6. CODING OF FLAGS DESIGNATING SPECTRAL TYPE

<u>IF1</u>

0 Normal star
1 Moderately reddened
2 Marginal variable
3 Very reddened
4 Lum class I
5 Probable significant variable
6 Significant variable
7 Sig. variable + class I
8 Sig. variable + very reddened <u>or</u>
  Very reddened + class I + sig. var.
9 Sig. variable + moderately reddened <u>or</u>
  Moderately reddened + class I + sig. var
10 Probably sig. var. + class I
11 Prob. sig. var. + very reddened <u>or</u>
  Very reddened + class I + prob. sig. var.
12 Prob. sig. var. + moderately reddened <u>or</u>
  Mod. reddened + class I + prob. sig. var.
13 Moderately reddened + class I <u>or</u>
  Moderately reddened + class I + mar. var.
14 Marginal variable + class I
15 Very reddened + class I <u>or</u>
  Very reddened + class I + mar. var.

<u>IF2</u>

0
1 Type 0
2   B
3   A
4   F
5   G
6   K
7   M
8 Very late

9 Type 0 + <u>(B-V) calculated</u>*

10   B + (B-V) calculated
11   A + (B-V) calculated

12   F + (B-V) calculated

13   G + (B-V) calculated

14   K + (B-V) calcualted
15   M + (B-V) calculated

*See (B-V) calculated, page 5.