

Building Classes

R - RESIDENTIAL
SubClass: RF, RV, RM

- 1 - Poor (Single Wall Construction)
2 - Low
3 - Fair
4 - Below Average
5 - Average
6 - Above Average
7 - Good
8 - Very Good
9 - Fine
10 - Excellent
11 - Custom 1
12 - Custom 2
13 - Custom 3
14 - Custom 4

RH - HISTORICAL HOMES

- No SubClass
5 - Average
6 - Above Average
7 - Good
8 - Very Good
9 - Fine

MF - MULTI-FAMILY
SubClass: RF, RV, RM

- 1 - Poor
2 - Fair
3 - Below Average
4 - Average
5 - Above Average
6 - Good
7 - Very Good
8 - Excellent

A - APARTMENTS
SubClass: RF, RV, RM

- 1 - Fair
2 - Below Average
3 - Average
4 - Above Average
5 - Good
6 - Very Good

MH - MOBILE HOMES
SubClass: M+, M-

- 1 - Poor
2 - Fair
3 - Average
4 - Good
5 - Very Good
6 - Excellent
8 - Modular Home Fair
9 - Modular Home Average
10 - Modular Home Good

CR - COMMERCIAL RESTAURANT
No SubClass

- 1 - Fair
2 - Below Average
3 - Average
4 - Above Average
5 - Good
6 - Very Good

MOT - MOTEL
No SubClass

- 1 - Poor
2 - Fair
3 - Average
4 - Good
5 - Very Good

FI - FINANCIAL INSTITUTION
No SubClass

- 1 - Average
2 - Good
3 - Very Good

CC - CONVIENENCE STORE
SubClass: CF, CV, CM, CS

- (Frame, Veneer, Masonry, Steel Pre-Fab)
1 - Fair
2 - Below Average
3 - Average
4 - Above Average
5 - Good
6 - Very Good

NH - NURSING HOME
No SubClass

- 1 - Fair
2 - Average
3 - Good

CP - DETACHED CARPORT
DCF - Frame % Good

- DCM - Metal or Pipe
DCA - Aluminum
SubClass: C, D, G
(C-Concrete, D-Dirt, G-Gravel)
1 - Fair
2 - Average
3 - Good

DG - DETACHED GARAGE
DGF - Frame % Good

- DGV - Brick or Rock Veneer
SubClass: C, D, G
(C-Concrete, D-Dirt, G-Gravel)
1 - Fair
2 - Average
3 - Good

B - BARN (Enclosed)

- BF - Frame % Good
BP - Metal or Pipe
BS - Steel Pre-Fab
SubClass: C, D, G
(C-Concrete, D-Dirt, G-Gravel)
1 - Fair
2 - Average
3 - Good

SH - SHED (Open Sides)

- SHF - Frame % Good
SHP - Metal or Pipe
SHS - Steel Pre-Fab
SubClass: C, D, G
(C-Concrete, D-Dirt, G-Gravel)
1 - Fair
2 - Average
3 - Good

S - DETACHED STORAGE
SF - Frame % Good

- SS - Steel / Metal
1 - Fair
2 - Average
3 - Good
4 - Excellent (Built on Slab)
SubClass: C
ONLY apply SubClass
If it has Concrete Floor

CG - COMMERCIAL GENERAL
SubClass: CF, CV, CM, CS

- (Frame, Veneer, Masonry, Steel Pre-Fab)
1 - Fair
2 - Below Average
3 - Average
4 - Above Average
5 - Good
6 - Very Good

CO - COMMERCIAL OFFICE
SubClass: CF, CV, CM, CS

- (Frame, Veneer, Masonry, Steel Pre-Fab)
1 - Fair
2 - Below Average
3 - Average
4 - Above Average
5 - Good
6 - Very Good

CS - COMMERCIAL SHOP / GARAGE
SubClass: CF, CV, CM, CS

- (Frame, Veneer, Masonry, Steel Pre-Fab)
1 - Poor
2 - Fair
3 - Average
4 - Good
5 - Very Good

CW - COMMERCIAL WAREHOUSE
SubClass: CF, CV, CM, CS

- (Frame, Veneer, Masonry, Steel Pre-Fab)
1 - Fair
2 - Below Average
3 - Average
4 - Above Average
5 - Good
6 - Very Good

MW - MINI WAREHOUSE
SubClass: CM, CS

- (Masonry or Steel Pre-Fab)
1 - Average
2 - Good

Improvement Style Codes

Roof Style (Field #5)

- H - Hip
G - Gable
C - Combination Gable & Hip
M - Mansard
D - Dutch
S - Shed
F - Flat
O - Other

Foundation (Field #6)

- S - Concrete Slab
W - Wood Pier & Beam
C - Concrete Pier & Beam
B - Concrete Block Pier & Beam
P - Pier & Beam Unknown

Exterior Finish (Field #7)

- A - Aluminum
B - Brick
C - Concrete Block
E - Asbestos
H - Hardi Plank/Panel
L - Log Cabin
M - Masonite
BM - Brick / Masonite
BV - Brick / Vinyl
BW - Brick / Wood

Heating / AC (Field #11)

- C - Central Heating & Cooling
H - Central Heating Only
F - Furnace
N - None
UW - Window Units & Wall Heaters
UF - Window Units & Furnace
US - Window Units & Space Heaters
UH - Central Heating & Window Units

Plumbing (Field #12)

Enter Quantity

Fireplace (Field #13)

Enter Quantity

Bedrooms (Field #16)

Enter Quantity

Roof Cover (Field #9)

- C - Composition
W - Wood Shingle
M - Metal (Corrugated, etc..)
P - Painted Metal
T - Tile
S - Slate
B - Built-up
G - Gravel
O - Other

Swimming Pools

- P1 Small simple pool
P2 Average Medium Quality
P3 Average Good Quality
P4 Large Very Good Quality
P5 Large Excellent Good Quality
PA1 Small Above Ground
PA2 Standard Medium Above Ground
PA3 Large Good Above Ground
PA4 Extra Large Very Good Above Gmrd

- O - Other
P - Painted Metal /Metal
R - Rock or Stone
S - Stucco
V - Vinyl
W - Wood
WC - Wood - Cedar
RM - Rock / Masonite
RV - Rock / Vinyl
RW - Rock / Wood

- U - Window Units
W - Wall Heaters
S - Space Heaters
O - Other

Table with columns: Typical Size Ranges, Typical Condition Ratings. Rows include R2-R14 with ranges and R1-R14 with condition ratings.

Table with columns: Residential Point Rating, Rating. Rows include R1-R14 with corresponding point ratings.

IMPROVEMENT SEGMENT TYPE CODES

- MA MAIN AREA
MA1.5 MAIN AREA STORY AND ONE HALF (90% of main area)
MA2 MAIN AREA SECOND FLOOR (90% of main area)
MA3 MAIN AREA THIRD FLOOR (85% of main area)
MAEG ENCLOSED GARAGE (88% of main area)
MAEP ENCLOSED PORCH (78% of main area)
MALF MAIN AREA LOFT (70% of main area)
AG ATTACHED GARAGE (40% of main area)
AGD ATTACHED GARAGE - DIRT FLOOR (20% of main area)
ACP ATTACHED CARPORT (25% of main area)
GP GLASS ENCLOSED PORCH (45% of main area)
OP COVERED PORCH (20% of main area)
OP2 COVERED PORCH SECOND FLOOR (20% of main area)
SP SCREEN PORCH (30% of main area)
SP2 SCREEN PORCH SECOND FLOOR (30% of main area)
PC PATIO COVERED (20% of main area)
PO PATIO OPEN - NO ROOF (5% of main area)
STG ATTACHED STORAGE/UTILITY (40% of main area)
BF BASEMENT FINISHED (35% of main area)
BU BASEMENT UNFINISHED (15% of main area)
BN BARN
BT BLACK TOP
CD CONCRETE DRIVE (Typically Commercial Use Only)
CN CANOPY COVER (Located at banks, service stations, etc)
CS CONCRETE SLAB
CW CONCRETE WALK
CP DETACHED CARPORT
DG DETACHED GARAGE
DSTG DETACHED STORAGE/UTILITY
FC FENCE (CHAIN LINK)
FR FENCE (ROCK/BRICK)
FW FENCE (WOOD PRIVACY)
GH GREEN HOUSE
GZ GAZEBO
MISC MISCELLANEOUS
OS OPEN STALL (Typically for Car Wash Buildings)
RR RESTROOMS
SD SHED
SW SWIMMING POOL
T TANKS
TC TENNIS COURTS
WD WOOD DECK
WH WAREHOUSE

Table with columns: Code, Description, Sub Class. Includes MHAD, F, A, G, and a note: You MUST enter Actual Year Built.

These Types use same % Good as Main area
These Types will need a FLAT % Good