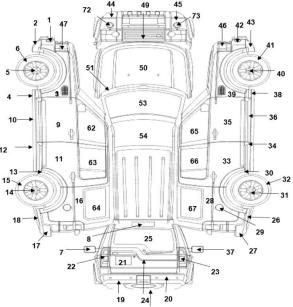
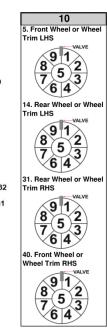


3





4	Inspection Location	1. Plant			2. Port of Exit			3. Port of Entry			4. Final Destination		
		asf											
5	Damage Code B = Broken C = Chip D = Dent G = Glass I = Dirty Interior M = Missing S = Scratch Severity Code 1 Small defect / dealer touch up/ component replacement 2 Scratches and dents (Paint repair) 3 Panel Replacement (Not sub-standard, e.g. Bonnet, Door) 4 Sub standard (Fixed panel, e.g. Roof, Rear Quarter panel) 5 Write-off	Position Code	Damage	Dimensions / Severity Code	Position Code	Damage	Dimensions / Severity Code	Position	Damage Code	Dimensions / Severity Code	Position	Damage	Dimensions / Severity Code
6	Remarks / Observations												
7	Mode of Arrival	1,	₩.	PLÂTE	5.4	45	PLÂTE		45	PLÂTE	5,_4	45	PLÂTE
8	Delivering Carrier Name			·			T						
	Truck Number / Ship												
	Signature		-6	Q o		0							
	Name (Print)												
9	Receiving Carrier Name												
	Name of Inspector												
	Signature			<i>لا</i>									
	Date												

See reverse for declaration of carriers liability

Guidance Notes For VLDR Completion

- 1. Final Market destination of vehicle. e.g. USA, France etc.
- 2. Model & VIN. e.g. XE & (Short or long VIN as shown on distribution label on windscreen and plate visible in R/H bottom corner when viewed front-on)
- 3. Location code of transit damage. From vehicle silhouette and miscellaneous summary e.g. 54 "Roof"
 4. Inspection Location. Physical location of handover inspection e.g. Southampton, Zeebrugge
- 5. Position code / Damage code/ Severity code. e.g. Position code 50 (Bonnet) / Damage code S (Scratch) Severity code 1 Small defect / dealer touch up/component replacement

- 6. Remarks / Observations.
 7. Mode of Arrival. e.g. Road transporter, vessel etc. (Tick box as applicable)
 8. Delivering Carrier. Name of the delivering / preceding carrier to the handover inspection
- 9. Receiving Carrier. Name of the carrier / service provider who is receiving the vehicle after handover inspection. Date of inspection recorded
- 10. Wheel damage location grid reference. Using the grid reference for location of damage on wheel (using valve as reference point)