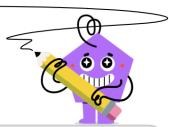


## mobius

## **Geometry of Circles - Two Secants Angles Rule**



1	What geometry rule would help find angle R?	A Angle R is half M - Z	What geometry rule would help find angle D?	A Angle D is twice M - Z
	M R Z	B Angle Z is twice M - R	M Z DC	B Angle D is half of M - Z
		C Angle Z is half of M - R		C Angle Z is half M - D
3	(not to scale) What geometry rule would help find angle N?	A Angle P is twice N - Y	(not to scale)  What geometry rule would help find angle Z?	A Angle X is twice Z - M
	N Y P	B Angle P is half of N - Y	Z M X	B Angle X is half of Z - M
	(not to scale)	C Angle Y is half N - P	(not to scale)	C Angle M is half Z - X
5	What geometry rule would help find angle P?	A Angle M is half of P - Y	What geometry rule would help find angle B?	A Angle B is half M - Z
	P	B Angle M is twice P - Y	M B Z	B Angle Z is half of M - B
		C Angle Y is half P - M		C Angle Z is twice M - B
7	(not to scale) What geometry rule would help find angle N?	A Angle Z is twice N - C	What geometry rule would help find angle Y?	A Angle Y is half C - R
	N C ZC	B Angle C is half N - Z	C Y RC	B Angle R is twice C - Y
	(not to scale)	C Angle Z is half of N - C	(not to scale)	C Angle R is half of C - Y
	(not to scale)		(Hot to scale)	