

# DETERMINATOR™

## GM 12

The GM 12 **DETERMINATOR™** set works on Chevy Equinox using the 10 cut system on the B86/B96 keyway. When used properly you will be able to generate a key for a vehicle in just a few moments.

There is one tool in the GM 12 **DETERMINATOR™** set.

Use the B96 keyblank.

### THE TOOL

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

The **DETERMINATOR™** works by trapping the 3 and 4 depth tumblers. It will pass the 1 and 2 depth tumblers. The **DETERMINATOR™** has numbers stamped on the blade. These numbers correspond to the tumbler space locations. When the **DETERMINATOR™** traps a tumbler, take note of the number closest to the face of the lock. That is the space being determined as a 3 or 4 depth cut. You will then use the release tool to raise the trapped tumbler. Slide the release tool along the slot milled 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.

When the **DETERMINATOR™** traps a tumbler you know that it is a 3 or a 4 depth tumbler. Spaces that pass you will know are a 1 or a 2 depth tumbler. You can make cuts as 1 ½ depths and 3 ½ depths and use it as try-out key.



The GM 12 Determinator™ uses the regular release tool.

### STEPS

Use the **DETERMINATOR™** to decode spaces 3-9 in the door lock.  
Progress spaces 1 and 2 to obtain a working ignition key.

**NOTE:** On your first key, cut even spaces on one side of the key, odd spaces on the other. Widen your cuts.

1. Degrease the door lock with a quick drying spray and run a key blank in and out a few times.
2. Insert the **DETERMINATOR™** fully into the door lock.
3. Slowly pull the **DETERMINATOR™** out of the lock with a slight left and right motion.
4. When the **DETERMINATOR™** traps a tumbler, take note of the space, and record it as a 3 ½ depth.
5. Use the release tool and proceed to the next space.
6. Decode BOTH sides of the door lock. Record only the spaces that get trapped.
7. When you are done decoding BOTH sides of the lock, then ANY space that DID NOT trap you will make as a 1 ½.
8. Cut a key and insert it into the lock and turn. You may want to use your impressing pliers for a little more torque. Use your locksmithing judgement on how far to turn the key.
9. Look for impression marks. If a space that had a 1 ½ depth mark, make it a 2 depth. If a space that had a 3½ depth mark, make it a 4 depth.
10. Adjust your cuts as necessary. You will now have a working key for the door lock.
11. Progress spaces 1 & 2 using the rules on the next page.

**INSTRUCTIONS CONTINUED ON NEXT PAGE**

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## 2 SPACE PROGRESSION CHART

1 <sup>st</sup> side	2 <sup>nd</sup> side	3 <sup>rd</sup> side
1 1	2 1	3 1
1 2	2 2	
1 3	3 2	
2 3	3 3	
2 4		
3 4		

## FRAMON CUTTING INFORMATION

DETERMINATOR	CUTS START	CUT TO CUT	DEPTHS			
GM 12	.216	.092	1=.315	2=.290	3=.265	4=.240
(tip stop)			1½=.303	2½=.278	3½=.253	

HPC CARD - CF215