



**Legend**

<b>Zoning_for_Alex</b>	AGR_A-1	HIST_LANDM	RES_R-1A
<all other values>	BUS_B-1	IND_I-1	RES_R-2
<b>Zoning</b>	BUS_B-2	IND_I-2	RES_R-3
<Null>	BUS_B-3	PUD	Parcels_8_3_12
	CORP_BOUND	RES_R-1	