

Monday, November 30, 2009

Sun-Zi and the *Art of War*

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Pg. 4.23	-Pretend inferiority, Encourage arrogance
Pg. 6.2	-More an army spreads out, less wealth to go around
Pg. 6.6	-Attacks need speed
Pg. 2.1	-Spirit of comment doesn't match passage
Pg. 9.10	-Use of expendable agent?
Pg. 7-16	-Slaying of the economy
Pg. 2.4	-Bravery

-War is all about deception, especially the part about the agents

-Is he supporting war for expansion?

-a good war is planned out and tactical

-not solely on motivation for expansion

-the Dao justifies the reasons for war

-by this the Dao would not suggest war for expansion

-if you need to go to war, you go to war but get it done quickly

-Opening paragraph: gives a premise on what Sun-Zi is explaining

-Legalism in *The Art of War*

-incorporation of Dao, Confucianism, and Legalism

-but... if it was legalist there could be no room for bending the rules

-pg. 5 #27... Be Adaptable

-No matter how good your plan is, Speed is more important

-“Ingenuity” may mean “New Tactics”

-swiftness may work because speed may be unexpected

-It's all the same moves, “like chess,” but speed is unexpected

-Maybe... he is talking about the importance of ingenuity. “Supernatural Speed”

Cannot be attained, and ingenuity is important to have.

-attack before you get attacked. Speed of attack.

-Expendable agent

-There are flaws to being swift. False attack?

-Skewing the opponent's information gives you the upper hand.

-“manipulators”

-sending men to their deaths is unjust

-Honor during war does not come into play. It is all about achieving victory.

-Confucianism ideas: pg.3 #3; pg.2 #7(Du Mu comment)

-pg.7 #16: fighting for a reason gives armies more strength

-not for annihilation but for victory

-How do you convert enemies into soldiers?

-If they were willing to fight for another, why?

-The territory or kingdom might not be important to each fighter.

Just their own well being.