



**Manufacturer paintwork for Mazda, issued January  
2021**



- 1. Paint types – paint level classifications**
- 2. Preparation times**
- 3. Delivered condition**
- 4. Material calculation**
- 5. Colour matching**
- 6. Triple-layer/four-layer paint**
- 7. Miscellaneous**

## 1. Paint types – paint level classifications

- Two-layer paintwork → DAT-Paint type 09,12,15
- Three-layer paintwork → DAT- Paint type 16,17,32
- Four-layer paintwork → DAT- Paint type 40

Type of part	Paint level		Paintwork type
	DAT	Manufacturer	
Assembly part / weld part – metal	1	Level II	Surface / topcoat
Assembly part / weld part – metal	2	Level III	Repair < 50% of the area
Assembly part / weld part – metal	3	Level IV	Repair > 50% of the area
Assembly part / weld part – metal	4	Level I	New part
Assembly part / plastic	1	Level II	Surface / topcoat
Assembly part / plastic	2, 3	Level III	Repair
Assembly part / plastic	4	Level I	New part

## 2. Preparation times

The Mazda system does not recognise separate preparation times. The parts to be painted are assigned to main and bundled labour, where the bundled labour may have different labour time units depending on whether or not the parts are adjacent to each other. Each painting order can only have one main labour; all other tasks are then bundled labour. The main labour includes the preparation time for the order and is shown in the DAT system as the first position in the 'Paintwork' block. The relevant main labour is determined according to the paint levels in the paint order with the hierarchy: repair paintwork - new part paintwork - surface paintwork. If there are several occurrences of the same paint level, the position with the highest labour time unit is the main labour. If a plastic part is entered, a supplement of 0.4 h is calculated for each order.

## 3. Delivered condition

The specifications relate to the defined condition at delivery to the paint shop:

- Correctly contoured and sanded with grade P80 to 120 paper by the panel beater, so that the painter can achieve a paintable surface with two (or up to three in individual cases) operations (fine filler application).
- Use of materials as recommended by MAZDA

The times also relate to the use of genuine MAZDA spare parts.

## 4. Material calculation

The material is calculated as a percentage of wage or as a lump-sum specification.

## 5. Colour matching

Labour time specifications for the colour test panel and colour mixing system are included in the specified labour time.

## **6. Triple-layer/four-layer paint**

The calculation for triple-layer paint is based on double-layer paint, with a 25% supplement for time. With the introduction of the MX-30 series, Mazda rates the components of a 3-/4-layer paint job with their own working hours. This eliminates the 25% surcharge.

## **7. Miscellaneous**

The work times for painting welded-on new parts include filling and the subsequent build-up of all paint layers, including for the welding area of the adjacent part (connecting part), and include blending in the topcoat up to around a hand's width.