

STANDARD FOR BUILDINGS DATA

- I. PURPOSE** This document is primarily for use by people who collect and maintain data about residential and/or commercial buildings. The purpose is to provide standard methods for collecting such data so that it is fully compatible with the Vermont Geographic Information System (VGIS).
- II. BUILDINGS DATA FILE FORMATS** The documentation standards described here assume that buildings data will be maintained in an xBase relational database management system (RDBMS). However, any reasonably functional RDBMS can be used, as long as it supports exporting data in a standard ASCII format.
- III. FILE LAYOUTS AND FIELD DEFINITIONS** What follows is a detailed description of a buildings database. It includes descriptions of two files: the BLDG.DBF file and the SUITBLTY.DBF file. The BLDG.DBF file is the heart of the database and is the only required file. It includes the basic, relatively static descriptive data about the building and defines a unique identifier that can be used to define relates to any number of special-purpose files. The SUITBLTY file is an example of one such special-purpose file. It includes detailed information about the suitability of the building for future uses. Much of the information in the suitability file is susceptible to change and will require frequent updating. The SUITBLTY file is tailored to commercial and industrial buildings, and very few of the data elements in that file are likely to be needed for residential buildings. It has been developed for a particular application, and is included here as an example only.

FILE STRUCTURE FOR BLDG.DBF:

<u>Field</u>	<u>Field Name</u>	<u>Type</u>	<u>Width</u>	<u>Dec</u>	<u>Description</u>
1	MODDATE	Date	8		Date of most recent entry; updated when any changes are made to the data. <i>The data manager who sets up the database may wish to have this field set automatically whenever the record is modified, rather than depending on the operator to remember to do it.</i>
2	SITENAME	Char	30		Any "common name" by which the site or structure is known. (For example, "Former Digital Complex.")
3	PARCELNUM	Char	18		This is the unique parcel identifier from the grand list. In most cases, this will be a formatted number like 100124-01-23. <i>In towns that have not provided for</i>

automation of their land records, the lister's i.d. may be in a different format altogether. In any case, this is a critical field and should always be filled in. (See the "Municipal Property Mapping" guideline in the VGIS Handbook for more details about parcel numbering systems.)

4	STADDRESS	Char	50	<p>The ideal condition of this field is empty. <i>If the LISTERID field is filled in, and if automated land records are available from the town, then there is no need to maintain address information in this file. One can simply relate this file to the lister's database by LISTERID, and automatically gain access to the authoritative address data maintained by the lister.</i></p> <p><i>This field is included here in recognition of the fact that many towns do not have automated land records.</i></p>	
5	FIPS6	Num	6	0	<p>The Federal Information Processing Standard (FIPS) code that locates a place down to the village level. (See "Appendix 1" in this document and the "Geographic Area Codes" standard in the VGIS Handbook for more details about FIPS codes. For example the FIPS10 code for Richmond Village is 0070552140, and the FIPS10 code for Richmond outside of the Village is 0070550000.)</p>
6	BLDGID	Num	5	0	<p>A unique numeric identifier for the building. <i>This number MUST be unique for each structure within a FIPS6 town. I.e., within the town of Manchester (FIPS 3025), there can be one and only one structure with BLDGID 1, and so on.</i></p>
7	KEY	Num	11	0	<p>This is the unique identifier for the building record. <i>IT SHOULD NOT BE ENTERED BY THE PERSON COLLECTING THE DATA. The data manager who sets up the database should define this field as being derived by concatenating FIPS6+BLDGID.</i></p>
8	YR_BUILT	Num	4	0	<p>Year the building was built.</p>

FILE STRUCTURE FOR SUITBLTY.DBF:

<u>Field</u>	<u>Field Name</u>	<u>Type</u>	<u>Width</u>	<u>Dec</u>	<u>Description</u>
1	KEY	Char	11		This is the same as the KEY field from BLDG.DBF.
2	MODDATE	Date	8		Date of this entry; updated when any changes are made to the data. <i>The data manager who sets up the database may wish to have this field set automatically whenever the record is modified, rather than depending on the operator to remember to do it.</i>
3	SQFTG	Num	7	0	The total interior square footage of the building.
4	WIDTH	Num	4	1	The width of the building in feet. The width of a building is generally considered to be the length of the side that fronts on the road.
5	DEPTH	Num	4	1	The depth of the building in feet. The depth of a building is general considered to be the length of a side that is perpendicular to the road.
6	ADDS	Char	60		Brief description and construction date(s) of major addition(s).
7	NUMFLOORS	Num	2	0	The number of floors in the building.
8	CURRUSE	Num	4	0	The current use code for the building, as described in the "Vermont State Appraisal Manual," or the "Land Use Codes" in the VGIS Handbook.
9	PREVUSE	Num	4	0	The last known use for the building. <i>This field is especially useful when the CURR_USE field is coded as vacant.</i>
10	SUBDLOT	Logical		1	Is the owner willing to subdivide the lot?
11	ONMARKET	Num	1	0	The market availability of the property: 1 = For Sale 2 = For Lease 3 = Lease W/ Option to Buy 4 = Not on Market
12	PRICE	Num	7	2	The square foot annualized lease price or the asking price for the entire building.

13	REALTOR	Char	50	Name/phone of the real estate agent who shows the building.
14	CONTACT	Char	50	Name/phone of a person, other than realtor, to contact for additional information about building.
15	USENOTES	Char	60	Other information pertaining to the use, legal status or marketability of the building. This field should also be used to indicate which coding scheme was used in the CURRUSE and PREVUSE fields.
16	CEILHT	Num	2	1 Ceiling height in feet, usually measured at the eaves. <i>In cases of a low beam, use the average wall height and include mention of the low beam in the STRU_NOTES field.</i>
17	COND	Num	1	0 General condition of the building: 1 = Excellent 2 = Good 3 = Fair 4 = Poor
18	FLOORMAT	Char	50	The construction material for each floor. (For example: "Basement-Dirt; 1st-Wood".)
19	COLSPACING	Num	3	1 Space, in feet, between the interior rows of supporting columns. If the building is of free-span construction without columns, this field should be coded as 999.9.
20	ROOFMAT	Num	1	0 Roof material: 1 = Composition Shingles 2 = Metal 3 = Membrane 4 = Other
21	ROOFCOND	Num	1	0 Condition of the roof: 1 = Excellent 2 = Good 3 = Fair 4 = Poor
22	SPRNKLR	Logical	1	Is there a sprinkler system in the building?
23	RAIL	Logical	1	Is the building serviced by a rail spur?
24	DOCKSTG	Num	2	0 The number of tailgate type truck loading docks on the

				building.
25	DOCKSDI	Num	2	0 The number of drive-in type truck loading docks on the building.
26	STRUNOTES	Char	60	Other information on structural details.
27	ELECT	Num	1	0 Electrical service: 1 = Three Phase 2 = Single Phase 3 = None
28	TRANS	Char	50	Description of the electrical transformers that serve the site. (For example, 2-1500 KVA.)
29	PRIMARY	Num	5	0 The number of volts available in the primary line that serves the building.
30	ELECTCO	Char	50	Name of the electric company that serves the site.
31	HEAT	Num	1	0 Type of heating system: 1 = Oil 2 = Natural Gas 3 = Propane 4 = Wood 5 = Other Fuel 6 = Unheated
32	HTNGCOST	Num	4	2 The average annual cost to heat the building, based on as many past years heating bills as are available.
33	WATER	Num	1	0 Water source for building: 1 = Municipal Supply 2 = Well 3 = No Water
34	WATERVOL	Num	4	1 Water volume available to building. <i>If WATER is coded as 1 (Municipal Supply), then this will be the diameter of the main in inches; if WATER is coded as 2 (Well), then this will be gallons-per-minute available from the well.</i>
35	WATERFUT	Num	2	0 <i>If WATER is coded as 1 (Municipal Supply), this field will reflect the percentage of the capacity that is currently being allocated to other sources.</i>

(CLARIFICATION REQUIRED: Capacity of the main, of the whole municipal system? What does this provide the desired information?)

36 SEWER	Num	1	0	Type of sewer system: 1 = Municipal Sewer System 2 = On-Site Septic System 3 = None
37 SEWERCAP	Num	6	0	<i>If SEWER is coded as 1 (Municipal Sewer System) then this field will contain the number of gallons-per-day allocated by the town. If SEWER is coded as 2 (On-Site Septic System) then this field will contain the total capacity of the system in gallons.</i>
38 UTILNOTES	Char	60		Other information on utility services.
39 ISDIST	Num	3	1	Number of miles to nearest interstate interchange.
40 ISDRV	Num	3	0	Estimated drive time, in minutes, to nearest interstate interchange.
41 RRDIST	Num	3	1	Number of miles to nearest rail head.
42 AIRPORT	Char	30		Name of nearest major airport.
43 AIRPTDIST	Num	3	1	Number of miles to nearest major airport.
44 AIRPTDRV	Num	3	0	Estimated drive time, in minutes, to nearest major airport.
45 URBANCTR	Char	30		Name of nearest urban center with a population of 25,000 or more.
46 URBANDIST	Num	3	1	Number of miles to nearest urban center.
47 URBANDRV	Num	3	0	Estimated drive time, in minutes, to nearest urban center.
48 LOCNOTES	Char	60		Other information on location.
49 PROPTAX	Num	5	2	Annual property tax in dollars.
50 OTHERTAX	Num	1	0	Other applicable local taxes: 1 = M&E Tax

2 = Inventory Tax

3 = Both

4 = None

51 OTHERAMT Num 5 2 Total annual dollar amount of other applicable local taxes.

52 LABOR Num 6 0 The number of people in the workforce who live within a 40-minute drive time from the building.

53 LABORNOTES Char 60 Other information on the local labor pool, such as whether the region is a locus for special skills, educational institutions in the area, etc.