

2. What is the most forward impact location? For example, "Stage 1 Fan."

3. Check applicable damage descriptions:

Blade tip curls:	<input type="checkbox"/>	Broken blade/vane:	<input type="checkbox"/>	Blade tip rib:	<input type="checkbox"/>
Half-moon shaped impacts:	<input type="checkbox"/>	Blade damage with no obvious impact:	<input type="checkbox"/>	LE Blade damage from tip to blade root:	<input type="checkbox"/>
Variable shaped nicks:	<input type="checkbox"/>	Blade tears:	<input type="checkbox"/>	Rub strip contact:	<input type="checkbox"/>
Blade dents:	<input type="checkbox"/>	Cracked blade/vane:	<input type="checkbox"/>		

4. Are the impact sizes and shapes consistent or variable? Describe.

5. If the blade tips are curled, which direction?

In the direction of engine rotation: Opposite direction of engine rotation: Not curled:

6. Are any blades fractured? Yes: No: If yes, what stage?

7. Are any vanes fractured? Yes: No: If yes, what stage?

8. Is the aircraft damaged anywhere other than the engine? For example, engine inlet duct, forward fuselage, wing leading edges, etc?

9. Where did the object exit?

10. Is there any visible foreign debris in the engine? If so, include it with your replicas. Describe where the debris was found.

11. Place the engine damage as you see it into one or more of the following categories:

Hard Object:	<input type="checkbox"/>	Ice:	<input type="checkbox"/>	Soft Object:	<input type="checkbox"/>
Bird Strike:	<input type="checkbox"/>	Concrete/Stone:	<input type="checkbox"/>	Fatigue:	<input type="checkbox"/>

12. Other comments.

Please submit any suspect components for comparative analysis.