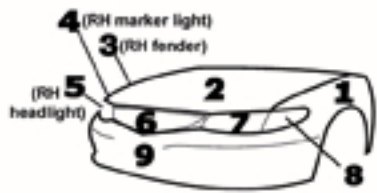
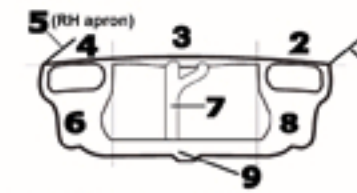


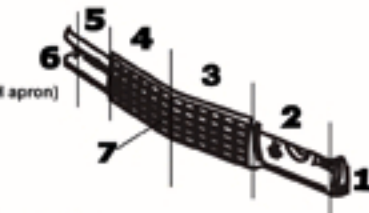
ARA Damage™ Locator



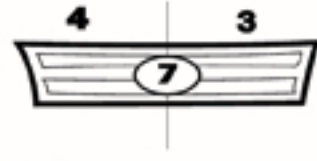
Front Clip



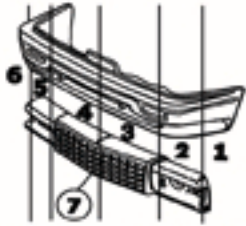
Radiator Support / Cut



Grille 1



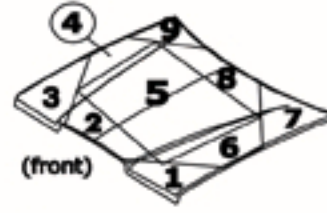
Grille 2



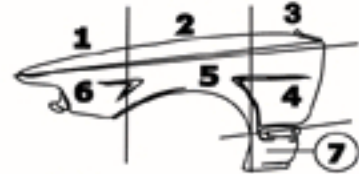
Front Bumper & Header



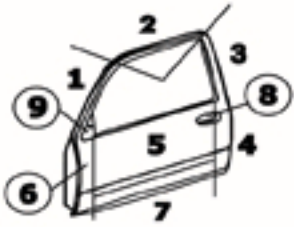
Rear Bumper & End Panel



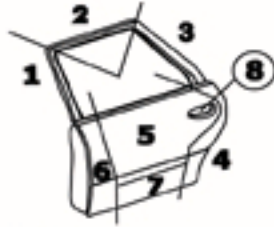
Hood



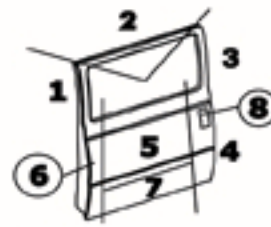
Fender



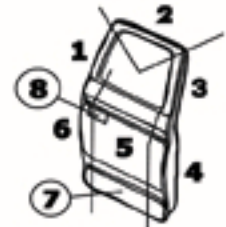
Front Door



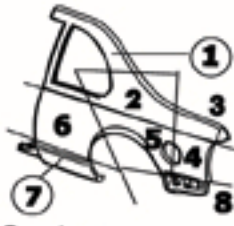
Back Door



Rear Door



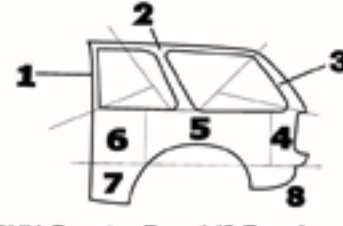
Rear Split Door



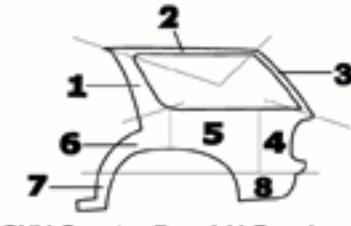
2-Dr Quarter



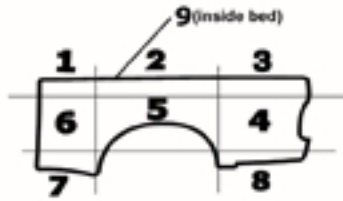
4-Dr Quarter



SUV Quarter Panel (2 Door)



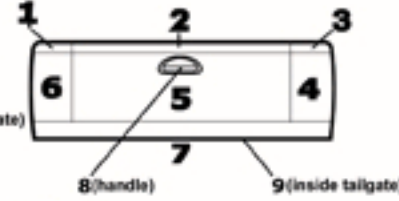
SUV Quarter Panel (4 Door)



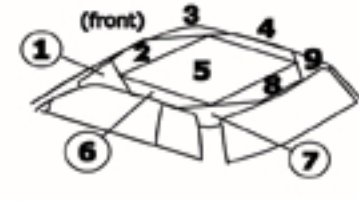
Pickup Truck Bedside



Pickup Truck Bed



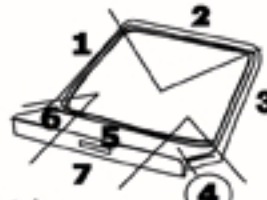
Tailgate



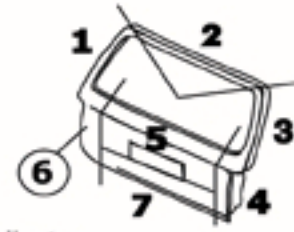
Roof



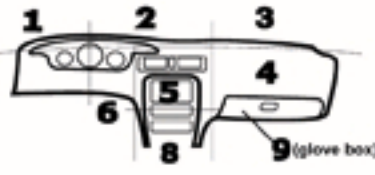
Deck Lid



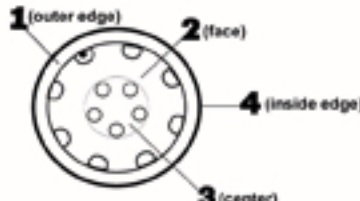
Hatch



Tailgate



Dash Board



Wheel / Wheel Cover



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Version 2.0 - 2006

Damage Locations usually follow the same pattern: Front to back, top to bottom, left to right (as seen from driver's seat), and an "S" pattern, with locations for door handles and mirrors. Codes are location, damage, and hours. Example: "2D1" is a one credit card unit (or 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 or credit card units).

DAMAGE TYPES

B = Burn
C = Crease

D = Dent
E = Bent

F = Finish
H = Hail

J = Rip or Crack
K = Buckle
L = Lip

P = Parking Lot Damage
R = Rust on Surface
S = Scratch - Surface Only
T = Paint Problem

000 = NO DAMAGE