

# ARA DAMAGE LOCATOR

Quality Assurance Grid

[www.a-r-a.org](http://www.a-r-a.org)



The ARA Damage Locator will help you classify the condition of body panels with a simple code that can be recognised by anyone with the minimum of training.

### How it works

The illustrations indicate the various sections of a vehicle. Each section is split into numbered zones for that panel.

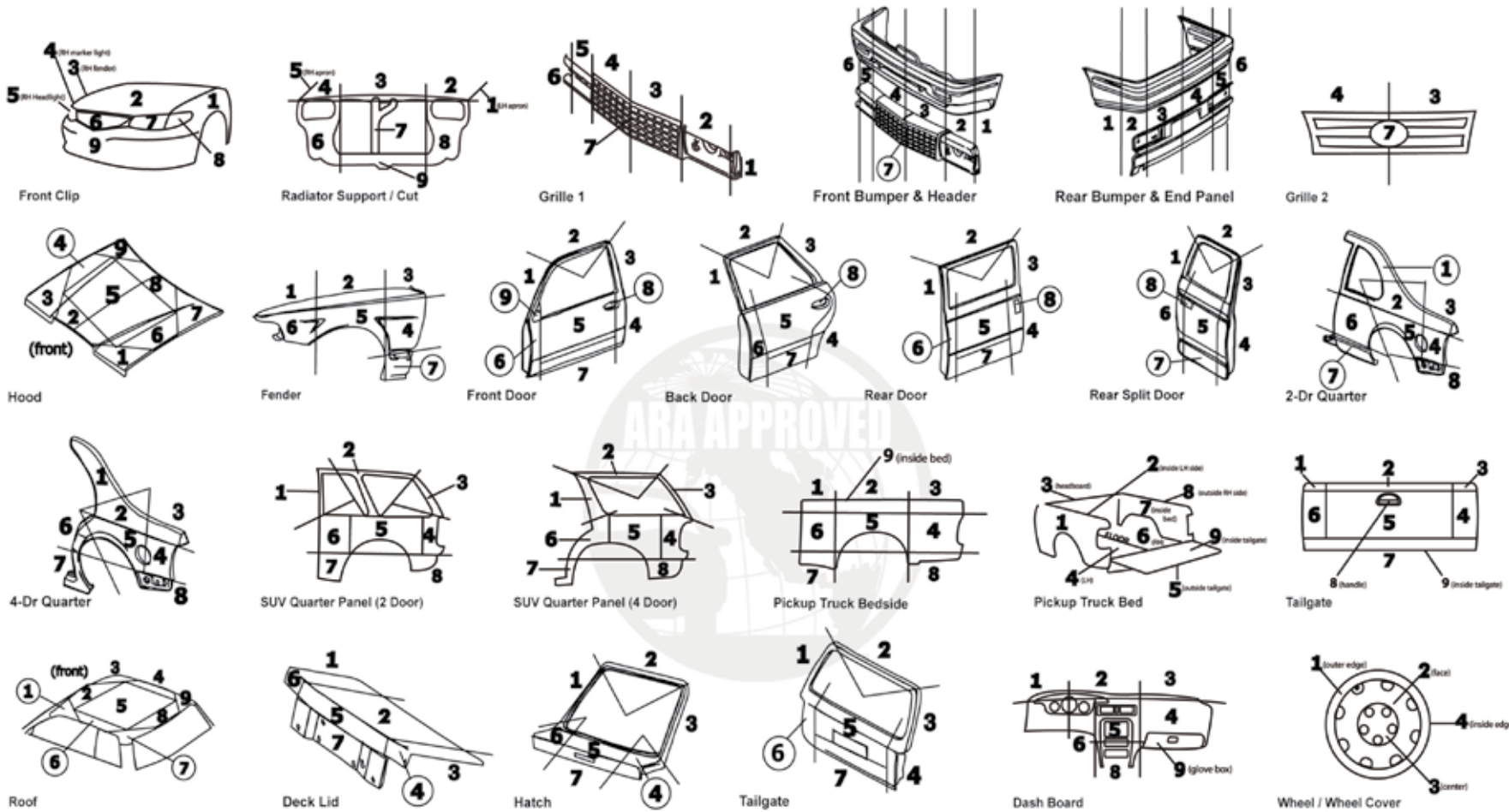
Make a note of the number representing any damage on your panel. For example, if you have a door with damage in the centre area of the panel (see photo on next page) then the number you require is 5 - this is the first character of your code.

Now decide the type of damage from the list. For example, if it is what the Americans class as a 'parking lot ding', then the P is your second character.

Now we have to decide the extent of the damage in units. A unit is defined as damage not exceeding the surface area of a standard sized credit card, if it takes two credit cards it is two units. Then the number of units determines the grade of the part. The number of units it takes to cover the damage is our third character. For example, the 'ding' on our door can be covered with one credit card so the character will be 1.

Our code for this door is therefore 5P1 - anyone who knows this system will know what damage and its extent from this simple code allowing the purchasing decision to be made. If there is no damage then the code for any panel is 000.

Naturally there is more to it but the idea is to keep it simple. Bear in mind this is the ARA's information and includes American terminology which we shall amend for UK use shortly.



## 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.

