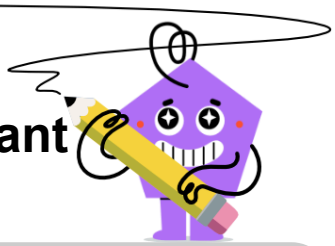
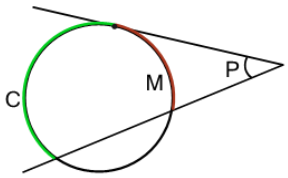
Name

Geometry of Circles - Tangent and Secant Angles Rule



1 What geometry rule would help find angle M?



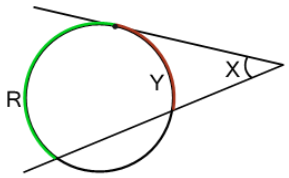
(not to scale)

A Angle P is half of C - M

B Angle P is twice C - M

C Angle M is half C - P

2 What geometry rule would help find angle R?



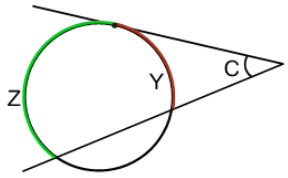
(not to scale)

A Angle X is half of R - Y

B Angle Y is half R - X

C Angle X is twice R - Y

3 What geometry rule would help find angle Z?



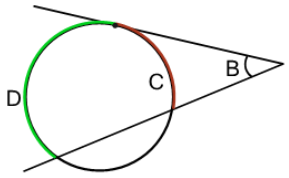
(not to scale)

A Angle C is twice Z - Y

B Angle C is half of Z - Y

C Angle Y is half Z - C

4 What geometry rule would help find angle B?



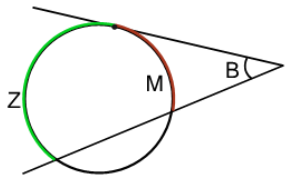
(not to scale)

A Angle C is half D - B

B Angle B is half of D - C

C Angle B is twice D - C

5 What geometry rule would help find angle B?



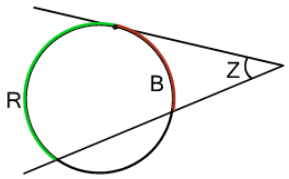
(not to scale)

A Angle B is half of Z - M

B Angle B is twice Z - M

C Angle M is half Z - B

6 What geometry rule would help find angle Z?



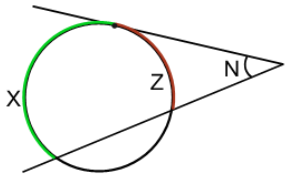
(not to scale)

A Angle B is half R - Z

B Angle Z is half of R - B

C Angle Z is twice R - B

7 What geometry rule would help find angle Z?



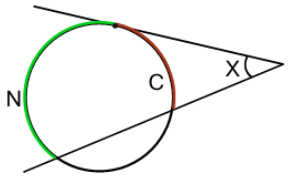
(not to scale)

A Angle N is half of X - Z

B Angle Z is half X - N

C Angle N is twice X - Z

8 What geometry rule would help find angle C?



(not to scale)

A Angle X is twice N - C

B Angle C is half N - X

C Angle X is half of N - C