## **Hazus Flood Assessment Structure Tool (FAST)**

## **Building Data Formatting**

Use the following field names, values, data types, and units to format your building data for input in FAST. Required field are shown in green. Optional fields are shown in yellow. For more information about how FAST uses these fields to calculate flood impacts, please refer to the Hazus Flood Technical Manual.

Occ     Occupancy type     Text       Values     Description       AGR1     Agriculture       COM1     Retail Trade       COM10     Parking       COM2     Wholesale Trade       COM3     Personal and Repair Service       COM4     Financial/Professional/Technical Services       COM5     Banks       COM6     Hospitals       COM7     Medical Offices/Clinic       COM8     Entertainment & Recreation       COM9     Theaters       EDU1     Schools
AGR1 Agriculture  COM1 Retail Trade  COM10 Parking  COM2 Wholesale Trade  COM3 Personal and Repair Service  COM4 Financial/Professional/Technical Services  COM5 Banks  COM6 Hospitals  COM7 Medical Offices/Clinic  COM8 Entertainment & Recreation  COM9 Theaters  EDU1 Schools
COM1 Retail Trade COM10 Parking COM2 Wholesale Trade COM3 Personal and Repair Service COM4 Financial/Professional/Technical Services COM5 Banks COM6 Hospitals COM7 Medical Offices/Clinic COM8 Entertainment & Recreation COM9 Theaters EDU1 Schools
COM10 Parking COM2 Wholesale Trade COM3 Personal and Repair Service COM4 Financial/Professional/Technical Services COM5 Banks COM6 Hospitals COM7 Medical Offices/Clinic COM8 Entertainment & Recreation COM9 Theaters EDU1 Schools
COM2 Wholesale Trade COM3 Personal and Repair Service COM4 Financial/Professional/Technical Services COM5 Banks COM6 Hospitals COM7 Medical Offices/Clinic COM8 Entertainment & Recreation COM9 Theaters EDU1 Schools
COM3 Personal and Repair Service COM4 Financial/Professional/Technical Services COM5 Banks COM6 Hospitals COM7 Medical Offices/Clinic COM8 Entertainment & Recreation COM9 Theaters EDU1 Schools
COM4 Financial/Professional/Technical Services COM5 Banks COM6 Hospitals COM7 Medical Offices/Clinic COM8 Entertainment & Recreation COM9 Theaters EDU1 Schools
COM5 Banks COM6 Hospitals COM7 Medical Offices/Clinic COM8 Entertainment & Recreation COM9 Theaters EDU1 Schools
COM6 Hospitals COM7 Medical Offices/Clinic COM8 Entertainment & Recreation COM9 Theaters EDU1 Schools
COM7 Medical Offices/Clinic COM8 Entertainment & Recreation COM9 Theaters EDU1 Schools
COM8 Entertainment & Recreation COM9 Theaters EDU1 Schools
COM9 Theaters EDU1 Schools
EDU1 Schools
EDUO Callanas / Universitàs
EDU2 Colleges/Universities
GOV1 General Services GOV2 Emergency Response
IND1 Heavy IND2 Light
IND3 Food/Drug/Chemical
IND4 Metals/Minerals Processing
IND5 High Technology
IND6 Construction
REL1 Church
RES1 Single Family Dwelling
RES2 Manufactured Home
RES3A Multi Family Dwelling A
RES3B Multi Family Dwelling B
RES3C Multi Family Dwelling C
RES3D Multi Family Dwelling D
RES3E Multi Family Dwelling E
RES3F Multi Family Dwelling F
RES4 Temporary Lodging
RES5 Institutional Dormitory
RES6 Nursing Home
Cost Replacement cost of building Long integer U.S. Dollars
NumStories Number of stories in building Short integer Stories
FoundationType Foundation type of building Short integer to category
to category
Values Description
1 Pile
2 Pier
3 Solid Wall
4 Basement
5 Crawlspace

FirstFloorHt	Height above grade of finished first floor	Float (greater than 0)	Feet
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Area	Total area of building	Long integer (greater than 0)	Square Feet
ContentCost	Total cost of building contents	Long integer (greater than or equal to 0)	U.S. Dollars

If field is not provided, FAST calculates content cost as a percentage of building replacement cost. Percentage varies according to occupancy type.

InvCost	Total cost of business-related contents in building	Long integer (greater than or equal to 0)	U.S. Dollars
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If field is not provided, the FAST calculates inventory cost as a function of area and occupancy type.

BuildingDDF	Numeric code used to assign a depth damage function to calculate Short integer building losses	Number corresponds to damage function
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FAST assigns depth damage functions to each building according to specific occupancy, number of stories, first floor height, and foundation type.

	Numeric code used to assign a	Number corresponds
ContentDDF	depth damage function to calculate Short integer	
	building content losses	to damage function

FAST assigns depth damage functions to each building according to specific occupancy, number of stories, first floor height, and foundation type.

InventoryDDF	Numeric code used to assign a depth damage function to calculate Short integer building inventory losses	Number corresponds to damage function
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FAST assigns depth damage functions to each building according to specific occupancy, number of stories, first floor height, and foundation type.