

ERISIAN TIME MEASUREMENT PRELIMINARY SPECIFICATION 5.23.01 BETA

**DO NOT POLLINATE, DEFOLIATE, AND ESPECIALLY
DO NOT CONCILIATE.
MULTIPLICATE AT OR AGAINST WILL.**

**THIS DOCUMENT IS SUBJECT TO ARBITRARY SUBJECTIVITY.
FAILURE TO COMPLY WILL RESULT.**

Danger: do not read below this line.

Erisian Time Measurement (**ETM**) was designed with two badly misaligned purposes in mind:

1. To enable all Discordians to stick apart better; this by ensuring that Erisian Time Value (**ETV**) remains constant throughout the Earth globe, regardless of geographical misplacement. (Specifically, ETM is meant to aid the members of [Sector6 Cabal](#) in joining the IRC sessions all at the same ETV, or moment, or, if at all possible, simultaneously and concurrently.) The Erisian Klock (henceforth, "the Klock") will display the same exact time wherever on Earth its Discordian owner dwells. If its Discordian owner dwells outside of the Earth's stratospheric perimeter, he is then badly framed and better advised to fall back soon; currently there are no plans to extend the Klock's portability throughout known universe, although the next release may surprise you. In this respect, ETM is somewhat similar to other, already existing time measurements, such as GMT, UTC, or EEG. These, however, were never meant to be used by Discordians and are thus too boring to merit any further consideration.
2. To be the Discordian Time Measure, seeing as Discordians did not have one. The Discordian Time Measure (**DTM**) is the subject proper of this here specification I think I said this before so never mind.

DTM was designed with much carelessness, cracking of teeth and confusion first about a year ago and then redesigned over the last two nights, so as to resemble no other time measure known to human beings dead or undead, except maybe cabbages, and to be as Discordian as possible if I may say so myself don't go yet you've gotta read this through and do you believe this?

Now.

Before I unload the principles of **DTM** on you, a brief word about Naming Conventions. So far, only one Erisian Time Unit (**ETU**) has been uniquely named (you'll see). All other ETUs inherit the commonly known, aneristic names of time units, being HOUR, MINUTE and SECOND. [Sector6](#) and [RAINBO](#) Cabal members and affiliates are hereby kindly asked to invent some names for these three categories, or else we will stick to the aneristic names which is going to be even more confusing, since some Discordian HOURS are longer than normal hours, and some are shorter; same goes for other ETUs.

For the purpose of this document, when referring to ANERISTIC TIME UNITS, the following unit names will be used, now get this:

- hour
- minute
- second

When referring to ERISTIC TIME UNITS, the same names will be used, except they will be put in quotes, thusly:

- "hour"
- "minute"
- "second"

Alright. So if I say that an "hour" has 5 minutes, or else that a "second" is 12 seconds long, you'll know what I'm talking about, OK.

- ERISIAN TIME UNITS SPECIFICATION REALLY BEGINS HERE, FINALLY -

1. Discordian day **BEGINS** at what is aneristically known as **5:23 am**, i.e. 05:23:00, or twenty-three minutes past five in the morning.
2. This is when Discordian day begins.
3. **No, really.**
4. All aneristic time references such as the 5:23 above refer to [UTC](#) time (*Universaile Temps du Coordonnaire*, someone correct my French whydontcha, or Universal Coordinate[-d] Time), which is the same as **GMT** time, the time of Greenwich near London (longitude 0 degrees, time zone +/-0). It may or may not be the same as your local time, most likely it isn't. (And that, to be sure, is the very problem Erisian Time Measurement solves!!)
5. **Observation:**A day (here understood as 1 day *and* 1 night together consecutively, i.e. 24 real hours) has **1440** minutes ($24*60$).
6. **Further observation:**If we divide the above number of minutes by 5, we get **1440 DIV 5 = 288**. This number, **288**, is more or less the number of Discordian "hours" in a day, but this is only the first approximation.
7. We have 288 units of time, tentatively called "hours", each of them 5 minutes long. We take **the first 23** of those units, that is **115** minutes ($23*5=115$) and call it **The THUD**. The THUD is henceforth taken to represent a single and unique Discordian "hour". The THUD lasts for 115 real (aneristic) minutes. The THUD is *the zero'th "hour"* (just like the hour 0:00 and the next 59 minutes in real world).
8. *"Discordianism is not just a religion; it is a mental illness."*
Lord Omar Ravenhurst
9. All Erisian "hours" are divided into "minutes" and these are, in turn, divided into "seconds". (Name them, please, someone!) However, the length of Discordian "hours", "minutes" and "seconds" does NOT remain in any necessary, constant, or equivalent relationship to real-life, aneristic hours, minutes, and seconds. Any

relationship is purely coincidental, arbitrary, and subject to disinfection.

10. What is even more interesting is that, within the Erisian Time Measurement, "hours", "minutes" and "seconds" ARE NOT ALL OF THE SAME LENGTH respectively! The THUD (which is a single "hour") is divided into "minutes" and "seconds" in a different way than other Discordian "hours". The respective units are LONGER during THUD than they are past THUD.
11. The "hour" of THUD is divided into 5 "minutes". Because the THUD lasts for 115 real minutes, each Discordian "minute" during THUD lasts 23 real minutes ($115 \text{ DIV } 5 = 23$)
12. This paragraph is not part of the Specification.
13. Each "minute" of THUD is divided into 23 "seconds" of THUD. Since a THUD "minute" lasts 23 real minutes, it follows that every "second" of THUD lasts a full one minute of aneristic time. ($23 \text{ DIV } 23 = 1$, see $1+1=2$, et al.)
14. **ReCaPiTuLaTiOn:**
A Discordian day begins with a single "hour" of unique length, called THUD. This "hour" lasts for 115 real minutes, and is divided into 5 "minutes". These "minutes" are further divided into 23 "seconds" each.
15. The Thud is a lingering time.
16. **AFTER THE HOUR OF THUD.** Remember that we started with 288 5-minute units. Of those, we subtracted 23 to make THUD. We are then left with 265 units to go.
17. These **265 units** are Discordian "hours". Each Discordian "hour" ("non-Thud hour" to be exact) lasts 5 real minutes. And, surprisingly enough, this is how Discordian "hours" are divided: each "hour" has **5 "minutes"**. Purely by coincidence, these "minutes" are equal to real, aneristic minutes.
18. We have 5 "minutes" per "hour". Now we need to divide the "minutes" as well. No problem: an Erisian "minute" is divided into 5 "seconds". Remember that Erisian "minute" lasts 1 real minute, thus 60 real seconds. Therefore, Erisian "second" (of which there are 5 in an Erisian "minute") lasts **12 real seconds** ($60 \text{ DIV } 5 = 12$).

19. *That's about it.*

20. SUMMARY

Erisian day consists of:

- a. 1 "hour", called THUD
 - THUD = 5 "minutes"
 - 1 "minute" = 23 "seconds"

...followed by:

- b. 265 "hours"
 - 1 "hour" = 5 "minutes"
 - 1 "minute" = 5 "seconds"

21. Executive summary

You are not supposed to understand this.

22. PROOF AND SEAL OF ILLUMINATED SAINTHOOD

If you are not yet convinced that the above MEASUREMENT contains HOLY PROPERTIES OF ERIS within,
ponder upon the following:

We have THUD + 265 hours, that is 266 hours.

$$\begin{array}{r} 2+6+6=14 \\ 1+4=5 \end{array}$$

23. So there.

DOCUMENT ENDS. ENDING ENDS. END.

(This document is effective IMMEDIATELY.)

Ooooooooooooooooooooooooooooooh.

Thank you for your inattention.

sd./

m'Eniac, Lord Fuddlemeister of the Cloned Synapse,
Episkopos, [Church of the Whole Shebang & Vapor](#)
General Frenetics, Discorporated, FNORD.

Sweetmorn, Day 29 of Confusion, 3163,
at 000:03:06(1) KET (Klockable Erisian Time)