



### 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		

A "unit" is defined as a damage not exceeding the surface area of a standard sized credit card.  
less than one unit is .25 of card