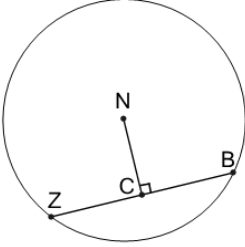
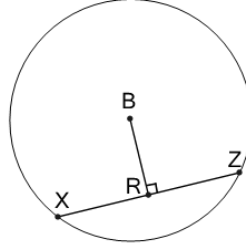
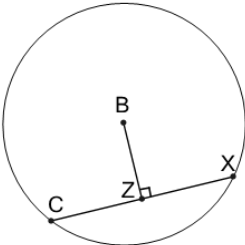
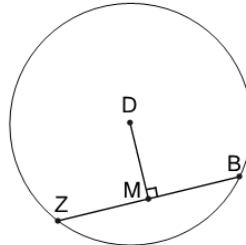
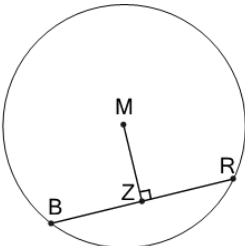
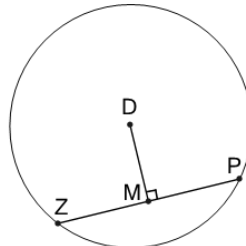
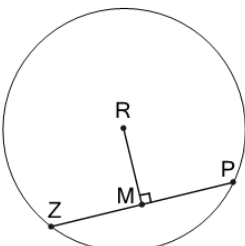
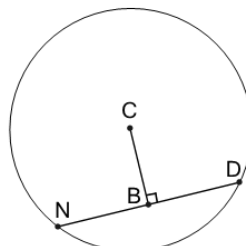




Geometry of Circles - Chord Bisector Through Center Rule



<p>1 What geometry rule would help find length ZC?</p>  <p>(not to scale)</p>	<p>A Length ZB will be twice CN</p> <p>B Length ZC will be twice CB</p> <p>C Length ZC will be identical to CB</p> <p>D Length ZB will be identical to CN</p>	<p>2 What geometry rule would help find length RZ?</p>  <p>(not to scale)</p>	<p>A Length XR will be identical to RZ</p> <p>B Length XZ will be identical to RB</p> <p>C Length XR will be twice RZ</p> <p>D Length XZ will be twice RB</p>
<p>3 What geometry rule would help find length CZ?</p>  <p>(not to scale)</p>	<p>A Length CX will be identical to ZB</p> <p>B Length CZ will be identical to ZX</p> <p>C Length CX will be twice ZB</p> <p>D Length CZ will be twice ZX</p>	<p>4 What geometry rule would help find length ZM?</p>  <p>(not to scale)</p>	<p>A Length ZB will be identical to MD</p> <p>B Length ZB will be twice MD</p> <p>C Length ZM will be twice MB</p> <p>D Length ZM will be identical to MB</p>
<p>5 What geometry rule would help find length BZ?</p>  <p>(not to scale)</p>	<p>A Length BR will be identical to ZM</p> <p>B Length BR will be twice ZM</p> <p>C Length BZ will be twice ZR</p> <p>D Length BZ will be identical to ZR</p>	<p>6 What geometry rule would help find length ZM?</p>  <p>(not to scale)</p>	<p>A Length ZM will be identical to MP</p> <p>B Length ZP will be identical to MD</p> <p>C Length ZP will be twice MD</p> <p>D Length ZM will be twice MP</p>
<p>7 What geometry rule would help find length ZM?</p>  <p>(not to scale)</p>	<p>A Length ZM will be identical to MP</p> <p>B Length ZP will be identical to MR</p> <p>C Length ZM will be twice MP</p> <p>D Length ZP will be twice MR</p>	<p>8 What geometry rule would help find length NB?</p>  <p>(not to scale)</p>	<p>A Length NB will be identical to BD</p> <p>B Length ND will be identical to BC</p> <p>C Length NB will be twice BD</p> <p>D Length ND will be twice BC</p>