

SFR SUBAREAS

CARPORT

FCP (carport)

GARAGE

UGR (unfinished, floor, door)

GAR (finished, floor, no door)

FGR (finished, floor, door)

SCREEN PORCH

USP (screen to floor or unfinished)

FSP (finished)

FINISHED UPPER STORY

FUS

UPPER LIVING QTRS

QTR

1.5 STORY FINISHED

HIGH AND LOW

OWL (low)

OWH (high)

RECREATION ROOM

REC

HOMESTEAD AREAS

HXB - Base

HXC - F Carport

HXD - U Opn Prch

HXE - F Encl Prch

HXG - F Garage

HXH - U Garage

HXY - Wood Deck

HXO - U Opn Prch

HXP - F Opn Prch

HXS - F Scrn Prch

HXT - U Scrn Prch

HXU - F Storage

HXV - U Storage

HXZ - Conc Pto

OPEN PORCH

LOP (roof only)

FOP (conc, asph, LC cover)

GOP (tile, paver, etc)

ENCLOSED PORCH

UEP (unfinished)

FEP (finished)

UTILITY/STORAGE

UST (unfinished)

FST (finished)

1/2 STORY FINISHED

HIGH AND LOW

HSL (low)

HSH (high)

ATTIC

UST (unfinished)

FAT (finished)

BASE

BAS

DECK/PATIO

DEK (wood deck attached to SFR)

PTO (conc slab attached to SFR)

MOBILE HOME SUBAREAS

CARPORT:

FCP (carport)

OPEN PORCH:

LOP (Roof only)

FOP (Conc, Asph, LC cover)

GOP (Tile, Pavers, etc)

GARAGE:

UGR (Unfinished, Floor, Door)

GAR (Finished, Floor, No Door)

FGR (Finished, Floor, Door, better
construction than MH)

ENCLOSED PORCH:

UEP (Unfinished)

FEP (Finished)

SCREEN PORCH:

USP (screen to Floor or Unfinished)

FSP (Finished)

UTILITY:

UST (Unfinished)

FST (Finished)

DECKS / PATIOS:

DEK (wood deck attached to MH)

PTO (conc slab next to MH)

ADDITIONAL LIVING:

ALF (fair, same const as MH, heat&air)

ALA (const better than MH, heat&air)

ALG (much better const-CBS, Frame
higher pitch, heat&air)

BASE AREAS:

BAS Base

HOMESTEAD AREAS

HXB (Base)

HXD (U Enc Prch)

HXE (F Enc Prch)

HXH (U Garage)

HXS (F Scrn Prch)

HXZ (Conc Pto)

COMMERCIAL SUBAREAS

BASE

BAS = Base

APARTMENT

APT = Average

APF = Fair

APG = Good

COOLERS

COD = Glass Door

COO = No Glass Door

COX = No Exterior Wall

KITCHEN

KTA = Average

KTG = Good

KTS = Super

KNR = Non Restaurant Bldg(Mod 04)

OFFICE

AOF = Average

GOF = Good

LOF = Low Cost (Mod 06)

TOF = Typical

FOF = Fair

LAUNDRY

LDY = Laundry in Strip Store

STORAGE

UST = Unfinished

FST = Finished

GUT = Good

TST = Typical

MEZZANINE

MEZ = Mezzanine

CANOPY

LCA = Low Cost

BCA = Below Average

CAN = Average

GCA = Good

XCA = Super

FREEZERS

CFD = Glass Door

CLR = No Glass Door

CFX = No Exterior Wall

BAR

BRA = Average

BRG = Good

BRS = Super

MISCELLANEOUS

SFB = Semi Finished Base

SDA = Display Area

FUS = 2nd Story Base

REC = Finished Room Above Garage
no AC just Insulation & Drywall

LAN = Bowling Alley Lanes

PUA = Professional Use Area

MRI = Lead Lined MRI Room

DAIRY BARNS

Parlor:

LF1 = Low Cost Office

SV1 = Service Area

Feeding/Breeding:

PAR = Parlor Area

SVR = Service Area

LOF = Low Cost Office

COMMERCIAL SUBAREAS Cont.

Screen Porch (Mod 06 only)

USP = Unfinished

FSP = Finished

GSP = Good

MINI WAREHOUSE (Mod 08 only)

MAC = Mini with AC

MMN = Mini-Mini no AC

MMA = Mini-Mini with AC

DECKS 7 PATIOS

DEK = Wood Deck (Mod 04)

FLEA MARKET BUILDINGS

LCS = Low Cost Sales Area

AVS = Average Sales Area

GDS = Good Sales Area

HX ELIGIBLE AREAS

HXA = Apartment

HXB = Storage in Mod 8

(Finished same as Base)

HXC = Canopy/Porch/Carport

HXS = Screen Porch

HXU = Storage in Mod 3,4,5,6,7

HORSE BARNs

TAC = Better Tack/Feed Room

FED = Average Tack/Feed Room

STA = Average Stalls

STG = Good Stalls

(Low Cost Stalls stay as Base Area)