

Fallacy: A defect in an argument that arises from a mistake in reasoning or the creation of an illusion that makes a bad argument appear good.

There are two kinds of fallacy:

- **Formal fallacy:** Detectable by analyzing the form of an argument
- **Informal fallacy:** Detectable only by analyzing the content of an argument

Fallacies of Relevance: The premises are not relevant to the conclusion:

- **Appeal to force:** Arguer threatens the reader/ listener.
- **Appeal to pity:** Arguer elicits pity from the reader/ listener.
- **Appeal to the people (Ad Populum):** Arguer incites a mob mentality ( direct form) or appeals to our desire for security, love, or respect ( indirect form). This fallacy includes appeal to fear, the bandwagon argument, appeal to vanity, appeal to snobbery, and appeal to tradition.
- **Argument against the person (Ad hominem):**
  - Arguer personally attacks an opposing arguer by verbally abusing the opponent ( ad hominem abusive)
  - Presenting the opponent as predisposed to argue as he or she does ( ad hominem circumstantial), or by
  - Presenting the opponent as a hypocrite ( tu quoque).

For ad hominem to occur, there must be two arguers.

- **Accident:** A general rule is applied to a specific case it was not intended to cover.
- **Straw man:** Arguer distorts an opponent's argument and then attacks the distorted argument. Note: For this fallacy to occur, there must be two arguers.
- **Missing the point:** Arguer draws a conclusion different from the one supported by the premises. Note: Do not cite this fallacy if another fallacy fits.
- **Red herring:** Arguer leads the reader/ listener off the track.

Fallacies of Weak Induction: The premises may be relevant to the conclusion, but they supply insufficient support for the conclusion:

- **Appeal to unqualified authority:** Arguer cites an untrustworthy authority.
- **Appeal to ignorance:** Premises report that nothing is known or proved about some subject, and then a conclusion is drawn about that subject.
- **Hasty generalization:** A general conclusion is drawn from an atypical sample.
- **False cause:** Conclusion depends on a nonexistent or minor causal connection. This fallacy has four

forms: post hoc ergo propter hoc, non causa pro causa, oversimplified cause, and the gambler's fallacy.

- **Slippery slope:** Conclusion depends on an unlikely chain reaction of causes.
- **Weak analogy:** Conclusion depends on a defective analogy ( similarity).

Fallacies of Presumption: The premises presume what they purport to prove:

- **Begging the question:** Arguer creates the illusion that inadequate premises are adequate by leaving out a key premise, restating the conclusion as a premise, or reasoning in a circle.
- **Complex question:** Multiple questions are concealed in a single question.
- **False dichotomy (dilemma):** An “ either . . . or . . . ” premise hides additional alternatives.
- **Suppressed evidence:** Arguer ignores important evidence that requires a different conclusion.

Fallacies of Ambiguity: The conclusion depends on some kind of linguistic ambiguity:

- **Equivocation:** Conclusion depends on a shift in meaning of a word or phrase.
- **Amphiboly:** Conclusion depends on an incorrect interpretation of an ambiguous statement made by someone other than the arguer.

Fallacies of Illicit Transference: An attribute is incorrectly transferred from the parts of something onto the whole or from the whole onto the parts:

- **Composition:** An attribute is incorrectly transferred from the parts to the whole.
- **Division:** An attribute is incorrectly transferred from the whole to the parts.