

Lucid Group Inc.

Use of Reconditioned Wheels

Lucid Motors does not approve any process to repair damaged wheels or rims on any Lucid vehicle. The Process of Reconditioning a damaged wheel typically involves:

- Heating
- Straightening
- Welding
- Substrate Removal of Aluminum material

Any of the above processes can result in a loss of strength and performance of the wheel's material. The loss in performance as a result of the above described reconditioning process is not approved by Lucid Motors, and not considered an acceptable form of wheel repair.

Approved Forms of Wheel Repair

Ludic Motors approves of cosmetic blemish repairs on wheels that do not show signs of substrate (parent material of the wheel) damage. For Lucid Air and subsequent vehicle releases, any cosmetic damage on the solid gloss black areas of any wheel can be repaired, as long as the aluminum substrate is not damaged.

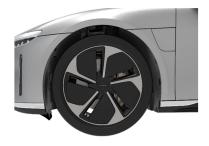
Approved forms of surface blemish repair include:

- Sanding of paint (No Coarser that 80grit media used)
- Prep scuff for paint
- Basecoat Application to gloss black areas only
- Clearcoat application over the entire wheel surface
- Color-Sand and polish

Damage to the aluminum substrate would require one of the above mentioned **Reconditioning** steps, that Lucid Motors does not approve of.

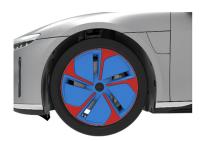
See the example image of a wheel below, outlining the repairable area within the guidelines.

Overview of wheel surface





- Areas in red indicate non-repairable areas
- Areas in blue can have surface blemish repair



Lucid Motors requirs wheels within the area of damage after a collision repair be thoroughly checked for damage (including a wheel and tire balancing check) during the repair planning process.

Any damage to the unpainted machined surface that breaks through the clearcoat and damages the aluminum substrate is non-repairable and will require wheel replacement.

Please forward any questions regarding potentially repairable damage on wheel surfaces to BodyRepairProgram@LucidMotors.com.