

ASSIGNMENT

20/2/2023

From: _____ Date: _____
 Estimated Cost: _____
 OD / TP / WS / TP RES / OD RES / EVA / INV / MV
 To Inspect Vehicle No: GBM 293R
 at Workshop m/s ETH02
 of 18, PANDAN RD
 Insured: INDEPENDANT
 Policy No. _____
 Claims No. _____
 Sum Insured: _____ Excess: _____
 (Client's Record)
 Make of Veh: _____

Veh No: GBM 293R Yr Regn: 2023, FGS
 Type: M/Car / M/Cycle / Bus / Van / Lorry / Taxi / Prime Mover /
 Truck / Trailer or _____
 Make: BYD ET 3 cc _____
 Colour: WHITE AC: Insured / Std / NI / NA
 Sp. Reading: 112 T/Radio: Insured / Std / NI / NA
 Eng/No: _____
 C/No: LC0CE4DBXN0442010
 Gen. Cond: Good / Fair / Poor / Burnt
 Steering: Inorder / Jammed / Leaked / Burnt or _____
 Brake: Inorder / Jammed / Leaked / Burnt or _____
 Modi: Nil / S/Rim / STD A/Rim or _____
 Tyre Size: F: 195/60R16C
 R: 21

(Policy Condition)

Remark: The veh had commenced its repair at the time of inspection.

N/S	O/S

BS / DUN / EXNOVA / GY / FS / LZA / MIC / OHTSU / PIR / SUMI /
 TOYO / YOKO or LING LONG

Bal. or Market Value: 108K
 IDAC Accident Rpt: Consistent?: Yes or No
 GIA / PR Seen: Consistent?: Yes or No
 Est. Repairs: days Res.: Yes or No
 Lum Sum: % 3 Val.: Yes or No

Front Rear
 R/Bal. 7 mm R/Bal. 7 mm
 L/Bal. 7 mm L/Bal. 7 mm
 D.O.A. 05/09/24 D.O.I. 11/09/24

Survey held at PANDAN RD
 Des. of Damages: Frt / Rear / O/S / N/S / UC / Rooftop or
N/S REAR

CA / REV / REP. / 24 HRS

Vehicle: IN / OUT

Date: _____ Person Contacted: _____

The UC / Chassis frame / Body Structure affected due to collision.

Date / Time Action / Instruction

Repair Limit - 46K

We will be advising our principal a cost of repair P/P \$500.00 /- with 02 days of repair

(red, \$1287.1, 72%)

Date/Time, File Pass to?

 : Prel. Report
 : Final Report

Days Of Repair: 2

Resurvey No. of Trip: _____

Survey Fee:

Transportation:

3 + RS \$

Photos

Other

TOTAL

Add Fee:

 : Site Insp (\$ _____)
 : Interview (\$ _____)
 : Tech. Invs (\$ _____)
 : Weekend (\$ _____)

Report Format :

Lump Sum / I.B.I: (\$ _____)

100 + 50
50
50
20
80
350

new assignment