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Introduction

Welcome to the PowerScore LSAT Logic Games Bible Workbook. This book is designed for use after you read the PowerScore LSAT Logic Games Bible; the purpose of this workbook is to help you better understand the ideas presented in the Games Bible, and to allow you to practice the application of our methods and techniques. This is not a how-to manual, but rather a traditional workbook designed to reinforce the skills and approaches that will enable you to master the games section of the LSAT.

If you are looking for a how-to manual, please refer to the PowerScore LSAT Logic Games Bible, which provides the conceptual basis for the setups, rule diagramming, and general strategies you will be practicing here. In the discussions of game approaches and techniques in this workbook, we will assume that you have read the Logic Games Bible and are familiar with its basic terminology.

To help you practice the application of your Logic Game skills, this book is divided into two sections:

Section One: Practice Drills

The first section of this workbook contains drills which test isolated analytical abilities, designed to reinforce and improve the specific skills necessary to successfully attack the Logic Games section. The set of drills is followed by an answer key explaining each item.

Section Two: Individual Games

The second section of this workbook contains ten individual LSAT Logic Games, each of which comes from an actual LSAT and is used with the permission of LSAC, the producers of the LSAT. At the end of the section is a comprehensive explanation of each game, including a discussion of the setup, each rule diagram, inferences, and a complete explanation of every question. This is an excellent section for testing and reinforcing your game skills on days when your time is limited.

Each part is easily located using the black sidebars that mark each section.

As you finish each item, we suggest that you carefully read the corresponding explanation. Examine the correct answer choice, but also study 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 to assess and improve vital game skills. By doing so you will
greatly increase your chances of performing well on the Logic Games section of the LSAT.

Finally, in our LSAT courses, in our admissions consulting programs, and in our publications, we always strive to present the most accurate and up-to-date information available. Consequently, we have devoted a section of our website to Logic Games Bible Workbook students. This free online resource area offers supplements to the book material and provides updates as needed. There is also an official book evaluation form that we strongly encourage you to use. The exclusive LSAT Logic Games Bible Workbook online area can be accessed at:

powerscore.com/lsatbibles

If you would like to discuss the LSAT with our experts, please visit our free LSAT discussion forum at:

forum.powerscore.com/lsat

If we can assist you in your LSAT preparation in any way, or if you have any questions or comments, please do not hesitate to email us at:

lsatbibles@powerscore.com

We are happy to assist you in your LSAT preparation in any way, and we look forward to hearing from you!
Basic Linear Games Rule Diagramming Drill

In the space provided, supply the best symbolic representation (if any) of each of the following rules. If applicable, show any corresponding implications (Not Laws, dual-options, etc.) on the linear diagram provided. Assume a one-to-one relationship for each problem, with no ties possible. Answers begin on page 131.

1. G is recorded earlier than H and J.

recording positions = 1 2 3 4 5 6

2. Exactly one day separates the interviews of Y and Z.

days = 1 2 3 4 5 6

3. C must sit 3 chairs behind D, and E must sit 1 chair before C.

chairs = 1 2 3 4 5 6

4. If S speaks, S speaks the day before T.

days = 1 2 3 4 5 6

5. The factory that is inspected second is also inspected first.

inspections = 1 2 3 4 5 6
Practice Drill Explanations

Basic Linear Games Rule Diagramming Drill Answer Key—page 28

Each item shows the appropriate rule representation, and then any relevant inferences or representations on the diagram.

Drill #1.

1. G is recorded earlier than H and J.

   H
   G > - - - -
   J

   recording positions = 1 2 3 4 5 6

   H
   G
   G
   J

Drill #2.

2. Exactly one day separates the interviews of Y and Z.

   Y / Z   Z / Y

   No Not Laws can be drawn from this rule.

   days = 1 2 3 4 5 6

Drill #3.

3. C must sit 3 chairs behind D, and E must sit 1 chair before C.

   D ___ E C

   The diagram above is correct. If C sits three chairs behind D, then the diagram is D ___ ___ C. If E sits one chair before C, then the diagram is E C. Those two rules combined create the diagram above.

   Due to the size of the block, it can only be placed in three different positions: 1-4, 2-5, or 3-6. Depending on the other rules in the game, you could show those three possibilities, or, alternately, show the Not Laws:

   chairs = 1 2 3 4 5 6

   C C C D D E

Chapter One: Practice Drills
Chapter Notes

This section contains ten individual Logic Games drawn from actual LSATs. You can use these games in a variety of ways, but perhaps the best approach is to complete each game as a time trial, and then check your work against the complete setup and explanation provided at the end of this section. We do not recommend that you do all ten games in a row as this will defeat the purpose of learning from your mistakes and improving your performance.

To properly time yourself on these individual games, keep in mind the timing guidelines dictated by the 35-minute format of each LSAT section. The following table displays the amount of time that should be allotted to each game, depending on how many you plan to attempt in a section:

<table>
<thead>
<tr>
<th># Games Attempted in a Section</th>
<th>Time per Game Attempted</th>
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</thead>
<tbody>
<tr>
<td>2</td>
<td>17 minutes and 30 seconds</td>
</tr>
<tr>
<td>3</td>
<td>11 minutes and 40 seconds</td>
</tr>
<tr>
<td>4</td>
<td>8 minutes and 45 seconds</td>
</tr>
</tbody>
</table>

Thus, if your overall goal in the Logic Games section is to complete all four games, then you should look to complete each individual game in this section in 8 minutes and 45 seconds. If you only expect to complete three games per test, then you should look to finish each individual game in this section in 11 minutes and 40 seconds (although, of course, you should always look to go faster—part of the goal with this book is to give you practice with our methods and techniques in an effort to help you work more quickly and efficiently).

Stay focused, be positive, and good luck!