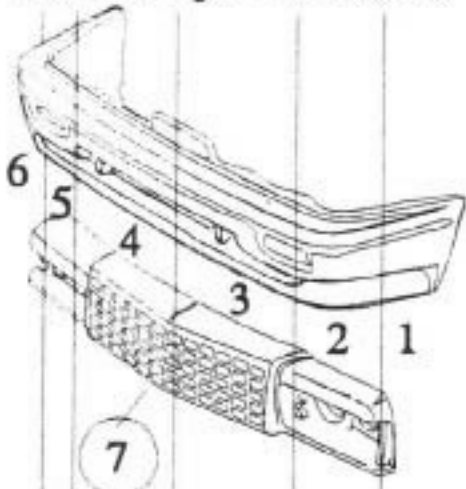
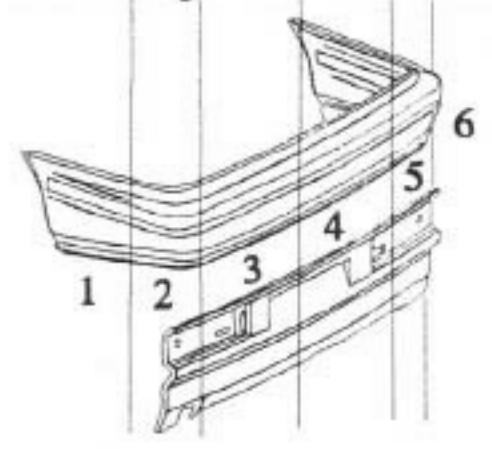


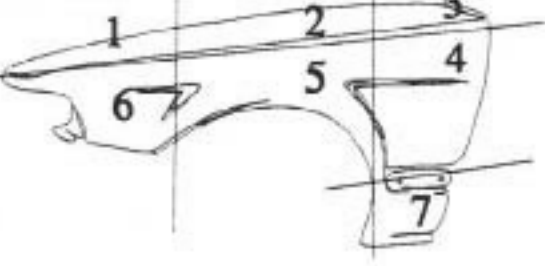
**Front Bumper and Header**



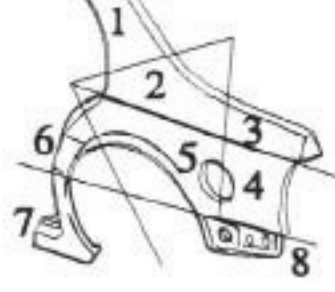
**Rear Bumper and End Panel**



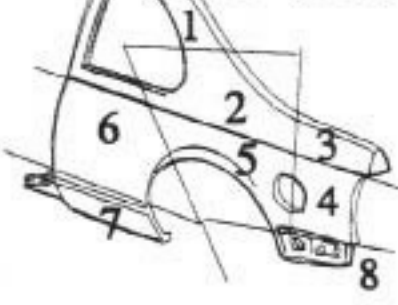
**Fender**



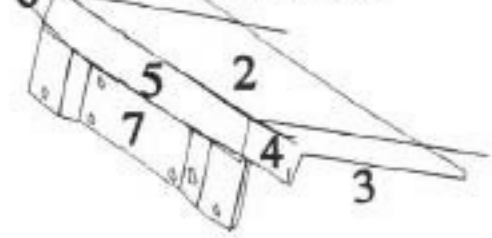
**2-Dr Quarter**



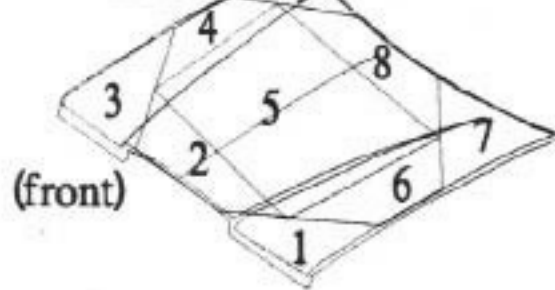
**4-Dr Quarter**



**Deck Lid**



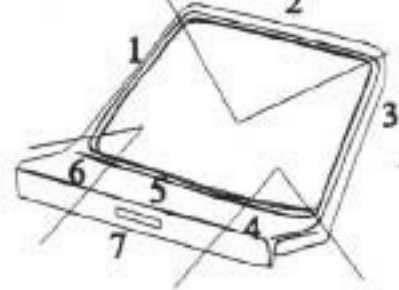
**Hood**



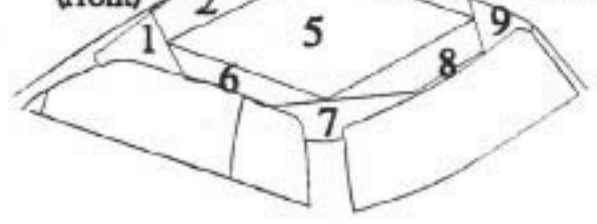
**Tail Gate**



**Hatch**

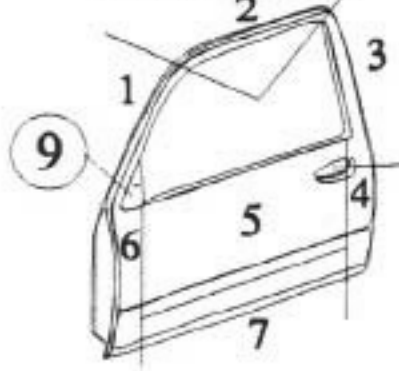


**Roof**

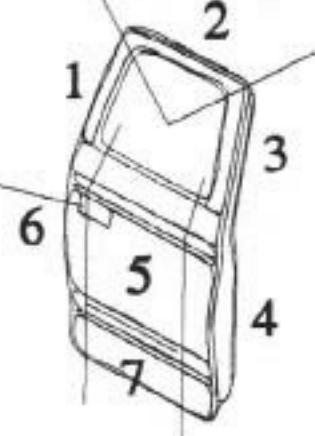


Dotted Lines in Window Area for Gates with Windows

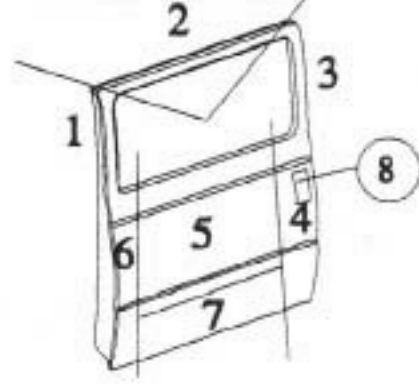
**Front Door**



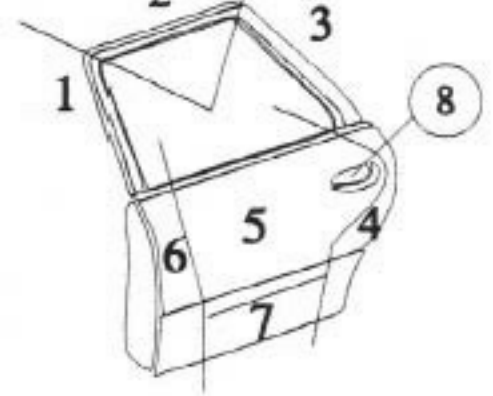
**Rear Split Door**



**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 "2DI,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) |                  |                            |