

HOW THE NSF PANEL GRADING SYSTEM WORKS

1 Unit is defined as damage not exceeding the surface area of a standard credit card

"A" Grade Body Parts are 1 unit or less of repair

"B" Grade Body Parts are 1 but no more than 2 units of repair

"C" Grade Body Parts are more than 2 units of repair

Damage Legend

B = Burn

C = Crease

D = Dent

E = Bent

F = Finish

G = Gouge

H = Hail

J = Rip/Crack

K = Buckle

L = Lip

N = No Paint Damage

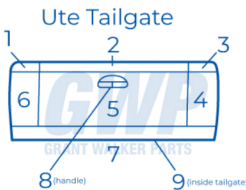
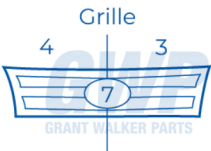
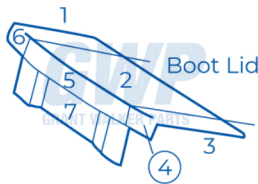
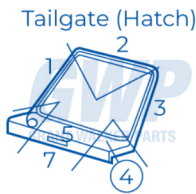
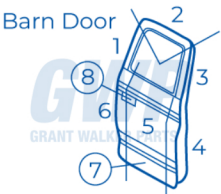
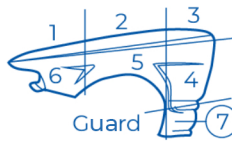
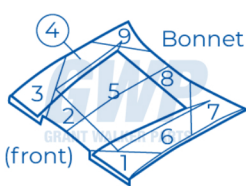
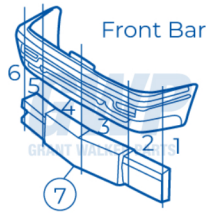
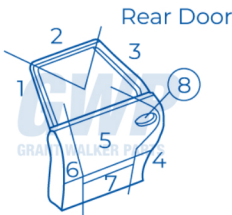
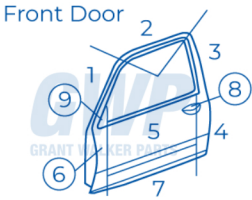
P = Parking Lot Ding

R = Rust On Surface

S = Scratch-Surface Only

T = Paint Problem

* = Not Specified



5	D	2
Size	Description	Location

