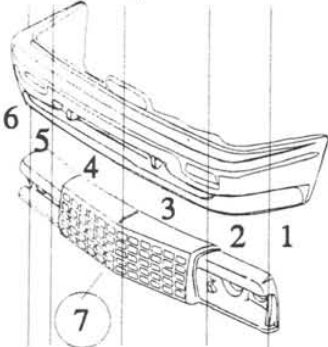


Front Bumper and Header

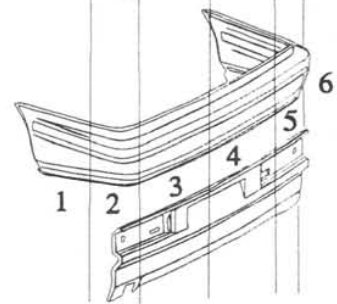


ARA Damage™ Locator

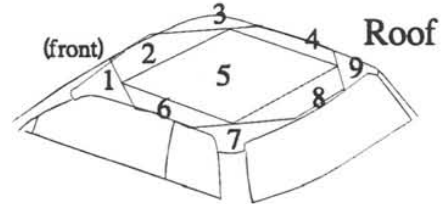
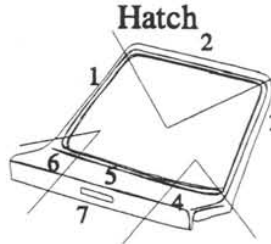
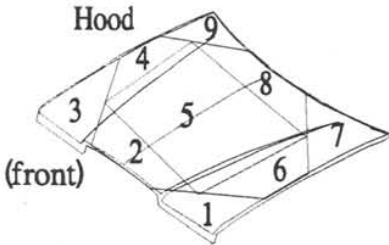
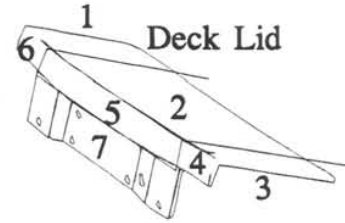
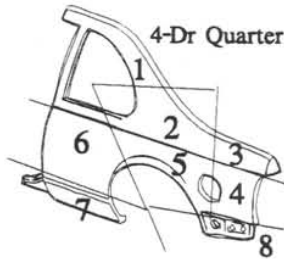
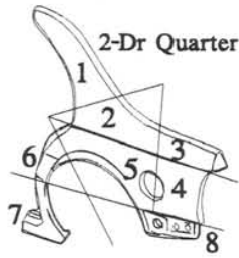
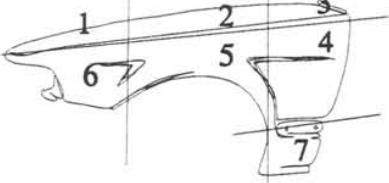
Version 1.0

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

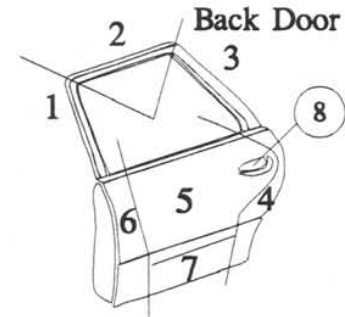
Rear Bumper and End Panel



Fender



Dotted Lines in
Window Area for
Gates with Windows



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: "2D1" 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	C = Crease	R = Rust on Surface
D = Dent	E = Bent	P = Parking Lot Dings
L = Lip	K = Buckle	S = Scratch - Surface Only
H = Hail	J = Rip or crack	T = Paint Problem
000 = No Damage (all zero)		