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function costCompare(estimator) {

  const overlap = 1.0
  const FF50$ = 90.18
  const FF62$ = 112.49
  const FF74$ = 133.91
  const supportSpacing = 5
  const stakeInGround = .25
  const oneByFourStakeLength = 2.0
  const oneByFourStakeReuse = 1.0
  const woodWaste = .1
  const FFstakeReuse = 3
  const FFscreedReuse = 8
  const lumberStakeReuse = 2
  const lumberFormReuse = 2
  const kickerReuse = 3.0
  const twoByFourPlywoodFrameReuse = 1.2
  const plywoodWeightPerSquareFoot = 1.9
  const oneByFourAdjustment = 1.65
  const twoByFourAdjustment = .94
  const twoBySixAdjustment = .95
  const twoByEightAdjustment = .98
  const twoByTwelveAdjustment = .08
  const plywoodAdjustment = 1.36
  const FFlevelAdjustment = .1
  const FFcleanAdjustment = .1
  const FFstripAdjustment = .2
  const FFheightAdjustment = 1.2
  const weightDimensionalLumberPerSquareFoot = 4.37
  const minutesToLevelExcavationPerTenFeet = 8
  const minutesToDriveStakePair = 3
  const minutesToSetUpFormPerPound = .25
  const minutesInstallFastfootPerRoll = 10
  const minutesToStripFormPerPound = .06
  const minutesToCleanFormPerPound = .05
  const minutesToCarryFormsPerPound = .04
  const minutesToLayoutOneCorner = 3
  const minutesToLayoutTwentyFeet = 18

  let width = Number(estimator.width.value)
  let length = Number(estimator.length.value)
  let height = Number(estimator.height.value)
  let padQuantity = Number(estimator.padQuantity.value)
  let lumberCost = Number(estimator.lumberCost.value)
  let labourCost = Number(estimator.labourCost.value)
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// Setting variables to zero
let FF50RollQuantity = FF62RollQuantity = FF74RollQuantity = FFfabric$ =
FFsupport$ = FFscreed$ = FFlabour$ = twoByFourStakesInProject = LumberSupport$ =
LumberForm$ = plywoodForm$ = LumberLabour$ = twoByFour$ = FFmaterial$ =
LumberMaterial$ = FFtotal$ = LumberTotal$ = LumberFormArea = FFformArea =
LumberFormWeight = FFminutes = LumberMinutes = LumberFormWeight = FFformWeight =
twoByFourKickersInProject = numberOfSupportsInProject = twoByFourStakesInProject
= twoByFourPlywoodFrameInProject = oneByFourWeight = twoByFourWeight =
twoBySixWeight = twoByEightWeight = 0

// Setting up lumber costs
oneByFour$ = LumberCost / 1000 * 4 / 12 * oneByFourAdjustment
twoByFour$ = LumberCost / 1000 * 8 / 12 * twoByFourAdjustment
twoBySix$ = LumberCost / 1000 * twoBySixAdjustment
twoByEight$ = LumberCost / 1000 * 16 / 12 * twoByEightAdjustment
plywood$ = LumberCost / 1000 * plywoodAdjustment

// Weights of lumber per lineal foot
oneByFourWeight = weightDimensionalLumberPerSquareFoot / 2 / 3
twoByFourWeight = weightDimensionalLumberPerSquareFoot / 2 / 12 * 8
twoBySixWeight = weightDimensionalLumberPerSquareFoot / 2
twoByEightWeight = weightDimensionalLumberPerSquareFoot / 2 / 12 * 16

// Form support quantities (plywood frame for lumber, not fabric). Note:
Reuse is calculate in costing section below as it varies between lumber and
fabric.
numberOfSupportsInProject = (width + length) * 2 / supportSpacing *
padQuantity
twoByFourKickersInProject = Math.sqrt(2) * height / 12 * (1 + woodWaste) *
numberOfSupportsInProject
oneByFourStakesInProject = oneByFourStakeLength * (1 + woodWaste) *
numberOfSupportsInProject
twoByFourStakesInProject = height / 12 * (1 + stakeInGround) * (1 +
woodWaste) * numberOfSupportsInProject
twoByFourPlywoodFrameInProject = (((width * 12 / 16 + 1) * (height - 3) / 12
+ width * 2) + (((length * 12 / 16 + 1) * (height - 3) / 12 + length * 2)) * (1 +
woodWaste)) * 2 * padQuantity

// Fabric and screed board costs in project (function of height)
switch (true) {
case (height * 2 / FFheightAdjustment <= 50):
FF50RollQuantity = (((length + width) * 2 * padQuantity) / 100) * (1
+ overlap / 100)

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        FFfabric$ = FF50RollQuantity * FF50$
        FFscreed$ = (length + width) * 2 * (1 + woodWaste) * padQuantity /
FFscreedReuse * twoBySix$
        break
        case (height * 2 / FFheightAdjustment > 50 && height * 2 /
FFheightAdjustment <= 62):
            FF62RollQuantity = (((length + width) * 2 * padQuantity) / 100) * (1
+ overlap / 100)
            FFfabric$ = FF62RollQuantity * FF62$
            FFscreed$ = (length + width) * 2 * (1 + woodWaste) * padQuantity /
FFscreedReuse * twoBySix$
            break
            case (height * 2 / FFheightAdjustment > 62 && height * 2 /
FFheightAdjustment <= 74):
                FF74RollQuantity = (((length + width) * 2 * padQuantity) / 100) * (1
+ overlap / 100)
                FFfabric$ = FF74RollQuantity * FF74$
                FFscreed$ = (length + width) * 2 * (1 + woodWaste) * padQuantity /
FFscreedReuse * twoByEight$
                break
                case (height * 2 / FFheightAdjustment > 74):
                    alert('Contact Fab-Form (888)303-3278 to discuss deep footings')
                    break
                }

        // Support costs (stakes, kickers, plywood, plywood framework, screeds) in
project
        FFsupport$ = twoByFour$ * (twoByFourKickersInProject / kickerReuse +
twoByFourStakesInProject / FFstakeReuse) + oneByFour$ * oneByFourStakesInProject
/ oneByFourStakeReuse + FFscreed$

        lumberSupport$ = twoByFour$ * (twoByFourKickersInProject / kickerReuse +
twoByFourStakesInProject / lumberStakeReuse + twoByFourPlywoodFrameInProject /
twoByFourPlywoodFrameReuse) + oneByFour$ * oneByFourStakesInProject /
oneByFourStakeReuse + plywood$ * ((width + length) * 2 * height / 12 * (1 +
woodWaste)) / lumberFormReuse

        // Material cost summary: Fastfoot and lumber
        FFmaterial$ = Math.round(FFfabric$ + FFsupport$)
        lumberMaterial$ = Math.round(lumberSupport$)
        estimator.FFmaterial$.value = FFmaterial$
        estimator.lumberMaterial$.value = lumberMaterial$

        // Weight of forms (including plywood and screeds)

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    FFformWeight = oneByFourWeight * oneByFourStakesInProject + twoByFourWeight *
(twoByFourStakesInProject + twoByFourKickersInProject) + FFscreed$ *
FFscreedReuse * 1000 / lumberCost / 2 * weightDimensionalLumberPerSquareFoot

    lumberFormWeight = oneByFourWeight * oneByFourStakesInProject +
twoByFourWeight * (twoByFourStakesInProject + twoByFourKickersInProject +
twoByFourPlywoodFrameInProject) + plywoodWeightPerSquareFoot * (width + length) *
2 * height / 12

    // Labour minutes
    FFminutes = (FFformWeight * minutesToCarryFormsPerPound) +
    ((length + width) * 2 / 10 * minutesToLevelExcavationPerTenFeet *
FFlevelAdjustment * padQuantity) +
    ((length + width) * 2 / numberOfSupportsInProject * minutesToDriveStakePair *
2) + (FFformWeight * minutesToSetUpFormPerPound) +
    (minutesInstallFastfootPerRoll * (length + width) * 2 / 100) +
(minutesToStripFormPerPound * FFformWeight * FFstripAdjustment) +
(minutesToCleanFormPerPound * FFformWeight * FFcleanAdjustment) +
(minutesToLayoutOneCorner * 4 * padQuantity + minutesToLayoutTwentyFeet / 20 *
(length + width) * 2 * padQuantity)

    lumberMinutes = (lumberFormWeight * minutesToCarryFormsPerPound) +
    ((length + width) * 2 / 10 * minutesToLevelExcavationPerTenFeet *
padQuantity) +
    ((length + width) * 2 / numberOfSupportsInProject * minutesToDriveStakePair *
2) + (lumberFormWeight * minutesToSetUpFormPerPound) +
    (minutesInstallFastfootPerRoll * (length + width) * 2 / 100) * 0.0 +
(minutesToStripFormPerPound * lumberFormWeight) + (minutesToCleanFormPerPound *
lumberFormWeight) + (minutesToLayoutOneCorner * 4 * padQuantity +
minutesToLayoutTwentyFeet / 20 * (length + width) * 2 * padQuantity)

    FFlabour$ = Math.round(FFminutes / 60 * labourCost)
    lumberLabour$ = Math.round(lumberMinutes / 60 * labourCost)
    estimator.FFlabour$.value = FFlabour$
    estimator.lumberLabour$.value = lumberLabour$

    estimator.FFtotal$.value = FFmaterial$ + FFlabour$
    estimator.lumberTotal$.value = lumberMaterial$ + lumberLabour$
}

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