified space within the boundaries of a parcel of land and above a specified elevation.
alley influence	The enhancement to the value of a property rising out of the presence of an abutting alley; most generally applicable to commercial properties.
amenities	In reference to property, the intangible benefits arising out of ownership, *amenity value* refers to the enhancement of value attributable to such amenities.
appraisal	An estimate, usually in written form, of the value of a specifically described property as of a specified date; may be used synonymously with *valuation* or *appraised value.*
appraisal schedules	Any standardized schedules and tables used conjunction with a re-valuation program, such as replacement cost pricing schedules, depreciation tables, land depth tables, etc.
appraised value	See *appraisal.*
appraiser	One who estimates value. More specifically, one who possesses the expertise to execute or direct the execution of an appraisal.
assessed value	See *assessment.*
assessing	The act of valuing a property for the purpose of establishing a tax base.
assessment	The value of taxable property to which the tax rate is to be applied in order to compute the amount of taxes; may be used synonymously with *assessed value, taxable value,* and *tax base.*
assessment district	An assessor's jurisdiction; it may or may not be an entire tax district.
assessment period	The period of time during which the assessment of all properties within a given assessment district must be completed; the period between tax lien dates.

assessment ratio	The ratio of assessed value to a particular standard of value, generally the appraised value. A percentage to be applied to the appraised value in order to derive the assessed value.
assessment roll	The official listing of all properties within a given taxing jurisdiction by ownership, description, and location showing the corresponding assessed values for each; also referred to as *tax list, tax book, tax duplicate,* and *tax roll.*
assessor	The administrator charged with the assessment of property for ad valorem taxes; his precise duties differ from state to state depending upon state statutes.
aesthetic value	A value, intangible in nature, which is attributable to the pleasing appearance of a property.
average deviation	In a distribution of values, the average amount of deviation of all the values from the mean value, equal to the total amount of deviation from the mean divided by the number of deviations. As applied to an assessment-to-sale ratio distribution, the average amount which all the ratios within the distribution deviate from the mean ratio.
base price	A value or unit rate established for a certain specified model, and subject to adjustments to account for variations between that particular model and the subject property under appraisement.
blighted area	A declining area characterized by marked structural deterioration and/or environmental deficiencies.
Board of Equalization	A non-jurisdictional board charged with the responsibility of reviewing assessments across properties and taxing districts and to assure that said properties and districts are assessed at a uniform level, either raising or lowering assessments accordingly; also referred to as *Board of Appeals,* and *Board of Review.*
building residual technique	A building valuation technique which requires the value of the land to be a known factor; the value of the buildings can then be indicated by capitalizing the residual net income remaining after deducting the portion attributable to the land.
capitalization	A mathematical procedure for converting the net income which a property is capable of producing into an indication of its current value. See *income approach.*
CDU rating	A composite rating of the overall condition, desirability, and usefulness of a structure as developed by the Cole-Layer-Trumble Company and used nationally as a simple, direct, and uniform method of estimating accrued depreciation.
central business district	The cent of a city in which the primary commercial, governmental, and recreational activities are concentrated.
Certified Assessment Evaluator	A professional designation (C.A.E.) conferred upon qualifying assessors by the Internal Association of Assessing Officers (IAAO).

classified property tax	An ad valorem property tax under which the assessment ratio varies for different property classes.
component part-in place method	The application of the unit-in-place method to unit groupings or construction components. See *unit-in-place method.*
corner influence	The enhancement to the value of a property due to its corner location; most generally applicable to commercial properties.
cost approach	One of the three traditional approaches to determination of the value of a property; arrived at by estimating the value of the land, the replacement or reproduction cost new of the improvement, and the amount of accrued depreciation to the improvement. The estimated land value is then added to the estimated depreciated value of the improvements to arrive at the estimated property value. Also referred to as the "cost-to-market approach" to indicate that the value estimates are derived from market data abstraction and analysis.
cost factor	A factor or multiplier applied to a replacement or reproduction cost to account for variations in location and time, as well as for other elements of construction costs not otherwise considered.
cubic content	The cubic volume of a building within the outer surface of the exterior walls and roof and the upper surface of the lowest floor.
deed	A written instrument which conveys an interest in real property. A *quitclaim deed* conveys the interest described therein without warranty of title. A *trust deed* conveys interest described therein to a trustee. A *warranty deed* conveys the interest described therein with the provisions that the freehold is guaranteed by the grantor, his heirs, or successors.
depreciation	Loss in value from all causes; may be further classified as *physical,* referring to the loss of value caused by physical deterioration; *functional,* referring to the loss of value caused by obsolescence inherent in the property itself; and *economic,* referring to the loss of value caused by factors extraneous to the property. *Accrued depreciation* refers to the actual depreciation existing in a particular property as of a specified date. *Normal depreciation* refers to that amount of accrued depreciation one would normally expect to find in buildings of certain construction, design, quality, and age.
depreciation allowance	A loss of value expressed in terms of a percentage of replacement or reproduction cost new.
depth factor	A factor or multiplier applied to a unit land value to adjust the value in order to account for variations in depth from an adopted standard depth.
depth table	A table of depth factors.
design factor	A factor or multiplier applied to a computed replacement cost as an adjustment to account for cost variations attributable to the particular design of the subject property which were not accounted for in the particular pricing schedule used.

deterioration	Impairment of structural condition evidenced by the wear and tear caused by physical use and the action of the elements, also referred to as *physical depreciation.*
economic depreciation	See *depreciation.*
economic life	The life expectancy of a property during which it can be expected to be profitably utilized.
economic obsolescence	Obsolescence caused by factors extraneous to the property. Also referred to as *economic depreciation.*
economic rent	The rent which a property can be expected to bring in the open market as opposed to *contract rent* or the rent the property is actually realizing at a given time.
effective age	An age assigned to a structure based upon its condition as of the effective valuation date; it may be greater or less than the structure's actual age. Compare with *actual age.*
effective depth	In reference to property valuation, that depth, expressed in feet, upon which the selection of the depth factor is based.
effective frontage	In reference to property valuation, that total frontage, expressed in lineal feet, to which the unit land value is applied; it may or may not be the same as the actual frontage.
effective gross income	The estimated gross income of a property less an appropriate allowance for vacancies and credit losses.
effective valuation data	In reference to a revaluation program, the date as of which the value estimate is applicable.
encroachment	The displacement of an existing use by another use.
environmental deficiency	A neighborhood condition such as adverse land uses, congestion, poorly designed streets, etc., operating to cause economic obsolescence and, when coupled with excessive structural deterioration, blight.
equalization program	A mass appraisal (or reappraisal) of all property within a given taxing jurisdiction with the goal of equalizing values in order to assure that each taxpayer is bearing only his fair share of the tax load; may be used synonymously with a *revaluation program.*
equity	In reference to property taxes, a condition in which the tax load is distributed fairly or *equitably;* opposite of *inequity* which refers to a condition characterized by an unfair or *unequitable* distribution of the tax burden. *Inequity* is a natural product of changing economic conditions which can only be effectively cured by periodic equalization programs. In reference to value, it is that value of the property remaining after deducting all liens and charges against it.
excessive frontage	Frontage which because of the particular utility of the lot does not serve to add value to the lot.
exempt property	See *tax exemption.*

fee appraisal	See *mass appraisal.*
field crew	The total professional staff assigned to a specific appraisal project, including listers, reviewers, staff appraisers, and clerical and administrative supporting personnel.
functional depreciation	See *depreciation.*
functional obsolescence	Obsolescence caused by factors inherent in the property itself. Also referred to as *functional depreciation.*
functional utility	The composite effect of a property's usefulness and desirability upon its marketability.
grade	The classification of an improvement based upon certain construction specifications, and quality of materials and workmanship.
grade factor	A factor or multiplier applied to a base grade level for the purpose of interpolating between grades or establishing an intermediate grade.
grantee	A person to whom property is transferred and property rights are granted by deed, trust instrument, or other similar documents. Compare with *grantor.*
grantor	A person who transfers property or grants property rights by deed, trust instrument, or other similar documents. Compare with *grantee.*
gross area	The total floor area of a building measured from the exterior of the walls.
gross income	The scheduled annual income produced by the operation of a business or by the property itself.
gross income multiplier	A multiplier representing the relationship between the gross income of a property and its estimated value.
gross sales	The total amount of invoiced sales before making any deductions for returns, allowances, etc.
ground lease	A document entitling the lessee certain specified rights relating to the use of the land.
ground rent	Net rent from a ground lease; that portion of the total rent which is attributable to the land only.
improved land	Land developed for use by the erection of buildings and other improvements.
income approach	One of the three traditional approaches to determination of value; measures the present worth of the future benefits of a property by the capitalization of its net income stream over its remaining economic life. The approach involves making an estimate of the potential net income the property may be expected to yield, and capitalizing that income into an indication of value.
income property	A property primarily used to produce a monetary income.
industrial park	A subdivision designed and developed to accommodate specific types of industry.

industrial property	Land, improvements, and/or machinery used or adaptable for use in the production of goods either for materials, or by changing other materials and products, i.e., assembling, processing and manufacturing ...as well as the supporting auxiliary facilities thereof.
inequity	See *equity*.
influence factor	A factor serving to either devalue or enhance the value of a particular parcel of land, or portions thereof, relative to the norm for which the base unit values were established; generally expressed in terms of a percentage adjustment.
institutional property	Land and improvements used in conjunction with providing public services and generally owned and operated by the government or other nonprofit organizations ... hospitals, schools, prisons, etc. Such property is generally held exempt from paying property taxes.
interest rate	The rate of return from an investment.
land classification	The classification of land based upon its capabilities for use; and/or production.
land contract	A purchase contract wherein the grantee takes possession of the property with the grantor retaining the deed to the property until the terms of the contract are met as specified.
land residual technique	A land valuation technique which requires the value of the building(s) to be known; the value of the land can then be indicated by capitalizing the residual net income remaining after deducting the portion attributable to the building(s).
landscaping	Natural features such as lawns, shrubs and trees added to a plot of ground or modified in such a way as to make it more attractive.
land use restrictions	Legal restrictions regulating the use to which land may be put.
land value maps	A map used on conjunction with mass appraising; generally drawn at a small scale, and showing comparative unit land values on a block to block basis.
lease lessee lessor	A written contract by which one party (lessor) gives to another party (lessee) the possession and use of a specified property for a specified time, and under specified terms and conditions.
leasehold	A property held under the terms of a lease.
leasehold improvements	Additions, renovations, and similar improvements made to a leased property by the lessee.
leasehold value	The value of a leasehold; the difference between the contractual rent and the currently established economic or market rent.
legal description	A description of a parcel of land which serves to identify the parcel in a manner sanctioned by law.

lister	A field inspector or data collector whose principle duty is to collect and record property data (not an appraiser).
market data approach	One of the three traditional approaches to determination of the value of a property; arrived at by compiling data on recently sold properties which are comparable to the subject property and adjusting their selling prices to account for variations in time, location, and property characteristics between the comparables and the subject property.
market value	The price an informed and intelligent buyer, full aware of the existence of competing properties, and not compelled to act, would be justified in paying for a particular property.
mass appraisal	Appraisal of property on a mass scale – such as an entire community, generally for ad valorem tax purposes, using standardized appraisal techniques and procedures to accomplish uniform equitable valuations with a minimum of detail, within a limited time period, and at a limited cost...as opposed to a *fee appraisal* which is generally used to refer to a rather extensive, detailed appraisal of a single property or singularly used properties for a specified purpose.
Member Appraisal Institute	A professional designation (M.A.I.) conferred upon qualifying real estate appraisers by The American Institute of Real Estate Appraisers.
mineral rights	The right to extract subterranean deposits such as oil, gas, coal, and minerals, as specified in the grant.
minimum rental	That portion of the rent in a percentage lease which is fixed.
model method	A method of computing the replacement or reproduction cost of an improvement by applying the cost of a specified model and adjusting the cost to account for specified variations between the subject improvement and the model.
modernization	The corrective action taken to update a property so that it may conform with current standards.
mortgage mortgagee mortgagor	A legal document by which the owner of a property (mortgagor) pledges the property to a creditor (mortgagee) as security for the payment of a debt.
neighborhood	A geographical area exhibiting a high degree of homogeneity in residential amenities, land use, economic and social trends, and housing characteristics.
neighborhood trend	Three stages in the life cycle of a neighborhood... the *improving stage* characterized by development and growth; the *static stage* characterized by a leveling off of values; and the *declining stage* characterized by infiltration and decay.
net income	The income remaining from the effective gross income after deducting all operating expenses related to the cost of ownership.
net lease	A lease wherein the lessee assumes to pay all applicable operating expenses related to the cost of ownership; also referred to as *net net,* or *net net net lease.*

net sales	Gross sales less returns and allowances.
net sales area	The actual floor area used for merchandising, excluding storage rooms, utility and equipment rooms, etc.
non-conforming use	A use which, because of modified or new zoning ordinances, no longer conforms to current use regulations, but which is nevertheless upheld to be legal so long as certain conditions are adhered to.
observed depreciation	That loss in value which is discernable through physical observation by comparing the subject property with a comparable property either new or capable of rendering maximum utility.
obsolescence	A diminishing of a property's desirability and usefulness brought about by either functional inadequacies and over-adequacies inherent in the property itself, or adverse economic factors external to the property. Refer to *functional depreciation* and *economic depreciation.*
operating expenses	The fixed expense, operating costs, and reserves for replacements which are required to produce net income before depreciation, and which are to be deducted from effective gross income in order to arrive at net income.
overage income	Rental received in addition to the minimum contract rental, based upon a specified percentage of a tenant's business receipts.
overall rate	A capitalization rate representing the relationship of the net income (before recapture) of a property to its value as a single rate; it necessarily contains, in their proper proportions, the elements of both the land and the building capitalization rate.
overassessed	A condition wherein a property is assessed proportionately higher than comparable properties.
parcel	Piece of land held in one ownership.
percentage lease	A type of lease in which the rental is stipulated to be a percentage of the tenant's gross or net sales, whichever specified.
permanent parcel number	An identification number which is assigned to a parcel of land to uniquely identify that parcel from any other parcel within a given taxing jurisdiction.
personal property	Property which is not permanently affixed to and a part of the real estate, as specified by state statutes.
physical depreciation	See *depreciation.*
preferential assessment	An assessing system which provides preferential treatment in the form of reduced rates to a particular class of property, such as a system providing for farm properties to be assessed in accordance to their value in use as opposed to their value in the open market.
property class	A division of like properties generally defined by statutes and generally based upon their present use. The basis for establishing assessment ratios in a classified property assessment system. See *classified property tax.*

property inspection	A physical inspection of a property for the purpose of collecting and/or reviewing property data.
property record card	A document specially designed to record and process specified property data; may serve as a source document, a processing form, and/or a permanent property record.
public utility property	Properties devoted to the production of commodities or services for public consumption under the control of governmental agencies such as the Public Utility Commission.
quantity survey method	A method of computing the replacement or the reproduction cost of an improvement by applying unit costs to the actual or estimated material and labor quantities and adding an allowance for overhead, profit, and all other indirect construction costs.
real estate	The physical land an appurtenances affixed thereto; often used synonymously with real property.
real property	All the interests, benefits, and rights enjoyed by the ownership of the real estate.
reassessment	The revaluation of all properties within a given jurisdiction for the purpose of establishing a new tax base.
rent	The amount paid for the use of a capital good. See *economic rent.*
replacement cost	The current cost of reproducing an improvement of equal utility to the subject property; it may or may not be the cost of reproducing a replica property. Compare with *reproduction cost.*
reproduction cost	The current cost of reproducing a replica property. Compare with *replacement cost.*
reserve for replacements	A reserve established to cover renewal and replacements of fixed assets.
residential property	Vacant or improved land devoted to or available for use primarily as a place to live.
revaluation program	See *equalization program.*
sales ratio study	A statistical analysis of the distribution of assessment or appraisal-to-sale ratios of a sample of recent sales, made for the purpose of drawing inferences regarding the entire population of parcels from which the sample was abstracted.
salvage value	The price one would be justified in paying for an item of property to be removed from the premises and used elsewhere.
site development costs	All costs incurred in the preparation of a site for use.
soil productivity	The capacity of a soil to produce crops.
sound value	The depreciated value of an improvement.

sound value estimate	An estimate of the depreciated value of an improvement made directly by comparing it to improvements of comparable condition, desirability, and usefulness without first estimating its replacement cost new.
standard depth	That lot depth selected as the norm against which other lots are to be compared; generally the most typical depth.
sublease	See *lease;* the lessee in a prior lease simply becomes a lessor in a sublease.
tax bill	An itemized statement showing the amount of taxes owed for certain property described therein and forwardable to the party(s) legally liable for payment thereof.
tax book	See *assessment roll.*
tax district	A political subdivision over which a governmental unit has authority to levy a tax.
tax duplicate	See *assessment roll.*
tax exemption	Either total or partial freedom from tax; total exemption such as that granted to governmental, educational, charitable, religious, and similar nonprofit organizations, and partial exemption such as that granted on homesteads, etc.
tax levy	In reference to property taxes, the total revenue which is to be realized by the tax.
tax list	See *assessment roll.*
tax mapping	The creation of accurate representations of property boundary lines at appropriate scales to provide a graphic inventory of parcels for use in accounting, appraising and assessing; such maps show dimensions and the relative size and location of each tract with respect to other tracts.
tax notice	A written notification to a property owner of the assessed value of certain properties described therein; often mandated by law to be given to each property owner following a revaluation.
tax rate	The rate – generally expressed in dollars per hundred or dollars per thousand (mills) – which is to be applied against the tax base (assessed value) to compute the amount of taxes. The tax rate is derived by dividing the total amount of the tax levy by the total assessed value of the taxing district.
tax roll	See *assessment roll.*
tillable land	Land suitable for growing annual crops.
underassessed	A condition wherein a property is assessed proportionately lower than comparable properties.
uniformity	As applied to assessing, a condition wherein all properties are assessed at the same ratio to market value, or other standard of value depending upon the particular assessing practices followed.

unimproved land	Vacant land; a parcel for which there is no improvement value.
unit cost or price	The price or cost of one item of a quantity of similar items.
unit-in-place method	A method of computing the replacement or reproduction cost of an improvement by applying established unit-in-place rates, developed to include the cost of materials, equipment, labor, overhead and profit, to the various construction units.
use density	The number of buildings in a particular use per unit of area, such as a density of so many apartment units per acre.
use value	The actual value of a commodity to a specific owner, as opposed to its value in exchange or market value.
vacancy	An unrented unit of rental property.
vacant land	Unimproved land; a parcel for which there is no improvement value.
valuation	See *appraisal.*
view	The scene as viewed from a property.
water frontage	Land abutting a body of water.
woodland	Land which is fairly densely covered with trees.
zoning regulations	Governmental restrictions relating to the use of land.

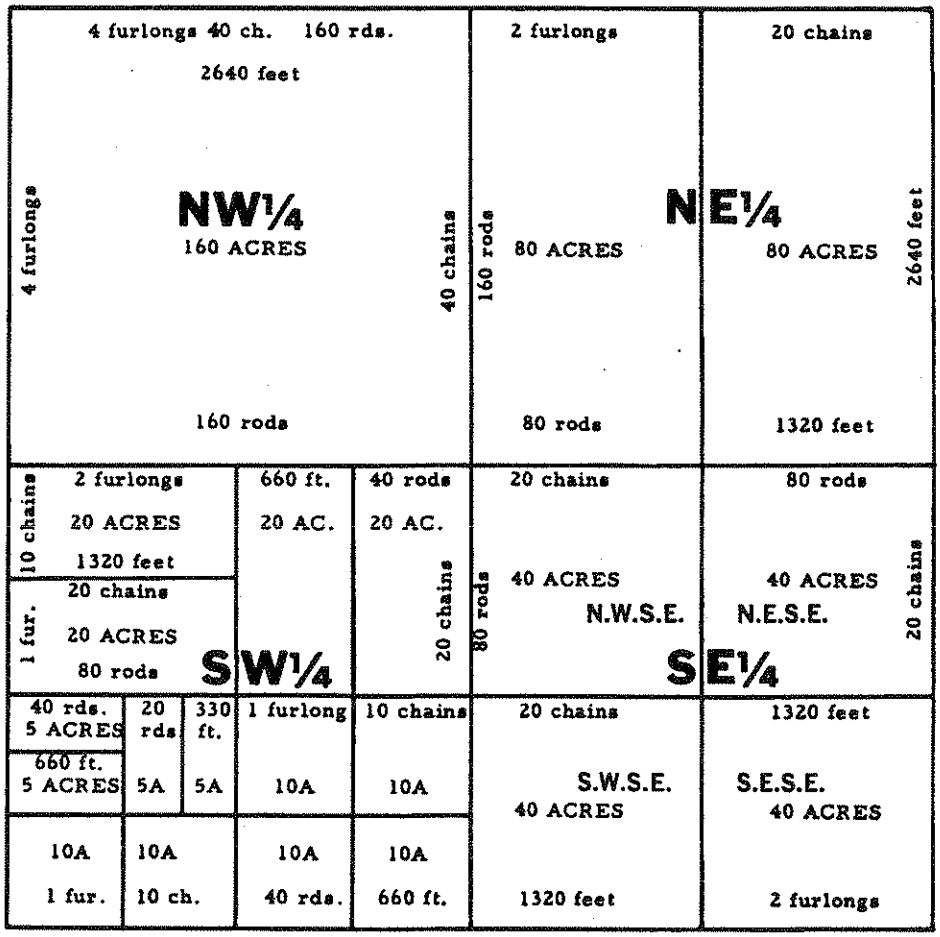
STATISTICAL TERMS

aggregate ratio	As applied to real estate, the ratio of the total assessed value to the total selling price.
average deviation	In a distribution of values, the average amount of deviation of all the values from the mean value equal to the total amount of deviation from the mean divided by the number of deviations.
cells	The basic units making up a stratified sample; each sale representing a distinct group within the total universe.
coefficient	A value prefixed as a multiplier to a variable or an unknown quantity.
coefficient of dispersion	As applied to an assessment-to-sale ratio distribution, a measure of dispersion in a given distribution equal to the average deviation of the ratios from the mean ratio divided by the mean ratio.
frequency distribution	A display of the frequency with which each value in a given distribution occurs; or in a *grouped frequency distribution,* a display of the frequency with which the values within various intervals, or value groupings occur.
mean	A measure of central tendency equal to the sum of the values divided by the number. Also referred to as *arithmetic average* or *arithmetic mean.*
median	A measure of central tendency equal to that point in a distribution above which 50% of the values fall and below which 50% of the values fall. The 50^{th} percentile. The 2^{nd} quartile.
mode	A measure of central tendency equal to the value occurring most frequently in a given distribution. In a grouped frequency distribution, the mode is equal to the mid point of the interval with the greatest frequency.
normal distribution	A distribution in which all the values are distributed symmetrically about the mean value, with 68.26% of the values falling between +/- 1 standard deviation, 95.44% between +/- 2 standard deviations, and 99.74% between +/- 3 standard deviations.
percentile rank	The relative position of a value in a distribution of values expressed in percentage terms; for instance, as applied to an assessment-to-sale ratio distribution, a ratio with a percentile rank of 83 would indicate that 83% of the ratios were lower and 17% of the ratios were higher than that particular ratio.
precision	As applied to real estate, it refers to the closeness of estimated value to actual selling price on an aggregate basis.
price related differential	As applied to real estate, an analytical measure of the vertical uniformity of values in a given distribution calculated by dividing the mean ratio by the aggregate ratio; a ratio of more than 1 being generally indicative of the relative under-valuation of high priced properties as compared to the less valuable properties, whereas a ratio of less than 1 would indicate the converse relationship.

quartile	Positions in a distribution at 25 percentile intervals; the *first quartile* being equal to the 25th percentile, the *second quartile* being equal to the 50th percentile or the median, and the *third quartile* being equal to the 75th percentile.
regression analysis	A statistical technique for making statements as to the degree of linear association between a criterion (dependent) variable and one or more predicator (independent) variables; a simple linear regression having one independent variable, and multiple linear regression having more than one independent variable.
range	The difference between the highest and the lowest value in a distribution.
ratio	A fixed relationship between two similar things expressed in terms of the number of times the first contains the second; the quotient of one quantity divided by another quantity of the same type; generally expressed as a fraction.
sample	As applied to real estate, a set of parcels taken from a given universe which is used to make inferences about values for the universe. A *probability sample* is a sample in which each parcel in the universe is given equal chance of being included. Also referred to as *random sample*. A *non-probability sample* is a sample in which each parcel in the universe being chosen by other criteria, is not given an equal chance of being included. Essentially all assessment-to-sale ratio studies are non-probability samples.
sample size	As applied to real estate, the number of parcels needed from a universe to achieve a desired level of precision, given the total number of parcels in the universe and the standard deviation thereof.
standard deviation	A measure of dispersion, variability or scatter of values in a given distribution equal to the square root of the arithmetic mean of the squares of the deviations from the mean.
standard error of the mean	A measure of the statistical variability of the mean equal to the standard deviation of the distribution divided by the square root of the sample size.
stratified sampling	The selection of sample parcels from distinct groups within the total universe based upon the known sizes and characteristics of these distinct groups.
universe	As applied to real estate, all the parcels of a given type in the group under study, i.e., all the parcels of a given neighborhood, district, etc. Also referred to as *population*.

DIVISION OF A SECTION OF LAND

SEC. = 1 SQ. MILE = 640 ACRES



1 MILE = 8 FURLONGS

320 RDS. = 5280 FT.

1 LINK =	7.92 inches
1 FOOT =	12 inches
1 YARD =	36 in. 3 ft.
1 ROD or POLE =	16.5 ft. 5.5 yards 25 links
1 CHAIN =	66 ft. 100 links 4 rods
1 FURLONG =	40 rods 660 ft.
1 MILE =	5280 ft. 320 rods 80 chains 8 furlongs

1 SQUARE FOOT =	144 sq. inches
1 SQUARE YARD =	9 sq. ft.
1 SQUARE ROD =	272.25 sq. ft. 30.25 sq. yard
1 ACRE =	43560 sq. ft. 160 sq. rods 10 sq. chains

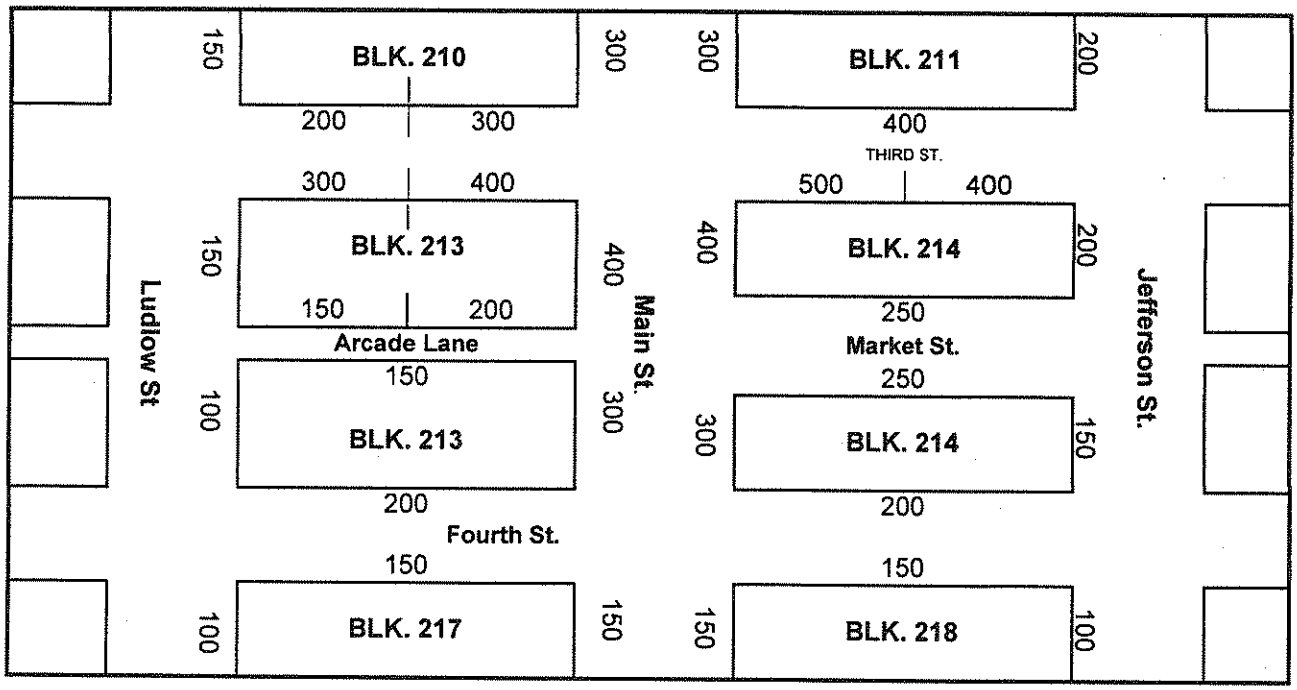
1 ACRE is about 208.75 feet square, or 8 rods wide by 20 rods long, or any two numbers of rods whose product is 160.

Example: 25 x 125 ft. = .0717 acre.

1 SQUARE MILE or 1 SECTION =	640 acres
1 TOWNSHIP =	36 sq. miles 36 sections 6 miles sq.

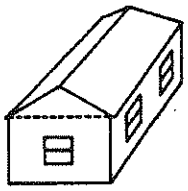
EXAMPLE UNIT LAND VALUE MAP

Unit land value maps are desirable for recording the unit value for all parcels on each street, block or section. These maps often differ from plat maps in that they may be drawn at a much smaller scale in order to cover a larger area. It is not necessary for the map to be drawn to scale, as long as the shape and position of each block or area can be recognized. An example of a unit land value map showing commercial unit front foot values is shown below. Normally, all designated land values are considered to be on the basis of front foot values, unless otherwise indicated. If the land unit value is indicated to be on a square foot or acreage basis, then those designated lands are to be computed accordingly.

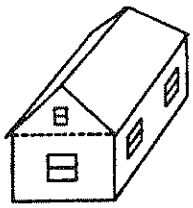


Example of a Unit Land Value Map

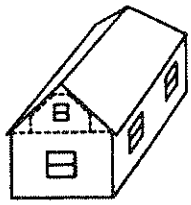
STORY HEIGHT ILLUSTRATIONS



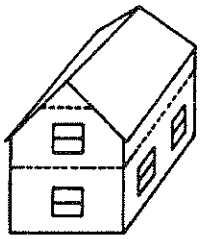
A **1 Story**
All rooms are on one floor and are below the square of house at the eave line. This design usually has a low pitch roof with a slope of about 1/6.



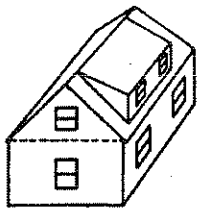
B **1 Story and Attic**
Same basic design as 1 Story, except the pitch of the roof is usually greater, with a slope of about ¼ or 1/3. This design has a permanent stairway to a usable, floored attic area. There are usually windows at each end of the attic



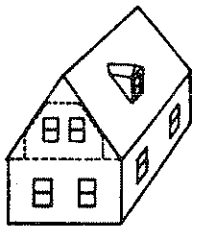
C **1 Story and Finished Attic**
Same basic design as 1 Story and Attic, except the attic interior is finished and is usually divided into rooms. The attic floor area is approximately 55% of the first floor area.



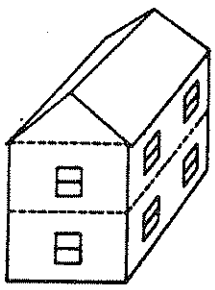
D **1½ Story**
The second floor area of this design is equal to the area of the first floor; however, the wall height of the second floor is approximately one-half of the first floor – with the balance of wall height as sloping ceiling.



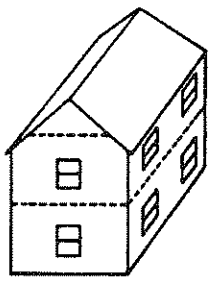
E **1½ Story**
This design is similar to 1 Story and Finished Attic, except that the roof pitch is greater – with a slope of about 1/3 or ½ - and there is a large dormer on one side of the roof and possibly one or two small dormers on the opposite side of the roof. Area of the finished second floor is approximately 75% of the first floor area.



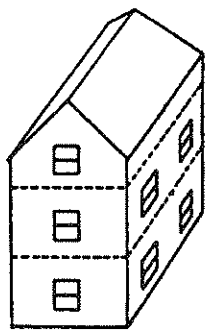
F **1½ Story**
This design has a high pitch roof with a slope of about 5/8 or ¾, and small dormers on one or both sides of the roof. The area of the finished second floor is approximately 75% of the first floor area.



G **2 Story**
This is a typical two story dwelling, with the second floor area equal to the first floor area.



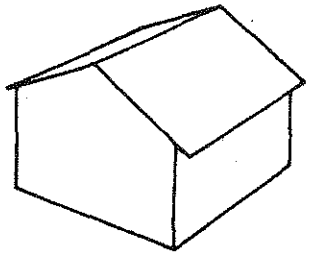
H **2 Story**
Similar to the 2 Story in example G, except that the second floor side walls are less than full height. Consequently, part of the second floor ceiling follows the slope of the roof.



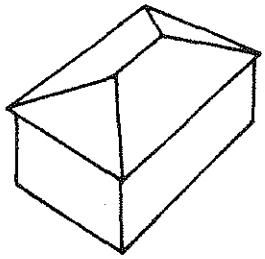
I **2½ Story**
This design has two full stories and a half story similar to example *D*. A two and one-half story dwelling may be similar in design to examples *E* or *F*.

ROOF TYPE ILLUSTRATIONS

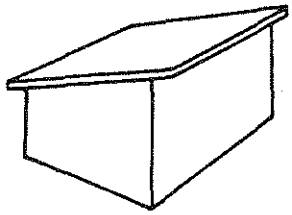
GABLE



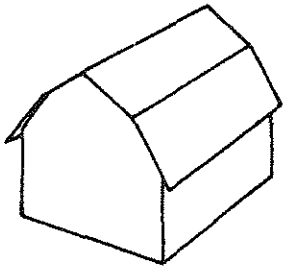
HIP



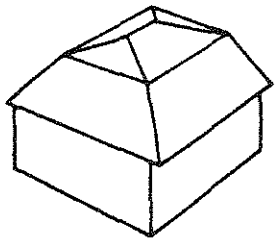
SHED



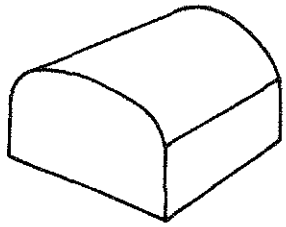
GAMBREL



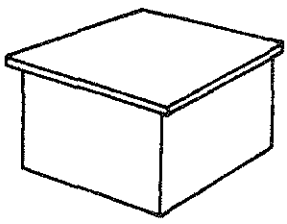
MANSARD



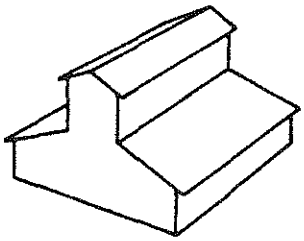
ARCHED



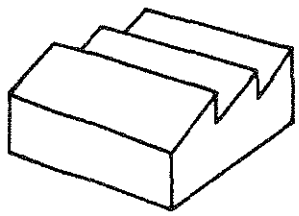
FLAT



MONITOR



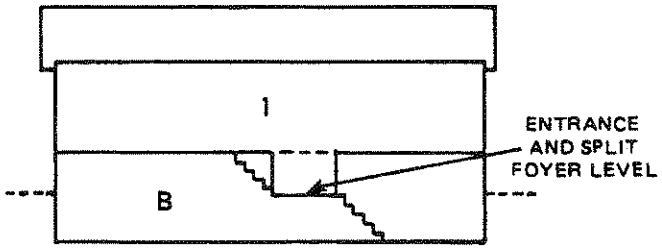
SAWTOOTH



BI-LEVEL, SPLIT and TRI-LEVEL DWELLINGS
SECTIONAL ILLUSTRATIONS

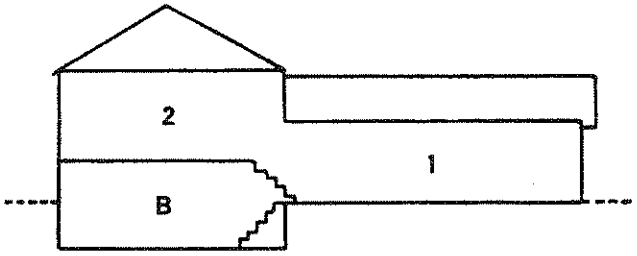
BI-LEVEL

List this type as a regular One Story and Basement dwelling. Basement may be fully or partially finished. Price finished basement area from the schedule.



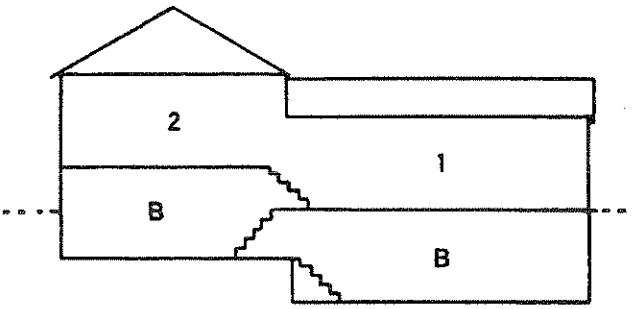
SPLIT or TRI-LEVEL

List this type as a One Story and Half Basement dwelling. Add a 5% to 10% Design Factor for irregular construction. Basement may be fully or partially finished. Price finished basement area from the schedule.



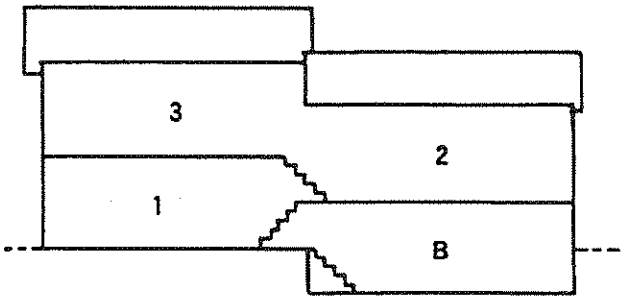
SPLIT LEVEL

List this type as a One Story and Full Basement dwelling. Add a 5% to 10% Design Factor for irregular construction. This type usually has at least half of the basement area fully finished. Price finished basement areas from the schedule.



SPLIT LEVEL

List this type as a One Story and Full Basement dwelling. Add a 5% to 10% Design Factor for irregular construction. Basement may be fully or partially finished. Price finished basement area from the schedule.



RESIDENTIAL/AGRICULTURAL/EXEMPT LAND USE CODES

100	Residential Vacant
101	Residential 1 Family
102	Residential 2 Family
103	Residential 3 Family
104	Residential 4 Family
105	Mixed Residential/Commercial
106	Condominium (common element)
107	Condominium (fee simple)
108	Mobile Home
109	Auxiliary Improvement
110	Salvage Value Building
112	Active Farm
113	Inactive Farm
123	Large Vacant Tracts with Unknown Potential (more than 100 acres)
201	Residential Structure on Apartment Value Land
318	Boarding and Rooming Houses
600	Vacant Exempt Land
601	Cemetery
602	Post Office
603	Federal/State Buildings
604	Other Miscellaneous Exempt
610	Recreational/Health
611	Library
612	School
613	College & University
620	Religious
630	Auditorium
640	Hospital
660	Police or Fire Station
670	Correctional

Note: An active farm is defined as a farm that has been actively used within the last year, containing at least three acres of pasture or tillable ground. It does not have to have improvements located on it.

Descriptions of classes for Homesites, Tillable, Pasture, and Woodland are as follows:

1. HOMESITE

Class "A"

This homesite will be situated on or near a state highway. The parcel of land will be rather large; there will be an excess amount of shrubbery; the lawn will be very well manicured; and all utilities will be available to the site. In most cases, "but not always" the site will be improved with a "B" grade or better home.

Class "B"

This parcel of land will be situated on or near a state highway. The parcel of land will be of a good size and all utilities will be available. There will be an above average amount of shrubbery. The lawn will be well manicured. The accessibility to the property will be very good. The site will usually be improved with a good gravel driveway.

Class "C"

There will be the average size homesite situated on or near a state highway. There will be an average amount of shrubbery; the lawn will be of average maintenance; and all utilities will be available to the site. There will normally be a gravel driveway coming into the site. The property will normally be improved with a "D" grade or better dwelling.

Class "D"

This homesite will have a very minimal amount of shrubbery and the lawn will be in fair to poor condition. There will be an unimproved driveway coming into the site. All utilities will be available.

Class "E"

This homesite will be situated on or near a paved highway. There will be no shrubbery and no lawn. The depth of the parcel sometimes is just enough for the construction of a small substandard house. There will be a limited number of utilities, usually electric and gas. There is normally no driveway.

2. TILLABLE

Class "A"

This land will be good loam soil that is easy to work (a tract approximately ten acres or more in one continuous parcel) and can be cultivated safely with ordinary good farm methods. This land is nearly level and there is little or no erosion.

Class "B"

This land will lay level to rolling and can be cultivated safely with ordinary good farm methods. The soil may need lime and fertilizing. The bottom land may need improved drainage.

Class "C"

This land will also be level to rolling crop land; the drainage of the property will be good. A small amount of erosion could be taking place upon this type of land. The land can be cultivated with care. It needs contour strip cropping. Usually best suited for hay. This type of property will be cut into smaller sections due to some sort of natural or man-made obstructions.

Class "D"

This land will be good hillside farmland; 80 percent of this land can be farmed with a tractor. The soil will be of good quality and the drainage will be good. This type of land will be best suited for the raising of hay.

Class "E"

This crop land will be very steep hillside that will be too steep to farm with modern farm machinery. The soil will be of poor quality and the cultivation may cause severe erosion.

3. PASTURE

Class "A"

This type of land could be used for either pasture or crop land. The topography of the land will be level to rolling. The land can be clipped with a farm tractor; lime and fertilizer can be applied with modern farm equipment. The drainage of the property will be good and the soil will be of good quality. The land will be clear of any overgrowth such as an excess amount of trees or brush.

Class "B"

This land will be of similar nature to the Class "A" Pasture land other than the fact that the quality of the soil will not be as good. The size of the parcel will be of a smaller nature. This type of land, for some reason, is not suitable for tilling and would be best suited for permanent pasture.

Class "C"

This land will have a moderate amount of erosion. The typography of the land will be average.

Class "D"

This land will be hillside pasture that has a very steep degree of slope. The pasture will have some natural obstruction such as overbrush, etc. The type of soil will be of poor quality.

Class "E"

This land will be very steep and there will be a mixture of overbrush and pasture throughout. Brush must be cleared with hand tools. The soil consistency will be of a poor quality; lime or fertilizer is seldom applied to this type of land and then only with hand tools.

4. WOODLAND

Class "A"

This land will be adaptable for use. The topography of the land will be level to slightly rolling. The soil type will be of loam. There will be a stand of trees of commercial species. The size being from 14 to 20 inches and above.

Class "B"

This land will also be level to rolling. It will be adaptable for other profitable uses. There will be a minimal amount of erosion. The soil will be of good quality. This land will be predominantly covered with a stand of timber from 10 to 14 inches.

Class "C"

The topography of this land is not economically feasible to use for anything other than growing trees. The predominant size of the trees on this grade of woodland would be from six (6) to eight (8) inches. There will be some erosion of the soil.

Class "D"

The topography of this land will indicate that the best use of this land is the growing of timber. There will be a stand of trees of commercial species that clearly indicate soundness and are of good form. The dimensions at breast height would measure from four (4) to six (6) inches. Such trees will become saw timber if left to grow.

Class "E"

Trees of commercial species less than four (4) inches in diameter at breast height and of good form and vigor. The land will be of a poor quality. The topography will be steep. It will be rather difficult to harvest the timber.

01 BARBOUR COUNTY
- 01 Barker District
- 02 Belington Corporation
- 03 Cove District
- 04 Elk District
- 05 Glade District
- 06 Junior Corporation
- 07 Philippi District
- 08 Philippi Corporation
- 09 Pleasant District
- 10 Union District
- 11 Valley District

02 BERKELEY COUNTY
- 01 Arden District
- 02 Falling Waters District
- 03 Gerrardstown District
- 04 Hedgesville District
- 05 Hedgesville Corporation
- 06 Martinsburg Corporation
- 07 Mill Creek District
- 08 Opequon District

03 BOONE COUNTY
- 01 Crook District
- 02 Danville Corporation
- 03 Madison Corporation
- 04 Peytona District
- 05 Scott District
- 06 Sherman District
- 07 Sylvester Corporation
- 08 Washington District
- 09 Whitesville Corporation

04 BRAXTON COUNTY
- 01 Birch District
- 02 Burnsville Corporation
- 03 Flat Woods Corporation
- 04 Gassaway Corporation
- 05 Holly District
- 06 Otter District
- 07 Salt Lick District
- 08 Sutton Corporation

05 BROOKE COUNTY
- 01 Beech Bottom Corporation
- 02 Bethany Corporation
- 03 Buffalo District
- 04 Cross Creek District
- 05 Follansbee Corporation
- 06 Weirton Corporation
- 07 Wellsburgh Corporation

06 CABELL COUNTY
- 01 Barboursville District
- 02 Barboursville Corporation
- 03 Grant District
- 04 Guyandotte District
- 05 Huntington-Gideon District
- 06 Huntington-Guyandotte Corporation
- 07 Huntington-Kyle Corporation
- 08 McComas District
- 09 Milton Corporation
- 10 Union District

07 CALHOUN COUNTY
- 01 Center District
- 02 Grantsville Corporation
- 03 Lee District
- 04 Sheridan District
- 05 Sherman District
- 06 Washington District

08 CLAY COUNTY
- 01 Buffalo District
- 02 Clay Corporation
- 03 Henry District
- 04 Otter District
- 05 Pleasant District
- 06 Union District

09 DODDRIDGE COUNTY
- 01 Central District
- 02 Cove District
- 03 Grant District
- 04 Greenbrier District
- 05 McClellan District
- 06 New Milton District
- 07 Southwest District
- 08 West Union District
- 09 West Union Corporation

10 FAYETTE COUNTY
- 01 Falls District
- 02 Fayetteville District
- 03 Kanawha District
- 04 Mountain Cove District
- 05 Nuttall District
- 06 Quinnimont District
- 07 Sewell Mountain District
- 08 Ansted Corporation
- 09 Fayetteville Corporation
- 10 Gauley Bridge Corporation
- 11 Meadow Bridge Corporation
- 12 Montgomery Corporation
- 13 Mount Hope Corporation
- 14 Oak Hill Corporation
- 15 Pax Corporation
- 16 Smithers Corporation
- 17 Thurmond Corporation

11 GILMER COUNTY
01 Center District
02 De Kalb District
03 Glenville District
04 Glenville Corporation
05 Layopolis Corporation
06 Troy District

12 GRANT COUNTY
01 Bayard Corporation
02 Grant District
03 Milroy District
04 Petersburg Corporation
05 Union District

12 GREENBRIER COUNTY
01 Alderson Corporation
02 Anthony Creek District
03 Blue Sulphur District
04 East Rainelle Corporation
05 Falling Springs District
06 Falling Springs Corporation
07 Fort Springs District
08 Frankford District
09 Irish Corner District
10 Lewisburg District
11 Lewisburg Corporation
12 Meadow Bluff District
13 Quinwood Corporation
14 Rainelle Corporation
15 Ronceverte Corporation
16 Rupert Corporation
17 White Sulphur District
18 White Sulphur Springs Corporation
19 Williamsburg District

14 HAMPSHIRE COUNTY
01 Bloomery District
02 Capon District
03 Capon Bridge-Bloomery Corporation
04 Capon Bridge-Capon Corporation
05 Gore District
06 Mill Creek District
07 Romney District
08 Romney Corporation
09 Sherman District
10 Springfield District

15 HANCOCK COUNTY
01 Butler District
02 Chester Corporation
03 Clay District
04 Grant District
05 New Cumberland Corporation
06 Weirton Corporation

16 HARDY COUNTY
01 Capon District
02 Lost River District
03 Moorefield District
04 Moorefield Corporation
05 South Fork District
06 Wardensville Corporation

17 HARRISON COUNTY
01 Clark-Outside District
02
03 Clark-Stonewood Corpoation
04 Clark-Clarksburg Corporation
05 Clark-Out City Corporation
06 Clark-Independent Corporation
07 Clark-Stealey Heights Corporation
08 Clark-Broad Oaks Corporation
09 Clark-Nutter Fort Corporation
10 Clay-Outside District
11
12 Clay-Shinnston Corporation
13 Coal-Outside District
14
15 Coal-Clarksburg Corporation
16 Coal-Adamston Corporation
17 Coal-Northview Corporation
18 Eagle-Outside District
19
20 Eagle-Lumberport Corporation
21 Elk-Outside District
22
23 Grant-Outside District
24
25 Grant-Lost Creek Corporation
26 Sardis-Outside District
27
28 Simpson-Outside District
29
30 Simpson-Bridgeport Corporation
31 Simpson-Anmoore Corporation
32 Tenmile-Outside District
33
34 Tenmile-Salem Corporation
35 Union-Outside District
36
37 Union-West Milford Corporation

18 JACKSON COUNTY
01 Grant District
02 Ravenswood District
03 Ravenswood Corporation
04 Ripley District
05 Ripley Corporation
06 Union District
07 Washington District

19 JEFFERSON COUNTY
01 Bolivar Corporation
02 Charles Town District
03 Charles Town Corporation
04 Harpers Ferry District
05 Harpers Ferry Corporation
06 Kabletown District
07 Middleway District
08 Ranson Corporation
09 Shepherdstown District
10 Shepherdstown Corporation

20 KANAWHA COUNTY
01 Big Sandy District
02 Clendenin Corporation
03 Cabin Creek District
04 Cedar Grove Corporation
05 East Bank Corporation
06 Glasgow Corporation
07 Montgomery Corporation
08 Pratt Corporation
09 Charleston South Annex Corporation
10 Charleston North Corporation
11 Charleston East Corporation
12 Charleston West Corporation
13 Kanawha City Corporation
14 15th Ward Corporation
15 Elk District
16 Jefferson District
17 St. Albans Corporation
18 Spring Hill Corporation
19 Loudon District
20 Chesapeake Corporation
21 Marmet Corporation
22 South Charleston Corporation
23 Malden District
24 Poca District
25 Union District
26 Dunbar Corporation
27 Nitro Corporation
28 Washington District
29 Belle Corporation
30 Smithers Corporation
31 Handley Corporation

21 LEWIS COUNTY
01 Collins Settlement District
02 Court House District
03 Freemans Creek District
04 Hackers Creek District
05 Jane Lew Corporation
06 Skin Creek District
07 Weston-Courthouse Corporation
08 Weston-Freemans Creek Corporation
09 Weston-Hackers Creek Corporation

22 LINCOLN COUNTY
01 Carroll District
02 Duval District
03 Hamlin Corporation
04 Harts Creek District
05 Jefferson District
06 Laurell Hill District
07 Sheridan District
08 Union District
09 Washington District
10 West Hamlin Corporation

23 LOGAN COUNTY
01 Chapmanville Corporation
02 Guyan District
03 Island Creek District
04 Logan District
05 Logan Corporation
06 Man Corporation
07 Mitchell Heights Corporation
08 Triadelphia District
09 West Logan Corporation

24 MARION COUNTY
01 Barrackville Corporation
02 Fairmont District
03 Fairmont-Fairmont Corporation
04 Fairmont-Grant Annex Corporation
05 Fairmont-Union Corporation
06 Fairmont-Winfield Corporation
07 Fairview Corporation
08 Farmington Corporation
09 Grant District
10 Grant Town Corporation
11 Lincoln District
12 Mannington District
13 Mannington Corporation
14 Monogah-Grant Corporation
15 Monogah-Lincoln Corporation
16 Paw Paw District
17 Rivesville Corporation
18 Union District
19 Winfield District
20 Worthington-Lincoln Corporation

25 MARSHALL COUNTY
01 Benwood Corporation
02 Cameron Corporation
03 Cameron District
04 Clay District
05 Franklin District
06 Glendale Corporation
07 Liberty District
08 McMechen Corporation
09 Meade District
10 Moundsville-Clay Corporation
11 Moundsville-Washington Corporation
12 Sand Hill District
13 Union District
14 Washington District
15 Webster District
16 Wheeling-Sandhill Corporation

26 MASON COUNTY
01 Arbuckle District
02 Glendenin District
03 Cologne District
04 Cooper District
05 Graham District
06 Hannan District
07 Hartford Corporation
08 Henderson Corporation
09 Leon Corporation
10 Lewis District
11 Mason Corporation
12 New Haven Corporation
13 Point Pleasant Corporation
14 Robinson District
15 Union District
16 Waggener District

27 MC DOWELL COUNTY
01 Adkin District
02 Anawalt Corporation
03 Big Creek District
04 Browns Creek District
05 Davy Corporation
06 Elkhorn District
07 Gary Corporation
08 Iaeger Corporation
09 Keystone Corporation
10 Kimball Corporation
11 Northfork District
12 Northfork Corporation
13 Sandy River Corporation
14 War Corporation
15 Welch Corporation
16 Bradshaw Corporation

28 MERCER COUNTY
01 Athens Corporation
02 Beaver Pond District
03 Bluefield Corporation
04 Bramwell Corporation
05 East River District
06 Jumping Branch District
07 Matoaka Corporation
08 Oakvale Corporation
09 Plymouth District
10 Princeton Corporation
11 Rock District

29 MINERAL COUNTY
01 Cabin Run District
02 Elk District
03 Elk Garden Corporation
04 Frankfort District
05 Ridgeley Corporation
06 New Creek District
07 Keyser Corporation
08 Piedmont District
09 Piedmont Corporation
10 Welton District

30 MINGO COUNTY
01 Delbarton Corporation
02 Gilbert Corporation
03 Hardee District
04 Harvey District
05 Kermit District
06 Lee District
07 Magnolia District
08 Matewan Corporation
09 Stafford District
10 Tug River District
11 Williamson Corporation
12 Kermit Corporation

31 MONONGALIA COUNTY
01 Battelle District
02 Blacksville Corporation
03 Cass District
04 Clay District
05 Clinton District
06 Granville Corporation
07 Grant District
08 Morgan District
09 Morgantown-1st Ward Corporation
10 Morgantown-2nd Ward Corporation
11 Morgantown-3rd Ward Corporation
12 Morgantown-4th Ward Corporation
13 Morgantown-5th Ward Corporation
14 Morgantown-6th Ward Corporation
15 Morgantown-7th Ward Corporation
16 Osage Corporation
17 Star City Corporation
18 Union District
19 Westover Corporation

32 MONROE COUNTY
01 Alderson Corporation
02 Peterstown Corporation
03 Red Sulphur District
04 Second Creek District
05 Springfield District
06 Sweet Springs District
07 Union District
08 Union Corporation
09 Wolf Creek District

33 MORGAN COUNTY
01 Allen District
02 Bath District
03 Berkeley Springs Corporation
04 Cacapon District
05 Paw Paw Corporation
06 Rock Gap District
07 Sleepy Creek District
08 Timber Ridge District

34 NICHOLAS COUNTY
- 01 Beaver District
- 02 Grant District
- 03 Hamilton District
- 04 Jefferson District
- 05 Kentucky District
- 06 Richwood Corporation
- 07 Summersville District
- 08 Summersville Corporation
- 09 Wilderness District

35 OHIO COUNTY
- 01 Washington Corporation
- 02 Washington-Fulton Corporation
- 03 Clay Corporation
- 04 Madison Corporation
- 05 Union Corporation
- 06 Center Corporation
- 07 Webster Corporation
- 08 Ritchie City Corporation
- 09 Leatherwood Corporation
- 10 Woodsdale Corporation
- 11 Edgewood Corporation
- 12 Pleasant Valley Corporation
- 13 Elm Grove Corporation
- 14 Patterson Corporation
- 15 Triadelphia Town Corporation
- 16 Triadelphia-Fulton Corporation
- 17 Triadelphia Country District
- 18 Triadelphia Wheeling Corporation
- 19 Liberty District
- 20 Warwood Corporation
- 21 Woodsdale Richland Corporation
- 22 Richland Country District
- 23 Ritchie Country District
- 24 Richland Wheeling Corporation
- 25 Ritchie Bethlehem Corporation
- 26 Valley Grove District
- 27 Clearview Corporation
- 28 West Liberty Corporation

36 PENDLETON COUNTY
- 01 Bethel District
- 02 Circleville District
- 03 Franklin District
- 04 Franklin Corporation
- 05 Mill Run District
- 06 Sugar Grove District
- 07 Union District

37 PLEASANTS COUNTY
- 01 Belmont Corporation
- 02 Grant District
- 03 Jefferson District
- 04 Lafayette District
- 05 McKim District
- 06 St. Marys Corporation
- 07 Union District
- 08 Washington District

38 POCAHONTAS COUNTY
- 01 Cass Corporation
- 02 Durbin Corporation
- 03 Edray District
- 04 Greenbank District
- 05 Hillsboro Corporation
- 06 Huntersville District
- 07 Little Levels District
- 08 Marlinton Corporation

39 PRESTON COUNTY
- 01 Albright Corporation
- 02 Brandonville Corporation
- 03 Bruceton Mills Corporation
- 04 Grant District
- 05 Kingwood District
- 06 Kingwood Corporation
- 07 Lyon District
- 08 Masontown Corporation
- 09 Newburg Corporation
- 10 Pleasant District
- 11 Portland District
- 12 Reedsville Corporation
- 13 Reno District
- 14 Rowlesburg Corporation
- 15 Terra Alta Corporation
- 16 Tunnelton Corporation
- 17 Union District
- 18 Valley District

40 PUTNAM COUNTY
- 01 Bancroft Corporation
- 02 Buffalo District
- 03 Buffalo Corporation
- 04 Curry District
- 05 Eleanor Corporation
- 06 Hurricane Corporation
- 07 Nitro Corporation
- 08 Poca District
- 09 Poca Corporation
- 10 Scott District
- 11 Teays Valley District
- 12 Union District
- 13 Winfield Corporation

41 RALEIGH COUNTY
- 01 Beckley Corporation
- 02 Clear Fork District
- 03 Lester Corporation
- 04 Mabscott Corporation
- 05 Marsh Fork District
- 06 Rhodell Corporation
- 07 Richmond District
- 08 Shady Spring District
- 09 Slab Fork District
- 10 Sophia Corporation
- 11 Town District
- 12 Trap Hill District

42 RANDOLPH COUNTY
- 01 Beverly Corporation
- 02 Beverly District
- 03 Coalton Corporation
- 04 Dry Fork District
- 05 Elkins Corporation
- 06 Elkins Ind District
- 07 Harman Corporation
- 08 Huttonsville Corporation
- 09 Huttonsville District
- 10 Leadsville District
- 11 Middle Fork District
- 12 Mill Creek Corporation
- 13 Mingo District
- 14 Montrose Corporation
- 15 New Interest District
- 16 Roaring Creek District
- 17 Valley Bend District
- 18 Whitmer Corporation

43 RITCHIE COUNTY
- 01 Auburn Corporation
- 02 Cairo Corporation
- 03 Clay District
- 04 Ellenboro Corporation
- 05 Grant District
- 06 Harrisville Corporation
- 07 Murphy District
- 08 Pennsboro Corporation
- 09 Pullman Corporation
- 10 Union District

44 ROANE COUNTY
- 01 Curtis District
- 02 Geary District
- 03 Harper District
- 04 Reedy District
- 05 Reedy Corporation
- 06 Smithfield District
- 07 Spencer District
- 08 Spencer Corporation
- 09 Walton District

45 SUMMERS COUNTY
- 01 Forest Hill District
- 02 Greenbrier District
- 03 Green Sulphur District
- 04 Hinton Corporation
- 05 Jumping Branch District
- 06 Pipestem District
- 07 Talcott District

46 TAYLOR COUNTY
- 01 Booths Creek District
- 02 Court House District
- 03 Fetterman District
- 04 Flemington Corporation
- 05 Flemington District
- 06 Grafton-East Corporation
- 07 Grafton-West Corporation
- 08 Grafton-Blueville Brownlow Corporation
- 09 Grafton-Lucretia Corporation
- 10 Grafton District
- 11 Knottsville District

47 TUCKER COUNTY
- 01 Black Fork District
- 02 Clover District
- 03 Davis District
- 04 Davis Corporation
- 05 Dry Fork District
- 06 Fairfax District
- 07 Hambleton Corporation
- 08 Hendricks Corporation
- 09 Licking District
- 10 Parsons Corporation
- 11 St. George District
- 12 Thomas Corporation

48 TYLER COUNTY
- 01 Centerville District
- 02 Ellsworth District
- 03 Friendly Corporation
- 04 Lincoln District
- 05 McElroy District
- 06 Meade District
- 07 Middlebourne Corporation
- 08 Paden City Corporation
- 09 Sistersville Corporation
- 10 Union District

49 UPSHUR COUNTY
- 01 Banks District
- 02 Buckhannon District
- 03 Buckhannon Corporation
- 04 Meade District
- 05 Union District
- 06 Warren District
- 07 Washington District

50 WAYNE COUNTY
- 01 Butler District
- 02 Ceredo District
- 03 Ceredo Corporation
- 04 Ceredo Kenova District
- 05 Fort Gay Corporation
- 06 Huntington Corporation
- 07 Kenova Corporation
- 08 Lincoln District
- 09 Stonewall District
- 10 Union District
- 11 Wayne Corporation
- 12 Westmoreland District

51 WEBSTER COUNTY
- 01 Camden-On-Gauley Corporation
- 02 Cowen Corporation
- 03 Fork Lick District
- 04 Glade District
- 05 Hacker Valley District
- 06 Holly District
- 07 Webster Springs Corporation

52 WETZEL COUNTY
- 01 Center District
- 02 Church District
- 03 Clay District
- 04 Grant District
- 05 Green District
- 06 Hundred Corporation
- 07 Littleton Corporation
- 08 Magnolia District
- 09 New Martinsville Corporation
- 10 Paden City Corporation
- 11 Pine Grove Corporation
- 12 Proctor District
- 13 Smithfield Corporation

53 WIRT COUNTY
- 01 Burning Springs District
- 02 Clay District
- 03 Elizabeth District
- 04 Elizabeth Corporation
- 05 Newark District
- 06 Reedy District
- 07 Spring Creek District
- 08 Tucker District

54 WOOD COUNTY
- 01 Clay District
- 02 Harris District
- 03 Lubeck District
- 04 Parkersburg District
- 05 Parkersburg Corporation
- 06 Slate District
- 07 Steele District
- 08 Tygart District
- 09 Union District
- 10 Vienna Corporation
- 11 Walker District
- 12 Williams District
- 13 Williamstown Corporation
- 14 North Hills Corporation

55 WYOMING COUNTY
- 01 Baileysville District
- 02 Barkers Ridge District
- 03 Center District
- 04 Clear Fork District
- 05 Huff Creek District
- 06 Mullens Corporation
- 07 Oceana District
- 08 Oceana Corporation
- 09 Pineville Corporation
- 10 Slab Fork District

FOOD FRANCHISES

Use	Franchise	Grade
103	Bonanza	C
104	Bill Knapp's	B
105	Burger King	B
106	Cassano's Pizza	B
107	Captain D's Seafood	B-
108	Chi Chi's	A-
109	Church's Fried Chicken	A
110	Chili's	A-
111	Dairy Queen	B-
112	Denny's	A-
113	Chic-Fil-A	A
114	Cracker Barrel	B
115	Dunkin Donuts	B
116	Hardee's	A-
117	Howard Johnson's	A
118	Int'l House of Pancakes	A
119	Lee's Famous Recipe	B-
121	Huddle House	B+
122	Gino's	B
123	Longhorn Steaks	B
126	Cooker Bar & Grill	A-
127	Ruby Tuesday's	A-
128	Kentucky Fried Chicken	B
129	Ryan's Steak House	B+
130	Subway Sandwiches	C+
131	Perkin's	A-
132	T.G.I. Friday's	A-
133	Donato's Pizza	C+
135	Long John Silver's	B-
136	Golden Corral	B
137	Mister Donut	C+
138	McDonald's	A+
139	J Alexander's	A-
140	Little Caesar's	C
141	Domino's Pizza	C
143	Pizza Hut	B+
145	Olive Garden	B+

Use	Franchise	Grade
146	Ponderosa Steak House	B-
147	Krystal's	B
150	Rally's	B+
151	Rax	A
152	Red Lobster	B+
165	Shakey's	A-
166	Shoney's	B+
167	Sizzler Family Steak House	B-
168	Kenny Roger's Roaster	B
170	Steak and Ale	A
172	Steak 'N' Shake	B
173	Steak and Egg	C
175	T.C.B.Y.	B
180	Taco Bell	A
185	Waffle House	B
186	Boston Market	A-
187	Wendy's	A-
190	Western Sizzlin Steak	B-
191	White Castle	B
193	Arthur Treacher's	B-
194	Friendly's	B+
195	Bob Evans	B-
196	Arby's	A+

FULL SERVICE GAS STATIONS		
Type		**Grade**
1. Amoco	New	B+
	Old	B-
2. Chevron	New	B+
	Old	B-
3. Crown	New	C+
	Old	C
4. Exxon	New	B+
	Old	B-
5. Fina	New	C+
	Old	C
6. Gulf	New	B
	Old	C+
7. Shell	New	B+
	Old	B-
8. Texaco	New	B+
	Old	B-
9. Union 76	New	B
	Old	C+

NOTE: New = All full service stations constructed in 1970 and later.
Old = All full service constructed prior to 1970.

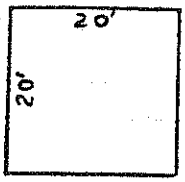
FRANCHISE DAY CARE CENTERS	
Type	**Grade**
1. Childrens Friend Learning Center	C+
2. Childrens World	C+
3. Gerbers Childrens Center	B-
4. Funday Schools	B
5. Kids R Kids	C
6. La Petite Academy	C+
7. Rocking Horse New Old	C+ C
8. Kinder-Care	C+
9. Prodigy	B-

*Note: Old = built prior to 1980.

CONVENIENCE FOOD STORES	
Type	**Grade**
Amoco Foodshop	B+
BP Modular	A-
BP	B+
Buddy's	C
Chevron	B+
Circle K	C+
Citgo	B+
Crown Express Mart	B+
Dairy Mart: Before 1990	B-
1990 and After	B+
Econo – Flash	C
Exxon Shop	B+
Fast Track	C
Ferguson F & F Center	C
Fina Mart	C+
Hess Mart	B+
Pac A Sac	C
Phillips 66	B
Quiktrip QT	B
Seven Eleven	B-
Shell Food Mart	B+
Sheet's	B
Starvin Marvin/Speedway	B
Stop N' Go	B
Super America	B+
Texaco Starmart	B+
Union 76	B

SQUARE FOOTAGE FORMULAE

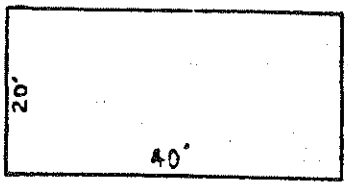
Square



AREA = BASE x HEIGHT

Example:
Area = 20' x 20' = 400 sq. ft.

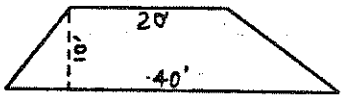
Rectangle



AREA = BASE x HEIGHT

Example:
Area = 40' x 20' = 800 sq. ft.

Trapezoid

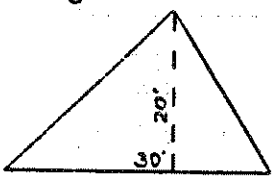


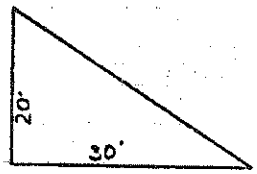
$$\text{AREA} = \frac{\text{HEIGHT} \times (\text{SUM OF 2 BASES})}{2}$$

Example:

$$\text{Area} = \frac{10' \times (20' + 40')}{2} = 300 \text{ sq. ft.}$$

Triangle



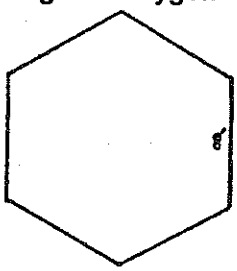


$$\text{AREA} = \frac{\text{HEIGHT} \times \text{BASE}}{2}$$

Example:

$$\text{Area} = \frac{20' \times 30'}{2} = 300 \text{ sq. ft.}$$

Regular Polygon

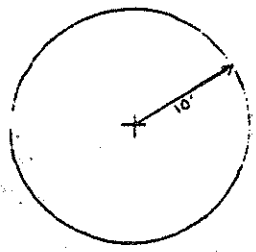


AREA = CONSTANT x SIDE SQUARED

Area	(5 sides) =	1.7205 x Side Squared
	(6 sides) =	2.5981 x Side Squared
	(7 sides) =	3.6339 x Side Squared
	(8 sides) =	4.8284 x Side Squared
	(9 sides) =	6.1818 x Side Squared
	(10 sides) =	7.6942 x Side Squared
	(11 sides) =	9.3656 x Side Squared
	(12 sides) =	11.1962 x Side Squared

Example: 2.5981 x (8 x 8) = 166 sq. ft.

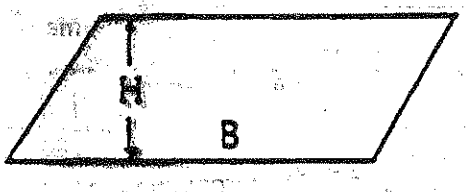
Circle



AREA = *Pi* x RADIUS SQUARED

Example:
Area = 3.1416 x (10 x 10) = 314 sq. ft.

Parallelogram

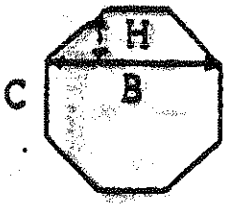


AREA = H x B

Hexagon

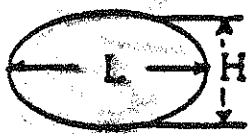
AREA = H x (B + C)

Octagon



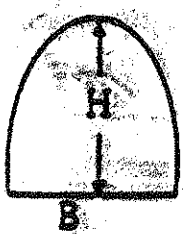
AREA = H x (B + C) + C x B

Ellipse



AREA = L x H x 0.7854

Parabola



AREA = 2/3 x H x B

FORMULAE FOR OTHER BUILDING AND YARD IMPROVEMENTS

***Type 1:* AREA** **R1 + R2 * Square Root of Area + R3 * Area**

Example –
R1 = 1506.12
R2 = 83.314
R3 = 3.311
Size = 40 x 60

AP1 Pole Building
RCN = 1,506.12 + [83.314* square root of 2,400] + [3.311 * 2,400]
= 1,506.12 + 4,080 + 7,950
= 13,540

***Type 2:* LINEAL FT.** **R1 * Lineal Ft.**

Example –
R1 = 66.11
R2 = 0
R3 = 0
Size = 1,000 l/f

RR1 Railroad Trackage
RCN = 66.11 * 1,000
= 66,110

***Type 3:* CYLINDRICAL** **R1 + R2 * M1 * M2 + R3 * $M1^2$** (dia.) (ht)

Example –
R1 = 616
R2 = 14.63
R3 = 6.16
Size = 20 x 60

AS1 Silo
RCN = 616 + [14.63 * 20 * 60] + [6.16 * 20 * 20]
= 616 + 17,560 + 2,460
= 20,640

***Type 4:* QUANTITY** **R1 * No. Ident. Units**

Example –
R1 = 128,062
R2 = 0
R3 = 0
Size is blank
Units = 18

GC1 Golf Course
RCN = 128,062 * 18
= 2,305,120

***Type 5:* DEPTH/LINEAL FT.** **R1 * M2 + R2 * M1 * M2**

Example –
R1 = 77
R2 = 8.47
R3 = 0
Size is 30 x 50

AK1 Bunker Silo
RCN = [77 * 50] + [8.47 * 30 * 50]
= 3,850 + 12,710
= 16,560

***Type 6:* CYLINDRICAL VOLUME** **R1 + R2 * $M1^2$ * M2**

Example –
R1 = 3719.1
R2 = 0.6402
R3 = 0
Size is 30 x 60

AG1 Grain Bin
RCN = 3,719.4 + [.6402 * (30 * 30) * 60]
= 3,719.4 + 34,570
= 38,290

Where:

R1 is Rate 1 from CA 45	**R2** is Rate 2 from CA 45	**R3** is Rate 3 from CA 45	**M1** is diameter (Meas 1) from CA24	**M2** is height (Meas 2) from CA24

FORMULAE FOR COMPUTATIONS

Capacity (in U.S. gallons) of Tanks:

(with dimensions of a cylinder in inches) Square the diameter, multiply by the length and by .0034

1 Barrel

= 31.5 gallons

1 Cubic Foot

= .8 bushel