

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 $q < p$ (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.