

DETERMINATOR™

GM 10

The GM 10 Determinator set works on GM vehicles using the B106 keyway with spaces 6 through 10 in the hatch lock. The GM 10 is designed for the 2007 Corvette. Make sure you are aware of which system you are working on when using the tool. When used properly you will be able to generate a key for a vehicle in just a few minutes.

There are two **Determinators** in the GM 10 set.

The "A" tool will trap tumblers with depths of 2, 3, 4, or 5. The "B" tool traps tumblers with depths of 4 or 5.

Tumblers that pass on both tools will be cut to a 1 depth. Tumblers that are trapped with only the "A" tool you can cut to a 2 depth and impression down (or cut to a 2 ½ depth.) Tumblers that are trapped with only the "B" tool you can cut as a 4 depth and impression, or cut as a 4 ½ depth.

CHECK THE APPLICATION CHART FOR MODELS AND USAGE!!

THE TOOL

The **DETERMINATOR™** is a decoding tool and a tumbler release tool.

The **DETERMINATOR™** has numbers stamped on the blade. These numbers correspond to the tumbler space locations. When the tool is inserted into the lock, the number closest to the face of the lock indicates the space which is being determined.

When the **DETERMINATOR™** traps a tumbler you will use the spring steel release tool to raise the tumbler and withdraw the **DETERMINATOR™** to the next tumbler location. Slide the release tool along the slot in the side of the tool, sloped end first. You will feel it raise the tumbler, slowly pull the **DETERMINATOR™** out a little to the next space and remove the release tool.



The GM 10 Determinator™ uses the modified release tool.

STEPS FOR DECODING 5 DEPTH SYSTEM

The hatch has spaces 6-10.
MAC is 2

1. Lubricate the hatch lock with a quick drying spray and run a key blank in and out a few times.
2. Insert the "A" tool fully into the hatch lock.
3. Slowly pull the tool out of the lock with a slight left and right motion.
4. Take note of the space number of each tumbler that gets trapped.
5. Record an "A" for every space that trapped a tumbler. Any space that passed, record a "1".
6. Insert the "B" tool. Slowly pull it out, taking note of each space number that gets trapped.
7. Record a "B" for any space that was trapped. Any space that passed leave as a "1" or an "A".
8. Repeat the process on the opposite side of the lock.
9. Cut all "A" spaces to a 2 ½ depth. Cut all "B" spaces to a 4 ½ depth. "1" spaces will be a 1 depth.
10. Cut a key and insert it into the lock and turn. You may want to use your impressioning pliers for a little more torque. Use your locksmithing judgement on how far to turn the key.
11. Look for impression marks. Any "A" cut that marked you will cut to a 3 depth. Any "B" cut that marked you will cut to a 5 depth. "A" cuts that did not mark make a 2 depth, and "B" cuts that did not mark make a 4 depth.

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FRAMON CUTTING INFORMATION

DETERMINATOR	CUTS START	CUT TO CUT	DEPTHES				
GM 10	.216	.092	1=.325	2=.305	3=.285	4=.265	5=.245
(tip stop)					2 ½ =.295		4 ½ = .255

Keyblank B106