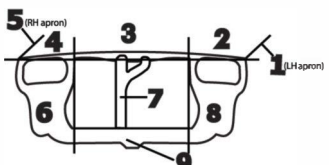
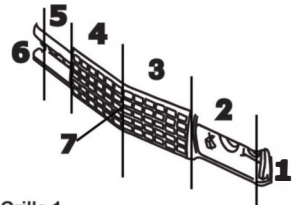


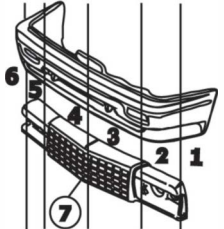
Front Clip



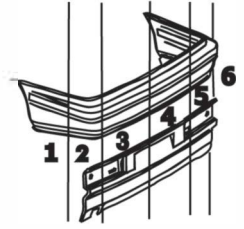
Radiator Support / Cut



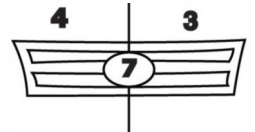
Grille 1



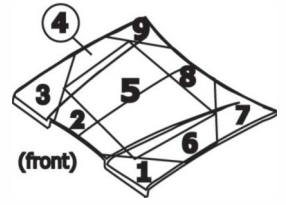
Front Bumper & Header



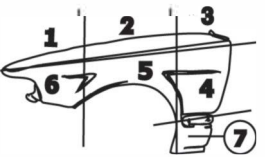
Rear Bumper & End Panel



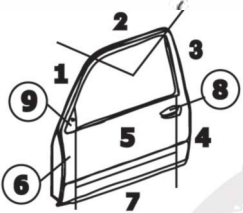
Grille 2



Hood



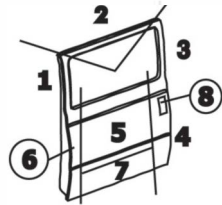
Fender



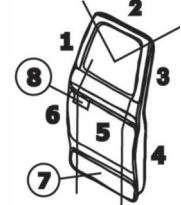
Front Door



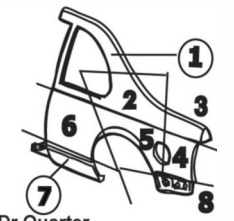
Back Door



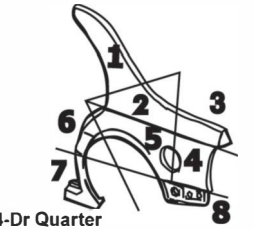
Rear Door



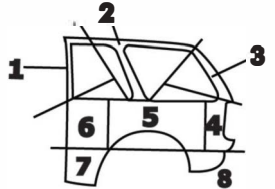
Rear Split Door



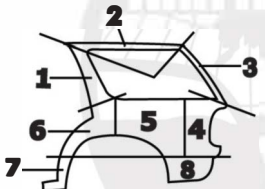
2-Dr Quarter



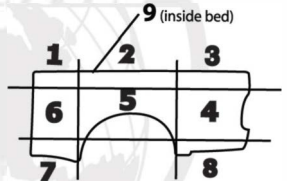
4-Dr Quarter



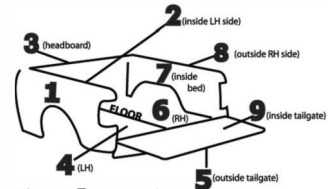
SUV Quarter Panel (2 Door)



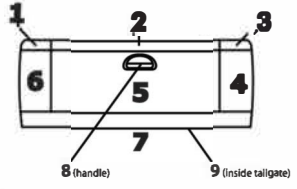
SUV Quarter Panel (4 Door)



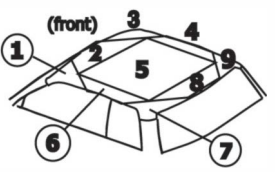
Pickup Truck Bedside



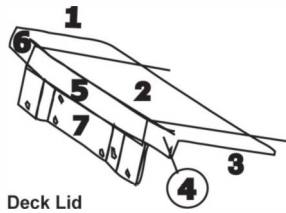
Pickup Truck Bed



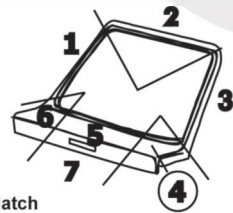
Tailgate



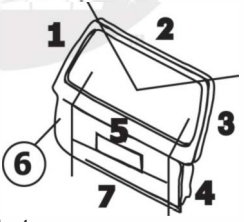
Roof



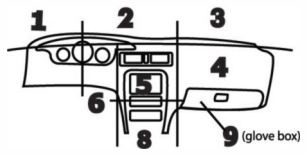
Deck Lid



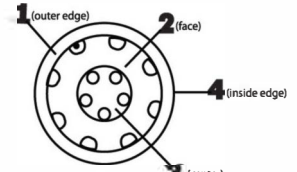
Hatch



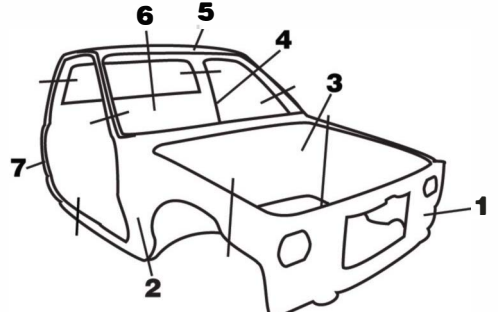
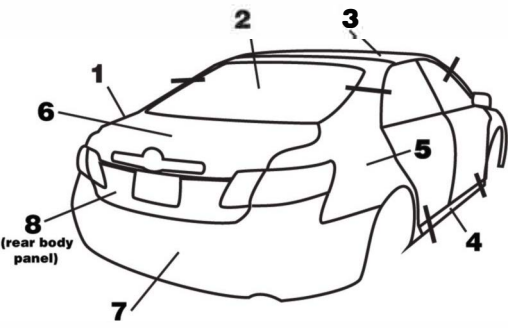
Tailgate



Dash Board



Wheel / Wheel Cover



DAMAGE TYPES

- | | | |
|------------|----------------------|--------------------------|
| B = Burn | J = Rip/ Crack | R = Rust |
| C = Crease | K = Buckle | S = Scratch surface only |
| D = Dent | L = Lip | G = Gauge |
| E = Bent | N = No Paint Damage | T = Paint Problem |
| F = Finish | P = Parking lot ding | * = Not Specified |
| H = Hail | | |

less than one unit is .25 of card

A "unit" is defined as a damage not exceeding the surface area of a standard sized credit card.