

Table 3.H

Unique Set-sum values in Mormon2's concluding temporal-expressions
interpreted as day names in the 260-day ritual almanac

No.	Tables	Set-sum value	Simplifying calculation	Remainder as a ritual almanac day
1	2.GJK	4	None required – (0x260)	4 = 4.d or Hard?
2	2.FHK	10	None required – (0x260)	10 = 10.j or Foot
3	2.K	11	None required – (0x260)	11 = 11.k or Monkey
4	2.GHJK	15	None required – (0x260)	15 = 2.o or Eagle
5	2.FHK	16	None required – (0x260)	16 = 3.p or Owl?
6	2.FH	19	None required – (0x260)	19 = 6.s or Rain
7	2.FIK	20	None required – (0x260)	20 = 7.t or Lord
8	2.J	21	None required – (0x260)	21 = 8.a or Sun
9	2.FHK	22	None required – (0x260)	22 = 9.b or Wind
10	2.FHIK	24	None required – (0x260)	24 = 11.d or Hard?
11	2.GJ	26	None required – (0x260)	26 = 13.f or Death
12	2.GJ	28	None required – (0x260)	28 = 2.h or Star?
13	2.F	31	None required – (0x260)	31 = 5.k or Monkey
14	2.F	32	None required – (0x260)	32 = 6.l or Jaw
15	2.K	36	None required – (0x260)	36 = 10.p or Owl?
16	2.H	37	None required – (0x260)	37 = 11.q or Quake
17	2.H	40	None required – (0x260)	40 = 1.t or Lord
18	2.FGH	45	None required – (0x260)	45 = 6.e or Serpent
19	2.H	56	None required – (0x260)	56 = 4.p or Owl?
20	2.I	57	None required – (0x260)	57 = 5.q or Quake
21	2.H	59	None required – (0x260)	59 = 7.s or Rain
22	2.GI	60	None required – (0x260)	60 = 8.t or Lord
23	2.FG	64	None required – (0x260)	64 = 12.d or Hard?
24	2.K	80	None required – (0x260)	80 = 2.t or Lord
25	2.G	86	None required – (0x260)	86 = 8.f or Death
26	2.G	88	None required – (0x260)	88 = 10.h or Star?
27	2.K	90	None required – (0x260)	90 = 12.j or Foot
28	2.FHJ	320	Set-sum value – (1x260)	60 = 8.t or Lord
29	2.J	324	Set-sum value – (1x260)	64 = 12.d or Hard?
30	2.FHIK	326	Set-sum value – (1x260)	66 = 1.f or Death
31	2.FHIK	327	Set-sum value – (1x260)	67 = 2.g or Deer
32	2.F	336	Set-sum value – (1x260)	76 = 11.p or Owl?
33	2.HJK	345	Set-sum value – (1x260)	85 = 7.e or Serpent
34	2.J	346	Set-sum value – (1x260)	86 = 8.f or Death
35	2.I	347	Set-sum value – (1x260)	87 = 9.g or Deer
36	2.J	348	Set-sum value – (1x260)	88 = 10.h or Star?
37	2.IK	349	Set-sum value – (1x260)	89 = 11.i or Water
38	2.IK	350	Set-sum value – (1x260)	90 = 12.j or Foot
39	2.FGHJK	360	Set-sum value – (1x260)	100 = 9.t or Lord
40	2.HK	361	Set-sum value – (1x260)	101 = 10.a or Sun
41	2.IK	366	Set-sum value – (1x260)	106 = 2.f or Death
42	2.JK	367	Set-sum value – (1x260)	107 = 3.g or Deer
43	2.IJ	369	Set-sum value – (1x260)	109 = 5.i or Water
44	2.F	373	Set-sum value – (1x260)	113 = 9.m or Cane
45	2.HK	375	Set-sum value – (1x260)	115 = 11.o or Eagle
46	2.F	376	Set-sum value – (1x260)	116 = 12.p or Owl?
47	2.FHIK	379	Set-sum value – (1x260)	119 = 2.s or Rain
48	2.FHIK	380	Set-sum value – (1x260)	120 = 3.t or Lord
49	2.FHIK	384	Set-sum value – (1x260)	124 = 7.d or Hard?
50	2.I	387	Set-sum value – (1x260)	127 = 10.g or Deer
51	2.K	395	Set-sum value – (1x260)	135 = 5.o or Eagle
52	2.J	396	Set-sum value – (1x260)	136 = 6.p or Owl?
53	2.FG	400	Set-sum value – (1x260)	140 = 10.t or Lord

Table 3.H-1

No.	Tables	Set-sum value	Simplifying calculation	Remainder as a ritual almanac day
54	2.G	420	Set-sum value – (1x260)	160 = 4.t or Lord
55	2.F	437	Set-sum value – (1x260)	177 = 8.q or Quake
56	2.F	440	Set-sum value – (1x260)	180 = 11.t or Lord
57	2.K	455	Set-sum value – (1x260)	195 = 13.o or Eagle
58	2.K	465	Set-sum value – (1x260)	205 = 10.e or Serpent
59	2.F	653	Set-sum value – (2x260)	133 = 3.m or Cane
60	2.FHIK	674	Set-sum value – (2x260)	154 = 11.n or Jaguar
61	2.IK	691	Set-sum value – (2x260)	171 = 2.k or Monkey
62	2.H	736	Set-sum value – (2x260)	216 = 8.p or Owl?
63	2.IK	742	Set-sum value – (2x260)	222 = 1.b or Wind
64	2.G	760	Set-sum value – (2x260)	240 = 6.t or Lord
65	2.H	763	Set-sum value – (2x260)	243 = 9.c or Night?
66	2.FHIK	784	Set-sum value – (3x260)	4 = 4.d or Hard?
67	2.G	820	Set-sum value – (3x260)	40 = 1.t or Lord
68	2.F	1010	Set-sum value – (3x260)	230 = 9.j or Foot
69	2.I	1024	Set-sum value – (3x260)	244 = 10.d or Hard?
70	2.I	1036	Set-sum value – (3x260)	256 = 9.p or Owl?
71	2.I	1038	Set-sum value – (3x260)	258 = 11.r or Flint
72	2.H	1045	Set-sum value – (4x260)	5 = 5.e or Serpent
73	2.I	1117	Set-sum value – (4x260)	77 = 12.q or Quake
74	2.HK	1118	Set-sum value – (4x260)	78 = 13.r or Flint
75	2.HK	1121	Set-sum value – (4x260)	81 = 3.a or Sun
76	2.I	1122	Set-sum value – (4x260)	82 = 4.b or Wind
77	2.F	1123	Set-sum value – (4x260)	83 = 5.c or Night?
78	2.I	1129	Set-sum value – (4x260)	89 = 11.i or Water
79	2.H	1143	Set-sum value – (4x260)	103 = 12.c or Night?
80	2.I	1149	Set-sum value – (4x260)	109 = 5.i or Water
81	2.H	1163	Set-sum value – (4x260)	123 = 6.c or Night?
82	2.K	1198	Set-sum value – (4x260)	158 = 2.r or Flint
83	2.K	1201	Set-sum value – (4x260)	161 = 5.a or Sun
84	2.K	1208	Set-sum value – (4x260)	168 = 12.h or Star?
85	2.K	1211	Set-sum value – (4x260)	171 = 2.k or Monkey
86	2.H	1370	Set-sum value – (5x260)	70 = 5.j or Foot
87	2.I	1371	Set-sum value – (5x260)	71 = 6.k or Monkey
88	2.I	1373	Set-sum value – (5x260)	73 = 8.m or Cane
89	2.J	1384	Set-sum value – (5x260)	84 = 6.d or Hard?
90	2.F	1390	Set-sum value – (5x260)	90 = 12.j or Foot
91	2.I	1408	Set-sum value – (5x260)	108 = 4.h or Star?
92	2.I	1411	Set-sum value – (5x260)	111 = 7.k or Monkey
93	2.I	1420	Set-sum value – (5x260)	120 = 3.t or Lord
94	2.I	1423	Set-sum value – (5x260)	123 = 6.c or Night?
95	2.IK	1450	Set-sum value – (5x260)	150 = 7.j or Foot
96	2.I	1497	Set-sum value – (5x260)	197 = 2.q or Quake
97	2.F	1523	Set-sum value – (5x260)	223 = 2.c or Night?
98	2.I	1529	Set-sum value – (5x260)	229 = 8.i or Water
99	2.H	1543	Set-sum value – (5x260)	243 = 9.c or Night?
100	2.I	1549	Set-sum value – (5x260)	249 = 2.i or Water
101	2.K	1573	Set-sum value – (6x260)	13 = 13.m or Cane
102	2.K	1576	Set-sum value – (6x260)	16 = 3.p or Owl?
103	2.K	1583	Set-sum value – (6x260)	23 = 10.c or Night?
104	2.K	1586	Set-sum value – (6x260)	26 = 13.f or Death
105	2.H	1679	Set-sum value – (6x260)	119 = 2.s or Rain
106	2.H	1724	Set-sum value – (6x260)	164 = 8.d or Hard?
107	2.F	1727	Set-sum value – (6x260)	167 = 11.g or Deer
108	2.F	1735	Set-sum value – (6x260)	175 = 6.o or Eagle
109	2.J	1744	Set-sum value – (6x260)	184 = 2.d or Hard?
110	2.J	1745	Set-sum value – (6x260)	185 = 3.e or Serpent
111	2.I	1811	Set-sum value – (6x260)	251 = 4.k or Monkey

Table 3.H-2

No.	Tables	Set-sum value	Simplifying calculation	Remainder as a ritual almanac day
112	2.H	2044	Set-sum value – (7x260)	224 = 3.d or Hard?
113	2.F	2064	Set-sum value – (7x260)	244 = 10.d or Hard?
114	2.F	2072	Set-sum value – (7x260)	252 = 5.l or Jaw
115	2.H	2104	Set-sum value – (8x260)	24 = 11.d or Hard?
116	2.FH	2197	Set-sum value – (8x260)	117 = 13.q or Quake
117	2.I	2251	Set-sum value – (8x260)	171 = 2.k or Monkey
118	2.F	2409	Set-sum value – (9x260)	69 = 4.i or Water
119	2.I	2411	Set-sum value – (9x260)	71 = 6.k or Monkey
120	2.K	2488	Set-sum value – (9x260)	148 = 5.h or Star?
121	2.I	2491	Set-sum value – (9x260)	151 = 8.k or Monkey
122	2.K	2498	Set-sum value – (9x260)	158 = 2.r or Flint
123	2.I	2522	Set-sum value – (9x260)	182 = 13.b or Wind
124	2.F	2558	Set-sum value – (9x260)	218 = 10.r or Flint
125	2.IJ	2572	Set-sum value – (9x260)	232 = 11.l or Jaw
126	2.F	2597	Set-sum value – (9x260)	257 = 10.q or Quake
127	2.I	2626	Set-sum value – (10x260)	26 = 13.f or Death
128	2.I	2651	Set-sum value – (10x260)	51 = 12.k or Monkey
129	2.F	2737	Set-sum value – (10x260)	137 = 7.q or Quake
130	2.G	2753	Set-sum value – (10x260)	153 = 10.m or Cane
131	2.I	2793	Set-sum value – (10x260)	193 = 11.m or Cane
132	2.I	2796	Set-sum value – (10x260)	196 = 1.p or Owl?
133	2.I	2860	Set-sum value – (11x260)	260 = 13.t or Lord
134	2.K	2888	Set-sum value – (11x260)	28 = 2.h or Star?
135	2.K	2898	Set-sum value – (11x260)	38 = 12.r or Flint
136	2.I	2922	Set-sum value – (11x260)	62 = 10.b or Wind
137	2.H	2933	Set-sum value – (11x260)	73 = 8.m or Cane
138	2.F	2938	Set-sum value – (11x260)	78 = 13.r or Flint
139	2.I	3026	Set-sum value – (11x260)	166 = 10.f or Death
140	2.F	3082	Set-sum value – (11x260)	222 = 1.b or Wind
141	2.G	3113	Set-sum value – (11x260)	253 = 6.m or Cane
142	2.G	3114	Set-sum value – (11x260)	254 = 7.n or Jaguar
143	2.I	3197	Set-sum value – (12x260)	77 = 12.q or Quake
144	2.F	3294	Set-sum value – (12x260)	174 = 5.n or Jaguar
145	2.IJ	3308	Set-sum value – (12x260)	188 = 6.h or Star?
146	2.H	3474	Set-sum value – (13x260)	94 = 3.n or Jaguar
147	2.K	3565	Set-sum value – (13x260)	185 = 3.e or Serpent
148	2.I	3566	Set-sum value – (13x260)	186 = 4.f or Death
149	2.F	3674	Set-sum value – (14x260)	34 = 8.n or Jaguar
150	2.G	3701	Set-sum value – (14x260)	61 = 9.a or Sun
151	2.I	3721	Set-sum value – (14x260)	81 = 3.a or Sun
152	2.H	3819	Set-sum value – (14x260)	179 = 10.s or Rain
153	2.H	3876	Set-sum value – (14x260)	236 = 2.p or Owl?
154	2.K	3940	Set-sum value – (15x260)	40 = 1.t or Lord
155	2.J	3956	Set-sum value – (15x260)	56 = 4.p or Owl?
156	2.I	3960	Set-sum value – (15x260)	60 = 8.t or Lord
157	2.FG	4061	Set-sum value – (15x260)	161 = 5.a or Sun
158	2.I	4121	Set-sum value – (15x260)	221 = 13.a or Sun
159	2.H	4276	Set-sum value – (16x260)	116 = 12.p or Owl?
160	2.J	4280	Set-sum value – (16x260)	120 = 3.t or Lord
161	2.J	4316	Set-sum value – (16x260)	156 = 13.p or Owl?
162	2.G	4437	Set-sum value – (17x260)	17 = 4.q or Quake
163	2.I	4457	Set-sum value – (17x260)	37 = 11.q or Quake
164	2.FG	4461	Set-sum value – (17x260)	41 = 2.a or Sun
165	2.J	4676	Set-sum value – (17x260)	256 = 9.p or Owl?
166	2.FG	4797	Set-sum value – (18x260)	117 = 13.q or Quake
167	2.I	4857	Set-sum value – (18x260)	177 = 8.q or Quake
168	2.FH	5001	Set-sum value – (19x260)	61 = 9.a or Sun
169	2.J	5052	Set-sum value – (19x260)	112 = 8.l or Jaw

Table 3.H-3

No.	Tables	Set-sum value	Simplifying calculation	Remainder as a ritual almanac day
170	2.J	5053	Set-sum value – (19x260)	113 = 9.m or Cane
171	2.I	5078	Set-sum value – (19x260)	138 = 8.r or Flint
172	2.I	5081	Set-sum value – (19x260)	141 = 11.a or Sun
173	2.FG	5197	Set-sum value – (19x260)	257 = 10.q or Quake
174	2.J	5398	Set-sum value – (20x260)	198 = 3.r or Flint
175	2.J	5401	Set-sum value – (20x260)	201 = 6.a or Sun
176	2.J	5412	Set-sum value – (20x260)	212 = 4.l or Jaw
177	2.J	5413	Set-sum value – (20x260)	213 = 5.m or Cane
178	2.J	5794	Set-sum value – (22x260)	74 = 9.n or Jaguar
179	2.J	5797	Set-sum value – (22x260)	77 = 12.q or Quake
180	2.F	6119	Set-sum value – (23x260)	139 = 9.s or Rain
181	2.F	6122	Set-sum value – (23x260)	142 = 12.b or Wind
182	2.K	6413	Set-sum value – (24x260)	173 = 4.m or Cane
183	2.K	6423	Set-sum value – (24x260)	183 = 1.c or Night?
184	2.G	6458	Set-sum value – (24x260)	218 = 10.r or Flint
185	2.I	6482	Set-sum value – (24x260)	242 = 8.b or Wind
186	2.K	6788	Set-sum value – (26x260)	28 = 2.h or Star?
187	2.K	6798	Set-sum value – (26x260)	38 = 12.r or Flint
188	2.K	6813	Set-sum value – (26x260)	53 = 1.m or Cane
189	2.K	6823	Set-sum value – (26x260)	63 = 11.c or Night?
190	2.GK	6878	Set-sum value – (26x260)	118 = 1.r or Flint
191	2.I	6882	Set-sum value – (26x260)	122 = 5.b or Wind
192	2.K	7188	Set-sum value – (27x260)	168 = 12.h or Star?
193	2.FK	7198	Set-sum value – (27x260)	178 = 9.r or Flint
194	2.GK	7278	Set-sum value – (27x260)	258 = 11.r or Flint
195	2.G	7576	Set-sum value – (29x260)	36 = 10.p or Owl?
196	2.G	7579	Set-sum value – (29x260)	39 = 13.s or Rain
197	2.F	7598	Set-sum value – (29x260)	58 = 6.r or Flint
198	2.I	7600	Set-sum value – (29x260)	60 = 8.t or Lord
199	2.I	7603	Set-sum value – (29x260)	63 = 11.c or Night?
200	2.GK	7996	Set-sum value – (30x260)	196 = 1.p or Owl?
201	2.GK	7999	Set-sum value – (30x260)	199 = 4.s or Rain
202	2.I	8000	Set-sum value – (30x260)	200 = 5.t or Lord
203	2.I	8003	Set-sum value – (30x260)	203 = 8.c or Night?
204	2.F	8316	Set-sum value – (31x260)	256 = 9.p or Owl?
205	2.F	8319	Set-sum value – (31x260)	259 = 12.s or Rain
206	2.GK	8396	Set-sum value – (32x260)	76 = 11.p or Owl?
207	2.GK	8399	Set-sum value – (32x260)	79 = 1.s or Rain
208	2.F	8716	Set-sum value – (33x260)	136 = 6.p or Owl?
209	2.F	8719	Set-sum value – (33x260)	139 = 9.s or Rain
210	2.H	8877	Set-sum value – (34x260)	37 = 11.q or Quake
211	2.H	9277	Set-sum value – (35x260)	177 = 8.q or Quake
212	2.H	9995	Set-sum value – (38x260)	115 = 11.o or Eagle
213	2.H	9998	Set-sum value – (38x260)	118 = 1.r or Flint
214	2.H	10395	Set-sum value – (39x260)	255 = 8.o or Eagle
215	2.H	10398	Set-sum value – (39x260)	258 = 11.r or Flint

Table 3.H-4