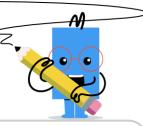


mobius

Geometry of Circles - Inscribed Angles Center and Side Rule



What geometry rule would help find angle R?	A Angle R will be identical to D because they subtend the same arc	What geometry rule would help find angle M?	A Angle C will be twice M
D	B Angle D will be twice R	C	B Angle M will be identical to C because they subtend the same arc
R	C Angle R will be twice D	PM	C Angles M and C will add to 180°
(not to scale)	D Angles R and D will add to 180°	(not to scale)	Angle M will be twice C
What geometry rule would help find angle Y?	Angles Y and Z will add to 180°	What geometry rule would help find angle Z?	Angles Z and P will add to 180°
Y	B Angle Z will be twice Y	P	B Angle Z will be twice P
Pz	C Angle Y will be twice Z	Pz	C Angle P will be twice Z
(not to scale)	D Angle Y will be identical to Z because they subtend the same arc	(not to scale)	D Angle Z will be identical to P because they subtend the same arc
What geometry rule would help find angle Z?	A Angle Z will be identical to N because they subtend the same arc	What geometry rule would help find angle C?	A Angle C will be twice N
N	B Angles Z and N will add to 180°	N	B Angles C and N will add to 180°
Pz	C Angle Z will be twice N	Pc	C Angle C will be identical to N because they subtend the same arc
(not to scale)	D Angle N will be twice Z	(not to scale)	D Angle N will be twice C
What geometry rule would help find angle N?	A Angle N will be identical to B because they subtend the same arc	8 What geometry rule would help find angle R?	A Angle R will be identical to D because they subtend the same arc
N	B Angle N will be twice B	D	B Angle R will be twice D
PB	C Angle B will be twice N	PR	C Angle D will be twice R
(not to scale)	D Angles N and B will add to 180°	(not to scale)	D Angles R and D will add to 180°
(1100 10 00010)		(1101 to 55510)	