Verbal Reasoning Mock Test 22 Answers

Q#	Answer	Explanation
1	A	The end of **Jess** and the beginning of **wandered** make **swan**: Jes-**swan**-dered. None of the other joins hides a word.
2	C	**to** and the beginning of **admit** make **toad**: **toad**-mit. A hidden word can begin with a whole short word like this one.
3	B	The end of **artist** and the beginning of **idealised** make **tide**: artis-**tide**-alised.
4	E	The end of **sea** and the beginning of **creatures** make **acre**: se-**acre**-atures.
5	B	The end of **animal** and the beginning of **ambled** make **lamb**: anima-**lamb**-led. The join hides an animal, which is easy to miss in a sentence that is already about one.
6	C	The end of **which** and the beginning of **efforts** make **chef**: whi-**chef**-forts.
7	D	The end of **rapid** and the beginning of **olive** make **idol**: rap-**idol**-ive.
8	C	Every letter moves **three** steps forward: C becomes F, L becomes O, O becomes R, C becomes F and K becomes N. Doing the same to WATCH gives W to Z, A to D, T to W, C to F and H to K, which is **ZDWFK**.
9	A	Every letter moves **four** steps back: F becomes B, R becomes N, O becomes K, S becomes O and T becomes P. To read a code you go the other way, so PECAN moves four steps forward: P to T, E to I, C to G, A to E, N to R, giving **TIGER**.
10	D	The two halves of the word go opposite ways. The first two letters move **two forward** (M to O, I to K) and the last two move **two back** (L to J, D to B). So WISE gives W to Y, I to K, S to Q, E to C, which is **YKQC**.
11	B	Every letter moves **four** steps forward: S becomes W, P becomes T, E becomes I, N becomes R and D becomes H. Reading the code means going four steps back: L to H, S to O, Z to V, I to E, V to R, giving **HOVER**.

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12	A	The word is written **backwards** first and then every letter moves **one step back**: FLUTE reversed is ETULF, and E to D, T to S, U to T, L to K, F to E gives DSTKE. DRUMS reversed is SMURD, and moving each letter back one gives **RLTQC**.
13	C	Each letter moves further than the one before it: the first moves **two**, the second **four**, the third **six** and the fourth **eight**. B+2=D, E+4=I, A+6=G, D+8=L. So C+2=E, H+4=L, I+6=O and P+8=X, giving **ELOX**.
14	A	The word is cut in half and the halves **change places**, then every letter moves **one step forward**: GARDEN becomes DEN-GAR, and moving each letter on one gives EFOHBS. MARKET becomes KET-MAR, and moving each letter on one gives **LFUNBS**.
15	B	**Empty** and **full** are opposites. Quick and rapid mean the same as each other, and so do kind and gentle, so neither of those pairs is opposite.
16	D	To **tighten** something is to pull it tight and to **loosen** it is to let it go slack, so they are opposites. Filthy and grimy mean the same, and so do snug and cosy.
17	A	**Crooked** means bent or twisted, so its opposite is **straight**. Greedy and selfish mean much the same, and so do drenched and soaked.
18	C	An **arrogant** person thinks far too well of themselves, while a **humble** one does not, so they are opposites. Rapid and swift mean the same, and so do wealthy and affluent.
19	E	To **ignite** something is to set it alight and to **extinguish** it is to put it out, so they are opposites. Conceal and hide mean the same, and so do weary and tired.
20	B	Something **deliberate** is done on purpose and something **accidental** is not, so they are opposites. Vast and immense mean the same, and so do stern and harsh.
21	D	Something **rigid** will not bend and something **flexible** bends easily, so they are opposites. Cunning and crafty mean the same, and so do hasty and swift.

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22	A	Moving **b** leaves **rave** and makes **brush**. Taking out any other letter leaves rave, bave, brve, brae or brav, and only the first of those is a word.
23	B	Moving **h** leaves **self** and makes **short**. No other letter can go: shelf without its s, e, l or f leaves helf, shlf, shef or shel, none of which is a word.
24	C	Moving **e** leaves **clan** and makes **plane**. 'c' is the trap: it would leave lean, but plan cannot take a c and stay a word.
25	D	Moving **n** leaves **flit** and makes **sand**. 'f' is the trap: it would leave lint, but sad cannot take an f and stay a word.
26	A	Moving **c** leaves **lash** and makes **chose**. 'l' is the trap: it would leave cash, but hose cannot take an l and stay a word.
27	E	Moving **e** leaves **slat** and makes **made**. Two other letters look possible: s would leave late and l would leave sate, but mad takes neither of them and stays a word.
28	A	Moving **s** leaves **pine** and makes **swept**. Two other letters look possible: p would leave sine and e would leave spin, but wept takes neither of them and stays a word.
29	C	Both letters move **one step forward** each time. The first letters run I, J, K, L, so the next is M; the second letters run K, L, M, N, so the next is O. The pair is **MO**.
30	A	Both letters move **two steps back** each time. The first letters run X, V, T, R, so the next is P; the second letters run Z, X, V, T, so the next is R. The pair is **PR**.
31	D	The two letters move at **different speeds**: the first moves two steps forward each time (K, M, O, Q, S) while the second moves three (N, Q, T, W, Z). The pair is **SZ**.
32	C	The letters move in **opposite directions**: the first goes two steps forward (D, F, H, J, L) and the second goes one step back (S, R, Q, P, O). The pair is **LO**.

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33	E	The second letter never changes. The first letter moves further each time: F to G is one step, G to I is two, I to L is three, so the next jump is **four**, taking L to P. The pair is **PZ**.
34	D	The first letter moves **three steps forward** (B, E, H, K, N) and the second moves **two steps back** (X, V, T, R, P). The pair is **NP**.
35	B	Both letters move further each time, but in opposite directions. The first goes forward one, then two, then three, so next is four: A, B, D, G, **K**. The second goes back by the same amounts: N, M, K, H, **D**. The pair is **KD**.
36	B	A **spade**, a **rake** and a **hoe** are all garden tools. A **tulip** and a **daffodil** are flowers.
37	D	A **pencil**, a **crayon** and a piece of **chalk** all make a mark. An **eraser** takes a mark away and a **ruler** measures, so neither makes a mark.
38	A	A **carrot**, a **potato** and a **turnip** all grow underground as roots. A **lettuce** and a **cabbage** grow above the ground and are eaten for their leaves.
39	C	A **chapter**, a **verse** and a **paragraph** are all parts of a piece of writing. An **engine** and a **wheel** are parts of a car.
40	E	**Ceiling**, **receive** and **deceive** are all spelt e before i, and in each one the pair follows the letter c. **Believe** and **achieve** are spelt i before e, because there is no c in front.
41	B	**Honey**, **sugar** and **syrup** all taste sweet. **Vinegar** and a **lemon** both taste sour.
42	D	To **migrate**, to **hibernate** and to **moult** are all things animals do once a year as the seasons change. To **gallop** and to **pounce** are movements an animal can make at any moment.
43	C	Putting **KEY** after TUR makes **TURKEY**, which is what people eat on Christmas Day. The others give TURKEG, TURKID, TURPEG and TURDEN, none of which is a word.
44	A	Putting **JAM** between PY and AS makes **PYJAMAS**, which is what you wear in bed. The others give PYJARAS, PYJOBAS, PYGASAS and PYJETAS, none of which is a word.

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45	D	Putting **OAR** between CUPB and D makes **CUPBOARD**, which is where tins are kept. The others give CUPBEARD, CUPBARED, CUPBORED and CUPBOURD, none of which is a word.
46	B	Putting **TIP** between MUL and Y makes **MULTIPLY**, which is what you do to two numbers. The others give MULTAPLY, MULTOPLY, MULTINLY and MULPITLY, none of which is a word.
47	E	Putting **INK** between SPR and LE makes **SPRINKLE**, which is what you do with cheese. The others give SPRILKLE, SPRANKLE, SPRINCLE and SPRIRKLE, none of which is a word.
48	C	Putting **ICE** after PRACT makes **PRACTICE**, which is what you go to after school. The others give PRACTACE, PRACTAGE, PRACTICY and PRACTOIL, none of which is a word.
49	A	Putting **EEL** between KN and ING makes **KNEELING**, which is how you would be beside a flowerbed. The others give KNEARING, KNEATING, KNILLING and KNOILING, none of which is a word.
50	B	A **nail** grows on a finger or a toe, and a nail is also what you hit with a hammer. A screw and a spike are like a tack but have nothing to do with a finger, and a thumb is not hit with a hammer.
51	C	To **tap** something is to knock or pat it gently, and a **tap** is what the water comes out of over a sink. A pipe and a valve belong to the sink but not to knocking, and to hit is harder than a pat.
52	A	A **park** is a green space with gardens, and to **park** is to leave a car somewhere. A field and a lawn are green but you cannot field a car, and you halt a car rather than halting a garden.
53	C	A **scale** is one of the small plates covering a fish, and to **scale** a wall is to climb it. Skin and shell are coverings but you cannot skin a mountain, and to mount is to climb but a mount is not a fish covering.
54	E	Meat that is **tender** is soft, and a **tender** is a formal offer or bid for a job. Kind and meek are gentle but are never offers, and to propose or quote is to make an offer but neither means soft.

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55	B	To **wake** somebody is to rouse them, and the **wake** is the track of foaming water a ship leaves behind it. To rise and to arouse are close to rousing but leave no track, and a trail or path is not left by a ship.
56	C	**Yarn** is spun thread or wool, and to spin a **yarn** is to tell a long story. String and cotton are like wool but are not stories, and a fable is a story but is not something you knit with.

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