"QUIRK THEORY"

or

THE UNIVERSAL PERVERSITY OF MATTER

LAW OF EXPERIMENT

FIRST LAW - In any field of scientific endeavor, anything that can go wrong will go wrong. **Corollary One** - Everything goes wrong at one time

Corollary Two - If there is a possibility of several things going wrong, the one that will go wrong is the one that will do the most damage.

Corollary Three - Left to themselves, things always go from bad to worse.

Corollary Four - Experiments must be reproducible; they should fail in the same way.

Corollary Five - Nature always sides with the hidden flaw.

Corollary Six - If everything seems to be going well, you have overlooked something.

- **SECOND LAW** It is usually impractical to worry beforehand about interference; if you have none, someone will supply it for you.
 - **Corollary One** Information necessitating a change in design will be conveyed to the designer after, and only after, the plans are complete.
 - **Corollary Two** In simple cases, presenting one obvious right way versus one obvious wrong way, it is often wise to choose the wrong way so as to expedite subsequent revisions.

Corollary Three - The more innocuous a modification appears to be, the further its influence will extend, and the more plans will have to be redrawn.

THIRD LAW - In any collection of data, the figures that are obviously correct, beyond all need of checking, contain the errors.

Corollary One - No one whom you ask for help will see the errors.

Corollary Two - Any nagging intruder who stops by with unsought advice will spot it immediately.

FOURTH LAW - If in any problem you find yourself doing a transfinite amount of work, the answer can be obtained by inspection.

TO ASSIST IN THE RESEARCH SUGGESTED, THE FOLLOWING RULES HAVE BEEN FORMULATED FOR THE USE OF THOSE NEW TO THIS FIELD.

- 1. Build no mechanism simply if a way can be found to make it complex and wonderful.
- 2. A record of data is useful; it indicates that you have been busy.
- 3. To study a subject, first understand it thoroughly.
- 4. Draw you curves; then plot your data.
- 5. Do not believe in luck; rely on it.
- 6. Always leave room when writing a report to add an explanation if it doesn't work. (Rule of the way out).

- 7. Use the most recent developments in the field of interpretation of experimental data.
 - a. Items such as **Finagle's Constant** and the more subtle **Bougeurre Factor** (**Pronounced "Bugger"**) are loosely grouped, in mathematics, under constant variables, or if you prefer, variable constants.
 - b. **Finagle's Constant**, a multiplier of the zero order term, may be characterized as changing the universe to fit the equation.
 - c. The **Bougeurre Factor** is characterized as changing the equation to fit the universe. It is also known as the "**Soothing**" **Factor**; mathematically somewhat similar to the damping factor, it has the characteristic of dropping the subject under discussion to zero importance.
 - d. A combination of the two, the **Diddle Coefficient**, is characterized as changing things so that the universe and the equation appear to fit without any change in either.