

```

function costCompare(estimator) {

    const extraWidth = 10
    const overlap = 1.0
    const FF50$ = 90.18
    const FF50C$ = 9.84
    const FF62$ = 112.49
    const FF62C$ = 10.77
    const FF74$ = 133.91
    const FF74C$ = 13.11
    const stakeSpacing = 6
    const cleatSpacing = 6
    const stakeInGround = .25
    const woodWaste = .1
    const FFstakeReuse = 4
    const FFscreedReuse = 8
    const lumberStakeReuse = 1
    const lumberFormReuse = 2
    const oneByFourAdjustment = 1.65
    const twoByFourAdjustment = .94
    const twoByTwelveAdjustment = .08
    const FFlevelAdjustment = .1
    const FFcleanAdjustment = .1
    const FFstripAdjustment = .2
    const weightLumberPerSquareFoot = 4.37
    const minutesToLevelExcavationPerTenFeet = 8
    const minutesToDriveStakePair = 3
    const minutesToSetUpFormPerPound = .25
    const minutesInstallFastfootPerRoll = 10
    const minutesToStripFormPerSquareFoot = .06
    const minutesToCleanFormPerSquareFoot = .05
    const minutesToCarryFormsPerPound = .04
    const minutesToLayoutOneCorner = 12
    const minutesToLayoutTwentyFeet = 18

    let width = Number(estimator.width.value)
    let height = Number(estimator.height.value)
    let perimeter = Number(estimator.perimeter.value)
    let cornerQuantity = Number(estimator.cornerQuantity.value)
    let lumberCost = Number(estimator.lumberCost.value)
    let labourCost = Number(estimator.labourCost.value)

    let FF50RollQuantity = FF62RollQuantity = FF74RollQuantity = FFfabric$ =
    FFstake$ = FFcleat$ = FFscreed$ = FFlabour$ = stakeLength = cleatLength
    = lumberStake$ = lumberCleat$ = lumberForm$ = lumberLabour$ = oneByFour$ =

```

```

twoByFour$ = FFmaterial$ = lumberMaterial$ = FFtotal$ = lumberTotal$ =
lumberFormArea = FFformArea = lumberFormWeight = FFminutes = lumberMinutes =
lumberFormWeight = FFformWeight = 0

    stakeLength = height / 12 * (1 + stakeInGround) * perimeter * 2 /
stakeSpacing * (1 + woodWaste)
    cleatLength = width / 12 * perimeter / cleatSpacing * (1 + woodWaste)
    oneByFour$ = lumberCost / 1000 / 3 * oneByFourAdjustment
    twoByFour$ = lumberCost / 1000 / 8 * 12 * twoByFourAdjustment
    FFstake$ = stakeLength * oneByFour$ / FFstakeReuse
    FFcleat$ = cleatLength * oneByFour$
    lumberStake$ = stakeLength * oneByFour$ * lumberStakeReuse
    lumberCleat$ = cleatLength * oneByFour$
    FFscreed$ = twoByFour$ * (perimeter + cornerQuantity * 2) * 2 * (1 +
woodWaste) / FFscreedReuse

    switch (true) {
        case (width + height * 2 + extraWidth <= 50):
            FF50RollQuantity = ((perimeter - cornerQuantity * (8 - 2 * overlap))
/ 100) * (1 + overlap / 100)
            FFfabric$ = cornerQuantity * FF50C$ + FF50RollQuantity * FF50$
            if (height < 12) {
                lumberForm$ = lumberCost / 1000 * 2 * height / 12 * (perimeter +
cornerQuantity * 2) / lumberFormReuse * (1 + woodWaste)
            } else {
                lumberForm$ = lumberCost * (1 + twoByTwelveAdjustment) / 1000 * 2
* height / 12 * (perimeter + cornerQuantity * 2) / lumberFormReuse * (1 +
woodWaste)
            }
            break
        case (width + height * 2 + extraWidth > 50 && width + height * 2 +
extraWidth <= 62):
            FF62RollQuantity = ((perimeter - cornerQuantity * (8 - 2 * overlap))
/ 100) * (1 + overlap / 100)
            FFfabric$ = cornerQuantity * FF62C$ + FF62RollQuantity * FF62$
            if (height < 12) {
                lumberForm$ = lumberCost / 1000 * 2 * height / 12 * (perimeter +
cornerQuantity * 2) / lumberFormReuse * (1 + woodWaste)
            } else {
                lumberForm$ = lumberCost * (1 + twoByTwelveAdjustment) / 1000 * 2
* height / 12 * (perimeter + cornerQuantity * 2) / lumberFormReuse * (1 +
woodWaste)
            }
            break
    }

```

```

    case (width + height * 2 + extraWidth > 62 && width + height * 2 +
extraWidth <= 74):
        FF74RollQuantity = ((perimeter - cornerQuantity * (8 - 2 * overlap))
/ 100) * (1 + overlap / 100)
        FFfabric$ = cornerQuantity * FF74C$ + FF74RollQuantity * FF74$
        if (height < 12) {
            lumberForm$ = lumberCost / 1000 * 2 * height / 12 * (perimeter +
cornerQuantity * 2) / lumberFormReuse * (1 + woodWaste)
        } else {
            lumberForm$ = lumberCost * (1 + twoByTwelveAdjustment) / 1000 * 2
* height / 12 * (perimeter + cornerQuantity * 2) / lumberFormReuse * (1 +
woodWaste)
        }
        break
    case (width + height * 2 + extraWidth > 74 && height <= 50 / 2):
        FF50RollQuantity = (perimeter / 100) * (1 + overlap / 100) * 2
        FFfabric$ = FF50RollQuantity * FF50$
        if (height < 12) {
            lumberForm$ = lumberCost / 1000 * 2 * height / 12 * (perimeter +
cornerQuantity * 2) / lumberFormReuse * (1 + woodWaste)
        } else {
            lumberForm$ = lumberCost * (1 + twoByTwelveAdjustment) / 1000 * 2
* height / 12 * (perimeter + cornerQuantity * 2) / lumberFormReuse * (1 +
woodWaste)
        }
        break
    case (width + height * 2 + extraWidth > 74 && height <= 62 / 2):
        FF62RollQuantity = (perimeter / 100) * (1 + overlap / 100) * 2
        FFfabric$ = FF62RollQuantity * FF62$
        if (height < 12) {
            lumberForm$ = lumberCost / 1000 * 2 * height / 12 * (perimeter +
cornerQuantity * 2) / lumberFormReuse * (1 + woodWaste)
        } else {
            lumberForm$ = lumberCost * (1 + twoByTwelveAdjustment) / 1000 * 2
* height / 12 * (perimeter + cornerQuantity * 2) / lumberFormReuse * (1 +
woodWaste)
        }
        break
    case (width + height * 2 + extraWidth > 74 && height <= 74 / 2):
        FF74RollQuantity = (perimeter / 100) * (1 + overlap / 100) * 2
        FFfabric$ = FF74RollQuantity * FF74$
        if (height < 12) {
            lumberForm$ = lumberCost / 1000 * 2 * height / 12 * (perimeter +
cornerQuantity * 2) / lumberFormReuse * (1 + woodWaste)
        } else {

```

```

        lumberForm$ = lumberCost * (1 + twoByTwelveAdjustment) / 1000 * 2
* height / 12 * (perimeter + cornerQuantity * 2) / lumberFormReuse * (1 +
woodWaste)
    }
    break
    case (width + height * 2 + extraWidth > 74 && height > 74 / 2):
        alert('Contact Fab-Form (888)303-3278 to discuss deep footings')
        break
    }

FFmaterial$ = Math.round(FFfabric$ + FFstake$ + FFcleat$ + FFscreed$)
lumberMaterial$ = Math.round(lumberForm$ + lumberStake$ + lumberCleat$)
estimator.FFmaterial$.value = FFmaterial$
estimator.lumberMaterial$.value = lumberMaterial$

// Weight, area of forms (including screed boards)
FFformArea = 3.5 / 12 * perimeter * (1 + woodWaste)
lumberFormArea = height / 12 * perimeter * (1 + woodWaste)
FFformWeight = FFformArea * weightLumberPerSquareFoot
lumberFormWeight = lumberFormArea * weightLumberPerSquareFoot

// Labour minutes
FFminutes = (FFformWeight * minutesToCarryFormsPerPound) + (perimeter / 10 *
minutesToLevelExcavationPerTenFeet * FFlevelAdjustment) + (perimeter /
stakeSpacing * minutesToDriveStakePair) + (FFformWeight *
minutesToSetUpFormPerPound) + (minutesInstallFastfootPerRoll * perimeter / 100) +
(minutesToStripFormPerSquareFoot * FFformArea * FFstripAdjustment) +
(minutesToCleanFormPerSquareFoot * FFformArea * FFcleanAdjustment) +
(minutesToLayoutOneCorner * cornerQuantity + minutesToLayoutTwentyFeet *
perimeter / 20)

lumberMinutes = (lumberFormWeight * minutesToCarryFormsPerPound) + (perimeter
/ 10 * minutesToLevelExcavationPerTenFeet) + (perimeter / stakeSpacing *
minutesToDriveStakePair) + (lumberFormWeight * minutesToSetUpFormPerPound) +
(minutesInstallFastfootPerRoll * perimeter / 100 * 0.0) +
(minutesToStripFormPerSquareFoot * lumberFormArea) +
(minutesToCleanFormPerSquareFoot * lumberFormArea) + (minutesToLayoutOneCorner *
cornerQuantity + minutesToLayoutTwentyFeet * perimeter / 20)

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$  
}
```