

Date: January 30, 2025

To: Collision Repair Industry

POSITION STATEMENT: Repairing Front and Rear Bumpers with Corner Radar Units or Ultrasonic Sensors

Corner Radar Units:

Front and rear bumpers may have corner radar units mounted behind them on the unibody. When repairing a bumper, mask off the corner radar units or remove them from the vehicle to prevent contamination and paint overspray.

If any corner radar units are damaged, contaminated, or had paint overspray during the refinishing process, they **must** be replaced and recalibrated according to shop manual procedures.

Touch-up paint may be used on the front and rear bumpers in the areas in front of the corner radar units.

Paints with excessive aluminum content may also interfere with corner radar performance. When repairing vehicles equipped with corner radars, use the radar optimized formula if available. Refer to **TSB 23-BD-012G**, "Refinishing Precaution for Paints with Aluminum Contents", for the maximum allowable percentages of aluminum content for specific exterior colors.

Plastic repairs to the front and rear bumpers are **NOT** recommended. The altered shape/surface of the bumper may affect corner radar performance.

Ultrasonic Sensors:

Remove any ultrasonic sensors attached to the front or rear bumpers before performing any refinishing work.

Refinishing or touch-up paint application may **NOT** be done on the ultrasonic sensors. If any damage, contamination, or paint overspray occurs on the ultrasonic sensors, they **must** be replaced according to shop manual procedures.

When ordering the correct ultrasonic sensors, refer to the parts catalog for the correct part number that corresponds to the exterior color of the vehicle. The replacement ultrasonic sensors are pre-painted from the supplier.

Refer to the applicable Body Repair Manual (BRM) for specific repair/replacement procedures on each vehicle being repaired. Genesis BRMs are available on the Genesis Tech Info website located at <https://www.genesistechinfo.com> under "Service Information > Body".

