

AIAG DAMAGE CODING SYSTEM - M22 v.1 Dated 10/12

The five or six digit AIAG damage coding system is the industry inspection standard and is used by Hyundai GLOVIS. Therefore, all Hyundai GLOVIS contractors are required to use the AIAG damage coding system.

The condition of the vehicle must be reported to the Hyundai GLOVIS Claims Management System (GCMS) using the damage coding system. Code cards may be purchased from the AIAG website (<http://www.aiag.org>) under product code "M-22".

Inspections must be completed and transmitted within one business day (Monday through Friday) of receipt, except for vehicles arriving to First Point of Rest where the inspection and transmittal of exceptions must be completed within 2 business days from the date on which vehicles are unloaded and released to the port. The actual inspection date sent to GCMS must be the date the vehicle was inspected.

The five or six digit AIAG damage code consists of the following data:

Damage Area Code - First and Second Digits

Note:

- Damage area codes 82 and 83 are for use on trucks only because these parts are specific to trucks and should not be used with passenger cars.
- Right and left are determined as if sitting in the drivers seat.
- Multiple unrelated damages with the same damage area and type noted on the same panel should be entered separately.

Damage Type Code - Third and Fourth Digits

Damage Severity Code - Fifth Digit

Grid Code – Sixth Digit (optional) Used to clarify location on major panels – (9) sub-divided areas.

Damage code example:

Left front door is scratched 4 inches in length. The damage code describing this condition is as follows:

1 st & 2 nd digit	3 rd & 4 th digit	5 th digit	6 th digit (optional)
10	12	3	5
↑	↑	↑	↑
Damage Area Code	Damage Type Code	Damage Severity Code	Grid Code (optional)
(Door, Left Front)	(Scratch)	(Over 3" up to 6")	(1 through 9)

AIAG DAMAGE AREA CODES – First and Second Digits

DAMAGE AREA CODES			
01	ANTENNA / ANTENNA BASE	34	TV / DVD SCREEN
02	BATTERY / BOX	35	ROCKER PANEL / OUTER SILL - LEFT
03	BUMPER / COVER / EXTERIOR - FRONT	36	ROCKER PANEL / OUTER SILL - RIGHT
04	BUMPER / COVER / EXTERIOR - REAR	37	ROOF
05	BUMPER GUARD / STRIP - FRONT	38	RUNNING BOARD / STEP - LEFT
06	BUMPER GUARD / STRIP - REAR	39	RUNNING BOARD / STEP - RIGHT
07	DOOR - BACK CARGO - RIGHT	40	SPARE TIRE / WHEEL
08	DOOR - BACK CARGO - LEFT	41	OPEN
09	DOOR - CARGO - RIGHT	42	SPLASH PANEL / SPOILER - FRONT
10	DOOR - LEFT FRONT	43	OPEN
11	DOOR - LEFT REAR	44	GAS TANK
12	DOOR - RIGHT FRONT	45	TAIL LIGHT / HARDWARE
13	DOOR - RIGHT REAR	46	OPEN
14	FENDER - LEFT FRONT	47	OPEN
15	QTR PANEL / PICK UP BOX - LEFT	48	TRIM PANEL - FRONT LEFT
16	FENDER - RIGHT FRONT	49	CD CHANGER - SEPARATE UNIT
17	QTR PANEL / PICK UP BOX - RIGHT	50	TRIM PANEL - FRONT RIGHT
18	FLOOR MATS - FRONT	51	OPEN
19	FLOOR MATS - REAR	52	DECK LID / TAILGATE / HATCHBACK
20	WINDSHIELD	53	SUNROOF / T-TOP
21	GLASS - REAR	54	UNDERCARRIAGE - OTHER
22	GRILLE	55	CARGO AREA - OTHER
23	ACCESSORY BAG / BOX	56	VINYL / CONVERTIBLE TOP / TONNEAU COVER
24	HEADLIGHT / COVER / TURN SIGNAL	57	WHEEL COVERS / CAPS / RINGS
25	LAMPS - FOG / DRIVING / SPOT LIGHT	58	RADIO SPEAKERS
26	HEADLINER	59	WIPERS - ALL
27	HOOD	60	OPEN - SPECIAL USE CODE
28	KEYS	61	PICK UP BOX - INTERIOR
29	KEYLESS REMOTE	62	OPEN
30	MIRROR - OUTSIDE LEFT	63	RAILS, TRUCK BED / LIGHT BAR
31	MIRROR - OUTSIDE RIGHT	64	SPOILER / DEFLECTOR - REAR
32	OPEN	65	LUGGAGE RACK (STRIPS) / DRIP RAIL
33	AUDIO / VIDEO PLAYER	66	DASH / INSTRUMENT PANEL
		67	CIGARETTE LIGHTER / ASH TRAY
		68	CARPET – FRONT
		69	CENTER POST – RIGHT
		70	CENTER POST – LEFT
		71	CORNER POST
		72	LEFT FRONT TIRE
		73	LEFT FRONT WHEEL / RIM
		74	LEFT REAR TIRE
		75	LEFT REAR WHEEL / RIM
		76	RIGHT REAR TIRE
		77	RIGHT REAR WHEEL / RIM
		78	RIGHT FRONT TIRE
		79	RIGHT FRONT WHEEL / RIM
		80	COWL
		81	GAS CAP / COVER
		82	FENDER - REAR LEFT
		83	FENDER - REAR RIGHT
		84	TOOLS / JACK / SPARE TIRE MOUNT & LOCK
		85	COMMUNICATION / GPS UNIT
		86	PARKING SONAR SYSTEM
		87	OPEN
		88	OPEN
		89	TRAILER HITCH / WIRING HARNESS / TOW HOOKS
		90	FRAME
		91	EXHAUST SYSTEM
		92	LICENSE PLATE BRACKET
		93	STEERING WHEEL / AIRBAG
		94	SEAT - FRONT LEFT
		95	SEAT - FRONT RIGHT
		96	SEAT - REAR
		97	CARPET - REAR
		98	INTERIOR - OTHER
		99	ENGINE COMPARTMENT - OTHER

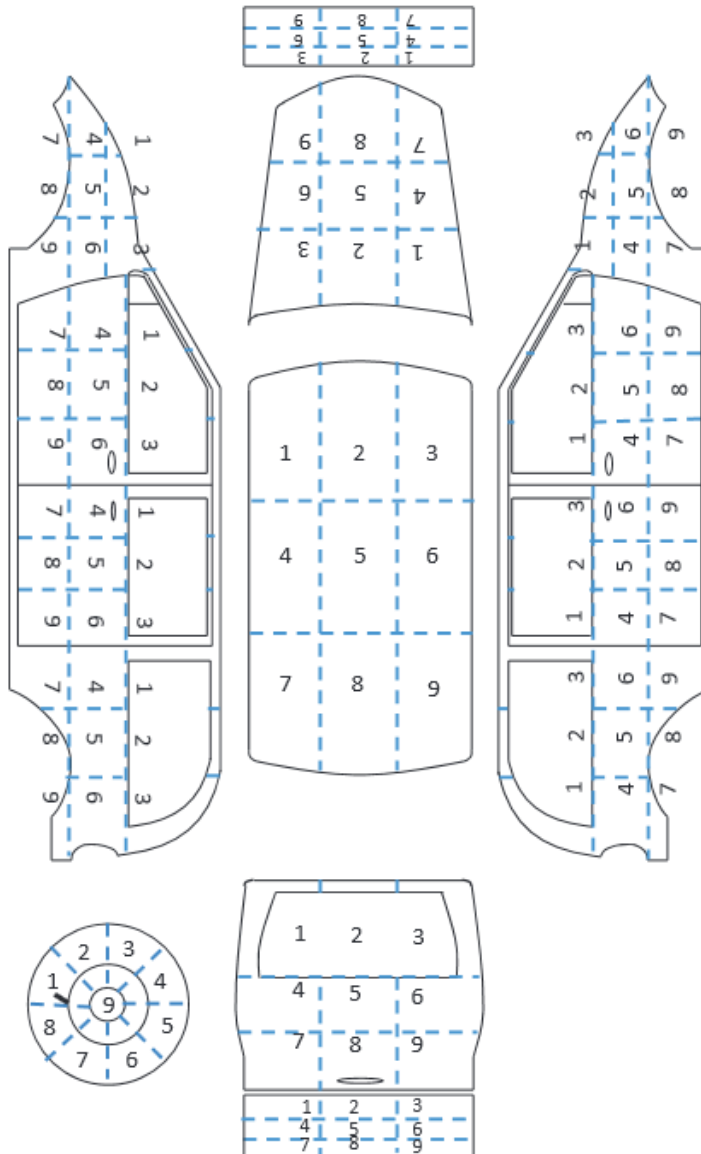
AIAG DAMAGE TYPE CODES – Third and Fourth Digits

DAMAGE TYPE CODES			
01	BENT	11	PUNCTURED
02	BROKEN	12	SCRATCHED - EXCEPT GLASS
03	CUT	13	TORN
04	DENTED - PAINT BROKEN	14	DENTED - PAINT / CHROME NOT DAMAGED
05	CHIPPED - EXCEPT GLASS & PANEL EDGE	18	MOLDING / WEATHER.STRIP / EMBLEM DAMAGED
06	CRACKED - EXCEPT GLASS	19	MOLDING / WEATHER.STRIP / EMBLEM MISSING
07	GOUGED	20	GLASS - CRACKED
08	MISSING - EXCEPT MOLDING / EMBLEM	21	GLASS - BROKEN
09	SCUFFED	22	GLASS - CHIPPED
10	INTERIOR STAINED / SOILED	23	GLASS - SCRATCHED
		24	MARKER LIGHT / TURN LIGHT DAMAGE
		25	DECAL / PAINT STRIPE DAMAGED
		29	CONTAMINATION - EXTERIOR
		30	FLUID SPILLAGE - EXTERIOR
		34	PANEL EDGE CHIPPED
		36	PART / OPTION NOT AS INVOICED
		37	HARDWARE EXTERIOR - DAMAGED
		38	HARDWARE EXTERIOR - LOOSE / MISSING
		39	JUMPED CHOCKS

AIAG DAMAGE SEVERITY CODES – Fifth Digit

DAMAGE SEVERITY CODES	
1	Damage up to and including 1 inch in length/diameter - less than 3 cm
2	Damage over 1 inch up to and including 3 inches in length/diameter - 3cm up to 8 cm
3	Damage over 3 inches up to and including 6 inches in length/diameter - over 8 cm up to 15 cm
4	Damage over 6 inches up to and including 12 inches in length/diameter - over 15 cm to 30 cm
5	Damage over 12 inches in length/diameter - over 30 cm
6	Missing

AIAG GRID CODE – Sixth Digit



Coding for Inspection Types:

Common electronic vehicle inspection types and locations used in transmitting the AIAG damage codes:

Inspection Type	Description
01	Plant/ Origin
02	Interchange inspection
03	Railroad interchange
04	Destination inspection
05	Dealer Inspection
06	Pre-Delivery/Port Inspection
07	Origin on-rail inspection
08	Destination on-rail inspection
09	Marine survey discharge
21	Major damage inspection
96	Inbound processing /storage yard arrival
97	Outbound processing/storage yard outbound
98	Dealer Receipt
99	Letter of notification

Marine Survey Damage Codes:

Cause	Code	Description
Preload Damage	PD	Transportation or handling related damages sustained to a vehicle AND determined in a stage prior to the subject carrier's responsibility.
Rust Scale	RS	Rust Scale falling from carrier's pontoons or decking causing residual stain or other damage to the vehicle.
Saltwater	SW	Presence of saltwater or evidence of saltwater contact to the vehicles.
Stevedore Damage	ST	Damage to a vehicle attributed to Stevedore operations and acknowledged by Stevedore representative in writing.
Stevedore Loading	SL	Mishandling damage inflicted to a vehicle during Stevedore loading operations, determined during In-Stow inspection AND confirmed by carrier's documentation but NOT necessarily by the Stevedore.
Stevedore Unloading	SU	Mishandling damage inflicted to a vehicle during stevedore unloading operations, determined after unloading, with reasonable evidence of Stevedore liability AND supported by a clean carrier's cargo receipt document.
Storage Damage	SD	Damage inflicted to a vehicle during storage in a vehicle staging area, supported by documentation evidencing the damage occurred between First and Last Point of Rest in the subject inspections location AND while vehicle is in-transit.
Transportation Damage	TD	Used as a "wild card" to determine any handling related damage inflicted to a vehicle during its transportation cycle. Usually used where a more specific cause code cannot be provided because of insufficient vehicle (damage) history.
Travel Stained	TS	Stain damage sustained to a vehicle AND typical to the nature of the transport. Never caused by handling or maneuvering the vehicle.
Unknown	UN	Damages that do not fall in any of the other cause code categories where no clear or obvious damage causality can be determined.
Unloading Pre-carrier	UP	Handling damage sustained to a vehicle cause by pre-carrier's unloading operations, supported by a clean carrier's cargo receipt document. Only to be used in relation to a non-marine movement.
Vandalism	VD	Intentional damage inflicted to a vehicle and noted during damage appraisal.
Yard Damage	YD	Damage inflicted to a vehicle while staging at the consignee's facility, BUT still under cover of the transport insurance.
Deck Failure	DF	Condition where damages attributed to structural failure of removable or fixed decking.
Fallout	FO	Discharge/residue from industrial source or vessel stack, resulting in damage to vehicles.
Fire/Smoke	FS	Damage sustained to a vehicle, either exterior or interior, resulting from an external or internal ignition source.
Hail Damage	HD	Damage inflicted to a vehicle by hail stones.
Inland Damage	ID	Damage inflicted to a vehicle during inland transportation. To be used in relation to ocean carriage.
In-Stow Damage	IS	Damages and pilferage found prior to entry of longshoremen/rail off-load contractor.
Lash Failure	LF	Damages attributed to broken or loose chains, chocks, or lashings with subsequent movement of that vehicle inflicting damage to itself and/or other stowed vehicles or being damaged by other units that have broken loose In-Stow.
Lashing Damage	LD	Damage to a vehicle cause by the vehicle tie-down having chafed or rubbed against the vehicle. Note: to be used where damage is caused by vehicle's movement, damages due to loose or broken lashings!!!
Loading Pre-carrier	LP	Handling damage sustained to a vehicle, caused by pre-carrier's loading operations and supported by a clean pre-carrier's delivery document. Only to be used in relation to a non-marine cargo movement.
Maneuvering	MV	Damage inflicted to a vehicle, including collision, sideswipes and undercarriage damage, resulting from vehicle movement.
Mishandling	MH	Damage sustained to a vehicle as a result of carelessness during lashing removal operations, falling lashings, handling of lashings/tools around stationary vehicles; any handling damage inflicted to vehicles while in a stationary condition.
Off-Load Rail	OR	Damage inflicted to a vehicle during unloading from railcar.
Other Than Marine Damage	OM	Damage sustained to a vehicle with no reasonable evidence of improper handling or assembly AND clearly NOT marine related. Used in order to disclose ocean carrier's responsibility.
Other Than Transportation Damage	OT	Damage sustained to vehicle as a result of improper manufacturing, assembly or part handling process AND as such obviously NOT transportation -related. Used in order to determine plant or warranty liability.
Overspray	OS	Paint or other related fluid, resulting in damage to the vehicle and caused by plant or vehicle preparation center.
Pilferage	PF	Missing installed and/or supplied components of a vehicle such as radio, spare tires, tool kits, etc....AND with evidence of installation or supply by the plant or vehicle preparation center.

Marine Survey Repair Codes:

Process	Code	Description
Adjust	AD	Repairs, including metal work-without paint repair -in order to adjust or re-align loose items or parts.
Brush Touch-up	TU	A paint damage which can be touched-up or tipped, without any need for a panel re-painting or a spot repair.
Clean	CL	Applies to vehicles with extreme travel dirt or covered by any substance where paint is not yet affected and where cleaning is required to prevent damage.
Color Coat	CC	Applies to paint repairs on non-metallic type paint where only upper layer is to be painted.
Commercially Acceptable	CA	Applies to describe damages so minor that the vehicles value is not detracted from and where repair is not required to sell the vehicle on the market.
Examine	EX	Applies to damages where the required repair mode cannot clearly be defined AND where some additional investigation is required. Also to be used where it cannot be clearly determined whether a specific damage is commercially acceptable or not. Preferably, a more specific Repair Mode is to be used.
Inflate	IF	Applies where a flat tire is to be inflated and NO replacement is required. Only to be used when the tire has not been damaged during the vehicle handling operations.
No Action	NA	To determine a minor damage where no action is required for repair.
No Visible Damage	NV	Applies where there is clear evidence of external impact, however without any visible damage to the vehicle.
Paintless Dent Repair	PD	Applies to damages where a dent without paint damage can be repaired without damaged part requiring any repainting or refinishing job.
Polish Out	PO	Repair of minor surface or "hairline" scratches or scuffs, which cannot be caught by the fingernail and repairable by polishing out. No paint repair required.
Recharge	RC	Applies to "dead" batteries that need to be re-charged.
Refill	RL	Applies to any liquid substance levels that need to be re-filled in order to prevent (further) damage to the vehicle.
Refinish/Repaint	RF	Damages to panels or parts that need repainting or re-finishing without any metal work.
Re-install / Remount	RI	Means that loose or damaged parts need to be re-mounted or re-installed into their original position.
Repair	RR	Used to describe a more complex damage repair, consisting of multiple actions required to the same area.
Repair Metal / Refinish-Fair	RM	Applies to damaged panels or parts where both panels and paint repair is required.
Replace Part / Renew	RP	Applies to missing or damaged parts -beyond repair - that needs replacement.
Spot Repair	SP	Applies to paint damages where a spot repair is sufficient in order to repair damaged area and where no complete panel repaint/refinish is required.
Total Loss	TL	Applies to damages where vehicle cannot be repaired in such a condition it can still be sold as a factory new vehicle. It usually concerns a major damage, where vehicle's value is depreciated.