- 1. Airport Complex
- 2. Central Business District
- 3. Central City
- 4. Clear Segregation of Social Classes
- 5. Commuters' Zone
- 6. Concerned with Services
- 7. Created by C.D. Harris and E.L. Ullman
- 8. Created by E.W. Burgess
- 9. Created by Homer Hoyt
- 10. Heavy Manufacturing
- 11. High- Class (Wealthy) Furthest from CBD
- 12. High- Class Residential
- 13.Industrial District
- 14.Industrial Suburb
- 15.Low- Class (Poorest) Closest to CBD
- 16.Low- Class (Poorest) Closest to Industry
- 17.Low- Class Residential
- 18. Middle- Class as a Buffer
- 19. Middle- Class Residential
- 20. Cities Grow from Inside Out
- 21. Newer Homes are Likely to be Farther from CBD
- 22. Wealthy Families Will Not Live Near Poor Families

- 23. Poor Families Will Live Near Major Transportation
- 24. Nodes Attract Particular Activities, Services, People
- 25.Office Park
- 26.Organized into Rings
- 27. Organized into Wedges/ Corridors
- 28. Organized into Nodes
- 29. Organized into Realms
- 30. Outlying Business District
- 31.Residential Suburb (Bedroom Community)
- 32. Service Center
- 33. Shopping Mall
- 34. Suburban Residential Area
- 35. Transportation and Industry
- 36. Wholesale and Light Manufacturing
- 37. Yuppies and Dinks Near the CBD
- 38.Zone of Better Residences
- 39. Zone of Independent Worker's Homes
- 40. Zone of Transition