

FALLACY	LATIN NAME	Definition
<b><i>Fallacies of Relevance: Distraction Fallacies</i></b>		Premises are logically irrelevant to the conclusion; arguer's premises seek to distract receiver from argument
<i>Appeal to Emotions</i>		Arguer seeks acceptance of a claim based on receivers' emotions
Appeal to Force (appeal to the "stick"; might makes right)	Argumentum ad Baculum	Arguer threatens/coerces receiver
Appeal to Fear (appeal to terror)	Argumentum ad Terrorem	Arguer terrorizes receiver; arguer makes receiver afraid of exaggerated consequences; arguer uses the threat of harm as evidence for a conclusion
Appeal to Hatred	Argumentum ad Edum	Arguer seeks acceptance of argument not for its strength but because receiver has pity
Appeal to Pity (appeal for mercy; appeal for sympathy)	Argumentum ad Misericordiam	
Appeal to Envy	Argumentum ad Envidium	Arguer uses humor to such an extent that it becomes the focal point; arguer uses humor to entertain rather than enlighten
Appeal to Humor		
<i>Appeal to the People (appeal to the masses; appeal to the prejudices of the people; appeal to self-interest; pandering)</i>	Argumentum ad Populum	Arguer appeals to feelings and prejudices of the multitude; arguer appeals to receivers' wants and needs
Direct approach (mob appeal; crowd infection; crowd emotion; appeal to provincialism)		Arguer arouses mob mentality; seeks to turn receivers from thinking individuals into a reacting "mob"; arguer wants receivers to see the world through the eyes of the group with which they identify
Indirect approach (individuals in crowd)		Arguer appeals to receiver's desire for security, love, respect, etc.
bandwagon argument (appeal to popularity; authority of the many; appeal to popular opinion) appeal to vanity		Arguer appeals to receiver's desire not to be left behind, to be popular, to belong and be included in a group; justifies something strictly by appeal to numbers Arguer appeals to receiver's desire to be respected and admired
appeal to snobbery (authority of the select few)	Argumentum ad Superbium	Arguer appeals to receiver's desire to be better than others; arguer targets receivers' feelings of superiority and exclusivity; usually involves praise or flattery

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<p><i>Appeal to Authority (appeal to unqualified authority; appeal to prestige; fallacy of false authority)</i></p> <p>authority lacks requisite expertise</p> <p>disagreement among experts</p> <p>authority is biased or prejudiced</p> <p>authority has motive to lie or disseminate "misinformation"</p> <p>authority lacks requisite ability to perceive or recall</p>	Argumentum ad Verecundiam	<p>Arguer cites untrustworthy authority; arguer relies on authority or prestige of parties having no legitimate claim to authority in the matter at hand</p> <p>The so-called authority is not an authority on the issue at hand</p>
<p><i>Appeal to Time</i></p> <p>Appeal to the Ages (appeal to tradition; fallacy of traditional wisdom; sacred cows)</p>	Argumentum ad Antiquitatem	<p>Arguer uses the past to justify claims made in the present; arguer equates truth and tradition; arguer believes customs of forbears are presumptively good; arguer assumes that because a view or position has been held for many years, it is correct</p>
<p>Appeal to Common Practice</p> <p>Appeal to Novelty</p> <p>Appeal to Precedent</p>	Argumentum ad Novitatem	<p>Arguer believes what is common practice is acceptable</p> <p>Arguer appeals to newness, modernity, current mores, or youth; arguer believes change is presumptively good</p> <p>Arguer uses prior (similar) cases or instances as justification for present</p>
<p><i>Appeal to Attitude (dismissal)</i></p> <p>Appeal to Ridicule</p> <p>Appeal to Indignation</p>		<p>Arguer offers an attitude as evidence for dismissing an argument/claim</p> <p>Arguer dismisses a claim as being ridiculous</p> <p>Arguer dismisses a claim with an attitude of indignation</p>
<p><i>Never-ending Appeals</i></p>	Argumentum ad nauseum	<p>Arguer repeats and repeats and repeats</p>

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***Fallacies of Relevance: Distraction Fallacies  
(continued)***

<i>Argument Against the Person (appeal to personal ridicule; personal attack; belittling the opposition)</i>	Argumentum ad Hominem	Arguer discredits other person rather than criticizing other's argument/ideas
attacking the person's being (character assassination)	ad hominem abusive	Arguer verbally abuses other arguer
attacking the person's circumstances (bias ad hominem)	ad hominem circumstantial	Arguer discredits other due to his/her circumstances
attacking the person's sanity (psychological ad hominem)		Arguer discredits an argument by questioning the mental state of the arguer
attacking the person's consistency (inconsistency ad hominem)		Arguer accuses other of inconsistent deeds and words
thou also	tu quoque	Arguer points out other arguer is a hypocrite: "you too have sinned"; meets a personal charge with a personal counter-charge
<i>Argument For the Person (good intentions fallacy)</i>		Arguer praises source of an argument as proof of claim

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<i>Generalization Distortions</i>		
Weak Analogy (fallacy of questionable analogy; faulty analogy) irrelevant attributes		Improper association of two cases  Conclusion is based on attributes unrelated to focus of similarity between cases; arguer ignores or overlooks relevant, weakening differences between two cases People are judged guilty solely on the basis of the company they keep or the places they frequent Arguer tries to capitalize on someone else's earned reputation to sell something or to enhance his/her own status; people are judged virtuous solely on the basis of the company they keep or the places they frequent
guilt by association		
false positioning (virtue by association)		
Attacking the Illustration Fallacy		Arguer treats an analogy too literally, expecting perfect likeness of the cases; arguer points out irrelevant differences between cases Conclusion is based on insufficient evidence
Hasty Generalization (converse accident; fallacy of selective instances; hasty conclusion; over-generalizing) inadequate samples	Secundum Quid	Conclusion is based on insufficient data; sample is not large enough Conclusion is drawn from atypical sample; sample is biased
atypical examples		
knowing the unknowable		Conclusion is drawn from unknowable evidence
Accident (hasty application; sweeping generalization)	A Dicto Simpliciter	General rule is applied to a specific case it was not intended to cover; arguer overlooks qualifications attached to a general rule General rule is extended to a specific time or context it was not intend to cover
Extrapolation		
gambler's fallacy		Arguer assumes random events follow self-correcting rule; arguer assumes that the run of a chance event alters the probability of that event in future
golden mean		Arguer assumes the mean between two extremes is the most desirable position
argument from the heap		Arguer assumes a series of insignificant changes cannot be equivalent to a significant change (e.g., If a has 1¢, a's not rich; if a's not rich, giving a 1¢ won't make a rich; thus, no matter how many times you give a 1¢, that person will not become rich)

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<i>Claim Distortions</i>		
Unrelated Conclusion	Non Sequitur	The conclusion doesn't follow from the premises
Irrelevant Conclusion (missing the point; ignorance of the proof; irrelevant evidence)	Ignoratio Elenchi	Arguer draws conclusion different from that supported by premises
Argument from Ignorance	Argumentum ad Ignorantiam	Arguer draws conclusion when premises report nothing is known/proven; arguer argues that a proposition is true simply on the basis it has not been proved false, or that it is false because it has not been proved true; arguer confuses a lack of proof (ignorance) with a refutation
Two Wrongs		Arguer presumes two wrongs make a right; justifies improper behavior as justified or caused by errors/improper behavior of opposition
False Cause		Arguer draws conclusion that depends on nonexistent or minor causal connection
after this, therefore because of this (questionable cause fallacy)	post hoc ergo propter hoc	Arguer assumes causal relation among events because they are related in time; arguer presumes temporal succession of two events means the first event causes the second event; arguer asserts that one event is the cause of another from the mere fact that the first occurred prior to the second
not the cause for the cause	non causa pro causa	Arguer assumes a causal relation among events because they are related in space; what is taken for the cause isn't the cause at all
concomitant variation		Arguer assumes that because two events show a high incidence of correlation they are therefore causally connected
irreversible order		Arguer assumes that if a causes b, then b cannot also cause a.
regression to the mean		Arguer assumes that normal chance variations are causally determined (i.e., Arguer assumes a bad performance that is followed by a good one is caused by something rather than just reflecting bad luck the first time and a normal performance the second time)
oversimplified cause		One of many causes treated as if it were the sole cause
appeal to superstition (magical thinking)	Argumentum ad Superstitionem	Arguer uncritically attributes causal power to thoughts and words, i.e., The act of thinking about something is sufficient to trigger its occurrence
Slippery Slope (domino effect; wedge argument)		Arguer draws conclusion that depends on an unlikely chain reaction of events

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<i>Argument Distortions (diversion)</i>		
False Dichotomy (false bifurcation; either-or fallacy)		arguer offers alternatives that are not mutually exclusive and exhaustive; arguer fails to consider or imagine one or more genuine possibilities
Red Herring (fallacy of irrelevant thesis)		arguer changes subject (without receiver's awareness) to lead receiver astray; arguer introduces a logically separate and irrelevant issue into a discussion for purposes of diverting scrutiny away from the issue being evaluated; arguer proves a conclusion that is not the one at issue
arguing a side issue		arguer draws attention to a side issue where arguer feels particularly strong
seizing on a trivial point		arguer locates and magnify's another's weak or indefensible argument out of all proportion to discredit other's entire position
demanding perfection		arguer attacks opponent's argument for being imperfect
Straw argument (straw man)		arguer attacks a misstated and weakened version of an opponent's argument
taking it to an extreme (all or nothing mistake; reduction to absurdity)	Reductio ad Absurdum	arguer attacks the extreme (non-representative) form of a claim/argument
criticizing previous version		arguer attacks an early and relatively crude version of a theory/argument, neglecting the more developed and powerful current ones
taking argument out of context		arguer takes part of an argument out of context and attacks that
misstatement		arguer knocks down a misstated argument and concludes that the original argument was bad
Scapegoating		arguer blames a difficult issue or social problem on a particular group of people; a group of people is blamed collectively for the difficulty of the current situation

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<b><i>Fallacies of Presumption</i></b>		Premises presume what they purport to prove
<b><i>Assumption</i></b>		
Begging the Question (request for the source)	Petitio Principii	Arguer uses some form of its own conclusion as part of the evidence offered to support that very conclusion Premise is restated synonymous form of the conclusion
synonymous question-begging		Arguer uses a premise that is a generalization that contains the conclusion as an instance of that generalization
generalization question-begging		One or more unproven claims is used to prove other(s)
Circular Reasoning (arguing in a circle)	Circulus in Probando	Multiple questions concealed in a single question; a question is worded so it assumes answer to implicit prior question
Complex Question	Plurium Interrogationum	Compound claims; multiple claims concealed in a single claim
Direct Assumption		Arguer uses slanted language that reaffirms what needs to be proven but hasn't
Question-Begging Epithets		
<b><i>Suppression</i></b>		
Suppressed Evidence (card-stacking)		Arguer ignores important evidence that requires a different conclusion in his/her own argument
failure to mention evidence		Arguer presents only facts favorable to conclusion while suppressing relevant but non-supportive facts
quoted passages out of context		Arguer removes a quotation from its context, thereby changing its meaning
vicious abstraction		Arguer removes a statement from its context, thereby changing its meaning
Suppressed Counterclaims		Arguer improperly rejects others' arguments that require a different conclusion
poisoning the wells (falsification error; truth by definition; self-sealing arguments)		Arguer forwards a claim against which no evidence whatsoever can be brought; all evidence is (re-)interpreted to support the claim; arguer offers no criteria for refutation or falsifiability; arguer "saves" claim by making it true by definition
willed ignorance (invincible ignorance; universal discounting)		Arguer accepts claim uncritically and insists on the legitimacy of an idea or principle despite contradictory fact (e.g., I don't care what you say....; Be that as it may...; etc.)
shifting ground		Arguer will change his/her challenged initial position to another position; arguer slides back and forth between positions or abandons initial position and adopts a new one
evasion		Arguer bypasses a critical issue
refusal to debate		Arguer refuses to argue
refusal to engage		Arguer refuses to engage in argument
abandon discussion		Arguer cuts off debate rather than respond

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<i>Fallacies of Meaning</i>		
<i>Ambiguity</i>		Problem with argument's language such that expression is susceptible to different interpretations in a given context Conclusion depends on shift in meaning of word or phrase Conclusion depends on the wrong interpretation of a syntactically ambiguous statement
Equivocation Amphiboly		
Accent		
<i>Grammatical Analogy</i>		Synergy is ignored/misapplied Attribute is wrongly transferred from parts to whole Attribute is wrongly transferred from whole to parts Human attributes wrongly transferred to non-human things
Composition Division Hypostatization		
<i>Concealment</i>		
Doublespeak		Arguer misuses language to say something other than, or alter perceptions of, what really occurs or is true Arguer uses inoffensive or positive word/phrase to avoid facing harsh, unpleasant, or distasteful reality Arguer uses jargon before non-technical audience to make the simple/ordinary appear complex/special Arguer uses vague words/phrases devoid of meaning to create impression of action, dynamism & vitality Arguer uses obscure/technical/complex words/grammar for purpose of inflating the content of a claim Arguer overwhelms receivers with volume/complexity of words/language; arguer uses big words and long sentences as evidence of claims
euphemism		
jargon		
buzzwords		
puffery		
gobbledygook (bureaucratese)		
Unspecified Quantifiers		Arguer avoids using the quantifier "all" or "no", though reasons as if used them rather than "some"
Special Pleading		Arguer uses a double standard for labeling behavior, events, and things, favoring oneself and prejudiced against others (e.g., I am firm, you are stubborn, he is pigheaded; our troops are heroic, devoted, and self-sacrificing and their troops are savage and fanatical)
Emotionally Loaded Language		Arguer uses language which exceeds the natural warmth that marks a sincerely expressed belief and earnestness of purpose