Card Columns and Read-In Locations	INSTRUCTIONS OP	A	B	d	Remarks
008	1	001			Read next record and branch to Location 001.
012	*	***	***	*	Instruction to be loaded in Location ???. The high order position of the instruction to be loaded is always 012. (31-19=12). Depending upon the operation to be performed, the size of the instruction may vary from one to eight characters.
012	c	ccc	ccc	c cccccccccccc	Constants to be loaded in Location ???. When the standard L 031 instruction is used the maximum number of constants that can be loaded from one card is 20. This includes blanks or spaces that may be interspersed.

3. Trailer Card punched in columns 1 through 46 as follows:

Card Columns and Read-In Locations	INSTRUCTIONS OP	A	B	d	Remarks
001	,	019	027	)	
008	,	031		)	Set word marks for Trailer Card
012	,	038	042	)	
019	B	031	T98	‡	Branch to 031 if Group Mark in T98 for tape run.
027	B	400			Branch to main program if no Group Mark in T98.
031	L	046	352		Load Instruction B S88 in Locations 348-352 if Group Mark in T98.
038	B	W04			Branch to write Test Blocks on tape.
042	B	S88			

The purpose of the Trailer Card is two-fold:

1. To branch to Location 400 to perform the tests directly from cards; or

2. To branch to a program to write the cards in a Test Block on tape if a Group Mark is in Location T98. The Group Mark (‡) is placed in Location T98 by the Write Test Tape Routine (Block No. 5300) loaded in the machine ahead of the test cards. The tape can then be used to execute the programs on Model C or D systems.

   NOTE: For Test Blocks that can be executed only from cards, such as Select Stacker (Block No. 9000), a simple branch instruction (Bxxx) is punched in columns 1-4, xxx being the address of the first program step.