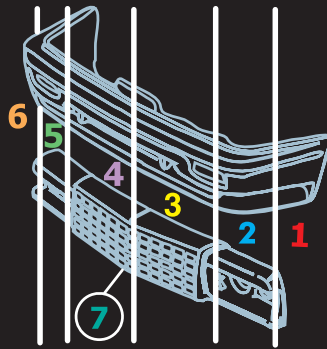


Location, Type & Size

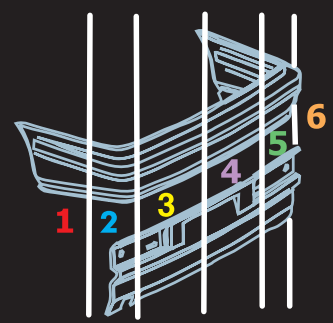
ARA Damage Codes

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

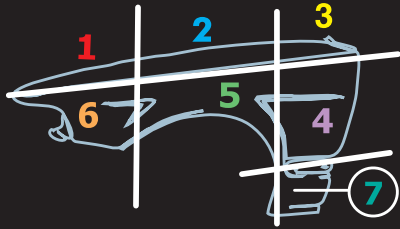
Front Bumper & Header



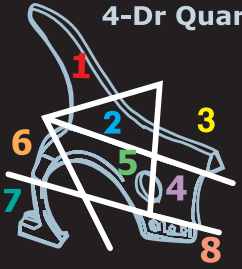
Rear Bumper & End Panel



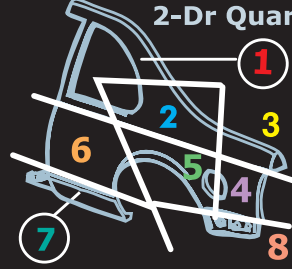
Fender



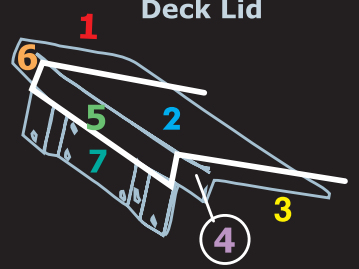
4-Dr Quarter



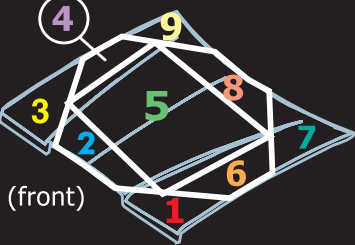
2-Dr Quarter



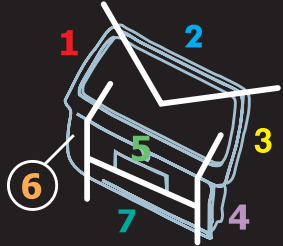
Deck Lid



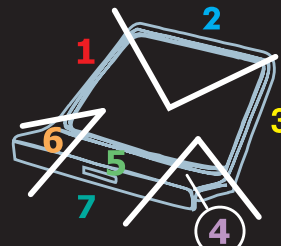
Hood



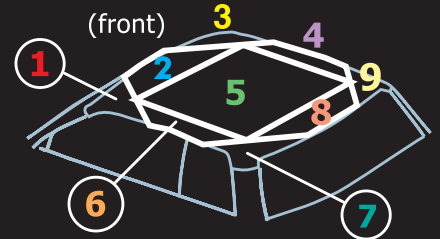
Tail Gate



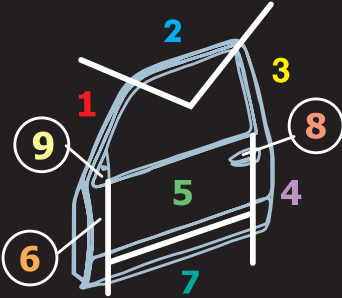
Hatch



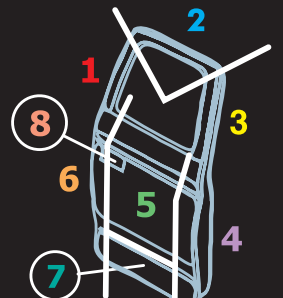
Roof



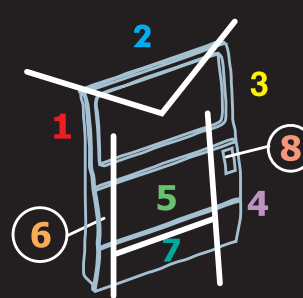
Front Door



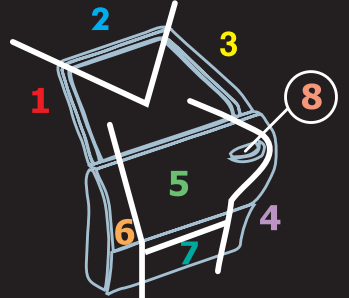
Rear Split Door



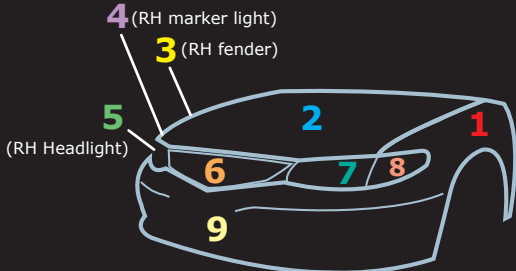
Rear Door



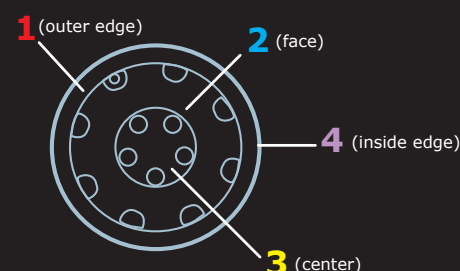
Back Door



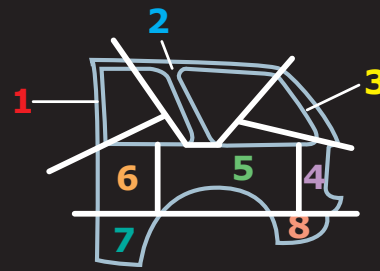
Front Clip



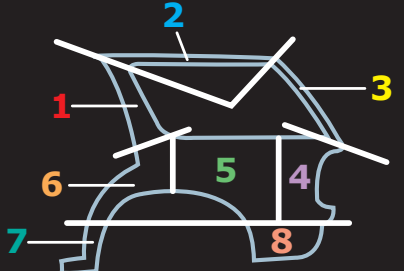
Wheel / Wheel Cover



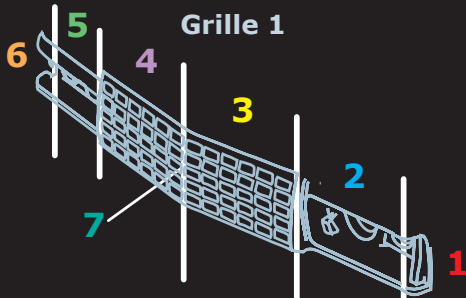
SUV Quarter Panel (2 Door)



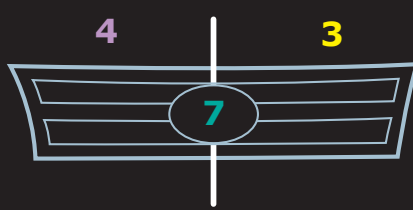
SUV Quarter Panel (4 Door)



Grille 1



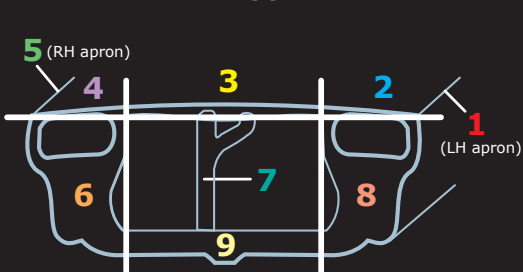
Grille 2



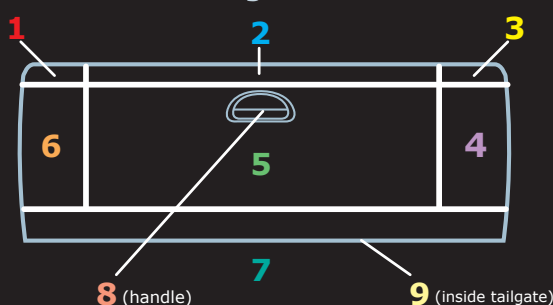
Dashboard



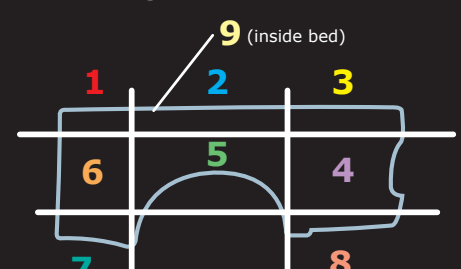
Radiator Support / Cut



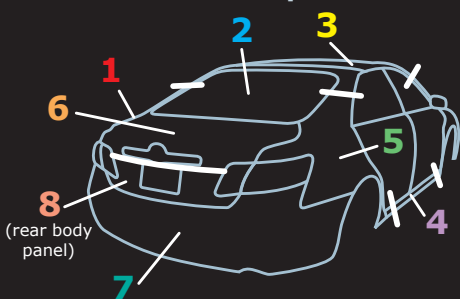
Tailgate



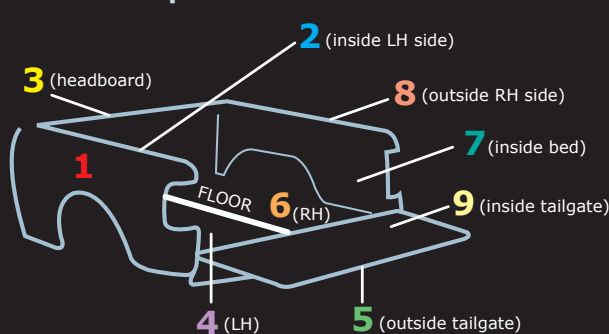
Pickup Truck Bedside



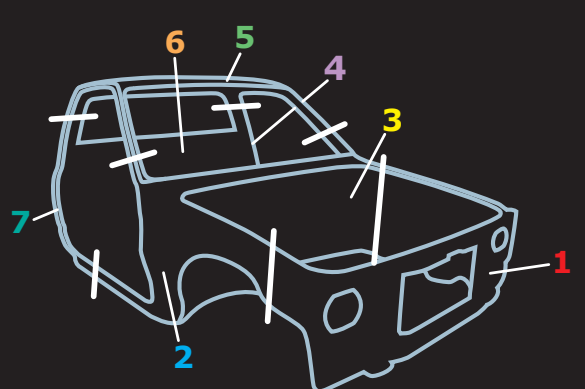
Rear Clip



Pickup Truck Bed



Truck Cab



ONE .25 UNIT

THREE .25 UNITS

TWO .25 UNITS

ONE FULL UNIT

DAMAGE TYPES

- | | | |
|------------|-----------------------|----------------------------|
| B = Burn | H = Hail | R = Rust on Surface |
| C = Crease | J = Rip or Crack | S = Scratch - Surface Only |
| D = Dent | K = Buckle | T = Paint Problem |
| E = Bent | L = Lip | * = Not Specified |
| F = Finish | N = No Paint Damage | |
| G = Gouge | P = Parking Lot Dings | |

EX: 2D1 MEANS LOCATION 2 HAS A DENT THE SIZE OF 1 CREDIT CARD

000 = NO DAMAGE

LOCATION 0 = ENTIRE PANEL