CLAT Community

daily QT

SECTIONAL TEST

15 DAYS TO GO FOR

CLAT 2027

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OUR RANKERS

1 in every 4 of CLAT Community's students are now placed in Top 5 NLUs.



ALL INDIA RANK **15**

SAHER GOLE



ALL INDIA RANK **17**

PARTHIVA SUSHANTH



ALL INDIA RANK **61**

MIHIKA AGGARWAL



ALL INDIA RANK **79**

SUHIT KENDURKAR



ALL INDIA RANK **86**

RIYA CHAUHAN



ALL INDIA RANK **100**

SHEIKH EHSAAN KHALEELULLAH



ALL INDIA RANK **104**

HRISHIT PODDAR



ALL INDIA RANK **137**

ROHAN YADAV



ALL INDIA RANK **146**

TEJAS ROY



ALL INDIA RANK **147**

ANIRUDDH BAJAJ



ALL INDIA RANK **189**

KABIR WADHWANI



ALL INDIA RANK **263**

CANCHI SISTLA AKSHARA



ALL INDIA RANK **319**

SHIVAM TRIPATHI



ALL INDIA RANK **413**

HARDIK GAUTAM



ALL INDIA RANK **NLSIU**

MANYA BHASKAR



ALL INDIA RANK **NLSIU**

NAMASHRITA GOPINATH



ALL INDIA RANK **NLSIU**

RONIL DHASAL



ALL INDIA RANK **NALSAR**

VEDA RAO



ALL INDIA RANK **NLSIU**

SAMANDAR SINGH



ALL INDIA RANK **NALSAR**

GANJI HAINDAVI



ALL INDIA RANK **NALSAR**

SAHISHNA



ALL INDIA RANK **NLSIU**

PRANAV. S

AND MANY MORE.

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OUR COURSES

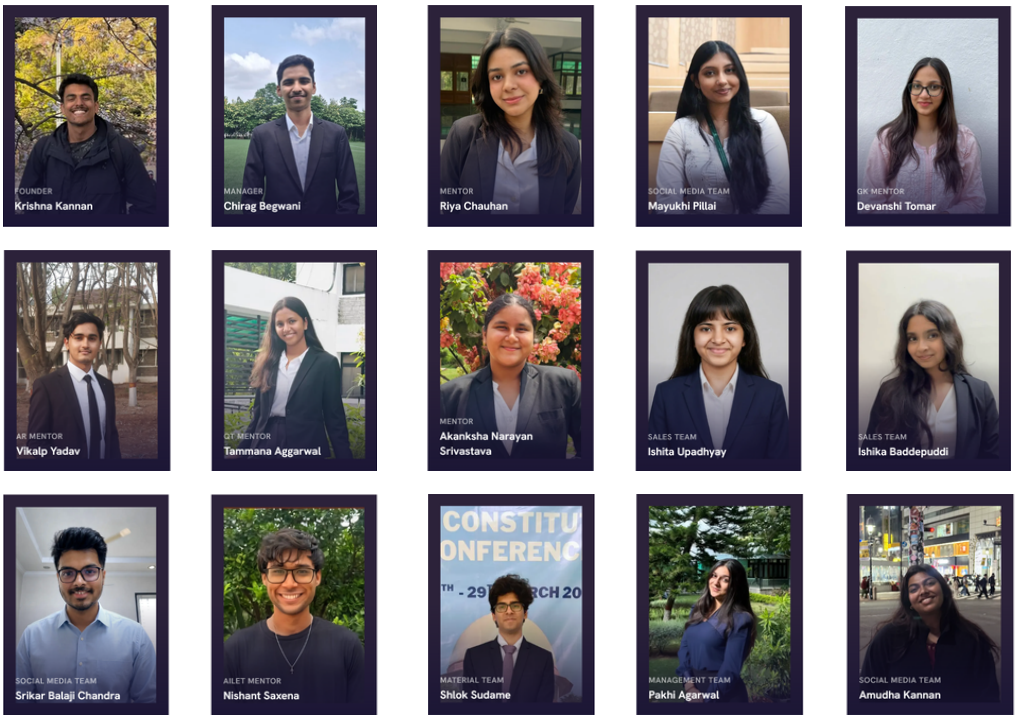








OUR MENTORS



MENTORS' NOTE

Good morning everyone,

If you're reading this, you're already doing something that thousands of CLAT aspirants never do—you've shown up today. That might sound like a small thing, but over the next few months you'll realise that success in CLAT is rarely decided by one brilliant mock or one 12-hour study session. It's decided by the hundreds of ordinary days where you choose to sit down and study even when you don't feel like it.

The entire CLAT Community team is rooting for you. Whenever you're stuck, ask doubts, discuss questions, and make use of the people around you. You don't have to prepare alone. We hope today's material helps you take one more step towards your dream.

Now stop reading this note and get to work. Your future self will thank you for the effort you put in today.

All the best.

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DAILY QT

PASSAGE 1 — CIRCLE QUEST: ELIMINATION GAME & THE LAST SURVIVOR

Circle Quest is a classroom game in which a group of people stand in a circle, numbered in order from 1 upwards. The game begins with person 1, who is eliminated immediately. From then on, the referee moves around the circle and eliminates every second person still standing, continuing around the circle until only one person remains. The last survivor wins a prize, and teachers use the game to introduce recurrence and binary reasoning.

Players soon notice a pattern. If the number of players is a power of two, the last survivor is always the final person in the circle. For other numbers, the survivor can be found by writing the number of players as a power of two plus a remainder, and then doubling the remainder and adding one. Teachers warn that this shortcut works only for this exact elimination rule, and that a different starting point or a different skip count changes the answer.

The game's rules are strict. Each elimination removes exactly one person, the count always moves forward through the people still standing, and the process never restarts. Students are asked to verify each answer by simulating the first few rounds on paper before relying on the formula. Unless stated otherwise, the circle begins with person 1 eliminated, and every question asks about the single survivor of the stated game.

1. In the game with 41 players, the number of the last survivor is:

(A) 17

(B) 21

(C) 19

(D) 23

2. In the game with 20 players, the number of the last survivor is:

(A) 9

(B) 7

(C) 11

(D) 13

3. In the game with 100 players, the number of the last survivor is:

(A) 69

(B) 71

(C) 75

(D) 73

4. In the game with 33 players, the number of the last survivor is:

(A) 5

(B) 1

(C) 3

(D) 7

5. In the game with 12 players, the number of the last survivor is:

(A) 7

(B) 9

(C) 11

(D) 5

6. The sum of the survivor numbers for the games with 41 players and with 20 players is:

(A) 26

(B) 28

(C) 30

(D) 32

PASSAGE 2 — GRID WALK: COORDINATES, DISTANCES & REVERSED MOVES

Grid Walk is a navigation puzzle used in an introductory surveying course. A walker starts at the origin of a square grid, with the x-axis pointing east and the y-axis pointing north. The walker follows a sequence of straight moves, each of which is recorded as a direction and a length in metres. Eastward and northward moves add to the coordinates, while westward and southward moves subtract from them. The course uses the final position of the walker to test understanding of coordinates and distances.

Students compute the final coordinates by adding the signed contributions of each move, and they then find the squared distance from the starting point using the Pythagorean relation. They also compare the straight-line distance with the total length walked, which is the sum of all the move lengths regardless of direction. A common question asks how the final position changes if one move is reversed in direction, since reversing a single move changes only one coordinate.

The instructors insist that students report distances in metres, and that they never round the squared distance before comparing it with a target value. Unless stated otherwise, the walker moves in straight lines, the lengths of the moves are whole metres, and the Manhattan distance, which is the sum of the absolute values of the coordinates, is a separate measure that the course also tracks.

7. The walker moves 6 m east, 8 m north, 2 m west, 4 m south, and then 1 m east. The final x-coordinate is:

(A) 3

(B) 5

(C) 6

(D) 4

8. For the same walk, the final y-coordinate is:

(A) 4

(B) 6

(C) 8

(D) 2

9. For the same walk, the squared distance of the walker from the starting point is:

(A) 25

(B) 41

(C) 49

(D) 61

10. For the same walk, the total length walked, in metres, is:

(A) 22

(B) 19

(C) 21

(D) 24

11. If the final 1 m move were westward instead of eastward, the squared distance from the starting point would be:

(A) 16

(B) 25

(C) 9

(D) 49

12. For the original walk in Question 7, the Manhattan distance from the starting point, in metres, is:

(A) 11

(B) 7

(C) 9

(D) 13

ANSWER KEY

PASSAGE 1 — CIRCLE QUEST (ELIMINATION GAME)

Q1: (C) 19 — $41 = 32 + 9$, so the survivor is $2 \times 9 + 1 = 19$.

Q2: (A) 9 — $20 = 16 + 4$, so the survivor is $2 \times 4 + 1 = 9$.

Q3: (D) 73 — $100 = 64 + 36$, so the survivor is $2 \times 36 + 1 = 73$.

Q4: (C) 3 — $33 = 32 + 1$, so the survivor is $2 \times 1 + 1 = 3$.

Q5: (B) 9 — $12 = 8 + 4$, so the survivor is $2 \times 4 + 1 = 9$.

Q6: (B) 28 — $19 + 9 = 28$.

PASSAGE 2 — GRID WALK (COORDINATES & DISTANCES)

Q7: (B) 5 — $x = 6 - 2 + 1 = 5$.

Q8: (A) 4 — $y = 8 - 4 = 4$.

Q9: (B) 41 — $5^2 + 4^2 = 25 + 16 = 41$.

Q10: (C) 21 — $6 + 8 + 2 + 4 + 1 = 21$.

Q11: (B) 25 — The final position becomes (3, 4), and $3^2 + 4^2 = 25$.

Q12: (C) 9 — $|5| + |4| = 9$.



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