Syllogisms and Consequences

Syllogism: 1st position   2nd position   3rd position

            A has the quality of being   p   because it's   q

Statement of quality: A is q
Statement of pervasion: whatever is q is necessarily p; if it's q, it's necessarily p.

Syllogism that works

- If q is < p (if the range of q is less than p) or q=p (if q and p are MI),

Syllogisms that don't work:

- If q > p, it's indefinite reason.

- If q is MX with p, it's contradictory reason.

- If q and p overlap but neither is wholly the other, it's indefinite reason.

To make a consequence:

1. Start with statement of pervasion: Whatever is q is necessarily p.

2. It follows A is p because it is q. (you switch what is in the 2nd and 3rd positions in a syllogism.)

- q is the reason in a syllogism.

- q is the first part in a statement of pervasion.

- In syllogism, the part in the 2nd position is the predicate to be proven.

- In consequence, the part in the 2nd position is the point of clarification.