

HAZUS Building Class Rulesets - Wave					
1. Assign Default Values to all buildings:					
	HazusClass-WA=W2				
2. Refine assignment based on available data:					
	Building Description	HazusClass-WA	BuildingType	NumberofStories	Ruleset
1	Wood 1 Story	W1	Wood	1	HazusClass-WA=W1, IF BuildingType = 3001 & NumberofStories1=1
2	Wood 2 Story	W2	Wood	2	HazusClass-WA=W2, IF BuildingType = 3001 & NumberofStories1=2
3	Wood 3 Story	W3	Wood	3	HazusClass-WA=W3, IF BuildingType = 3001 & NumberofStories1=3
4	Masonry/Concrete 1 Story	MC1	Masonry; Concrete	1	HazusClass-WA=MC1, IF BuildingType = (3003 or 3004) & NumberofStories1=1
5	Masonry/Concrete 2 Story	MC2	Masonry; Concrete	2	HazusClass-WA=MC2, IF BuildingType = (3003 or 3004) & NumberofStories1=2
6	Masonry/Concrete 3 Story	MC3	Masonry; Concrete	3	HazusClass-WA=MC3, IF BuildingType = (3003 or 3004) & NumberofStories1=3
7	Steel 1 Story	S1	Steel	1	HazusClass-WA=S1, IF BuildingType = 3002 & NumberofStories1=1
8	Steel 2 Story	S2	Steel	2	HazusClass-WA=S2, IF BuildingType = 3002 & NumberofStories1=2
9	Steel 3 Story	S3	Steel	3	HazusClass-WA=S3, IF BuildingType = 3002 & NumberofStories1=3
10	Mobile Home	MH	Mobile Home	N/A	HazusClass-WA=MH, IF BuildingType = 3005