

# Family-owned Martell Body Shop celebrates 35 years in business

By **STEPHANIE FARRELL**

STEPHANIE@STEPHCENTRAL.COM

The Martell Body Shop is owned and operated by brothers, Doug and Mike James. They bought the business with their father in 1976 from Bill Haney who operated the body shop for 20 years prior.

The service provided by the Martell Body Shop is collision repair. "If you've been in an accident, give us a call. We're known for our quality work," said Doug. "We have a real hands-on approach, when you come to our shop, we work on your car ourselves."

The shop also has Zach Young, who works as a painter, and Doug and Mike's father, Bob James, who works part time and used to own Bob's You Name It on Highway 88.

Both Doug and Mike have years of experience in body work. "We started doing bodywork at an early age because our father always worked as a bodyman and would often buy and bring home wrecks to fix in our garage," said Doug. "To save money, we didn't have a new car. Usually we had a wreck that Dad had fixed up. I remem-

ber in 1966, we had a 1965 Mustang that had been wrecked. Dad brought it home and fixed it completely. The first time Mom drove it, she burned rubber across the intersection. We didn't have that car too long." Their mother is local Real Estate Agent, Lois James, who helped pay for the business years ago with real estate commissions.

Doug has been married for 31 years to his wife. "I met her when she wrecked her car," he said. "She was a waitress at Mel's and I was a regular." They raised their two children in Amador County. Mike has been married for 40 years to his high school sweetheart.

The men credit the longevity of their business to their work ethic. "We're not afraid of hard work and we are both self-disciplined," said Mike. "We've been in business for so long that people have gotten to know us and we've become friends with a lot of our customers."

Martell Body Shop is located at 12772 Kennedy Flat Road, in the Jackson/Martell area. The phone number is 223-3020.