During the Uninhabited Island Exam, a critical moment arises when Takuya briefly grasps hold of Tsubaki's tablet before it is snatched away which aids in anticipating Kitou's expected route and speed and using Riku to intercept his route. In short, this act provides invaluable insights into Takuya's astonishing information-processing capacities and FSIQ as he conducts the rest of his Cross Year War Strategy. For simplicity's sake: we'll refer to this as the Tablet Feat.

First, it's important to get a solid range of how long Takuya held the tablet, as we can see from this scan of Y2V4's OTL: (https://drive.google.com/file/d/1lGesGHujWCuWnD_FlUL1IoSG8Cj6HvLm/view), as soon as Takuya grabs the tablet, Tsubaki pushes him away reflexively in a way that prohibits him from seeing the rest of the tablet, as we see in literally the next page where Tsubaki is shown with Takuya nowhere in image which implies that he's quite a distance away from her now after taking an additional step back for measure (https://drive.google.com/file/d/1D8RyCtkzh4r_iyHGcbz6-yNMdbxn9zu1/view?usp=sharing). This means that the ONLY time he can see the tablet is the moment where he can grab the tablet for a brief moment from the information we can extrapolate. The average human reaction time for visual stimuli is ~.25 seconds, so it's most logical to interpret this as the lowball for Takuya holding the tablet being ~.5 seconds, and the higher interpretation, and honestly the most fluid interpretation would be for it to be just about ~.25 seconds.

So our range is:
Highball: ~.25 seconds
Lowball: ~.5 seconds

Now that we've established how long Takuya held the tablet, we need to explain how exactly Takuya would anticipate Kitou's route and speed through the tablet. I suggest reading Takuya Document's Cross Year War Strategy for better prior context, but to summarize at this point of holding the tablet, Takuya would have been deducing that Arisu was the leader of the Second Years and thus she would be sending someone with specific stats and qualifications to intercept the First Years. Through a series of multiple inferences, he would anticipate that the person she needed to send out was Kitou; I won't be explaining more of that feat as anything more is not necessary to judge the FSIQ Takuya employs here.

Now that Takuya knows that Kitou will try to thwart them, he needs to anticipate his route and speed to intercept him through some means. In order to do this, Takuya needs to:

1. Filter out irrelevant and extraneous third-year and first-year GPS signals currently on the data, isolating the key second-year signatures. As we know in Y2V1, there are 156 students in the Second Year Class, and if we apply that number to First Years and Third Years, then there should be ~450-500 students currently on the Island, which means that Takuya was manipulating the information in his mind of 450-500 GPS signals while procedurally canceling them all out WHILE doing more complex deductions is insane.

Attentional filtering of this magnitude requires outstanding WMI and PSI to hold all the data in mind while simultaneously identifying and segmenting relevant points.

2. Simultaneously, he also needed to visualize the island, running 3D simulations of the people within it in order to get the best idea of where students are currently located. Similar, but faster to what Arisu did on the Island. According to Ayanokoji's words in Y2V3: (https://i.ibb.co/RyY8QnW/image-1.png) the Island is divided into 100 sections of 500mx700m areas. Through simple conversions, this means that the Island is about 35km^2 in terms of area. You could probably shave off 7km^2 of that though because some parts consist of water which you don't have to visualize for this feat necessarily. Regardless, this is absolutely broken VSI.
3. Scan these hundreds of names while performing complex deductions about Arisu's strategy, and successfully picking out the name "Hayato Kitou." Recognizing a single GPS signal among a vast stream of information demonstrates incredible PSI.
4. Extract spatial relationships between the GPS markers and his current location using this to predict optimal routes between locations. This entails maintaining the visualization of the map of the entire island and geometrically plotting multiple moving points to create an expected mental route of Kitou's route and speed. He would also have to account for Kitou's path as he would move at constantly differing rates of change. This is a complicated Calculus situation that requires ungodly levels of spatial reasoning, differentiating Kitou's speed from a slightly moving GPS signal and perfectly visualizing the best path for him to take while constantly running the 3D simulations in your head, while maintaining information the whole map of the island is simply incredible, and seemingly impossible. Amazing VSI & CPI.

Takuya did all of this in about ~.25 seconds.

So basically for ease of remembrance, the steps for Takuya's TF is this:

1. Takuya saw the leaderboards
2. Heard that 2nd years were pulling up
3. Feigned retardation to probe Tsubaki and grabbed the tablet for a brief moment
4. Upon holding that tablet initially, he deduced the leader (Arisu)
5. While scanning & visualizing the terrain he was able to form his anticipation of Kitou using the info of the tablet + his prior inferences
6. He sent Riku shortly after to intercept Kitou, aligning it with the time that he calculated when Tsubaki's Strategy would fail