

Florentin's LAWS



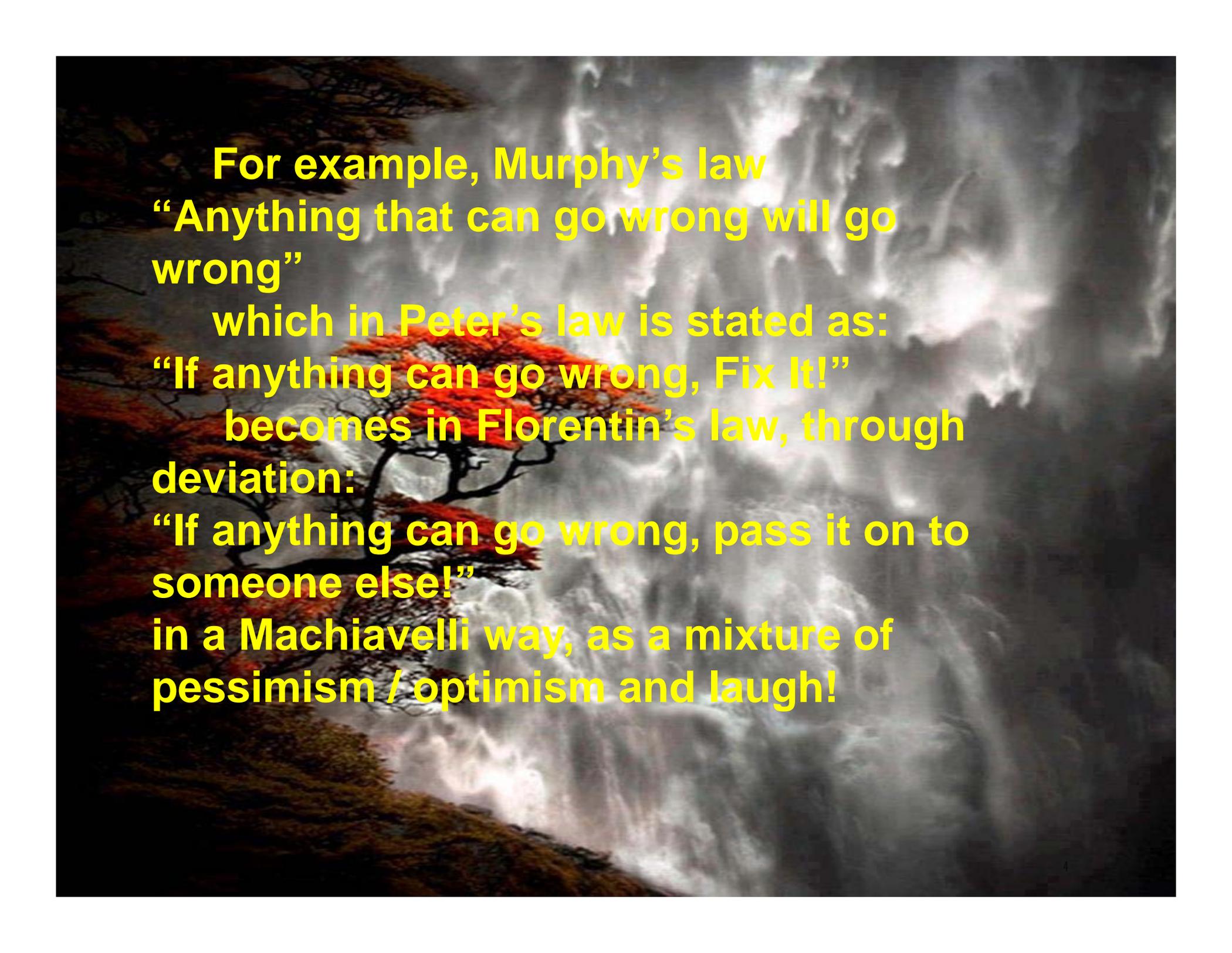


Florentin's Laws are neither *Murphy's* (pessimistic) *Laws* nor *Peter's* (optimistic) *Laws*, but partially pessimistic, partially optimistic, while another part is indeterminate (as in neutrosophic logic).

Being paradoxist in nature, Florentin's Laws are especially deviations, modifications, generalizations, contra-sayings, parodies, or mixtures of the previous Murphy-Peter laws.

And also of aphorisms, proverbs, known citations, clichés, scientific results (from physics, mathematics, philosophy, ...), etc.

Alternatively, collations of opposite ideas gathered from folklore, from ads, from literature, from familiar speech.



**For example, Murphy's law
“Anything that can go wrong will go
wrong”**

which in Peter's law is stated as:

“If anything can go wrong, Fix It!”

**becomes in Florentin's law, through
deviation:**

**“If anything can go wrong, pass it on to
someone else!”**

**in a Machiavelli way, as a mixture of
pessimism / optimism and laugh!**





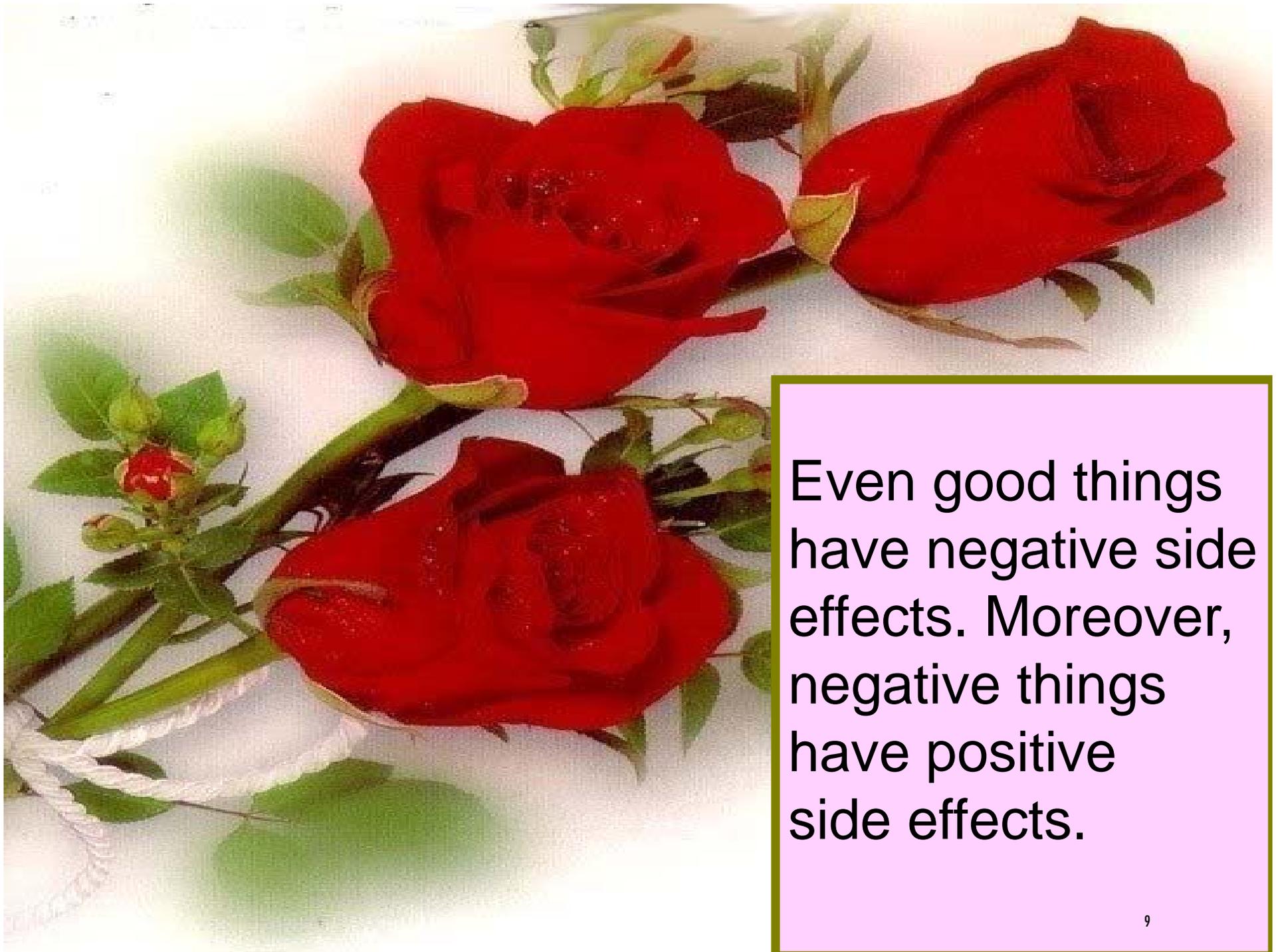
Florentin's Laws



**When your team
wins, it is thanks
to you.
If the team looses,
it is because of
others.**

Get a reason to award your friends,
and a pretext to punish your enemies.





Even good things have negative side effects. Moreover, negative things have positive side effects.



Don't play by others' rules. Build your own rules that allow you to win. If you still don't win, prove the game is useless.



**If he's
better
than
you,
deny
him.
If he's
worse
than
you,
praise
him.**

**If you can't beat them,
beat others.**

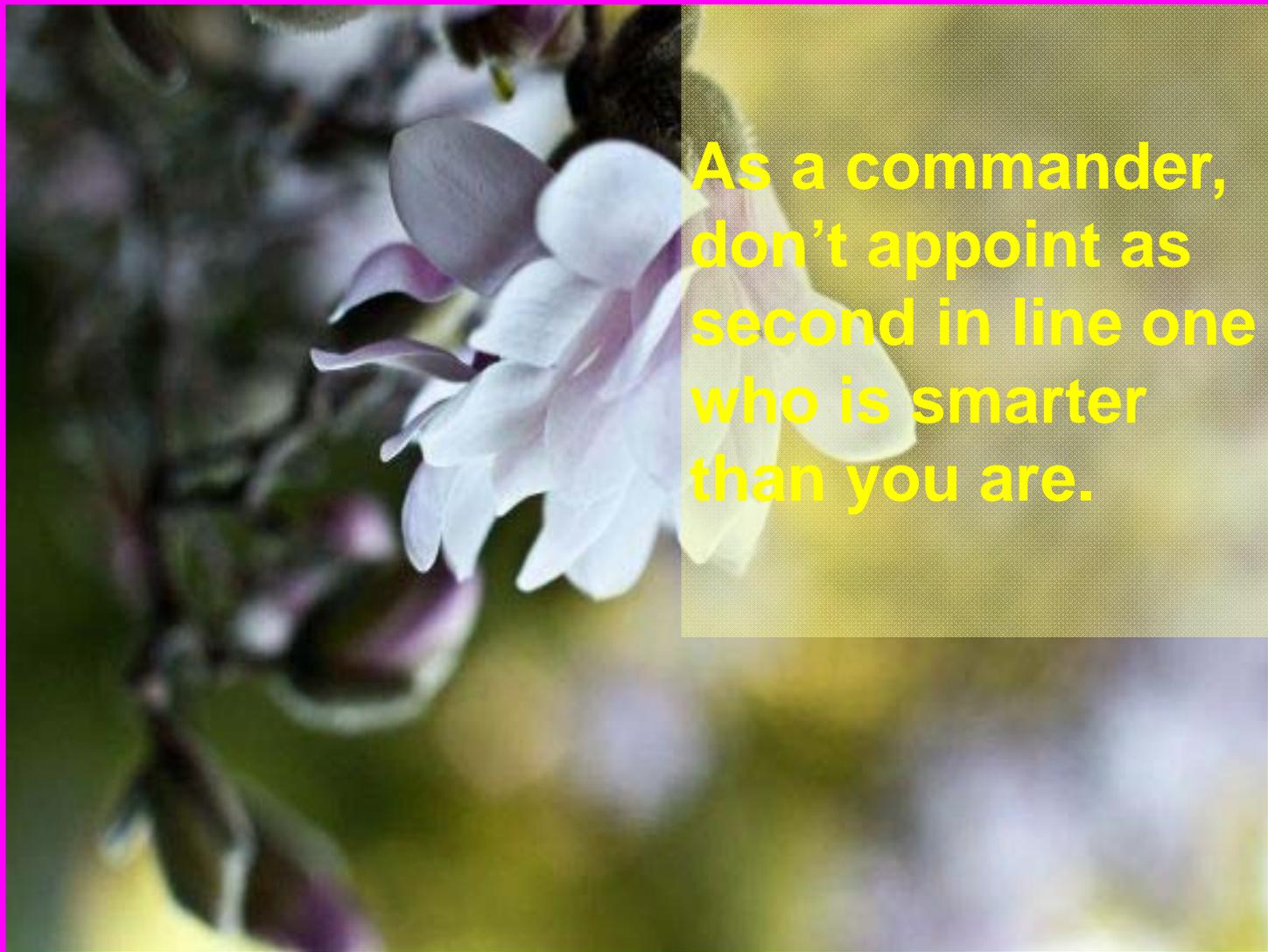


**If bad actions are in your favor, make
them look good.
If good actions disadvantage you,
undermine them.**



Elect the boss who is worse than you are, so you can manipulate him..





**As a commander,
don't appoint as
second in line one
who is smarter
than you are.**

If things go from bad to worse, they don't belong to you.



If it matters against you, make as it doesn't matter.



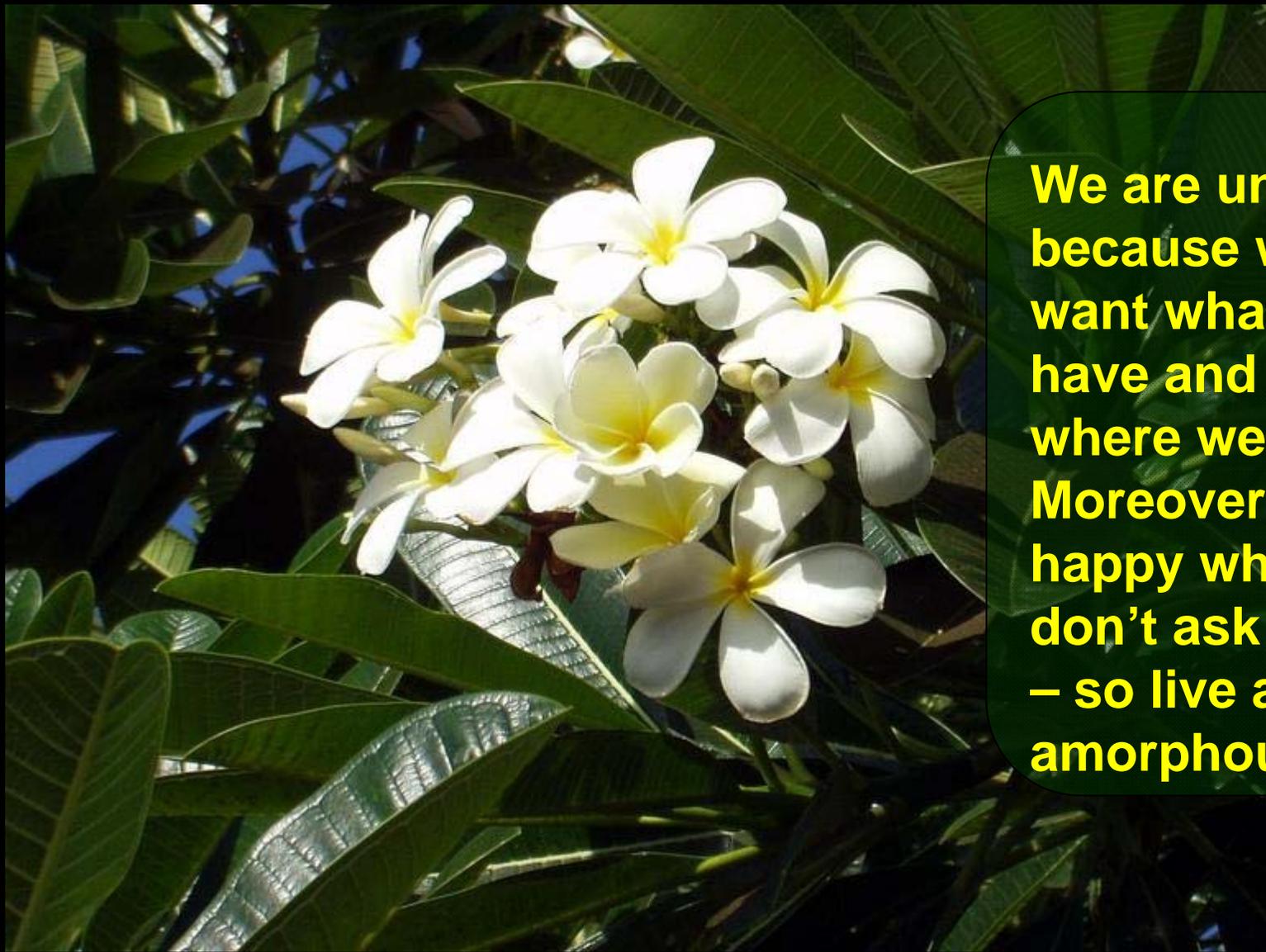
**If it's not
worth
doing, let
others do
it.**





Oh, God, protect me from my friends, because from my enemies I protect myself!





We are unhappy because we always want what we don't have and to be where we are not. Moreover, we are happy when we don't ask for anything – so live an amorphous life!

**If you classify the last, switch the order.
If you're somehow in the middle, invent a
new world order that sets you in the front.**



Interpret the worst thing positively, and
the good things negatively.

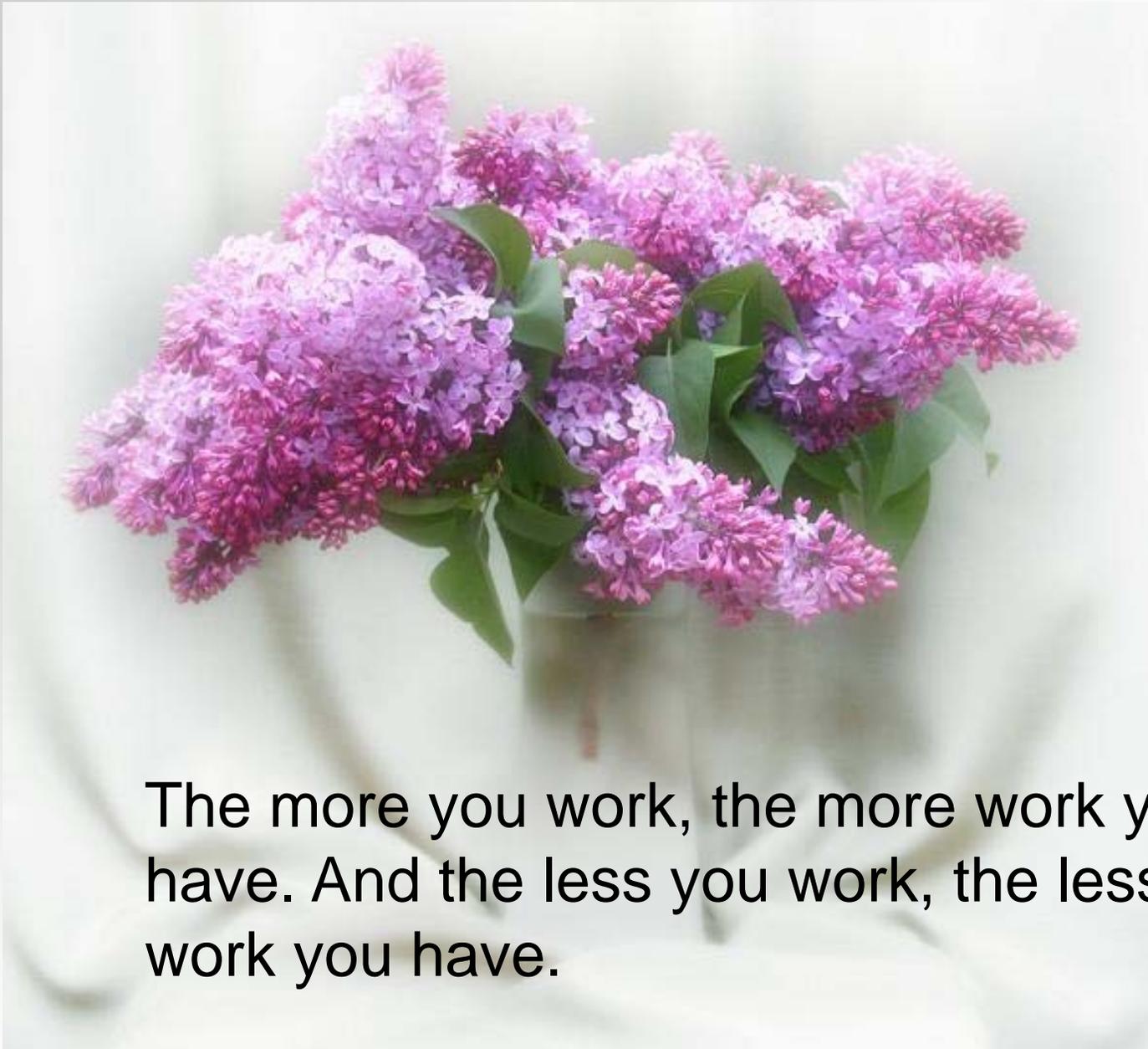




Failure is good - it brings you experience. Success can make you lazy and arrogant.

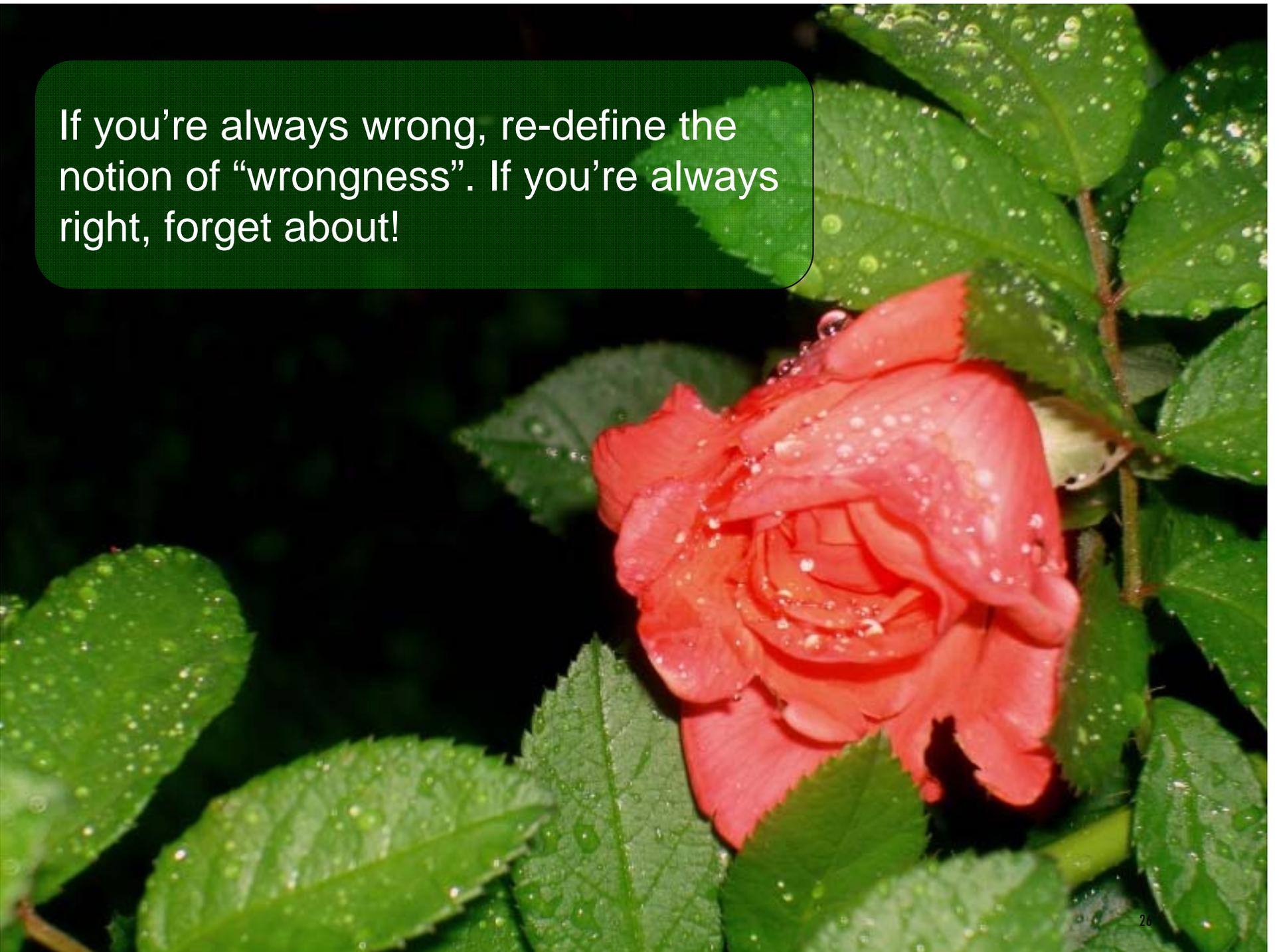


The less people understand a theory, the smarter they believe it is. So, make easy things complicated!

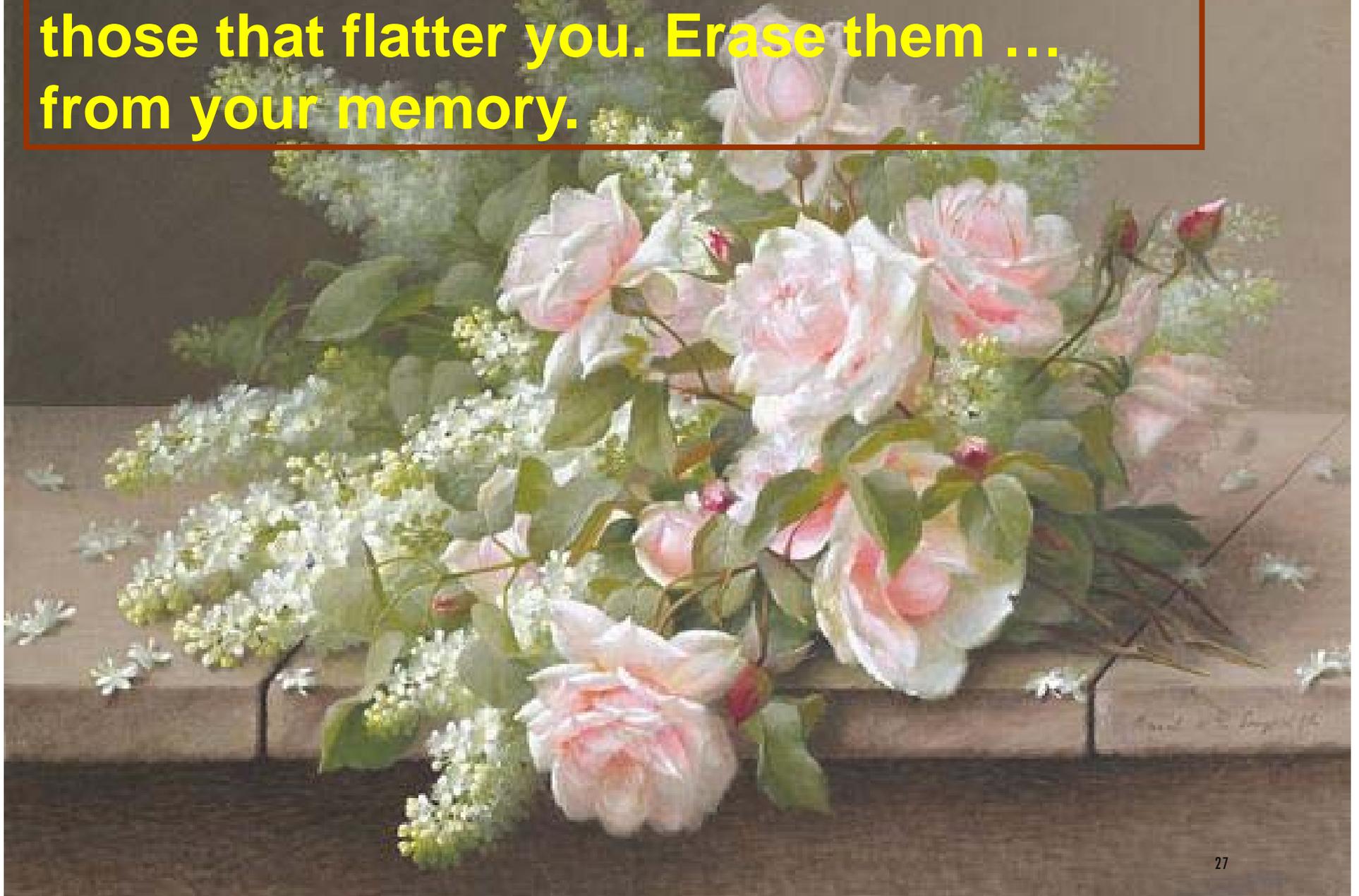


The more you work, the more work you have. And the less you work, the less work you have.

If you're always wrong, re-define the notion of "wrongness". If you're always right, forget about!



Don't visit sites that slander you, neither those that flatter you. Erase them ... from your memory.



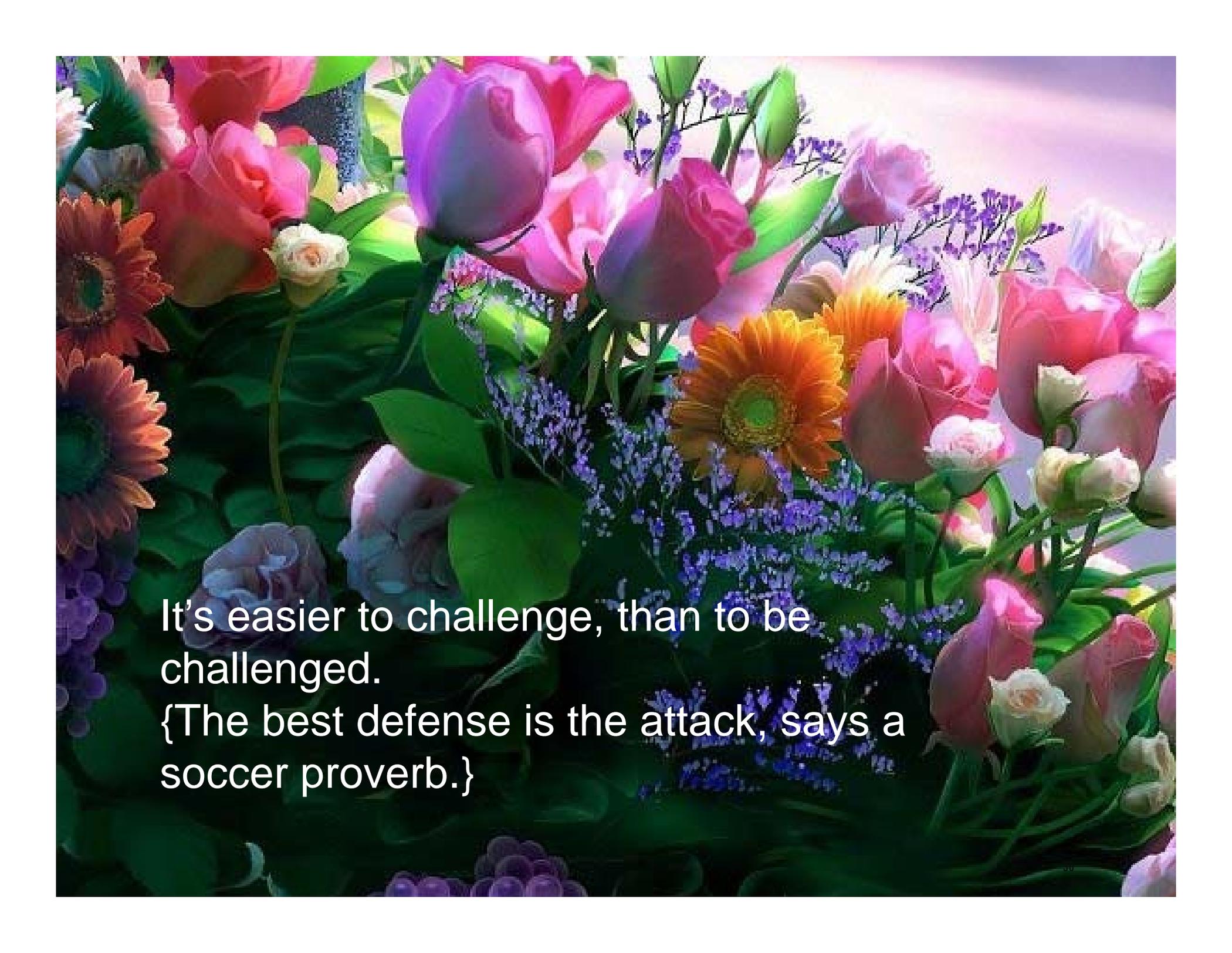
Don't run when you can walk! {*Festina lente.*} Let others struggle!



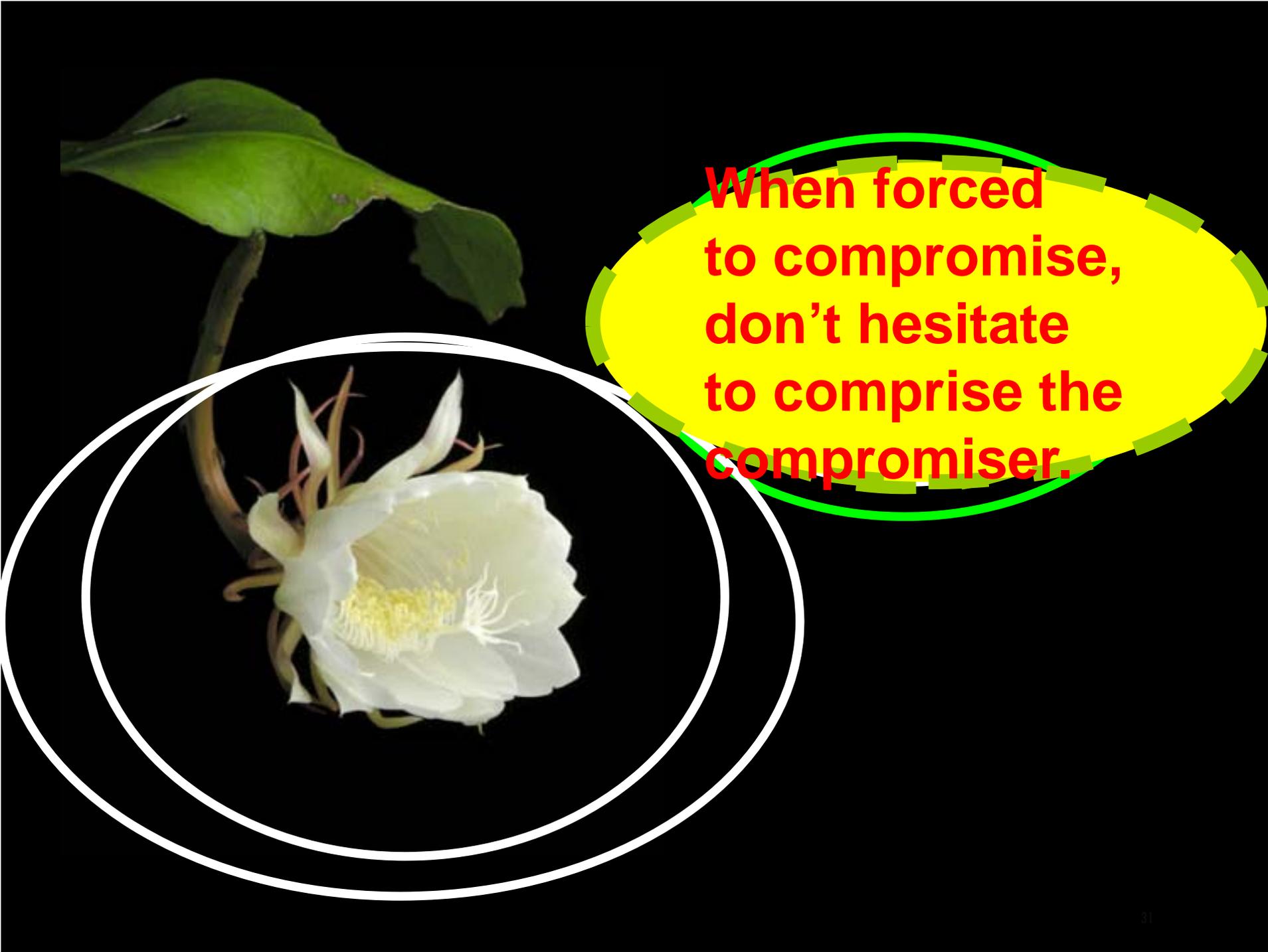


The faster you go, the more energy you consume and earlier you die... so slow down!



A vibrant bouquet of flowers, featuring a mix of pink roses, orange daisies, and purple baby's breath. The flowers are set against a soft, pinkish-purple background, creating a romantic and delicate atmosphere. The text is overlaid on the lower-left portion of the bouquet.

It's easier to challenge, than to be challenged.
{The best defense is the attack, says a soccer proverb.}



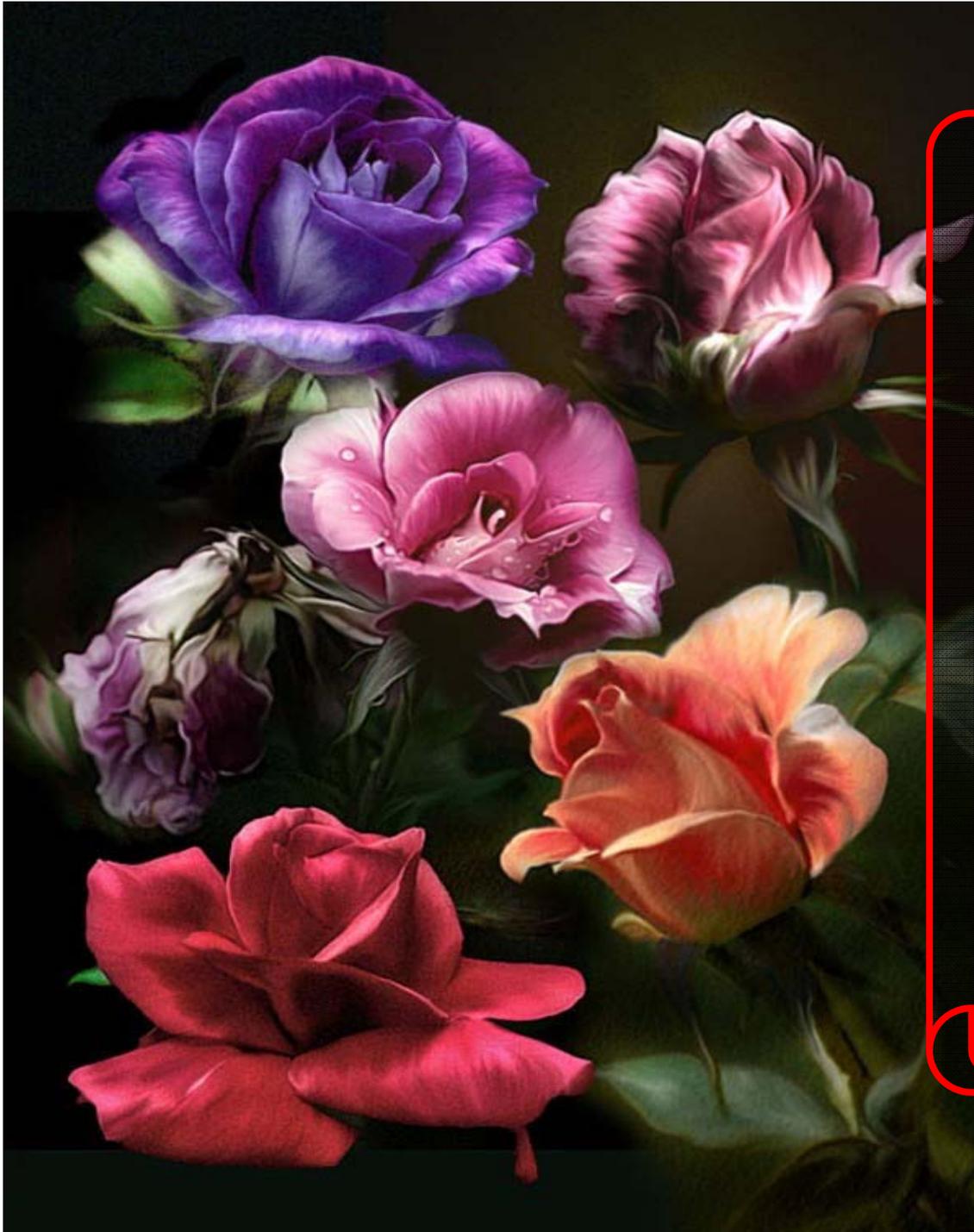
**When forced
to compromise,
don't hesitate
to comprise the
compromiser.**



Interpret the defeat as a victory, even if no body might believe it. Pay attention to the victory, it might be deceptive...

Don't doubt when in doubt. Don't be sure when you're sure.





If you have no
choice, still
choose!
When given two
choices,
take three!



**Bless your enemies,
they ambition you.
Blame your friends,
they idle you..**

A vibrant, colorful courtyard scene. The walls are a warm, yellowish-tan color. A prominent feature is a set of blue stairs with a matching blue railing, leading up to a balcony. The balcony has a white railing and is adorned with potted plants. To the left, there are arched windows with red shutters. In the center, there's a window with red shutters and a small balcony above it. To the right, there's a large blue door with a grid pattern. The ground is paved with stone tiles. The overall atmosphere is bright and cheerful.

The End

From the book: If Everything Can Go Wrong, Pass It On to Someone Else (Florentin's Laws), by F. Smarandache, 1990,

<http://fs.gallup.unm.edu/FlorentinsLaws.pdf>