

FIG. 4. Logical array of extended BCD card code with ASCII controls

COLUMN →		0	1	2	3	4	5	6	7
		00				01			
		00	01	10	11	00	01	10	11
0	0000	① NUL	② DLE	③	④	⑤ SP	⑥ &	⑦ -	⑧
1	0001	SOH	DC1					⑬ /	
2	0010	STX	DC2						
3	0011	ETX	DC3						
4	0100	EOT	DC4						
5	0101	ENQ	NAK						
6	0110	ACK	SYN						
7	0111	BEL	ETB						
8	1000	BS	CAñ						
		⑨ 12	⑨ 11	⑨ 0	⑨ 0	⑨ 12	⑨ 11	⑨ 11	⑨ 11
		Zone Punches							

COLUMN →		8	9	10	11	12	13	14	15
		10				11			
		00	01	10	11	00	01	10	11
0	0000					⑨)	⑩ (⑪ ^	⑫ 0
1	0001	a	i			A	J	⑭ 1	
2	0010	b	k	s		B	K	S	2
3	0011	c	l	t		C	L	T	3
4	0100	d	m	u		D	M	U	4
5	0101	e	n	v		E	N	V	5
6	0110	f	o	w		F	O	W	6
7	0111	g	p	x		G	P	X	7
8	1000	h	q	y		H	Q	Y	8
9	1001	i	r	z		I	R	Z	9
		⑨ 12	⑨ 12	⑨ 11	⑨ 12	⑨ 12	⑨ 11	⑨ 0	⑨ 0
		Zone Punches							

COLUMN →		0	1	2	3	4	5	6	7
		00				01			
		00	01	10	11	00	01	10	11
9	1001	HT	EM			[]	⑮ 8-1
10	1010	LF	SS			~	!	:	8-2
11	1011	VT	ESC			.	\$	#	8-3
12	1100	FF	FS			<	*	%	8-4
13	1101	CR	GS			()	'	8-5
14	1110	SO	RS			+	;	>	8-6
15	1111	SI	US				-	"	8-7
		⑨ 12	⑨ 11	⑨ 0	⑨ 0	⑨ 12	⑨ 11	⑨ 0	⑨ 0
		Zone Punches							

COLUMN →		8	9	10	11	12	13	14	15
		10				11			
		00	01	10	11	00	01	10	11
10	1010								8-2
11	1011								8-3
12	1100								8-4
13	1101								8-5
14	1110								8-6
15	1111							DEL	8-7
		⑨ 12	⑨ 11	⑨ 11	⑨ 11	⑨ 12	⑨ 12	⑨ 11	⑨ 11
		Zone Punches							

- Exceptions**
- ① 12-0-9-8-1
 - ② 12-11-9-8-1
 - ③ 11-0-9-8-1
 - ④ 12-11-0-9-8-1
 - ⑤ No Punches
 - ⑥ 12
 - ⑦ 11
 - ⑧ 12-11-0
 - ⑨ 12-0
 - ⑩ 11-0
 - ⑪ 0-8-2
 - ⑫ 0
 - ⑬ 0-1
 - ⑭ 11-0-9-1
 - ⑮ 12-11

FIG. 4. Logical array of extended BCD card code with ASCII controls

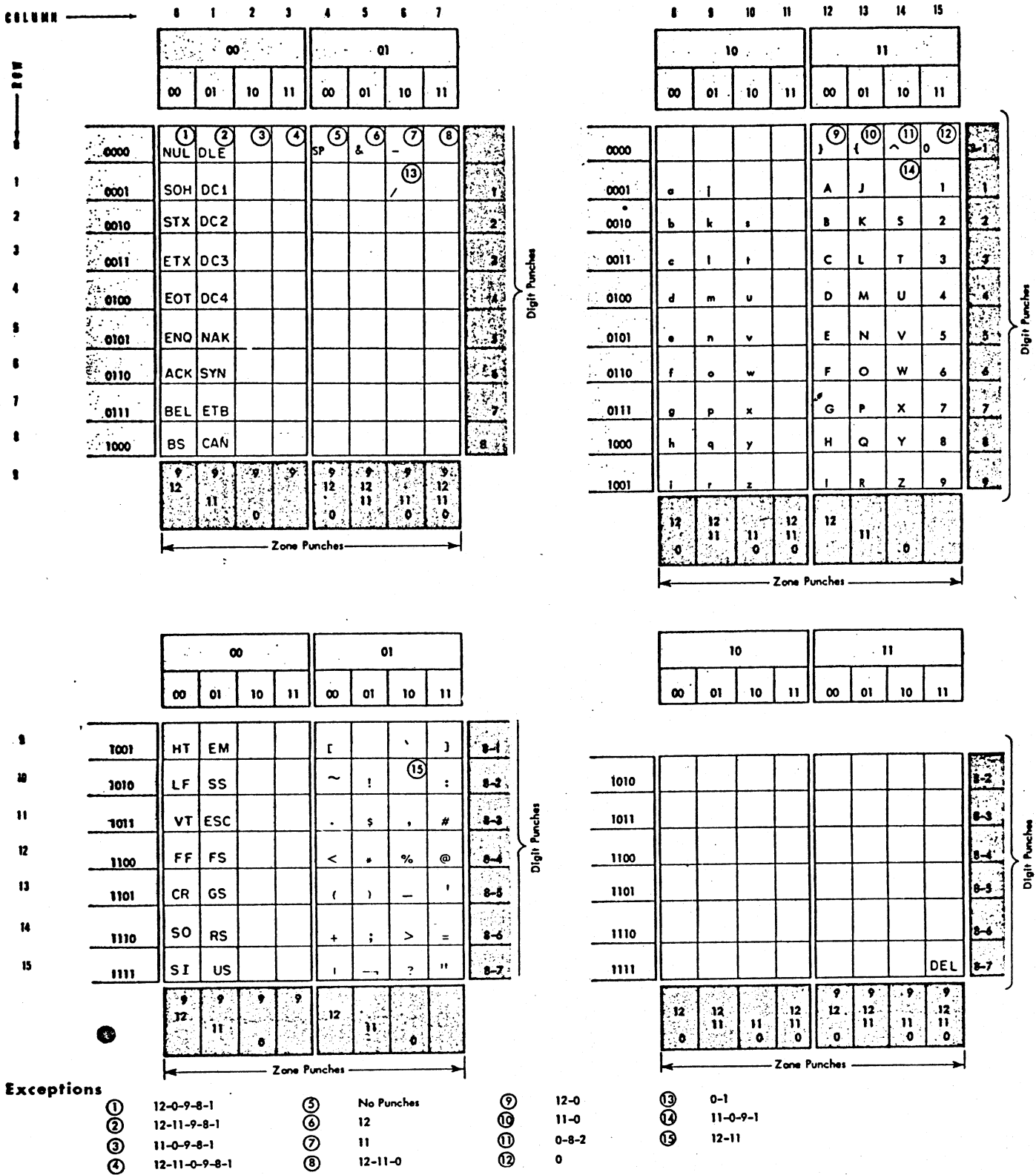


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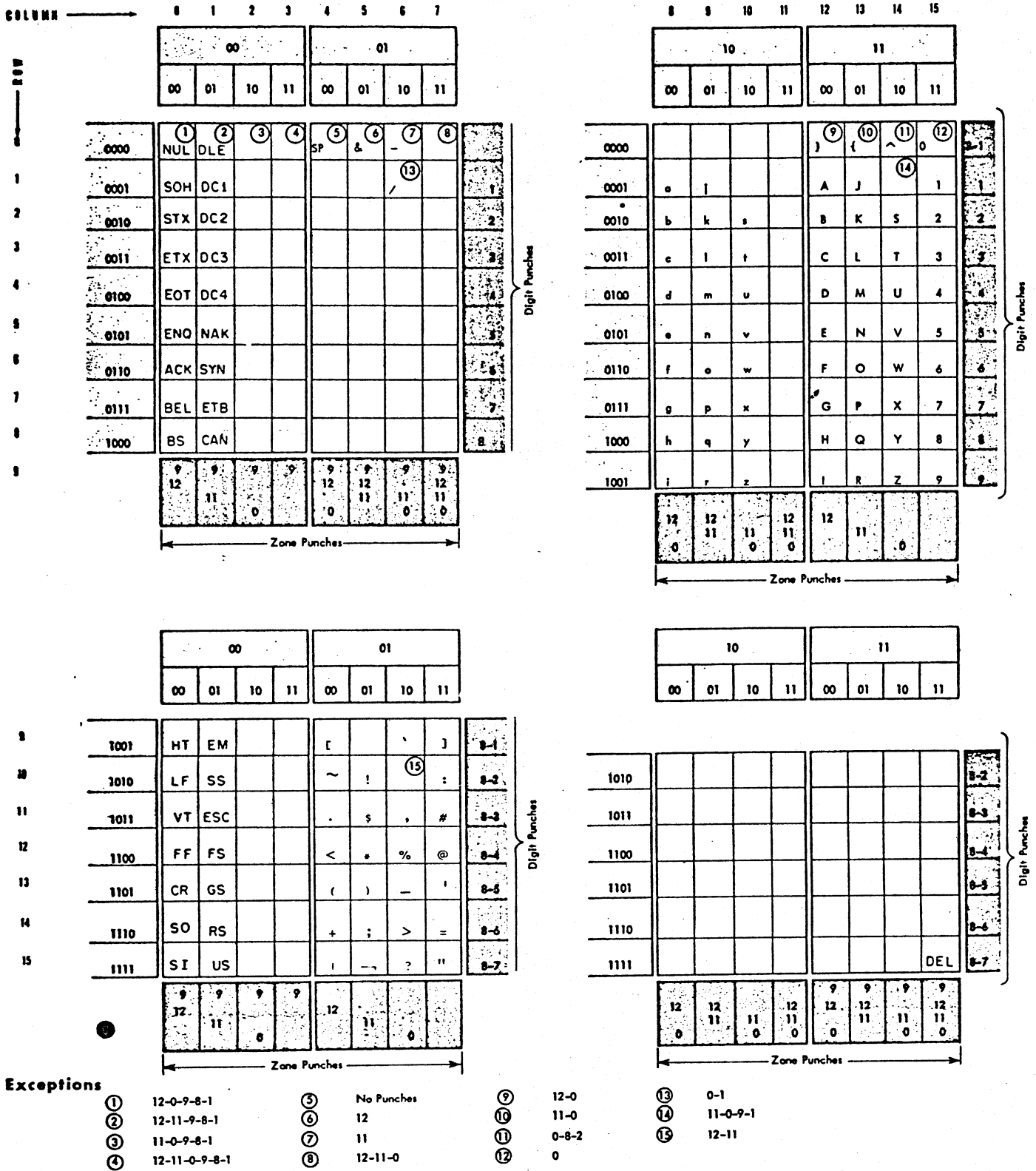


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