

BASIC COLOR  1 & 2	TORTOISESHELL/ TABBY PATTERN EFFECTS  3	TABBY  4	POINTED/ SEPIA/ MINK  5	SILVER/ SMOKE/ SHADED  6	ANY COLOR/ WHITE  7	EYE COLOR  8
WH=White BK=Black BR=Brown BZ=Bronze <sup>2</sup> (EM Only) BL=Blue CH=Chocolate CI=Cinnamon CR=Cream FN=Fawn LI=Lilac RD=Red RU=Ruddy <sup>4</sup> (AB/SO Only) SB=Sable <sup>1</sup> SL=Seal	X = Non-Tortie, Tabby, Torbie T = Tortoiseshell A = Tabby B = Torbie C = Grizzled Tabby D = Grizzled Torbie	X=No Pattern C=Classic D=Marbled M=Mackerel S=Spotted T=Ticked K=Tipped L=Lynx <sup>3</sup>  Any unspecified tabby pattern will be registered as a Classic.  A spotted or marbled Bengal must be coded S or D in the fourth position. The code L is NOT used for Bengals. Unspecified Bengals will be coded S.	X=None B=Sepia T=Mink P=Point <sup>6</sup>  A spotted or marbled pointed Bengal must be coded S or D in the fourth position with the description to read: (color) Spotted Tabby Point or (color) Marbled Tabby Point.	X=None I=Silver M=Smoke S=Shaded C=Chinchilla V=Silver Shaded <sup>5</sup> N=Silver Chinchilla <sup>5</sup> G=Golden Shaded <sup>5</sup> L=Golden Chinchilla <sup>5</sup>	X=None W=White B=Bicolor M=Mitted G=Gloved (BI Only)  If the pattern of white is not specified (except for BI) the default is W. ALL pointed BI are G.	A=Aqua B=Blue C=Copper/Orange H=Hazel/Grey O=Odd G=Green P=Pink (White Albino) Y=Yellow/Gold/Amber U=Unspecified

<sup>1</sup> Must have B in fifth position.

<sup>2</sup> Must have S in fourth position.

<sup>3</sup> Must have P in fifth position.

<sup>4</sup> Must have T in fourth position.

<sup>5</sup> Must have A, B, E, or F in third position AND K in fourth position.

<sup>6</sup> Must have B in eighth position.