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(Starts February 7, 2010)

Emergence

M	Tu	W	Th	F	Sa	Su
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	

Summerfilth

M	Tu	W	Th	F	Sa	Su
						1 2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

Taxhope

M	Tu	W	Th	F	Sa	Su
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

Kickoff

M	Tu	W	Th	F	Sa	Su
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

Falsehope

M	Tu	W	Th	F	Sa	Su
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Evanescence

M	Tu	W	Th	F	Sa	Su
				1	2	3 4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25

Ardor

M	Tu	W	Th	F	Sa	Su
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

Forehell

M	Tu	W	Th	F	Sa	Su
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24				

Inspiration

M	Tu	W	Th	F	Sa	Su
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

HoliHELLs

M	Tu	W	Th	F	Sa	Su
				1	2	3 4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	32
33	34	35	36	37	38	39

Perspiration

M	Tu	W	Th	F	Sa	Su
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

Afterhell

M	Tu	W	Th	F	Sa	Su
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35

Using the calendar in the Pre-Osburn Era

Because there is a year zero, driving the calendar backwards to dates before the epoch should present no remarkable problems. The biggest thing to watch out for are the leap years. Before the epoch, leap years are those divisible by four except for -64, -164, and -264. -364 is a leap year. Before -382 the Julian Calendar was in force and the leap year exceptions do not apply.

Personal Issues

Q: I was born on Kickoff 35 in year 16. Next year is year 45 and Kickoff only has 29 days. What do I do?

A: There are several options to choose from:

- You can have your party on Kickoff 29, that being the highest date available.
- You can eat your cake on Evanescence 6, that being 34 days after Kickoff 1.
- You can reap your loot on Evanescence 1, that being the 243rd day of year 45.
- You can skip it entirely. (Which might be for the best.)

Q: I was born on Emergence 22bis in the year 8. I was hoping to use your calendar to overcome the February 29 curse, but you're not helping! What do I do?

A: For all intents and purposes, Emergence 22bis is the exact same day as Emergence 22. It's just 48 hours long. The only reason we have a "second twenty-second" is to keep the computers from crashing. So get down with yourself on Emergence 22 (and get down twice on leap years if you want; you deserve it!)

Q: How come that guy deserves two birthdays and I don't?

A: We all deserve as many birthdays as Santa Claus will put up with, Greedy Guts!

Q: Speaking of Christmas, I was born in Forehell, HoliHELLs or Afterhell and by birthday is too close to Christmas. What do I do?

A: Hell, I don't know. Convert? Sue your mother? Get a birthday transplant? Or, maybe, get over yourself? Sheesh!

Osburn Elapsed Calendar



The *Osburn Elapsed Calendar* is a thinly-veiled, self-centered attempt to call attention to myself and my personal issues. It is closely tied to the Gregorian Calendar, but some of the months have variable lengths. I considered creating a perpetual calendar, but humans just aren't perpetual. They're always messing up their routines and dragging other humans down with them. The latter portion of the calendar highlights this phenomenon.

Osburn Elapsed Calendar

Epoch

Being an elapsed-format calendar, the first year is year zero. The epoch is Emergence 1, OE 0, Gregorian date February 7, 1964.

Calendar Structure

A month that commences on the 7th day of a Gregorian month is considered "lucky." Other months aren't. The months of Emergence, Taxhope, Falsehope, Ardor, Inspiration, Perspiration, Summerfilth, and Evanescence are always lucky. Forehell and Holihells are always unlucky. Kickoff and Afterhell are usually unlucky, but might surprise you!

The week begins with Monday and ends with Sunday because I like to get the work out of the way before play. Otherwise I just worry about it, and what fun is that? The day names have been kept because I'm accustomed to them. (I'm accustomed to the months, too, but I don't use them as much. Do you?)

Leap Years

Leap years are years divisible by 4 unless the last two digits are 36. In that case, the century must also be divisible by 4. So, 36 and 436 are leap years, 136, 236 and 336 are not. The extra day is added between Emergence 22 and 23 and is called Emergence 22bis. Thus the last day of Emergence is always the 28th. See the table

Gregorian Date	Osburn Elapsed Date
February 28	Emergence 22
February 29	Emergence 22bis
March 1	Emergence 23

Months

Emergence
(February 7 — March 6)

The first month commemorates my emergence into this plane of existence and the emergence of each new year. Emergence has 28 days in common years, 29 in leap years.

Taxhope
(March 7 — April 6)

Because I hope to get my tax refund during this month. Taxhope has 31 days.

Falsehope
(April 7 — May 6)

Falsehope begins on the anniversary of my parents' failed marriage, which inspired the name. Falsehope ends after 30 days. (You wish.)

Ardor
(May 7 — June 6)

In Ardor, spring is in full gear and I usually feel a little friskier. Ardor runs out in 31 days. Alas!

Inspiration
(June 7 — July 6)

Inspiration runs 30 days from June 7 to July 6. Ardor, Inspiration and Perspiration are how humans create and produce. This is a good time of year for it.

Perspiration
(July 7 — August 6)

See the note under Inspiration for why I picked this name. Also I just sweat like a pig during the summer months. Sorry. Perspiration lasts 31 days and runs from July 7 to August 6.

Summerfilth
(August 7 — First Monday in September)

Tolkien scholars will recall the month of Winterfilth in the Shire Calendar. The hobbits might have had a Summerfilth, too, but they already had different names for those months. The Shire Calendar is perpetual, and has no month starting with a Friday. A hobbit might thus refer to "Friday the First of Summerfilth" as a day that will never come. But Friday the First is a real possibility in *this* Summerfilth!

Summerfilth fills out our summer calendar, ending on the American Labor Day holiday. Summerfilth is the first variable month and has anywhere from 26 to 32 days.

Kickoff
(Day after First Tuesday in September — October 6)

Besides the reference to American football, Kickoff represents the beginning of the academic year. Children are kicked out of the house and hurried off to their indoctrination sessions. Kickoff is a variable month and has between 29 and 35 days. If Kickoff has 30 days, that's lucky!

Evanescence
(October 7 — October 31)

Evanescence means "waning" or "disappearing" which is a good name for a short month that falls in a season of shortening daylight. Unless you live south of the equator. Luckily, I don't. Evanescence always has 25 days.

Forehell
(November 1 — Fourth Wednesday in November)

Have you ever noticed that some stores just insist on shoving Christmas crap at you on the day after Halloween? It's wrong but it foreshadows the days to come, thus the name. Forehell is a variable month and will have between 21 and 27 days. This is the only month where the dates of the OE calendar match Gregorian dates.

Holihells
(Fourth Thursday in November — First Sunday in January)

Holy Hells, indeed! This month starts on the American Thanksgiving holiday and continues until the Sunday before the first full work week in January. Holihells encompasses all the popular winter holidays that we are forced to endure with a smile lest we be castigated as a Grinch or a Scrooge. Holihells is a variable month and will have either 39 or 46 days.

Afterhell
(Day after the First Sunday in January — February 6)

Finally, a bit of decompression. Afterhell is the recovery period between the winter holiday season and my birthday. Humans try to salvage their torn and tattered routines and get some work done. Afterhell is variable and has between 30 and 36 days. If it has 31 days, that's lucky!