

# Florentin's LAWS



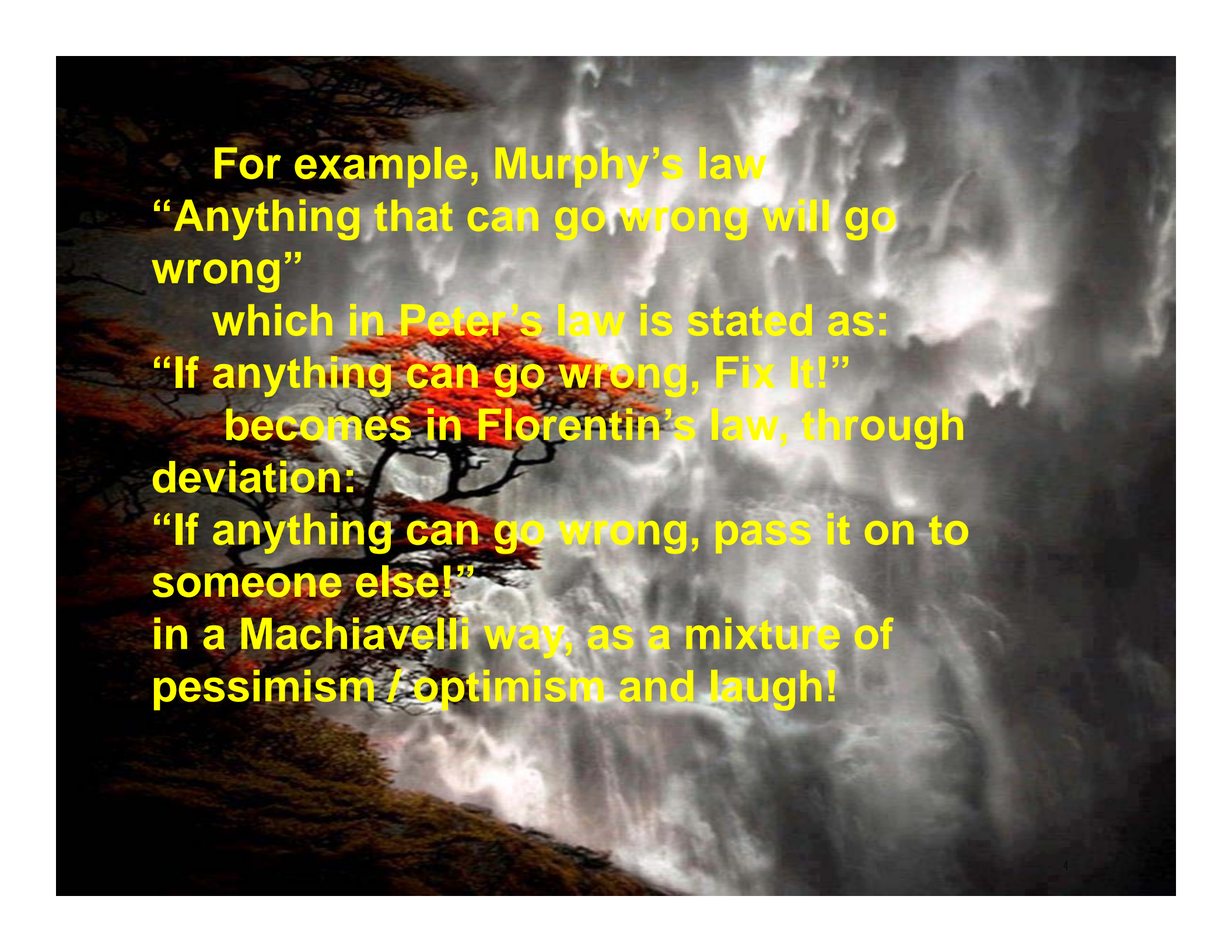


**Florentin's Laws are neither *Murphy's* (pessimistic) *Laws* nor *Peter's* (optimistic) *Laws*, but partially pessimistic, partially optimistic, while another part is indeterminate (as in neutrosophic logic).**

**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.**

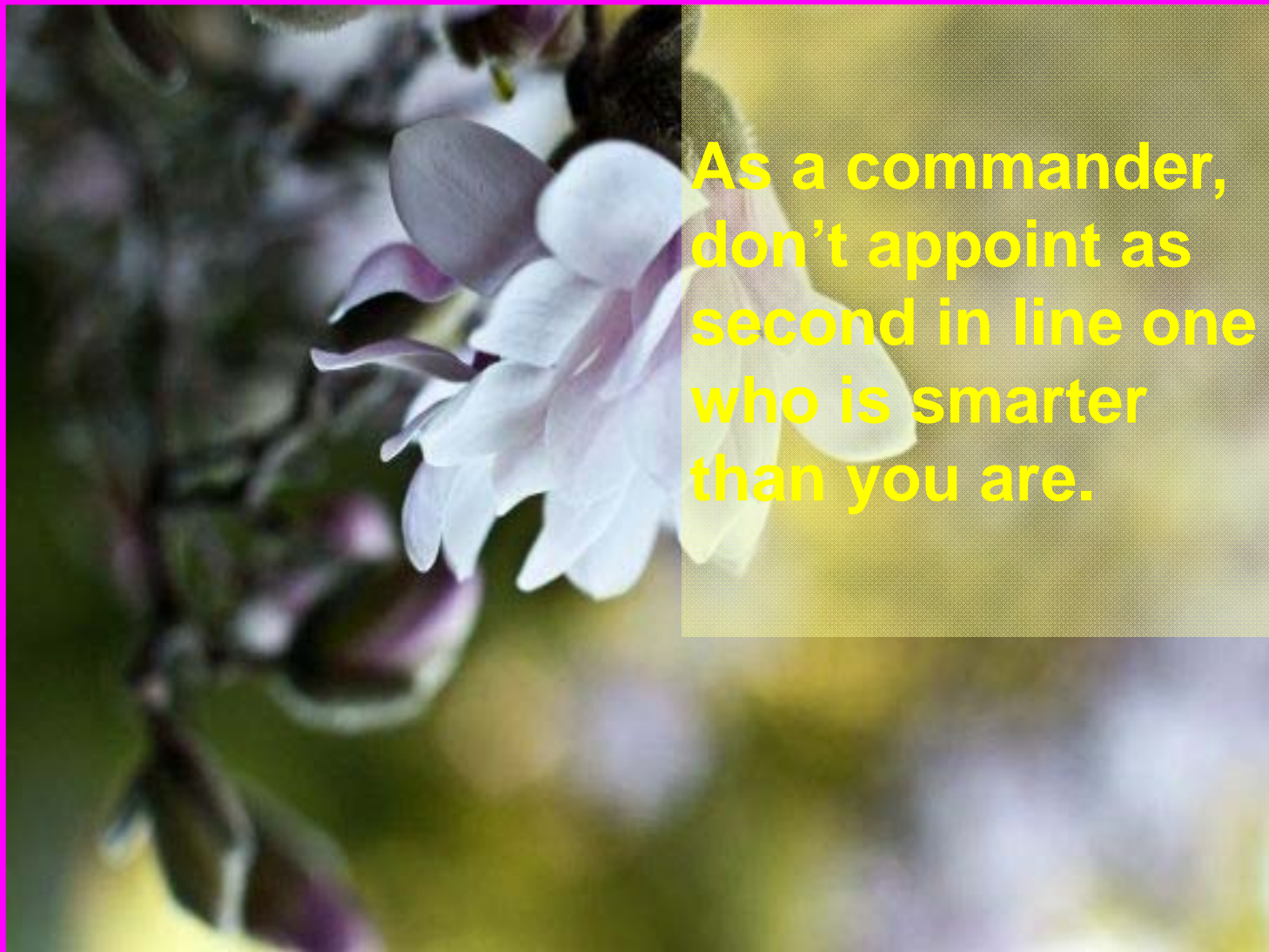


**If bad actions are in your favor, make  
them look good.  
If good actions disadvantage you,  
undermine them.**



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.**



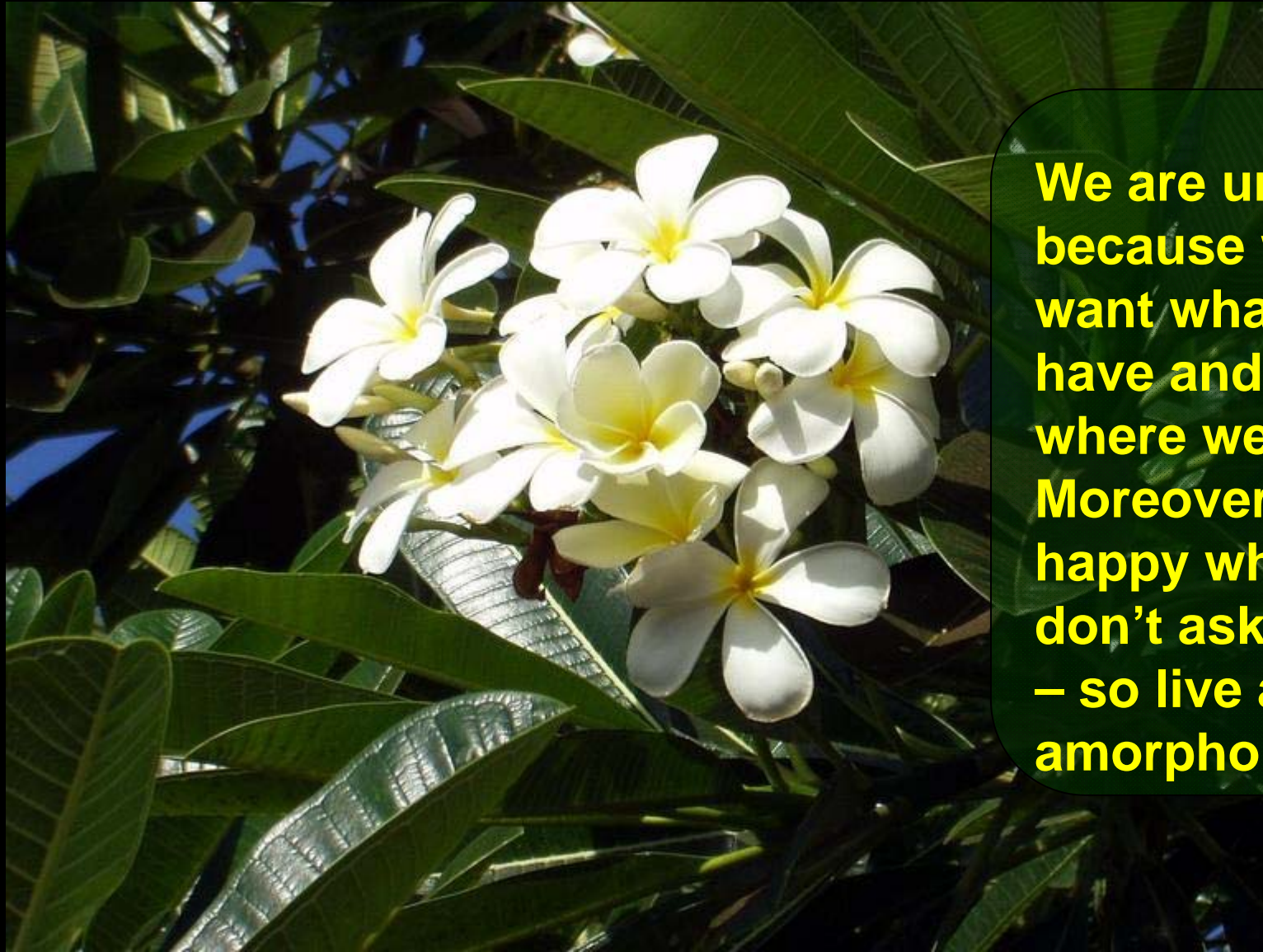
**If it's not  
worth  
doing, let  
others do  
it.**





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.



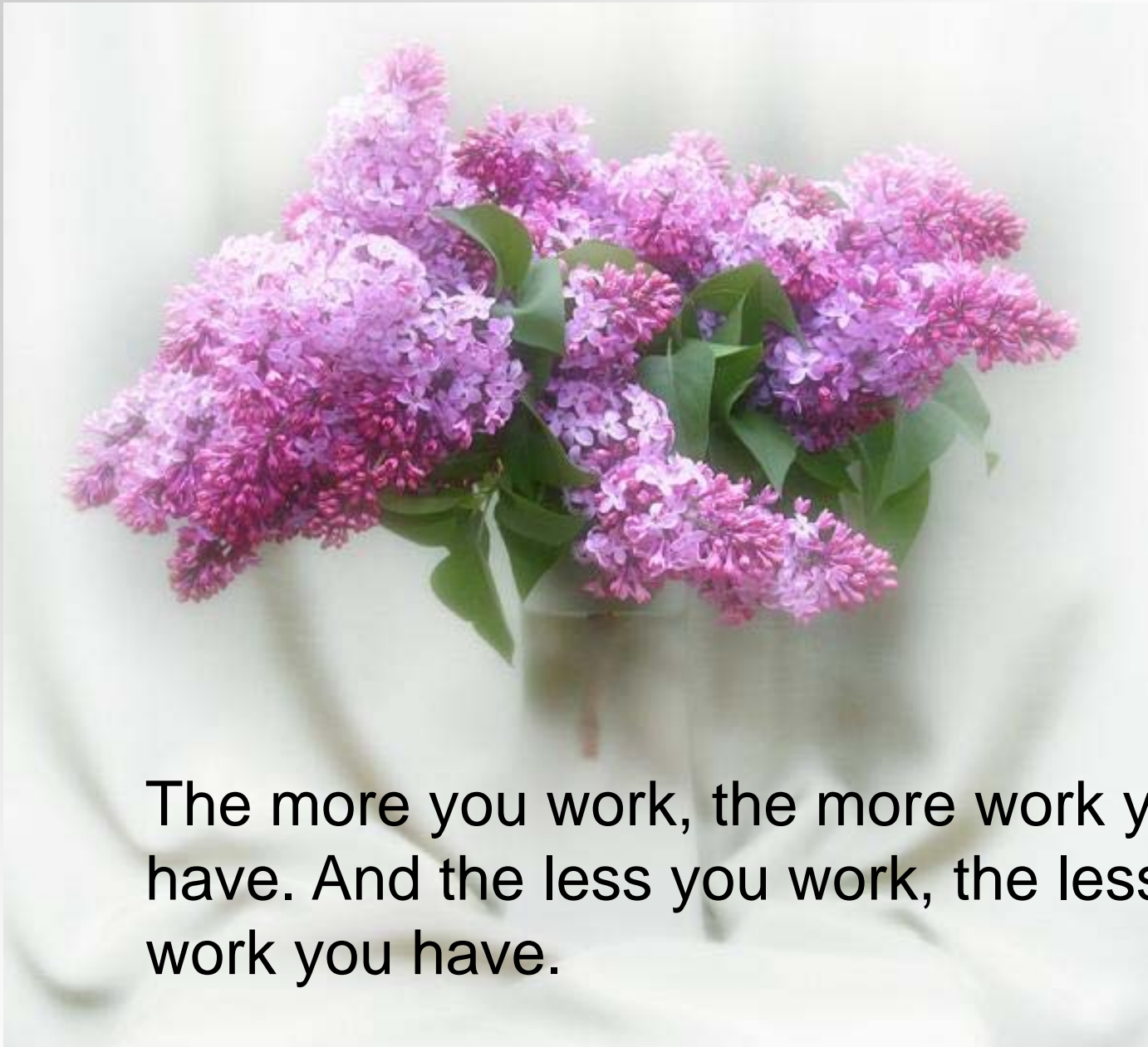


Failure is good - it brings you experience. Success can make you lazy and arrogant.



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



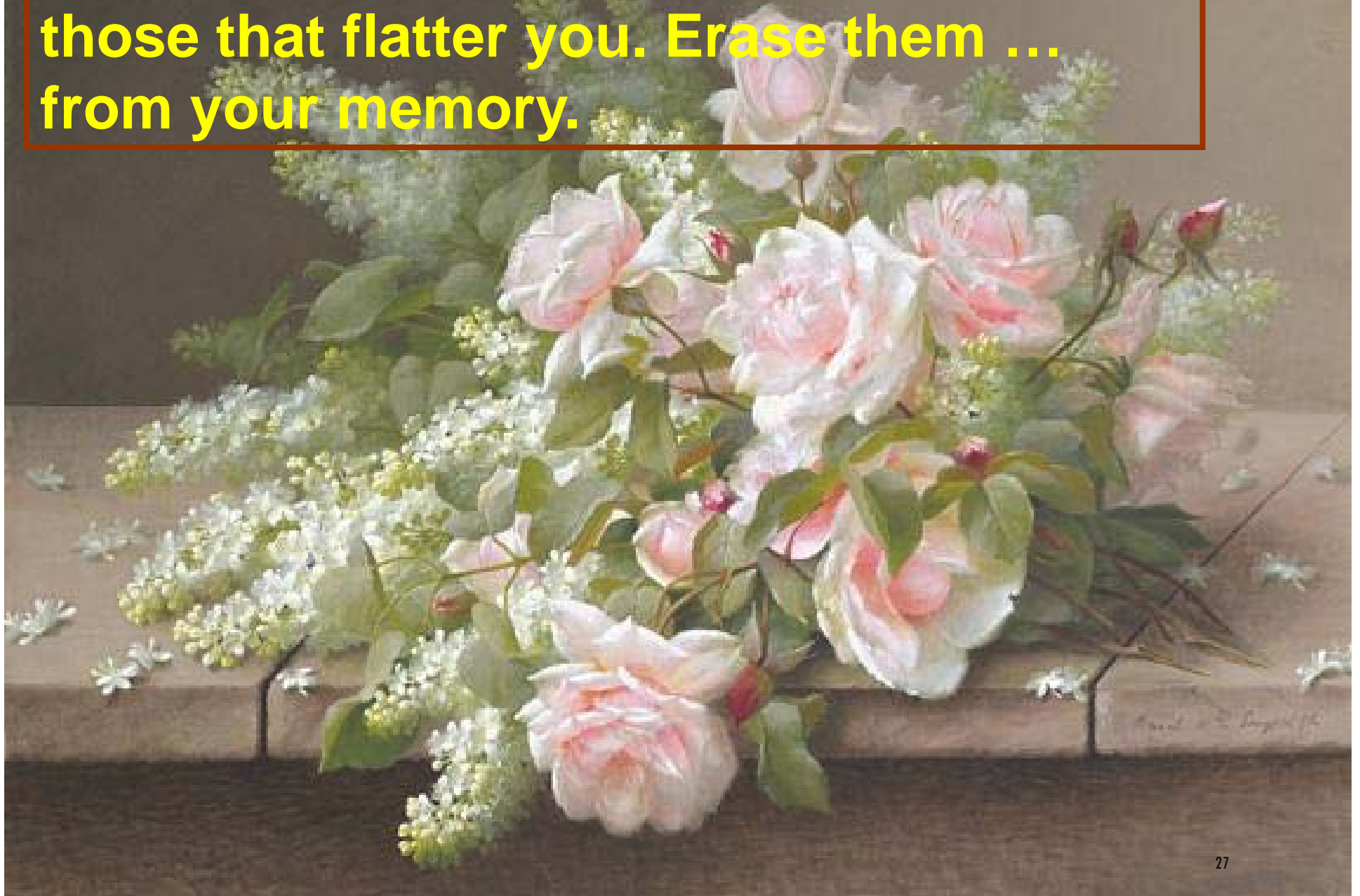


The more you work, the more work you have. And the less you work, the less work you have.

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.**



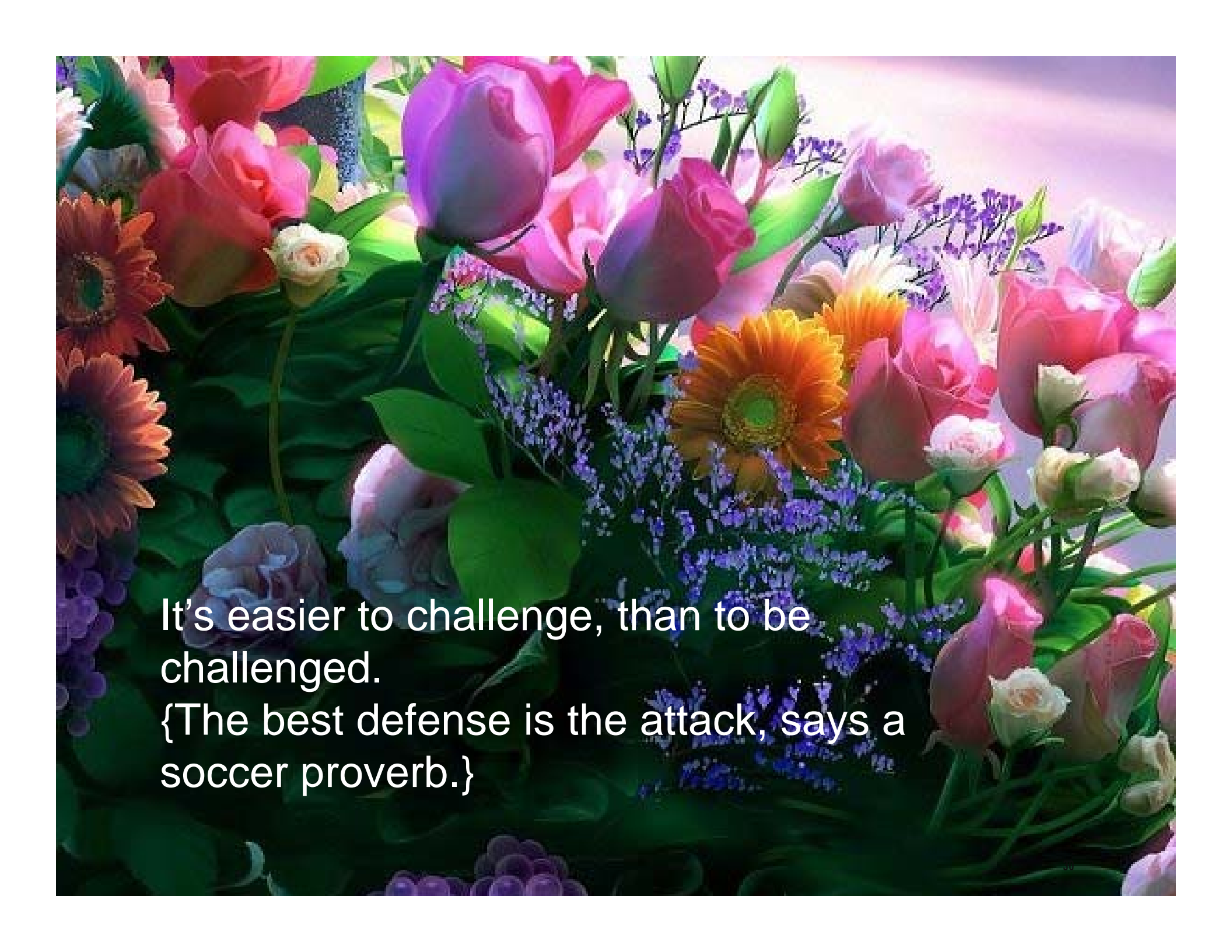
**Don't run when you can walk! {*Festina lente.*} Let others struggle!**





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.}



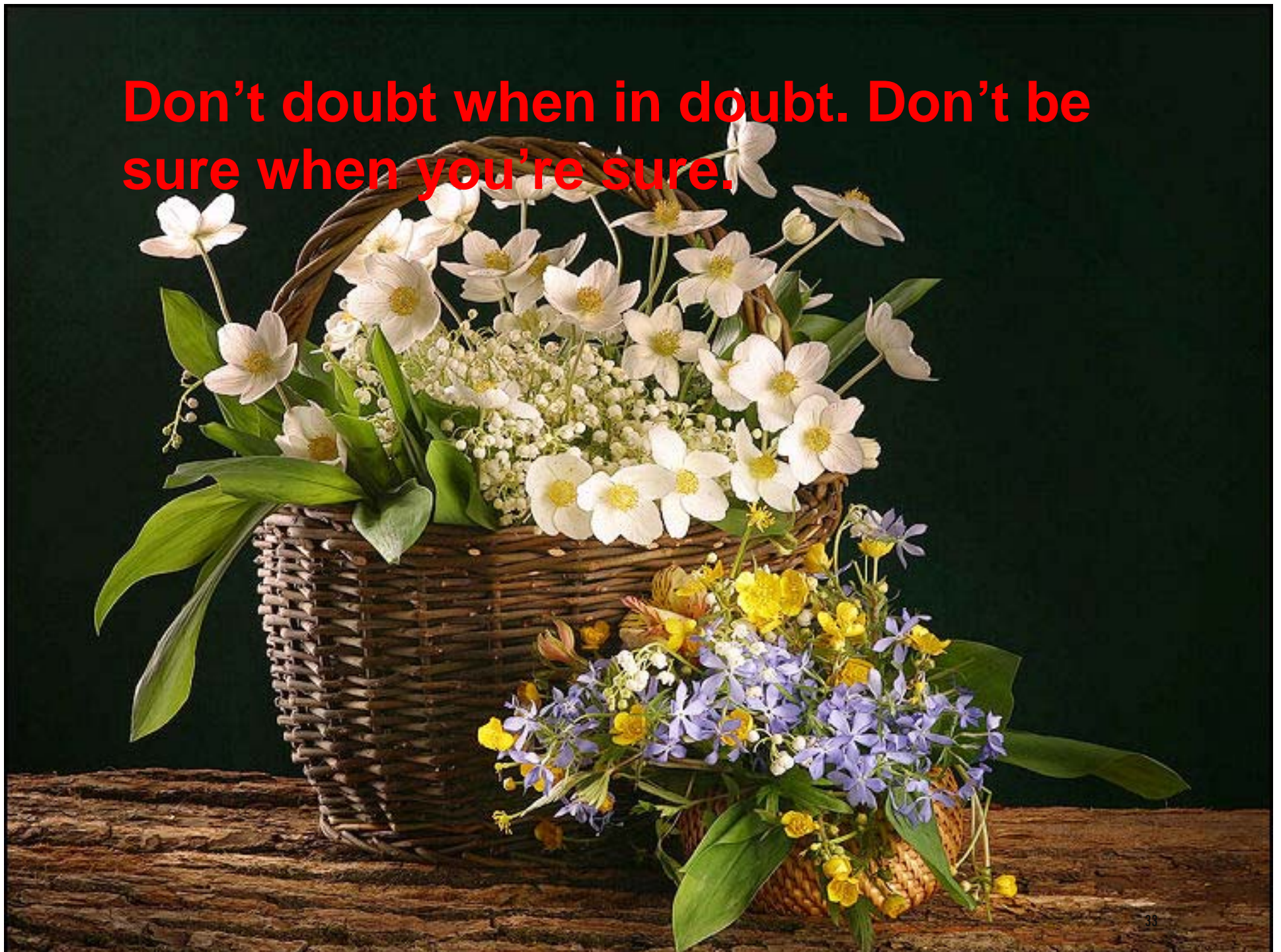
**When forced  
to compromise,  
don't hesitate  
to comprise the  
compromiser.**

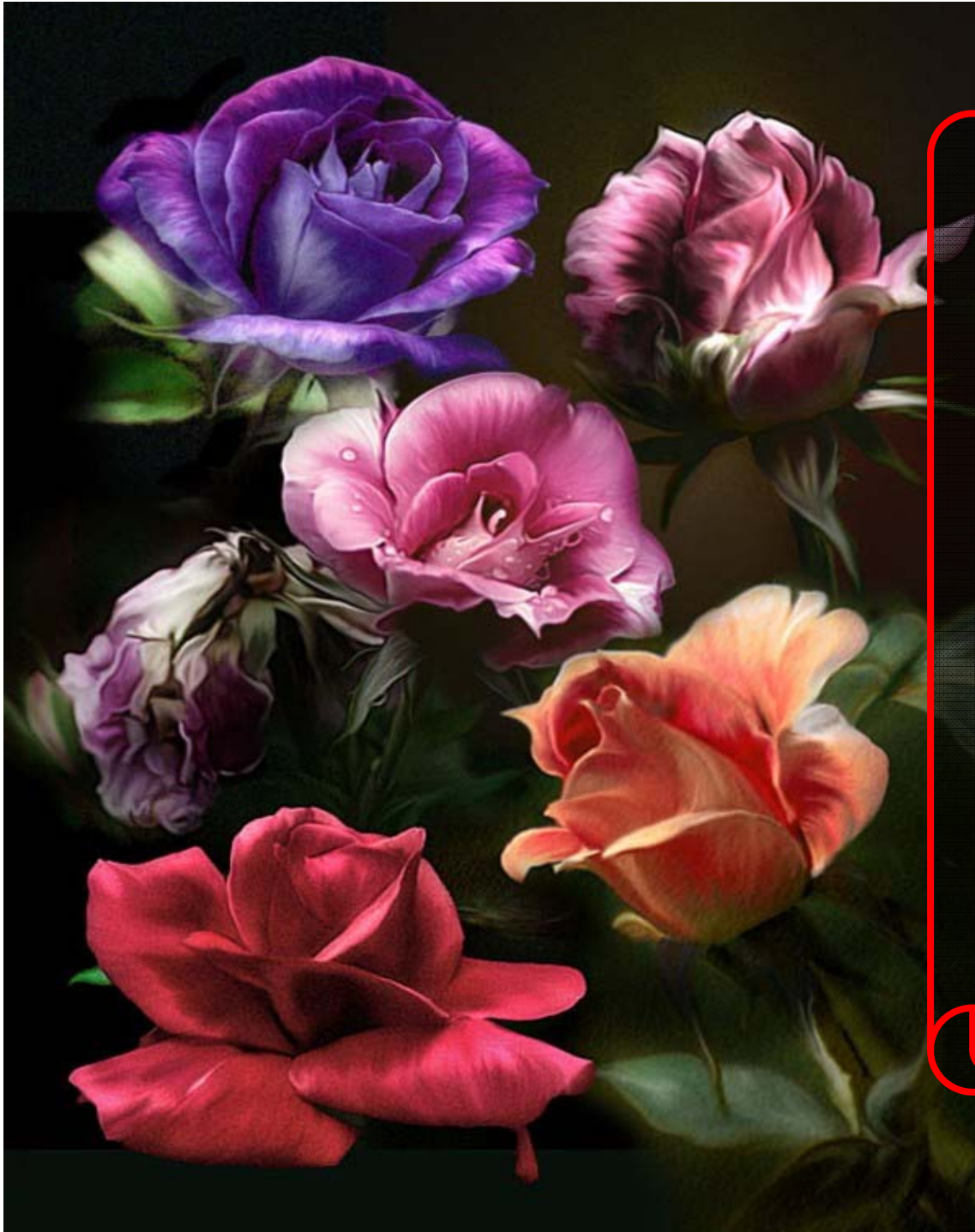


**Interpret the defeat as a victory, even if no body might believe it. Pay attention to the victory, it might be deceptive...**



**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 red railing and is adorned with potted plants. To the left, there are arched windows with red shutters. In the center, a stone fountain is set into the wall. To the right, there is 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>