# ECMA

EUROPEAN COMPUTER MANUFACTURERS ASSOCIATION

# STANDARD ECMA-25 FOR THE REPRESENTATION OF 8 BIT COMBINATIONS ON 12 ROW PUNCHED CARDS

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### BRIEF HISTORY

On June 12, 1969, ECMA adopted their Standard ECMA-20 which defines a representation of the 128 characters of the ECMA 7 Bit Coded Character Set (Standard ECMA-6) on Punched Cards. This Standard ECMA-25 is an extension of Standard ECMA-20 to 256 8 bit combinations.

On June 25, 1970, this Standard ECMA-25 was adopted by the General Assembly of ECMA.

### ECMA STANDARD FOR THE REPRESENTATION OF 8 BIT COMBINATIONS ON 12 ROW PUNCHED CARDS

### 1. GENÈRAL

### 1.1 Scope

The present Standard ECMA-25 specifies the representation of 256 8 bit combinations on 12 row punched cards. This representation associates bit combinations with hole-patterns; it does not define the content or structure of an 8 bit code.

It does not specify any redundancy nor does it define techniques for error control.

### 1.2 Field of application

This Standard is intended for the general interchange of information among data processing systems, when using 12 Row Punched Cards.

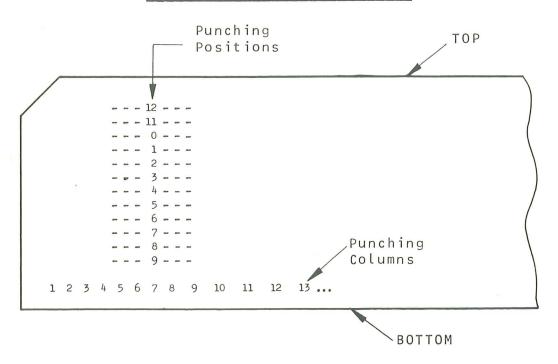
### 1.3 Punched cards

A punched card as referred to in this Standard is a document in which characters are represented in successive columns, each column having twelve possible punching positions designated 12, 11, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9 (see Fig. I).

This Standard does not define the number of columns in a card, nor the shape of the holes punched in a card, nor any of its other physical characteristics.

Fig. I

### LAYOUT OF PUNCHING POSITIONS



### 2. SPECIFICATION

In a card each 8 bit combination is represented by a hole pattern in a single column. The 256 hole patterns are the possible arrangements of 12, 11, 0, 8 and 9 (incl. No Punch) on the one hand and only one of No Punch, 1, 2, 3, 4, 5, 6 or 7 on the other hand.

Table 1 specifies the card hole-patterns representing each an 8 bit combination.

The columns and rows are numbered in binary and decimal notation. Anyone position in Table 1 is identified by its column and row number (e.g. 06/11), or by the corresponding bit combination (e.g. 0110 1011).

The entries in the table are card hole-patterns. A single hole-pattern (such as 12-11-2 in position 06/11) is punched in a single column of the punched card.

The hole-patterns shown in the first half of the table (i.e. columns 00 to 07) are identical to the hole-patterns specified in Standard ECMA-20 for the Implementation of the ECMA 7-bit Coded Character Set on Punched Cards.

CARD HOLE-PATTERN ASSIGNED TO 8 BIT COMBINATIONS

												1						
		15	12-11 9-8-4	12-11 9-8-5	12-11 9-8-6	12-11 9-8-7	11-0	11-0	9-8-4	11-0	9-8-6	11-0	12-11-0	12-11-0 9-8-3	12-11-0	12-11-0 9-8-5	12-11-0	12-11-0 9-8-7
	. 0	14	12-11-0 8	12-11-0 9	12-11-0 8-2	12-11-0 8-3	12-11-0	12-11-0 8-5	12-11-0 8-6	12-11-0 8-7	12-0 9-8-2	12-0 9-8-3	12-0 9-8-4	12-0 9-8-5	12-0 9-8-6	12-0 9-8-7	12 <b>-11</b> 9-8-2	12-11 9-8-3
_	0	13	12-11 8-7	0-11 8-1	11-0	11-0	0.11 8.4.8	11-0	9.6	11-0	12-11-0 8-1	12-11-0	12 <mark>-</mark> 11-0	12-11-0	12-11-0 4	12-11-0	12-11-0	12-11-0
-	. 0	12	12-11-0	12-11-0	12-11-0	12 <b>-</b> 0 8 <b>-</b> 1	12-0	12-0 8-3	12-0	12-0	12-0	12-0 8-7	12-11 8-1	12-11 8-2	12-11 8-3	12-11 8-4	12-11 8-5	12-11 8-6
	, <del>-</del> -	11	12-11 9-8	1 <b>%</b>	9-2	9-3	9-4	11-0	9-6	9-7	9-8	0-8-1	12-11-0	12-11-0 9-1	12-11-0 9-2	12-11-0 9-3	12-11-0	12-11-0
-	-0	10	12-0	12 <b>-</b> 0 9 <b>-</b> 2	9-3	12-0	12-0 9-5	12-0 9-6	12-0	12-0 9-8	12 8 <b>-1</b>	12-11 9-1	12 <b>-</b> 11 9 <b>-</b> 2	12-11 9-5	12-11 9-4	12-11 9-5	12-11 9-6	12-11 9-7
-	0	6 0	12-11-0 9-8-1	9-1	11 9-8-2	8-6	7-6	9-5	96	21 %	8-6	9-8-1	9-8-2	9-8-3	27 7	11 6	9-8-6	9.11 9.12
-	0	80	11-0	0-6-1	0-6-0	0-6-3	7-6-0	9-5	21 9	11 9-2	8-6-0	9-8-1	9-8-2	9-8-3	0 8-8-4	12 9-8-1	12 9-8-2	9-8-5
4-	-	0 7	12-11	12-11 8	12-11	110	11-0	11-0	11-0	11-0	11-0	11-0	11-0	12-0	12-11	0-11	11-0	12 9-7
0	- 0	90	8–1	12-0	12-0	12-0	12-0	12-0	12-0	12-0	12-0	12-0	12-11	12-11	12-11	12-11 4	12-11	12-11
0	. 0	0.2	11-7	11-8	11-9	2-0	0-3	7-0	0-5	9-0	2-0	8-0	6-0	21.2	0 8-2	11.5	11 8-7	0 8-5
0	. 0 0	90	8-4	12-21	2-21	12-3	12-4	12-5	9-21	7-21	12-8	12-9	11-11	11-2	11-3	11-4	11-5	11-6
		0 3	0	п	N	Ю	77	7.7	9	2	ω	5	8-2	18	27 78	9	0 %	0 8-7
0	- 0	02	no punch	12 8-7	8-7	8-3	8-3	0 8 -4	21	8-5	12 8-5	11 8-5	11 %	21 %	0 %-8	п	21 %	0-1
0	0	0.1	12-11 9-8-1	11.6	11 8-2	9-3	4-8-6	9-8-5	9-5	0 %	11 %	11 9-8-1	6-8-7	0 9-7	11 9-8-4	11 9-8-5	9-8-6	11 9-8-6
0	000	00	12-0	12 9-1	12 9-2	12 9-5	2-6	0 9-8-5	0 8 6	0 9-8-7	9-6	21. 9-5	0 9-5	12 9-8-3	12 9-8-4	9-8-5	12 9-8-6	12 9-8-7
<u> </u>	<b>A A</b>	Column	0	-	81	m	4	ro.	9	1	69	<b>o</b>	10	=	12	55	14	15
		b <sub>1</sub> Row	0	-	0	-	0	-	0	-	0	-	0	_	0	-	0	-
		P. P.	0	0	-	-	0	0	-	-	0	0	-	-	0	0	-	-
		b <sub>s</sub>		0	0	0	-	-	-	-	0	0	0	0	-	-	-	-
		b <sub>4</sub> b	0	0	0	0	0	0	0	0	-	-	-	-	-	-	-	-
		_ P									L			L	2	L	L	
		- P																

### APPENDIX

### 8 BIT COMBINATIONS ASSIGNED TO CARD HOLE-PATTERNS

For ease of reference and with a view to helping the reader, the correspondence defined in Table 1 between 256 8 bit combinations and 256 hole-patterns is shown hereafter in another form in Table 2.

The layout of Table 2 is as follows:

- the columns, the left half of the rows, and the right half of the rows are labelled with card hole-patterns;
- the entries in the table represent the column/row position of a bit combination in a 16 by 16 matrix for an abstract 8 bit set table.

Example: The card hole-pattern 12-11-2 corresponds to position 06/11 of such an abstract 8 bit set table.

TABLE 2

## 8 BIT COMBINATIONS ASSIGNED TO CARD HOLE-PATTERNS

THES	12	11	(	0	12 0	12 11	11 0	12 11
	02/6	02/13	03/0	02/0	07/11	07/12	07/13	11/10
1	04/1	04/10	02/15	03/1	06/1	06/10	67/14	13/9
2	04/2	04/11	05/3	03/2	06/2	06/11	07/3	13/10
3	04/3	04/12	05/4	03/3	06/3	06/12	07/4	13/11
4	04/4	04/13	05/5	03/4	06/4	06/13	07/5	13/12
5	04/5	04/14	05/6	03/5	06/5	06/14	07/6	13/13
6	04/6	04/15	05/7	03/6	06/6	06/15	07/7	13/14
7	04/7	05/0	05/8	03/7	06/7	07/0	07/8	13/15
8	04/8	05/1	05/9	03/8	06/8	07/1	07/9	14/0
9	04/9	05/2	05/10	03/9	06/9	07/2	07/10	14/1
8 - 2	05/11	05/13	05/12	03/10	12/4	12/11	13/2	14/2
8-3	02/14	02/4	02/12	02/3	12/5	12/12	13/3	14/3
8 - 4	03/12	02/10	02/5	04/0	12/6	12/13	13/4	14/4
8-5	02/8	02/9	05/15	02/7	12/7	12/14	13/5	14/5
8 - 6	02/11	03/11	03/14	03/13	12/8	12/15	13/6	14/6
8-7	02/1	05/14	03/15	02/2	12/9	13/0	13/7	14/7

12				12	12		12	PUNCHES
	11	(	0		0 11	11	11	O PUN
10/8	11/1	11/9	06/υ	12/3	12/10	13/1	13/8	8 - 1
00/1	01/1	08/1	09/1	10/0	10/9	09/15	11/11	9 -1
00/2	01/2	08/2	01/6	10/1	10/10	11/2	11/12	9 - 2
00/3	01/3	08/3	09/3	10/2	10/11	11/3	11/13	9 -3
09/12	09/13	08/4	09/4	10/3	10/12	11/4	11/14	9 -4
00/9	08/5	00/10	09/5	10/4	10/13	11/5	11/15	9 -5
08/6	00/8	01/7	09/6	10/5	10/14	11/6	12/0	9 - 6
07/15	08/7	01/11	00/4	10/6	10/15	11/7	12/1	9 - 7
09/7	01/8	08/8	09/8	10/7	11/0	11/8	12/2	9 -8
08/13	01/9	08/9	09/9	00/0	01/0	08/0	09/0	9-8-1
08/14	09/2	08/10	09/10	14/8	14/14	15/4	15/10	9-8-2
00/11	08/15	08/11	09/11	14/9	14/15	15/5	15/11	9-8-3
00/12	01/12	08/12	01/4	14/10	15/0	15/6	15/12	9 - 8 - 4
00/13	01/13	00/5	01/5	14/11	15/1	15/7	15/13	9-8-5
00/14	01/14	00/6	09/14	14/12	15/2	15/8	15/14	9 - 8 - 6
00/15	01/15	00/7	01/10	14/13	15/3	15/9	15/15	9 - 8 - 7

