## building\_damage\_bldg\_type

Field/Value	Description	Unit
Occupancy	Construction type (known field name error)	Text
CONCRETE	Concrete construction	
MASONRY	Masonry construction	
STEEL	Steel frame construction	
WOOD	Wood frame construction	
MH	Mobile Home	
NoDamage*	Number of buildings whose probability of	Building count
	sustaining no damage exceeds 50%	
	Number of buildings whose probability of	
	sustaining minimum damage exceeds 50% and no	
Affected*	greater category exceeds 50%	Building count
	Number of buildings whose probability of	
	sustaining moderate damage exceeds 50% and no	
Minor*	greater category exceeds 50%	Building count
	Number of buildings whose probability of	
	sustaining severe damage exceeds 50% and no	
Major*	greater category exceeds 50%	Building count
	Number of buildings whose probability of	
Destroyed*	sustaining complete damage exceeds 50%	Building count

<sup>\*</sup>See Hazus Hurricane Technical Manual for descriptions of damage states according to building type

## building\_damage\_occup

Field/Value	Description	Unit
Occupancy	Building occupancy type based on census information	Text
COM	Commercial	
AGR	Agricultural	
GOV	Government	
EDU	Education	
REL	Religious	
RES	Residential	
IND	Industrial	
NoDamage*	Number of buildings whose probability of sustaining no	Building count
	damage exceeds 50%	
	Number of buildings whose probability of sustaining	
	minimum damage exceeds 50% and no greater	
Affected*	category exceeds 50%	Building count
	Number of buildings whose probability of sustaining	
	moderate damage exceeds 50% and no greater	
Minor*	category exceeds 50%	Building count
	Number of buildings whose probability of sustaining	
	severe damage exceeds 50% and no greater category	
Major*	exceeds 50%	Building count
	Number of buildings whose probability of sustaining	
Destroyed*	complete damage exceeds 50%	Building count

<sup>\*</sup>See Hazus Hurricane Technical Manual for descriptions of damage states according to construction type

## county\_results & tract\_results

County  Fibrancial impacts from building damages, building content damages, wages and income lost, relocation costs, and lost rent payments of Population   Total county population   Total county population   Total county population   Total county bouseholds   Households   Hou	Field/Value	Description	Unit
Population         Total county population         People           Households         Total county households         Households           Debrissew         Debris generated from brick and wood structures         Tons           Debris Ceptist         Debris generated from concrete and steel structures         Tons           ElgbebTree         Tree debris eligible for removal using disaster assistance (on or near public right-of-ways)         Tons           Displitous         Number of bouseholds diplaced from their homes due to building damages         Households           Nether         Number of buildings whose probability of sustaining ondamages         People           No Damage         Number of buildings whose probability of sustaining nodamage exceeds 50% and is greater than the probability of sustaining other levels of damage         Building count           Affected         Affected         Buildings whose probability of sustaining moderate damage exceeds 50% and is greater than the probability of sustaining other levels of damage         Building count           Major*         Levels of damage         Building count         Building count           Major*         Levels of damage         Building count         Building count           RESNORD         Number of buildings whose probability of sustaining moderate damage exceeds 50% and is greater than the probability of sustaining whose probability of sustaining nod mage exceeds 50% and is greater than the probability of	CountyFips	5-digit census code for county	
Households         Total county households         Households           DebrisSWD         Debris generated from brick and wood structures         Tons           DebrisTee         Debris generated from windblown trees         Tons           ElgDebTree         Debris generated from windblown trees         Tons           ElgDebTree         Tree debris eligible for removal using disaster assistance (on or near public right-of-ways)         Households           Shelter         Number of households diplaced from their homes due to building damages         Households           NoDamage         Number of buildings whose probability of sustaining nod amage exceeds 50% and is greater than the probability of sustaining other levels of damage         Building count           Affected*         Number of buildings whose probability of sustaining moderate damage exceeds 50% and is greater than the probability of sustaining of their levels of damage         Building count           Minor*         levels of damage         Building count           Major*         levels of damage         Building count           Number of buildings whose probability of sustaining complete damage exceeds 50% and is greater than the probability of sustaining of their levels of damage         Building count           Major*         levels of damage         Building count           Number of residential buildings whose probability of sustaining nod mage exceeds 50% and is greater than the probability of sustaining of t	EconLoss	Financial impacts from building damages, building content damages, wages and income lost, relocation costs, and lost rent payments	Thousands of dollars
DebrisBW         Debris generated from brick and wood structures         Tons           DebrisTCS         Debris generated from concrete and steel structures         Tons           DebrisTCE         Debris generated from monortete and steel structures         Tons           ElgDebTree         Tree debris eligible for removal using disaster assistance (on or near public right-of-ways)         Tons           Dispilrous         Number of bouseholds diplaced from their homes due to building damages         Households           Neheter         Number of boughlings whose probability of sustaining not damage exceeds 50% and is greater than the probability of sustaining other levels of damage         Building count           Number of buildings whose probability of sustaining minimum damage exceeds 50% and is greater than the probability of sustaining other levels of damage         Building count           Minor*         Other levels of damage         Building count           Major*         Number of buildings whose probability of sustaining severe damage exceeds 50% and is greater than the probability of sustaining other levels of damage         Building count           Pestroyed*         Other levels of damage         Building count         Building count           RESNODam         Other levels of damage         Building count         Building count           RESNOTam         Number of residential buildings whose probability of sustaining minimum damage exceeds 50% and is greater than the probability o	Population	Total county population	
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Debris Tree         Debris generated from windblown trees         Tons           ElgbebTree         Tree debris eligible for removal using disaster assistance (on or near public right-of-ways)         Tons           Dispibliouse         Number of households diplaced from their homes due to building damages         Households           NoDamage*         Number of people needing public shelter assistance         People           NoDamage*         Number of buildings whose probability of sustaining not amage exceeds 50% and is greater than the probability of sustaining of damage         Building count           Affected*         Other levels of damage         Building count           Minor*         Other levels of damage         Building count           Major**         levels of damage         Building count           Number of buildings whose probability of sustaining severe damage exceeds 50% and is greater than the probability of sustaining other levels of damage         Building count           Number of buildings whose probability of sustaining severe damage exceeds 50% and is greater than the probability of sustaining other levels of damage         Building count           RESNoDam         Other levels of damage         Building count           RESAffect         Sustaining other levels of damage         Building count           Number of residential buildings whose probability of sustaining moderate damage exceeds 50% and is greater than the probability of         Building cou	DebrisBW	Debris generated from brick and wood structures	Tons
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Number of bouseholds diplaced from their homes due to building damages   Number of people needing public shelter assistance   Poople	DebrisTree	Debris generated from windblown trees	Tons
Shelter         Number of people needing public shelter assistance         People           NoDamage*         Number of buildings whose probability of sustaining no damage exceeds 50% and is greater than the probability of sustaining other levels of damage         Building count           Affected*         Other levels of damage         Building count           Minor*         Other levels of damage         Building count           Minor*         Inchested of buildings whose probability of sustaining moderate damage exceeds 50% and is greater than the probability of sustaining other levels of damage         Building count           Major*         Inchested of damage         Building count           Major*         Inchested of damage         Building count           Destroyed*         Other levels of damage         Building count           Major*         Inchested of damage         Building count           Massing other levels of damage         Building count         Building count           RESNODAM         Other levels of damage         Building count         Building count           RESMijor         Sustaining other levels of damage         Building count </td <td>ElgDebTree</td> <td>Tree debris eligible for removal using disaster assistance (on or near public right-of-ways)</td> <td>Tons</td>	ElgDebTree	Tree debris eligible for removal using disaster assistance (on or near public right-of-ways)	Tons
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RESDestr     sustaining other levels of damage     Building count       CountyFips     5-digit census code for county     Text       CountyName     Name of county     Text       State     State abbreviation for county     Text       CareFity     Number of hospitals whose probability of being functional on the first day of the earthquake is less than 50%     Building count	RESMajor	sustaining other levels of damage	Building count
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CountyName     Name of county     Text       State     State abbreviation for county     Text       CareFity     Number of hospitals whose probability of being functional on the first day of the earthquake is less than 50%     Building count	RESDestr	sustaining other levels of damage	Building count
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CareFity Number of hospitals whose probability of being functional on the first day of the earthquake is less than 50% Building count	CountyName	Name of county	Text
	State	State abbreviation for county	Text
	CareFlty	Number of hospitals whose probability of being functional on the first day of the earthquake is less than 50%	Building count
FireStation Number of fire station whose probability of being functional on the first day of the earthquake is less than 50% Building count			-
PoliceStation Number of police stations whose probability of being functional on the first day of the earthquake is less than 50% Building count	PoliceStation		•
School Number of schools whose probability of being functional on the first day of the earthquake is less than 50% Building count	School	Number of schools whose probability of being functional on the first day of the earthquake is less than 50%	Building count

 $<sup>{}^{*}</sup>$ See Hazus Hurricane Technical Manual for descriptions of damage states according to construction type

## damaged\_facilities

Field/Value	Description	Unit
Return_Period	Return period of hurricane hazard used as input (0=deterministic)	Years
BCURRENT	Return period of current results (yes=1, no=0)	
LossOfUse	Whether or not facility will be functional after hurricane	True/False
Affected*	Probability that building sustained minimum damage	Percent
Minor*	Probability that building sustained moderate damage	Percent
Major*	Probability that building sustained severe damage	Percent
Destroyed*	Probability that building sustained complete damage	Percent
huScenarioName	Scenario name for hurricane hazard used as input	Text
Fac_Type	Type of facility	Text
${\bf Major And Destroyed}$	Sum of Major and Destroyed probabilities	Percent

<sup>\*</sup>See Hazus Hurricane Technical Manual for descriptions of damage states according to construction type