

Domain 2 of 4

Overview

The Analytical Reasoning section (commonly called "Logic Games") contains 4 games, each with 5-7 questions, for a total of approximately 23 questions in 35 minutes. It tests your ability to understand a structure of relationships and draw conclusions about that structure.

Note: The LSAC announced that Logic Games will be phased out of the LSAT by 2025. However, many test-takers still encounter them. Check the current LSAT format before your exam.

Game Types

- Sequencing games: ordering elements in a line (most common type)
- Grouping games: dividing elements into groups or categories
- Matching games: assigning attributes to elements
- Hybrid games: combining sequencing and grouping
- In/Out games: determining which elements are selected and which are not

■ **Exam Tip:** Always create a master diagram before answering questions. For sequencing games, draw a number line with slots. For grouping games, draw columns. Consistent notation saves time and prevents errors.

Diagramming Constraints

- Absolute rules: "A is always in position 3" → write directly on master diagram
- Conditional rules: "If A, then B" → diagram as $A \rightarrow B$ and contrapositive: $\neg B \rightarrow \neg A$
- Block rules: "A and B are adjacent" → diagram as [AB] or [BA]
- Separation rules: "A and B are not adjacent" → note as A...B (not adjacent)
- Relative ordering: "A comes before B" → $A < B$ on the diagram

Strategy for Logic Games

- Read all constraints before diagramming — some constraints interact
- Make inferences before answering questions — chain constraints together
- For "If" questions, create a temporary diagram without modifying your master
- For "Must Be True" questions, test answer choices against all valid scenarios
- For "Could Be True" questions, find one valid scenario that makes it true
- Eliminate answer choices that violate any constraint

■ **Exam Tip:** The contrapositive is your best friend. "If A, then B" means "If not B, then not A." Always write both forms when diagramming conditional rules.