The program is executed in the following manner:

The 60-character table, stored by the program in Locations 701-760, is expanded to a 120-character table in Locations 701-820. A Card Counter is then started at 780 and is used in an instruction to move 80 characters stored in Locations 701-780 into the print area, and another instruction to move the same characters into the punch area. A test is next made for No-Zone in Location 101. If Zone in 101 the program proceeds to print and punch the results. If No-Zone the program branches to a Print-Punch & Branch instruction. A failure to branch will stop the machine.

The 780 in the Card Counter is then compared with 799 stored by the program in Locations 609-611. An unequal comparison allows execution of an instruction to add "1" to the Card Counter, thus increasing it from 780 to 781, and a second line and card is printed and punched. In the meantime, with Sense Switch "D" set to the OFF position, 20 lines will be printed and 20 cards punched with the 60-character table in ripple fashion. Printing and punching may be continued indefinitely by setting Sense Switch "D" to the ON position.

The stored table is similar to the one used in the Ripple Punch Test (Block No. 1030).