The program is executed in the following manner:

After feeding the first detail card, a delay counter adds "1" 26 times to cause a delay of approximately 9.6 milliseconds. A test is then made for a "1" in column 1 of the detail card. If "1", a No OP instruction is executed to complete a delay of approximately 9.8 milliseconds prior to executing a K1 instruction and a test for last card. If no "1", another test is made for a "2" in column 1. If "2", a K2 and test for last card instructions are executed; if no "2", the card is stacked in the Normal Read Stacker and a test is made for the last card.

If not the last card the program is repeated for the next detail card; if last card the program branches to a Select Stacker Punch Routine. Once cards start feeding through the punch feed, the blank cards are punched alternately 0, 4, 8, 0, 4, 8, etc. in column 1 until the Punch Hopper becomes empty. Cards punched 0 stack in the Normal Punch Stacker; 4 in Stacker 4; and 8 in Stacker 8.

Checking Procedure

Normal Read Stacker should contain program cards numbered 0A-43 and 5 detail cards punched 0 in column 1.

Stacker 1 should contain 5 detail cards punched 1 in column 1.

Stacker 8/2 should contain 5 detail cards punched 2 in column 1 and an undetermined number of cards punched 8.

Stacker 4 should contain an undetermined number of cards punched 4.

Normal Punch Stacker should contain an undetermined number of cards punched 0.