

Grading Definitions



SM_EATM

Triage Grading - Receive, Power-up, Grade

- The purpose of this presentation is to define an understanding and correlation for external clients to the ecoATM internal criteria that determines a Y or N grade, for Device Power, LCD and Mechanical Condition Grades.

Triage Grading Definitions

Receive, Power-up, Grade (RPG Y&N'S) criteria is divided into three categories
2 variables each of **Y (Yes)** or **N (No)** and will be displayed as the following:

Grades	Power	LCD	Mech	Alpha Grades
YYY	Power	LCD	No Damage	A
YYN	Power	LCD	Damaged	E
YNY	Power	Bad LCD	No Damage	C
YNN	Power	Bad LCD	Damaged	G
NYY	No Pwr	Good	No Damage	B
NNY	No Pwr	Bad LCD	No Damage	D
NYN	No Pwr	Good	Damaged	F
NNN	No Pwr	Bad LCD	Damaged	H

Criteria 1 – Power

Power - “Y” criteria (position 1 - Yxx)

Determined by plugging the device into a charger and detecting any signs of power, including the following:

- a) Vibration
- b) Sounds
- c) Lights
- d) LCD Illumination
- e) Detection by computer with third party application

2. Power “N” criteria (position 1 - Nxx)

Determined by plugging a device into a charger and not detecting any signs of power, including any of the following:

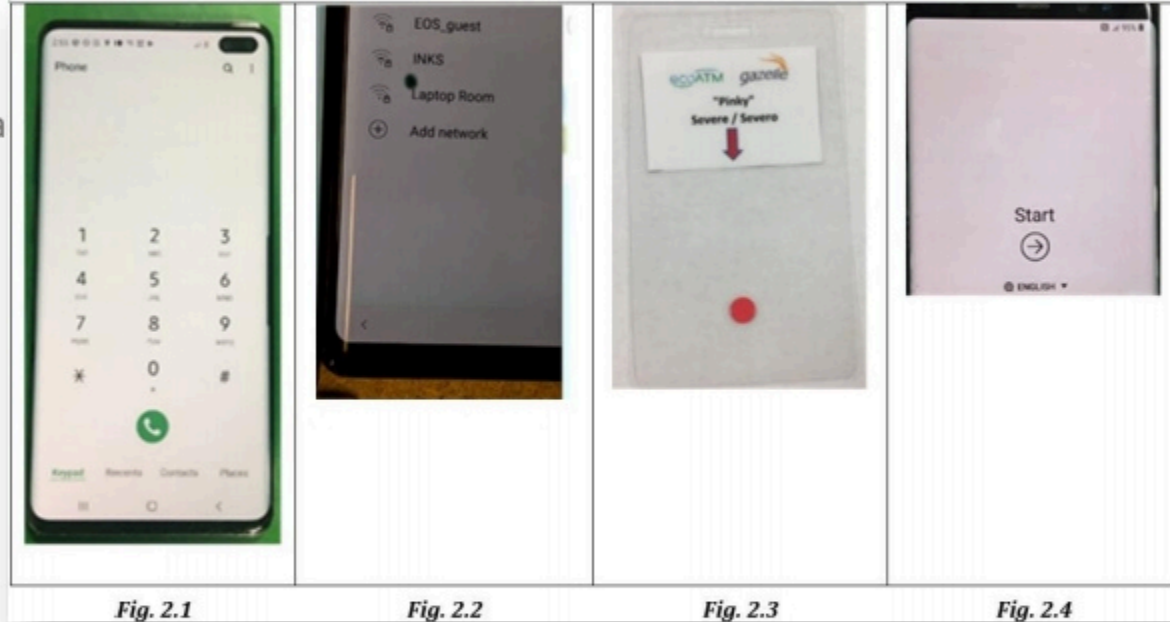
- a) No vibration
- b) No sounds
- c) No lights
- d) No LCD Illumination
- e) No detection by computer with third party application

Criteria 2 – LCD

LCD “Y” criteria (position 2 - xYx)

Determined by inspecting the illuminated LCD with a quick visual test from the screen that is available.

- a) No defects (Fig. 2.1)
- b) Three (3) moderate defects (Fig. 2.2)
- c) Three (3) defects allowed that are smaller than a “Pinky Tool” (Fig. 2.3)
- d) Pink hue (Fig. 2.4)



LCD “Y” Criteria (Position 2 - xYx) con’t

Determined by inspecting the illuminated LCD with a quick visual test from the screen that is available.

- e) Burn-in (Fig. 2.5)
- f) Yellowing edges (Fig. 2.6)
- g) Good based on the screen available (Fig. 2.7 and 2.8)

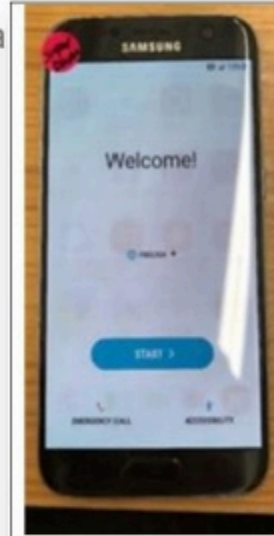


Fig. 2.5

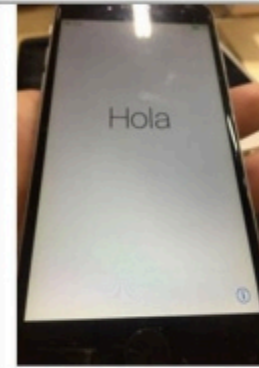


Fig. 2.6



Fig. 2.7

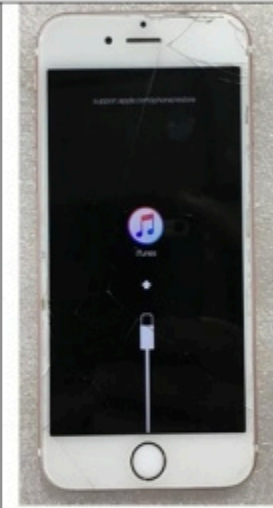


Fig. 2.8

LCD "N" Criteria (Position 2 - xNx)

LCD "N" (position 2 - xNx)

Determined by inspecting the illuminated LCD with a quick visual test from the screen that is available.

- a) LCD does not illuminate
- b) One or more severe defect (Fig. 9 and 10)
- a) Severe defect is larger than the "Pinky Tool" (Fig. 2.3)
- b) Four or more moderate defects (Fig. 11 and 12)
- a) Moderate defect is smaller than the "Pinky Tool" (Fig. 2.3)



Criteria 3 – Mechanicals/Cosmetics (Position 3 - xxY)

Visual Mechanical Inspection - (position 3 - xxY)
devices exhibit the following:

- a) **No cracks in the front glass** (Fig. 3.13)
 - i. Small chips on the edge will not be counted as cracks (Fig. 3.14)
- b) **No cracks in the back glass** (if applicable)
 - i. Small chips on the edge will not be counted as cracks
 - ii. Cracks in camera lens are acceptable
 - iii. Cracks in removable backs are acceptable
- c) **Device is not bent**
 - i. If all these conditions are met, the device will not be graded as bent
 - 1) Device powers on, LCD illuminates, LCD is graded as a "Y", No cracks in front glass, No cracks in back glass
 - ii. For all other devices, the device must not have a visible bend



Fig. 3.13

Fig. 3.14

Fig. 3.15

Fig. 3.16

- d) **No housing separation**
 - i. Housing is secure, a SIM tool cannot be inserted in the seams of the device
 - ii. Paint delamination from the glass is not housing separation and will be graded as "Y" (Fig. 3.15 and 3.16)

Mechanicals/Cosmetics (Position 3 - xxN)

Visual Mechanical Inspection “N” (position 3 - xxN) devices exhibit the following:

- a) Cracks in the front glass (Fig. 3.17 and 3.18)
- b) Cracks in the back glass (Fig. 3.19)
- c) Bent device (Fig. 3.20)
 - i. Device has bend that is easily detectable with a visual inspection
- d) Housing separation
 - i. Housing is separated enough that a SIM tool can easily be inserted into the separation (Fig. 3.21)
- e) Button missing (Fig. 3.22 and Fig. 3.23)



Fig. 3.17



Fig. 3.18



Fig. 3.19



Fig. 3.21



Fig. 3.22



Fig. 3.23



Fig. 3.20