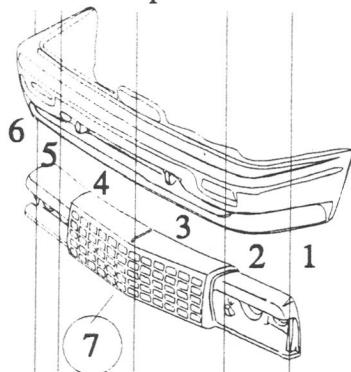


Front Bumper and Header

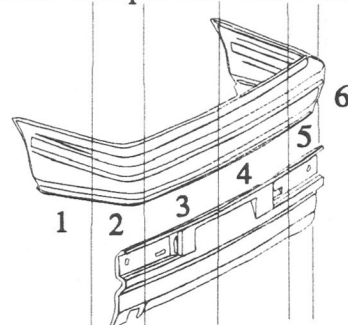


ARA Damage™ Locator

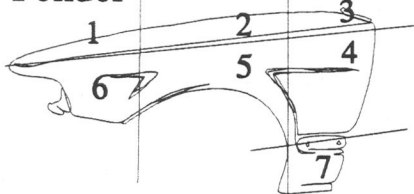
Version 1.0

Bumpers and End Panels
only use #1 and #6 when
they wrap around the side

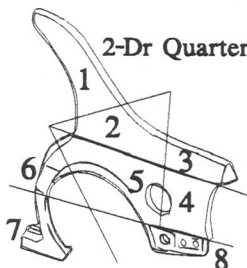
Rear Bumper and End Panel



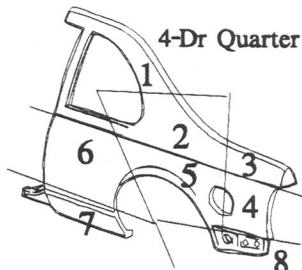
Fender



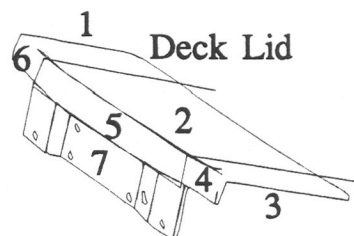
2-Dr Quarter



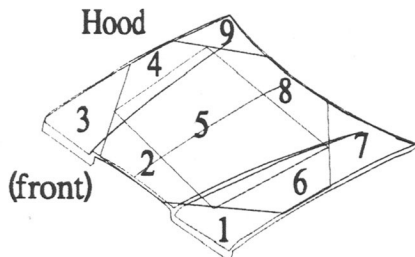
4-Dr Quarter



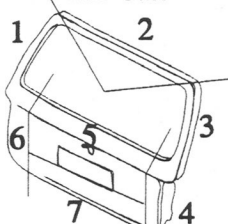
Deck Lid



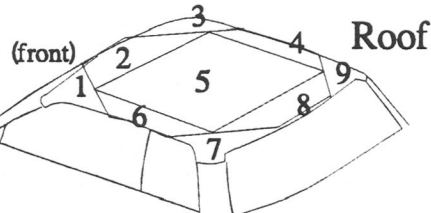
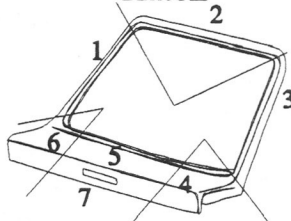
Hood



Tail Gate

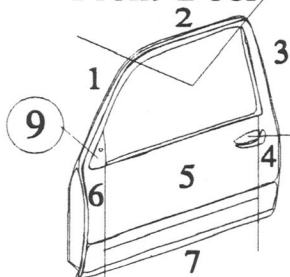


Hatch

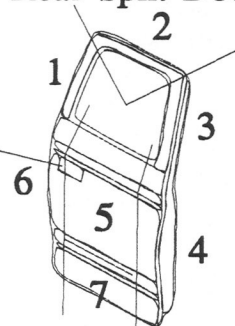


Dotted Lines in
Window Area for
Gates with Windows

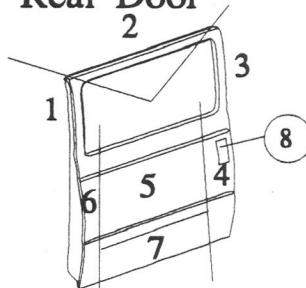
Front Door



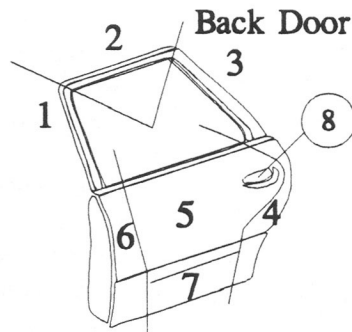
Rear Split Door



Rear Door



Back Door



Damage Locations always follow the same pattern: Front to back, top to bottom, left to right (as seen from driver's seat), in an "S" pattern, with locations for door handles and mirrors. Codes are location, damage, and hours. Example: "2DI" is a one hour dent in location 2. There may be a primary and secondary code per part, as in "2D1,4S2". If there is no damage on a part the code is 000 (as in three zeros). Zero as a location indicates the entire panel, as in 0H4 (all over hail damage, 4 Hrs).

Damage Code Table

B = Burn

D = Dent

L = Lip

H = Hail

000 = No Damage (all zero)

C = Crease

E = Bent

K = Buckle

J = Rip or crack

R = Rust on Surface

P = Parking Lot Dings

S = Scratch - Surface Only

T = Paint Problem