

EXTENT OF DAMAGE - XD

Extent of Damage is the total extent of damage beyond that caused by actual burning or charring and includes damage caused by heat (browning, blistering, etc.), smoke, water and other extinguishing agents.

Extent of Damage is only coded where the property involved is a building.

- 1000 Confined to object of origin
- 2000 Confined to part of room/area of origin
- 3000 Confined to room of origin
- 4000 Confined to floor level of origin
- 5000 Confined to building of origin
- 6000 Extended beyond building of origin
- 7000 Confined to roof/attic space

- 0008 Not applicable (e.g. vehicle, outdoor, person)