

Building Type Rulesets for MOD IV Data

1. Initialize assignments based on Occupancy Class

Ruleset Logic	Occupancy Type	Code	Primary Construction Matl.
IF OccupancyClass=RES1, BuildingType=3001	Single Family Dwelling	RES1	Wood
IF OccupancyClass=RES2, BuildingType = 3005	Mobile Home	RES2	Manufhousing - Mobile Home
IF OccupancyClass=RES3A, BuildingType=3001	Multi-Family Dwelling - Duplex	RES3A	Wood
IF OccupancyClass=RES3B, BuildingType=3001	Multi-Family Dwelling - 3 to 4 Units	RES3B	Wood
IF OccupancyClass=RES3C, BuildingType=3001	Multi-Family Dwelling - 5 to 9 Units	RES3C	Wood
IF OccupancyClass=RES3D, BuildingType=3001	Multi-Family Dwelling - 10 to 19 Units	RES3D	Wood
IF OccupancyClass=RES3E, BuildingType=3003	Multi-Family Dwelling - 20 to 49 Units	RES3E	Concrete
IF OccupancyClass=RES3F, BuildingType=3003	Multi-Family Dwelling - 50+ Units	RES3F	Concrete
IF OccupancyClass=RES4, BuildingType=3001	Temporary Lodging	RES4	Wood
IF OccupancyClass=RES5, BuildingType=3004	Institutional Dormitory	RES5	Masonry
IF OccupancyClass=RES6, BuildingType=3001	Nursing Home	RES6	Wood
IF OccupancyClass=COM1, BuildingType=3004	Retail Trade	COM1	Masonry
IF OccupancyClass=COM2, BuildingType=3004	Wholesale Trade	COM2	Masonry
IF OccupancyClass=COM3, BuildingType=3004	Personal and Repair Services	COM3	Masonry
IF OccupancyClass=COM4, BuildingType=3004	Business/Professional/Technical Services	COM4	Masonry
IF OccupancyClass=COM5, BuildingType=3004	Depository Institutions (Banks)	COM5	Masonry
IF OccupancyClass=COM6, BuildingType=3002	Hospitals	COM6	Steel
IF OccupancyClass=COM7, BuildingType=3004	Medical Office/Clinic	COM7	Masonry
IF OccupancyClass=COM8, BuildingType=3004	Entertainment & Recreation	COM8	Masonry
IF OccupancyClass=COM9, BuildingType=3004	Theaters	COM9	Masonry
IF OccupancyClass=COM10, BuildingType=3003	Parking	COM10	Concrete
IF OccupancyClass=IND1, BuildingType=3002	Heavy Industry	IND1	Steel
IF OccupancyClass=IND2, BuildingType=3002	Light Industry	IND2	Steel
IF OccupancyClass=IND3, BuildingType=3002	Food/Drugs/Chemicals	IND3	Steel
IF OccupancyClass=IND4, BuildingType=3002	Metals/Minerals Processing	IND4	Steel
IF OccupancyClass=IND5, BuildingType=3002	High Tech	IND5	Steel
IF OccupancyClass=IND6, BuildingType=3002	Construction	IND6	Steel
IF OccupancyClass=AGR1, BuildingType=3001	Agriculture	AGR1	Wood
IF OccupancyClass=REL1, BuildingType=3004	Church	REL1	Masonry
IF OccupancyClass=GOV1, BuildingType=3004	General Services	GOV1	Masonry
IF OccupancyClass=GOV2, BuildingType=3004	Gov (Emergency Services)	GOV2	Masonry
IF OccupancyClass=EDU1, BuildingType=3004	Schools/Libraries	EDU1	Masonry
IF OccupancyClass=EDU2, BuildingType=3004	Colleges/Universities	EDU2	Masonry

2. Update based on Building Description

Ruleset Logic	Occupancy Type	Code	Primary Construction Matl.
IF BLDG_DESC(structure)=W, BuildingType=3001	Building Description Field (13) - fifteen alphanumeric characters: The information in a description should be listed in the following order: 1: stories, 2: structure (exterior structural material), 3: style, 4: number of stalls, and 5: type of garage. style contains the desired information for this field, where M is mobile home.	Wood	
IF BLDG_DESC(structure)=M or SS, BuildingType=3002		Steel	
IF BLDG_DESC(structure)=RC, BuildingType=3003		Concrete	
IF BLDG_DESC(structure)=B or CB, BuildingType=3004		Masonry	
IF BLDG_DESC(style)=M, BuildingType=3005		Mobile Home	

3. Update Based on Building Class (if populated)

Ruleset Logic	Occupancy Type	Code	Primary Construction Matl.
IF BldgClass=101 OR 102 OR 111, BuildingType=3001		Wood	
IF BldgClass=103, BuildingType=3004		Masonry	
IF BldgClass=104 OR 110, BuildingType=3003		Concrete	
IF BldgClass=105 OR 106 OR 107 OR 108 OR 109, BuildingType=3002		Steel	