

TMS 1000

**PROGRAMMFELD
PROGRAM FIELD
TABLEAU DE PROGRAMME**

1 2 3 4 5 6 7 8

	GW	SS	GW	SS	GW	SS	GW	SS
A	1	$2 \hat{=} 1$	$3 \hat{=} 1$	$4 \hat{=} 1$	$5 \hat{=} 1$	$10 \hat{=} 1$	$4 \hat{=} 8$	
B	2	$2 \hat{=} 2$	$3 \hat{=} 2$	$4 \hat{=} 2$	$5 \hat{=} 2$	$10 \hat{=} 2$	$3 \hat{=} 8$	
C	4	$2 \hat{=} 4$	$3 \hat{=} 4$	$4 \hat{=} 4$	$5 \hat{=} 4$	$10 \hat{=} 4$	$1 \hat{=} 4$	
D	5	$1 \hat{=} 1$	$1 \hat{=} 2$	$20 \hat{=} 4$	$20 \hat{=} 2$	$5 \hat{=} 8$	$10 \hat{=} 8$	
E	15	$20 \hat{=} 1$	$2 \hat{=} 8$	$1 \hat{=} 8$	$20 \hat{=} 8$			
F	10	20						

**GW = MONEY VALUE
ALBUM WERT
VALEUR ALBUM**

**SS = SINGLE PLAY
SINGLE VALUE
VALEUR SINGLE**

**Indirekte Umlauf
INDIRECT COVERS
GROUPES SINGLE TRANSFER, MINT.**

**SINGLE Gruppe
SINGLE GROUP
GROUPE SINGLE
40**

**Geldwert
MONEY VALUE
VALEUR**

**SINGLE Spiel
SINGLE PLAY
JEU SINGLES**

**Indirekte Umlauf
INDIRECT COVERS
BOX E 120**

**SINGLE Gruppe
SINGLE GROUP
GROUPE SINGLE
10**

**SINGLE Wert
SINGLE VALUE
VALEUR SINGLE**

**ALBUM Wert
ALBUM VALUE
VALEUR ALBUM**

**Geldwert
MONEY VALUE
VALEUR**

**Geldwert
MONEY VALUE
VALEUR**

**Geldwert
MONEY VALUE
VALEUR**

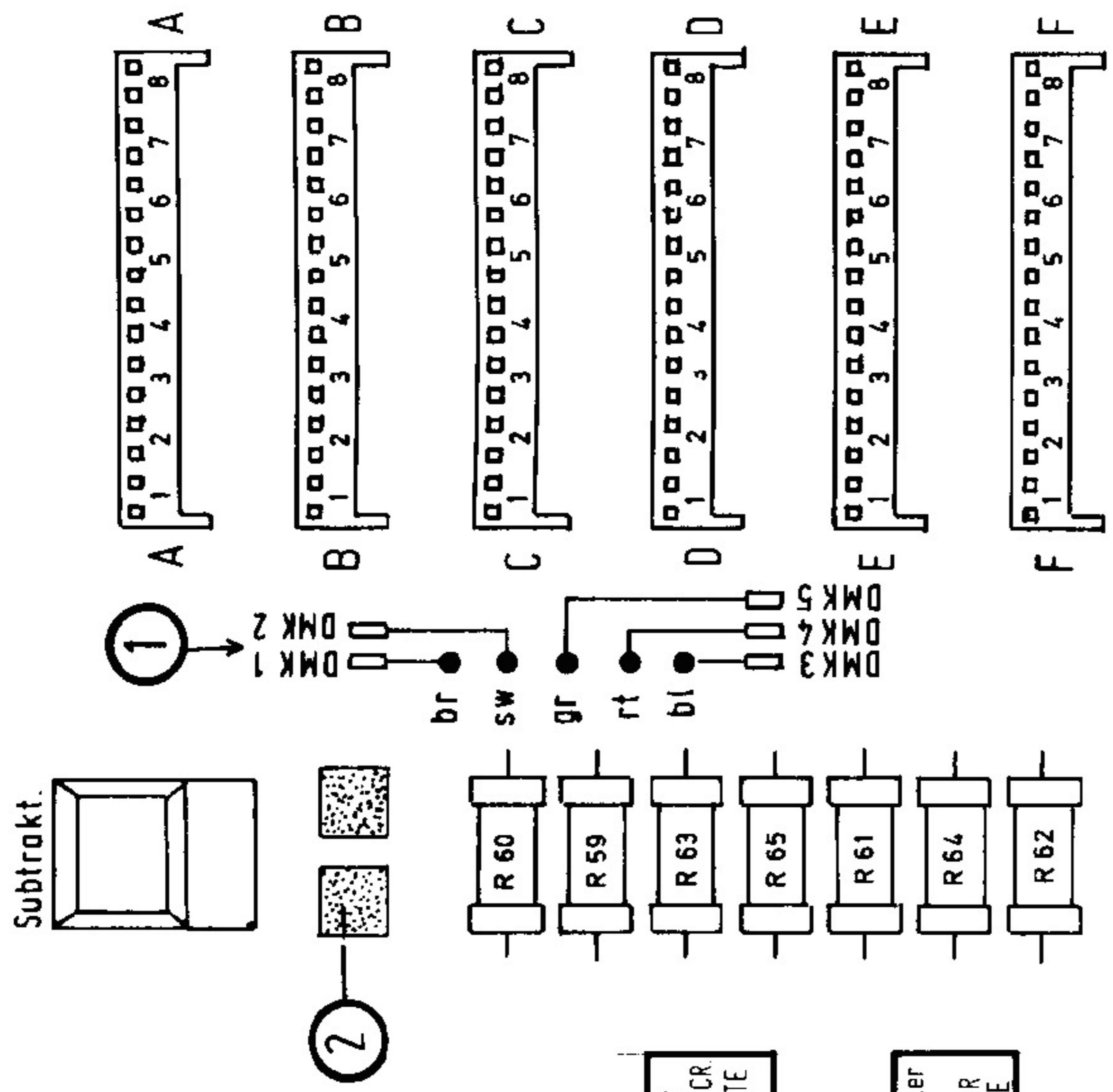


Fig. 6

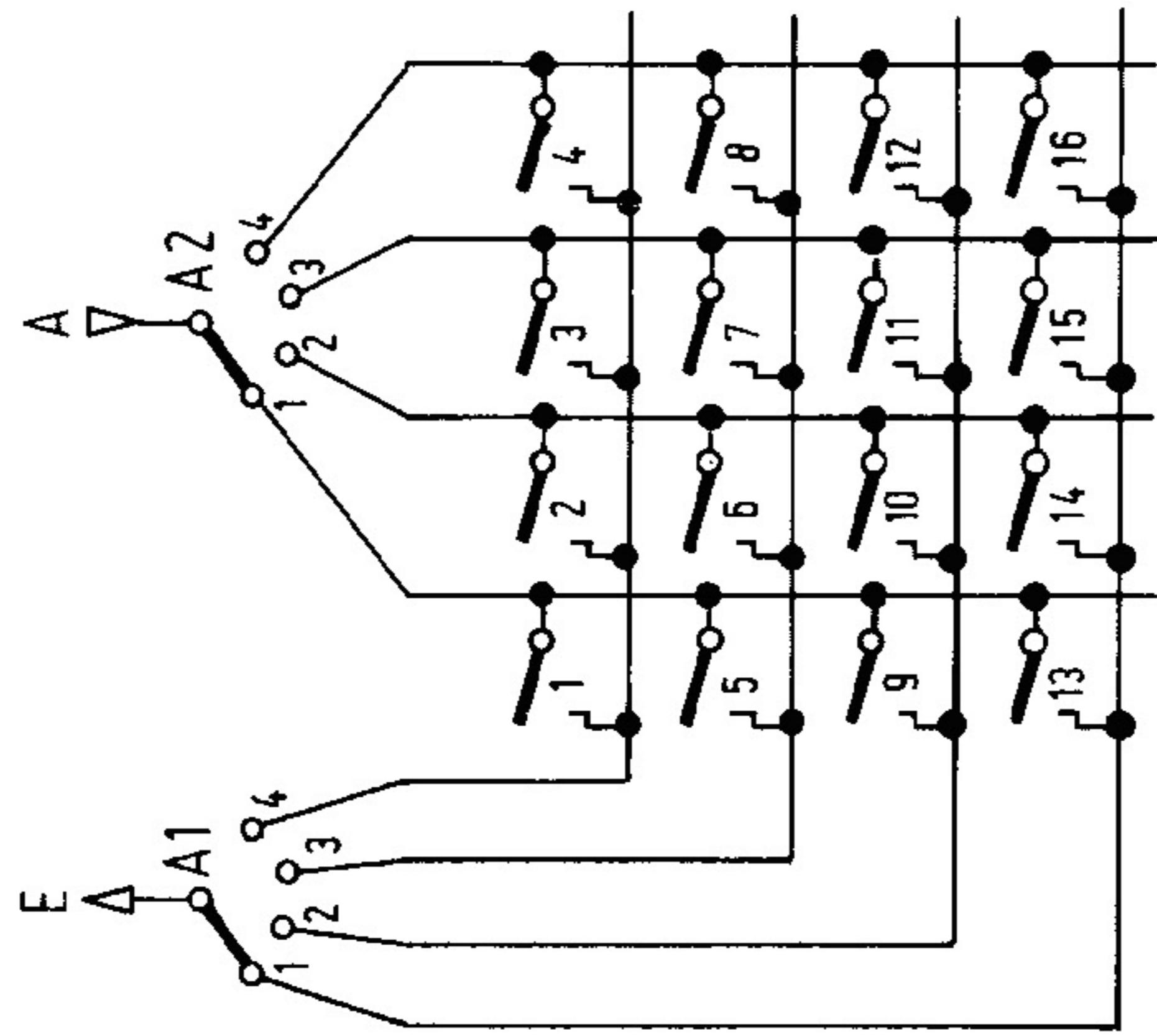


Fig. 5

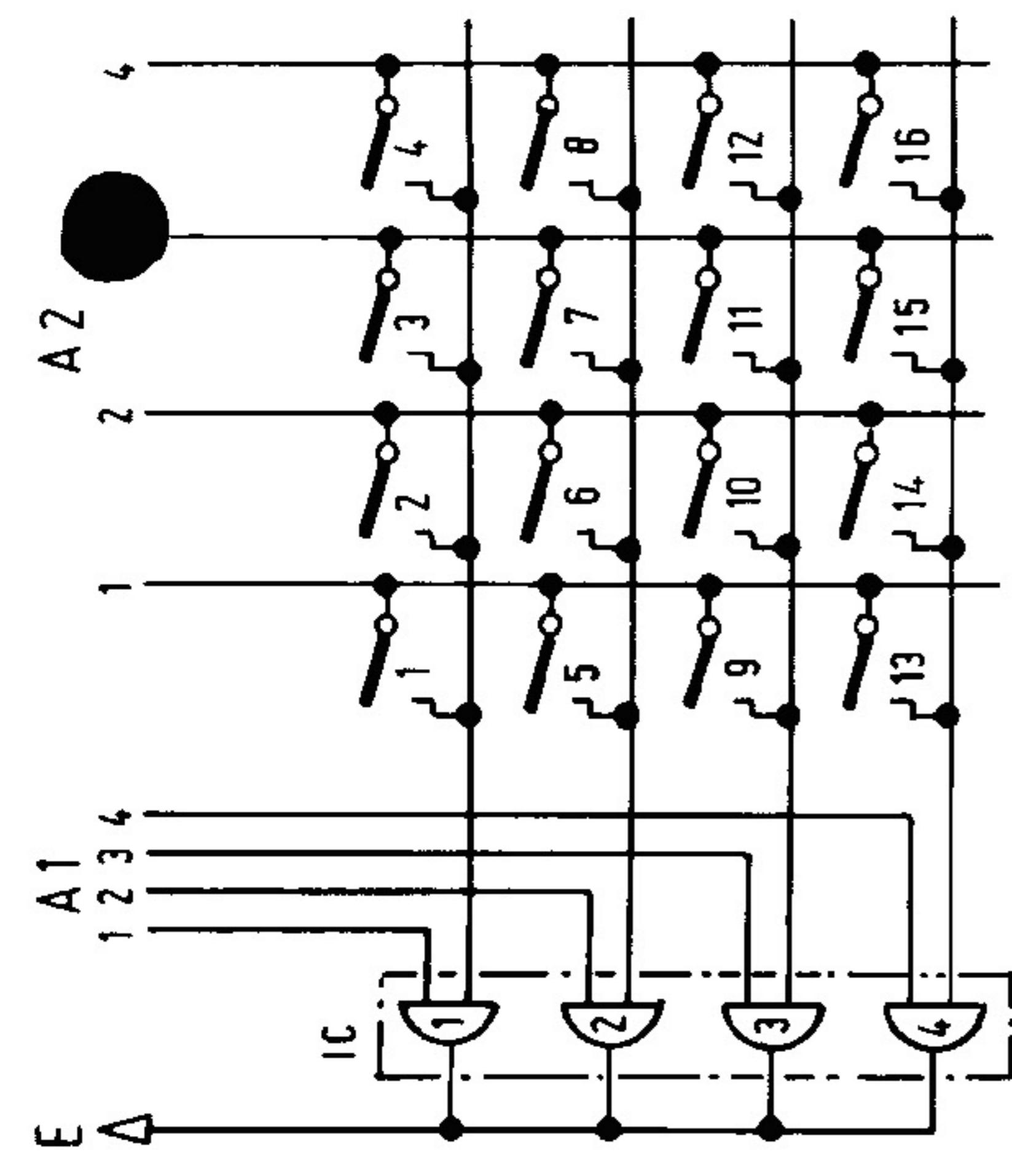


Fig. 6

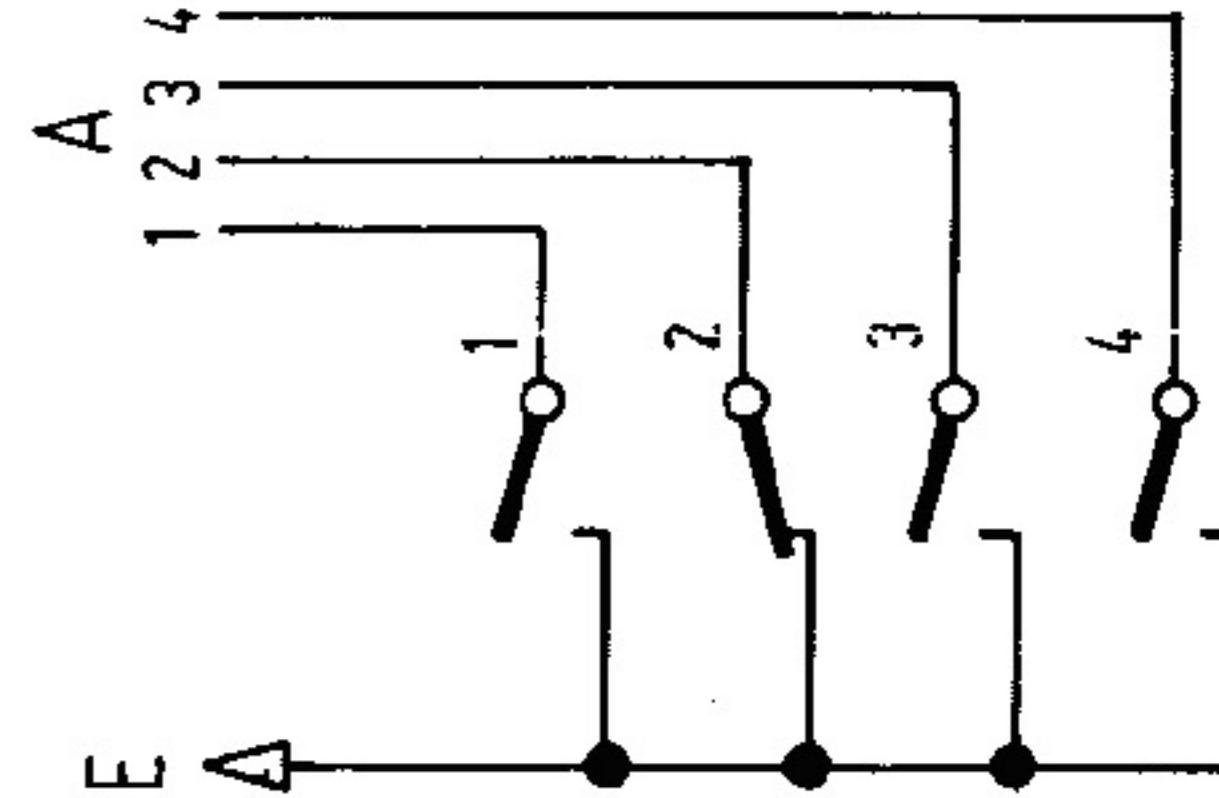


Fig. 4

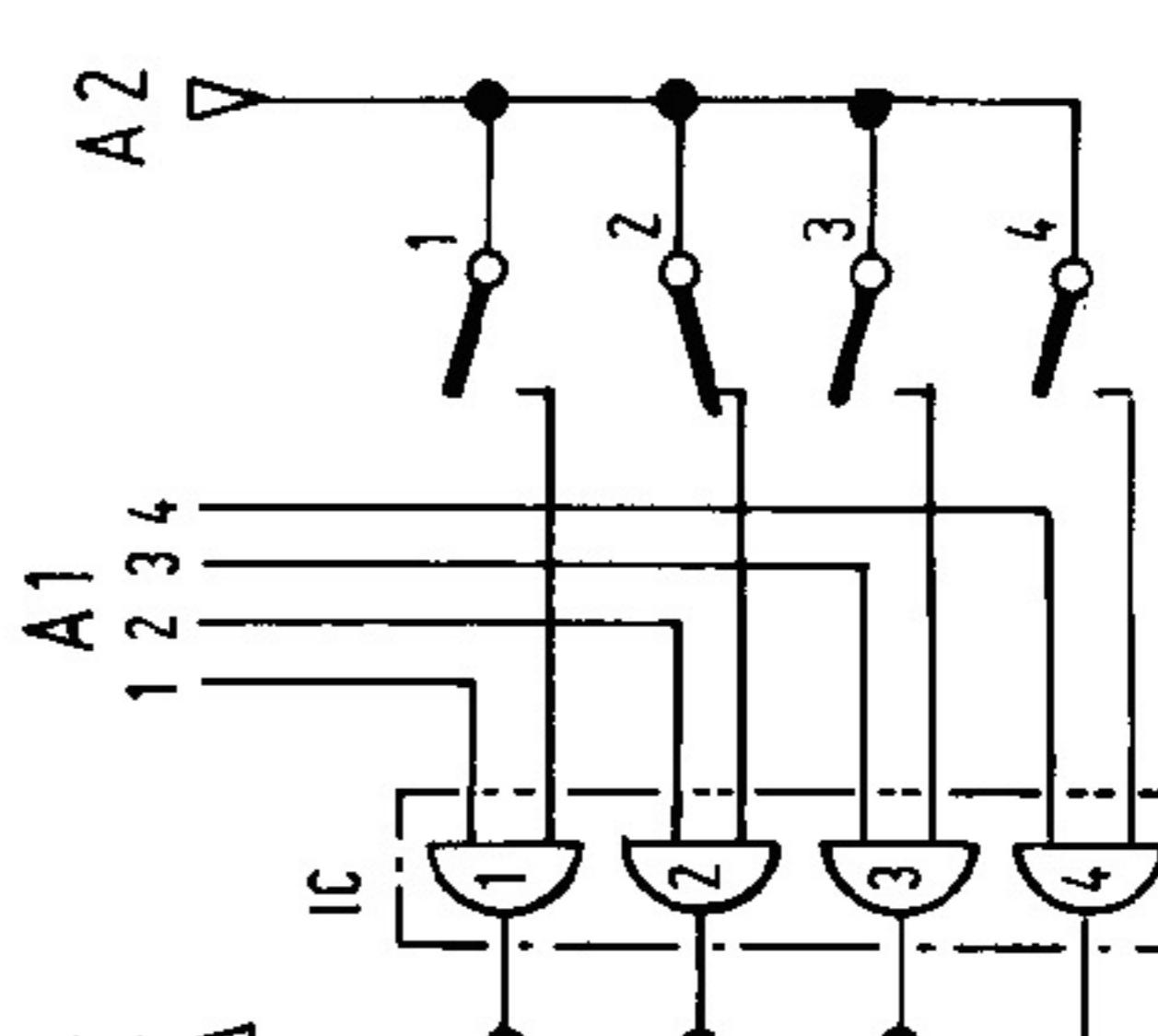


Fig. 3

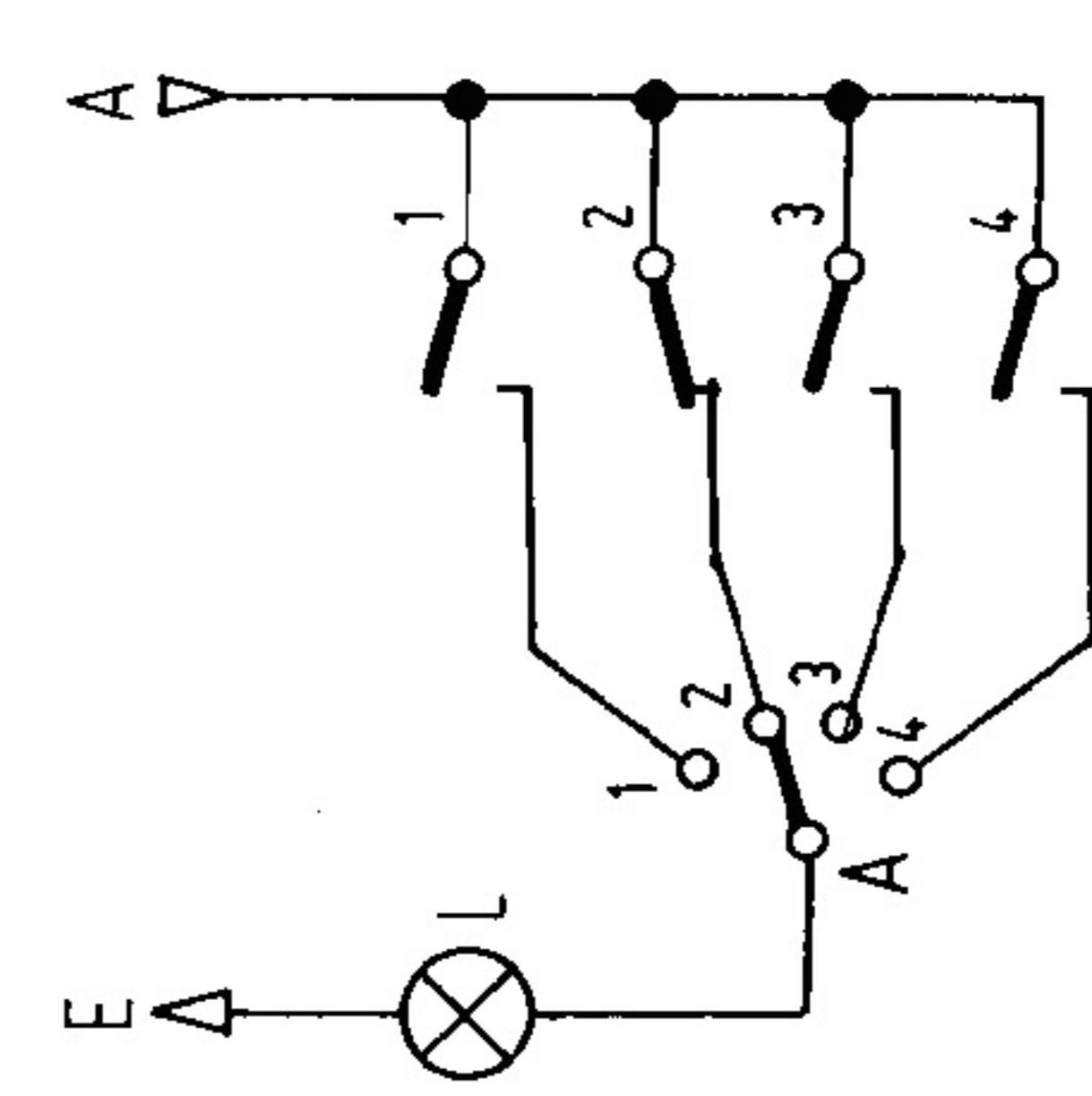


Fig. 2

MODELL E 160/120