

## 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 sustaining no damage exceeds 50%	Building count
Affected*	Number of buildings whose probability of sustaining minimum damage exceeds 50% and no greater category exceeds 50%	Building count
Minor*	Number of buildings whose probability of sustaining moderate damage exceeds 50% and no greater category exceeds 50%	Building count
Major*	Number of buildings whose probability of sustaining severe damage exceeds 50% and no greater category exceeds 50%	Building count
Destroyed*	Number of buildings whose probability of sustaining complete damage exceeds 50%	Building count

\*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 damage exceeds 50%	Building count
Affected*	Number of buildings whose probability of sustaining minimum damage exceeds 50% and no greater category exceeds 50%	Building count
Minor*	Number of buildings whose probability of sustaining moderate damage exceeds 50% and no greater category exceeds 50%	Building count
Major*	Number of buildings whose probability of sustaining severe damage exceeds 50% and no greater category exceeds 50%	Building count
Destroyed*	Number of buildings whose probability of sustaining complete damage exceeds 50%	Building count

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## county\_results & tract\_results

Field/Value	Description	Unit
CountyFips	5-digit census code for county	
EconLoss	Financial impacts from building damages, building content damages, wages and income lost, relocation costs, and lost rent payments	Thousands of dollars
Population	Total county population	People
Households	Total county households	Households
DebrisBW	Debris generated from brick and wood structures	Tons
DebrisCS	Debris generated from concrete and steel structures	Tons
DebrisTree	Debris generated from windblown trees	Tons
ElgDebTree	Tree debris eligible for removal using disaster assistance (on or near public right-of-ways)	Tons
DisplHouse	Number of households displaced from their homes due to building damages	Households
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*	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*	Number 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*	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
Destroyed*	Number of buildings whose probability of sustaining complete damage exceeds 50% and is greater than the probability of sustaining other levels of damage	Building count
RESNoDam	Number of residential buildings whose probability of sustaining minimum damage exceeds 50% and is greater than the probability of sustaining other levels of damage	Building count
RESAffect	Number of residential buildings whose probability of sustaining moderate damage exceeds 50% and is greater than the probability of sustaining other levels of damage	Building count
RESMinor	Number of residential buildings whose probability of sustaining severe damage exceeds 50% and is greater than the probability of sustaining other levels of damage	Building count
RESMajor	Number of residential buildings whose probability of sustaining complete damage exceeds 50% and is greater than the probability of sustaining other levels of damage	Building count
RESDestr	Number of residential buildings whose probability of sustaining complete damage exceeds 50% and is greater than the probability of sustaining other levels of damage	Building count
CountyFips	5-digit census code for county	
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
EmergencyCtr	Number of emergency centers whose probability of being functional on the first day of the earthquake is less than 50%	Building count
FireStation	Number of fire stations 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
School	Number of schools whose probability of being functional on the first day of the earthquake is less than 50%	Building count

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## 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
MajorAndDestroyed	Sum of Major and Destroyed probabilities	Percent

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