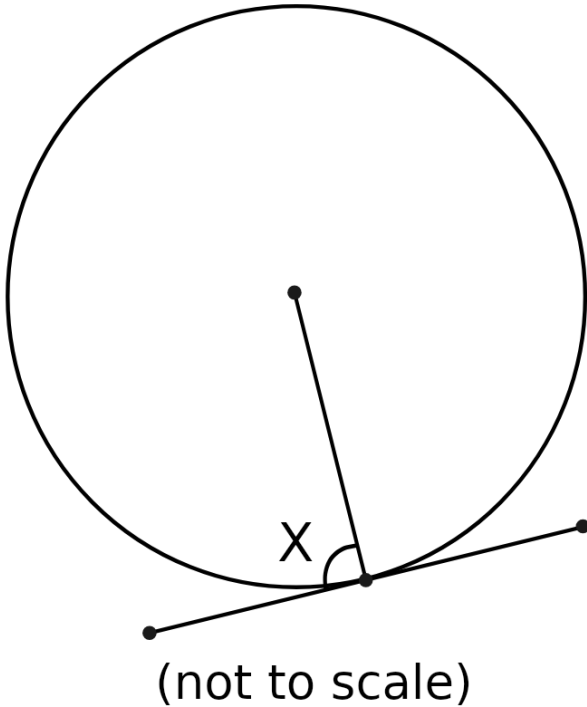




Geometry - Circular Geometry Rules - Review

1 What geometry rule would help find angle X?



A

Angle X will always be 90°

B

Angle X will always be 45°

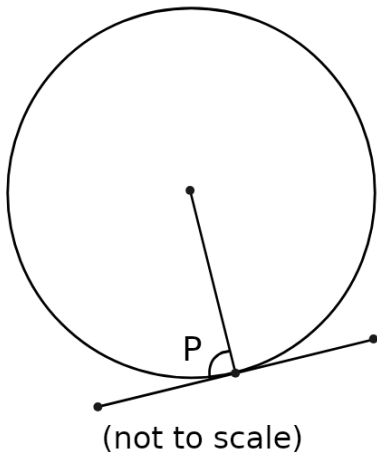
C

Angle X will always be 180°

D

Angle X will always be 60°

2 What is angle P?



A

65

B

70

C

90

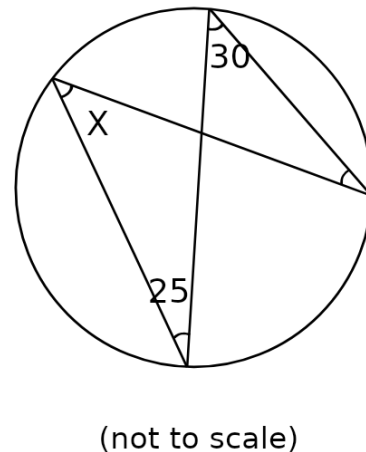
D

80

E

110

3 What is angle X?



A

55

B

35

C

25

D

30

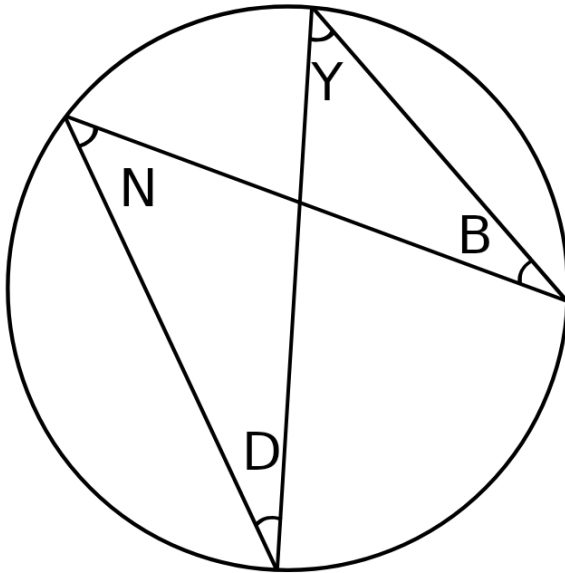
E

50



Geometry - Circular Geometry Rules - Review

4 What geometry rule would help find angle D?



(not to scale)

A

Angle D will be identical to B because they subtend the same arc

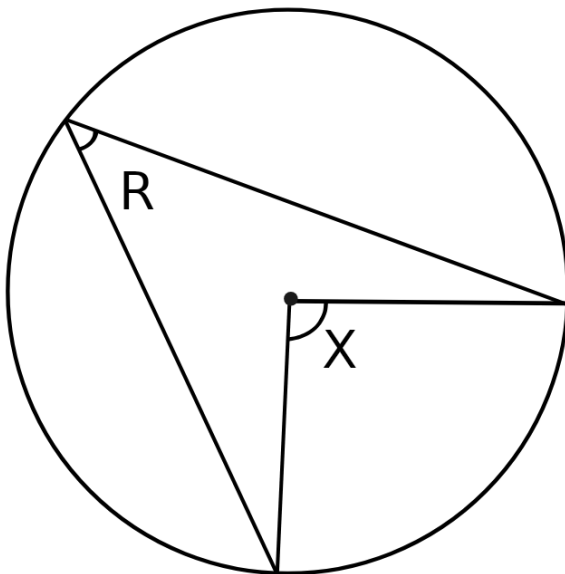
B

Angles D and B will add to 180°

C

Angle D will be identical to Y because they subtend the same arc

5 What geometry rule would help find angle R?



(not to scale)

A

Angles R and X will add to 180°

B

Angle R will be identical to X because they subtend the same arc

C

Angle R will be twice X

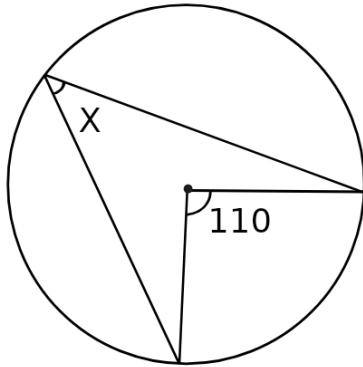
D

Angle X will be twice R



Geometry - Circular Geometry Rules - Review

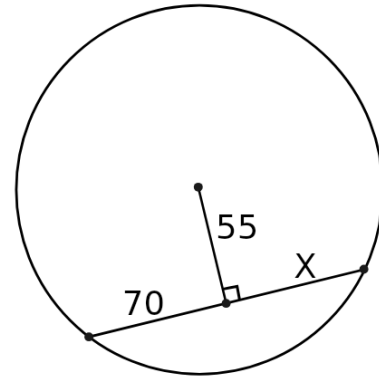
6 What is angle X?



(not to scale)

A 55	B 75	C 80
D 70	E 45	F 30

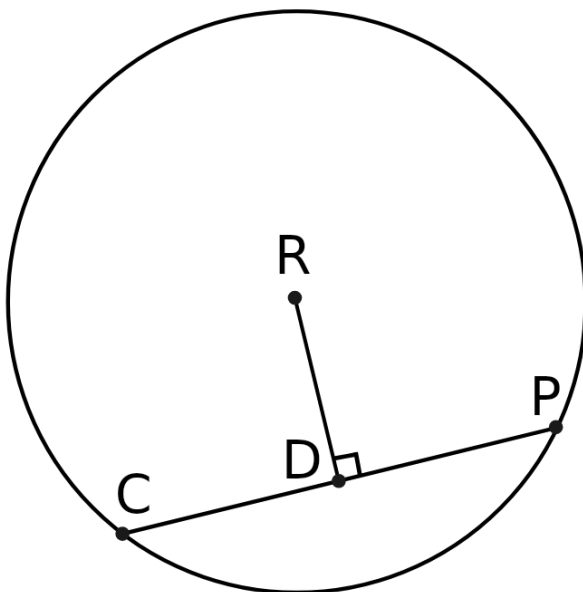
7 What is the length of X?



(not to scale)

A 55	B 110	C 140
D 15	E 70	

8 What geometry rule would help find length DP?



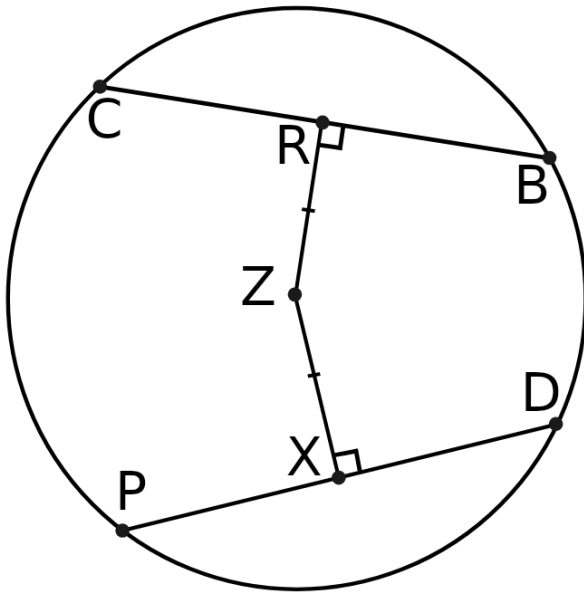
(not to scale)

A Length CD will be identical to DP
B Length CD will be twice DP
C Length CP will be identical to DR
D Length CP will be twice DR



Geometry - Circular Geometry Rules - Review

9 What geometry rule would help find length PD?



(not to scale)

A

Length PD will be identical to ZR

B

Length PD will be identical to CB

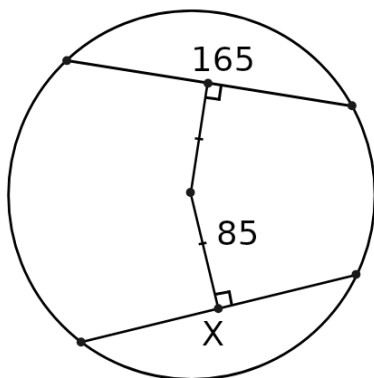
C

Length PD will be twice ZR

D

Length PD will be twice CB

10 What is the length of X?



(not to scale)

A

165

B

85

C

80

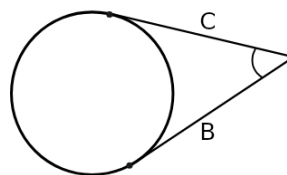
D

170

E

330

11 What geometry rule would help find length B?



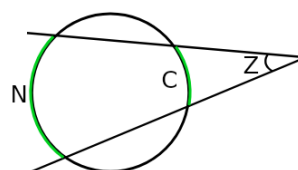
(not to scale)

A Length C is twice B

B Length C is half B

C Lengths C and B are the same

12 What geometry rule would help find angle N?



(not to scale)

A Angle Z is twice N - C

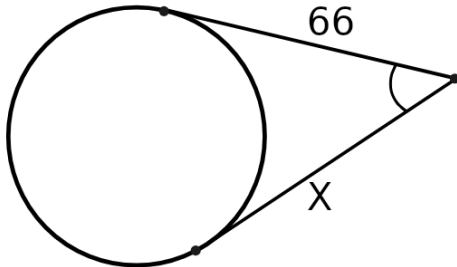
B Angle C is half N - Z

C Angle Z is half of N - C



Geometry - Circular Geometry Rules - Review

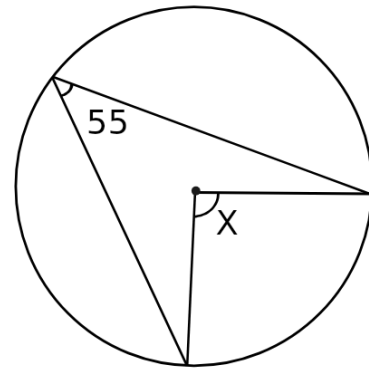
13 What is the length of X?



(not to scale)

A 68	B 70	C 61
D 67	E 62	F 66

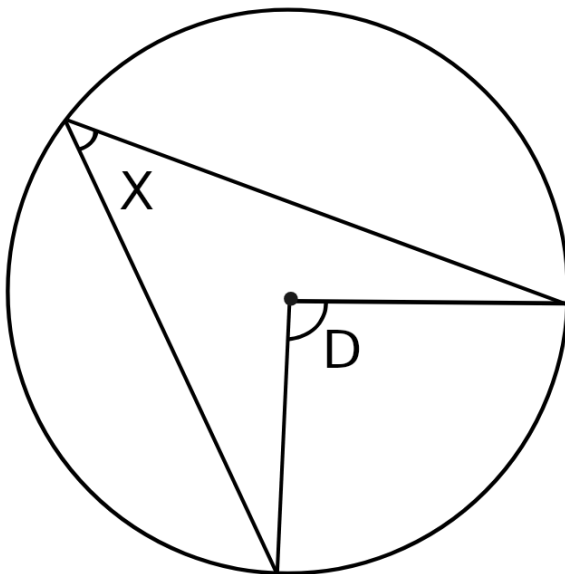
14 What is angle X?



(not to scale)

A 95	B 90	C 85
D 110	E 100	F 105

15 What geometry rule would help find angle D?



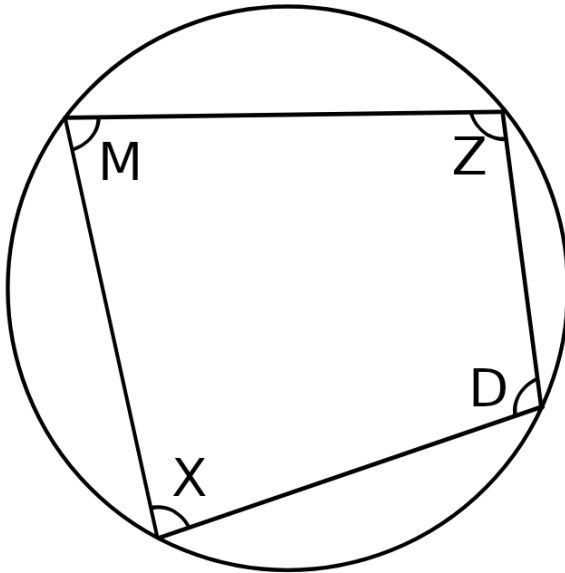
(not to scale)

- A
Angle D will be twice X
- B
Angle X will be twice D
- C
Angles D and X will add to 180°
- D
Angle D will be identical to X because they subtend the same arc



Geometry - Circular Geometry Rules - Review

16 What geometry rule would help find angle X?



(not to scale)

A

Angles D and X add up to 180°

B

Angles Z and X add up to 180°

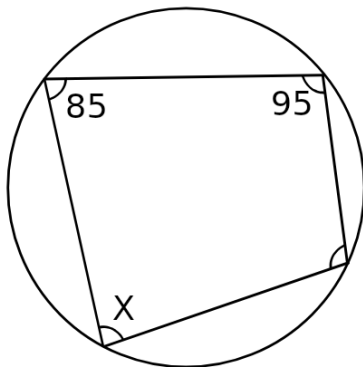
C

Angles Z and X are identical

D

Angles Z and X add up to 90°

17 What is angle X?



(not to scale)

A

100

B

65

C

60

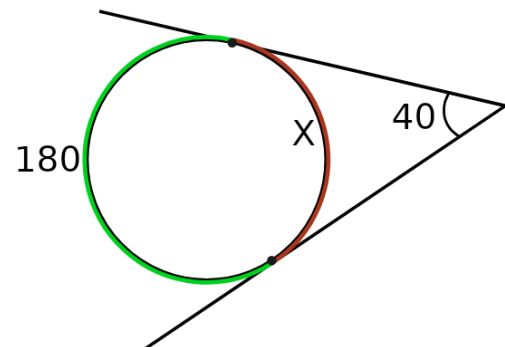
D

95

E

85

18 What is angle X?



(not to scale)

A

85

B

115

C

110

D

75

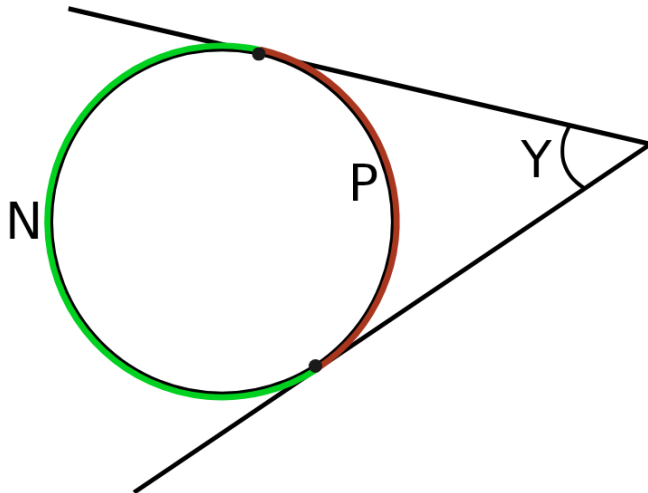
E

100



Geometry - Circular Geometry Rules - Review

19 What geometry rule would help find angle N?



(not to scale)

A

Angle P is half N - Y

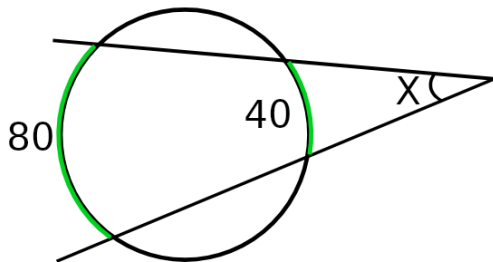
B

Angle Y is twice N - P

C

Angle Y is half of N - P

20 What is angle X?



(not to scale)

A

15

B

35

C

30

D

10

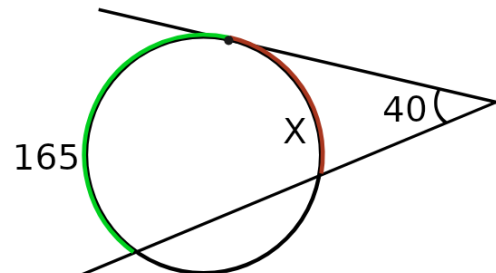
E

20

F

40

21 What is angle X?



(not to scale)

A

105

B

60

C

95

D

80

E

85

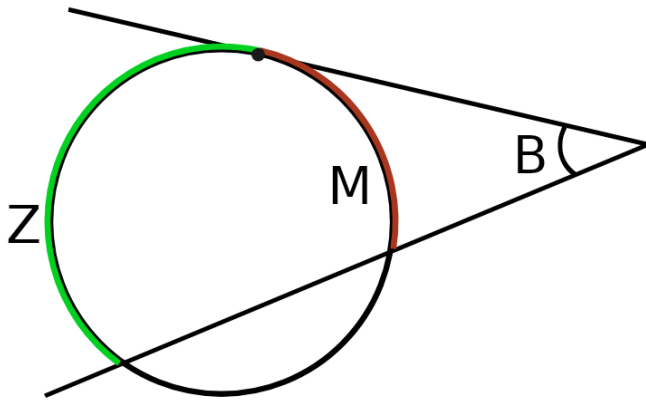
F

100



Geometry - Circular Geometry Rules - Review

22 What geometry rule would help find angle B?



(not to scale)

A

Angle B is half of $Z - M$

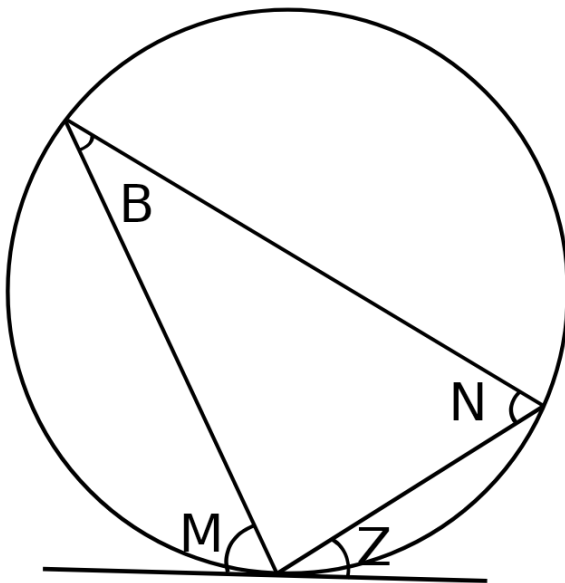
B

Angle B is twice $Z - M$

C

Angle M is half $Z - B$

23 What geometry rule would help find angle N?



(not to scale)

A

Angle N will always be 90°

B

Angle N and Z will add to 180°

C

Angle N will be identical to Z

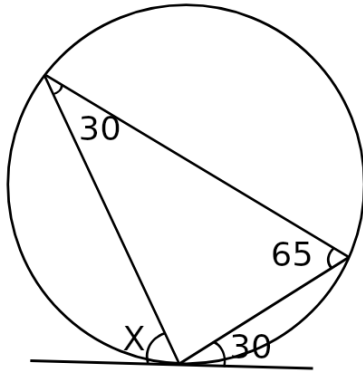
D

Angle N will be identical to M



Geometry - Circular Geometry Rules - Review

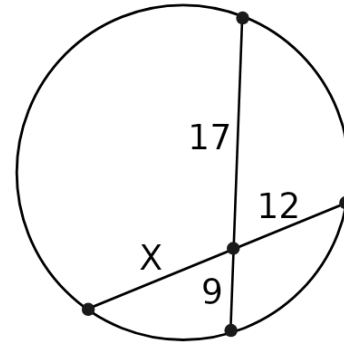
24 What is angle X?



(not to scale)

A 55	B 90	C 65
D 45	E 60	F 85

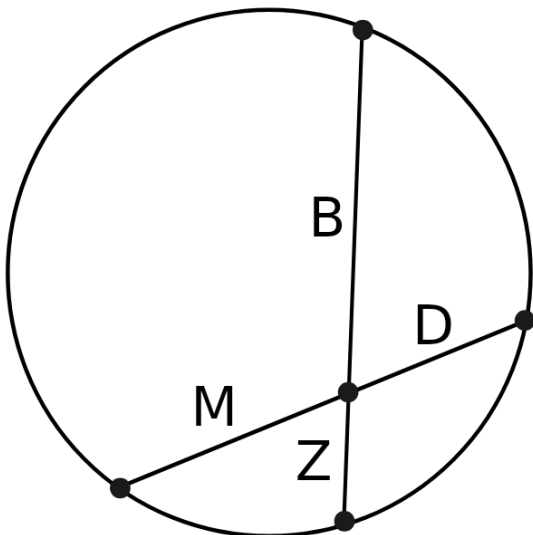
25 What is the length of X?



(not to scale)

A 17	B 14	C 10
D 12	E 18	F 15

26 What geometry rule would help find length M?



(not to scale)

A
Lengths B plus Z equals M plus D

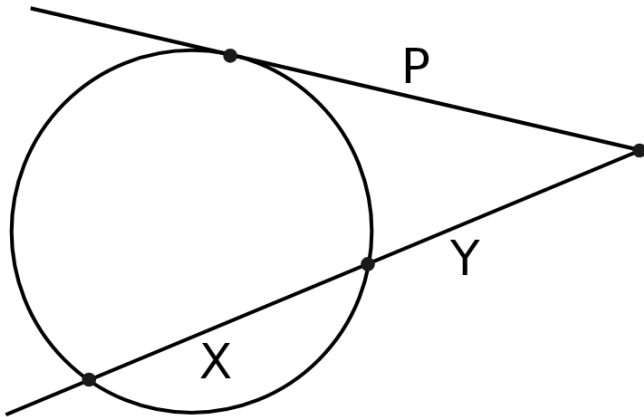
B
Lengths B times Z equals M times D

C
Lengths M times Z equals B times D



Geometry - Circular Geometry Rules - Review

27 What geometry rule would help find length X?



(not to scale)

A

Length P minus X is twice Y

B

Length P squared is the same as Y times the sum of Y and X

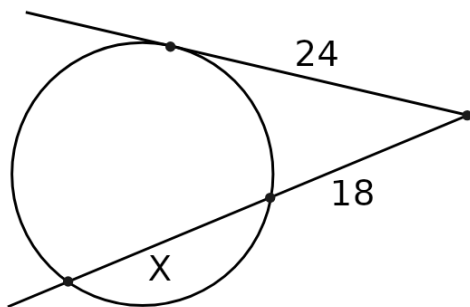
C

Length P is the same as X plus Y

D

Length P squared is the same as X times Y

28 What is the length of X?



(not to scale)

A

15

B

14

C

11

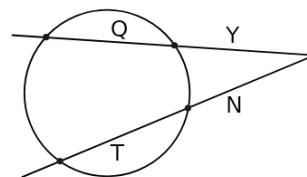
D

9

E

16

29 What geometry rule would help find length T?



(not to scale)

A Length Y times the sum of Q and Y is the same as N times the sum of T and N

B Length Y plus Q is the same as N plus T

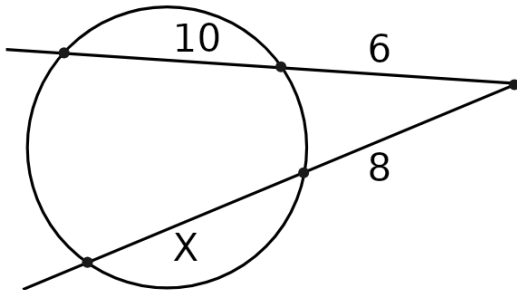
C Length Y times Q is the same as N times T

D Length Q times the sum of Q and Y is the same as T times the sum of T and N



Geometry - Circular Geometry Rules - Review

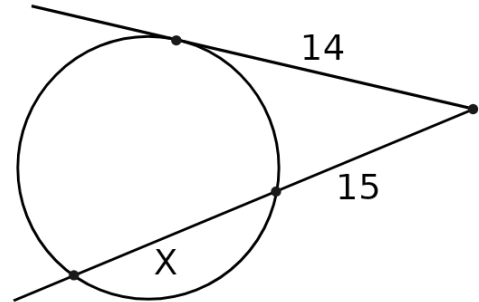
30 What is the length of X?



(not to scale)

A 2	B 6	C 1
D 9	E 8	F 4

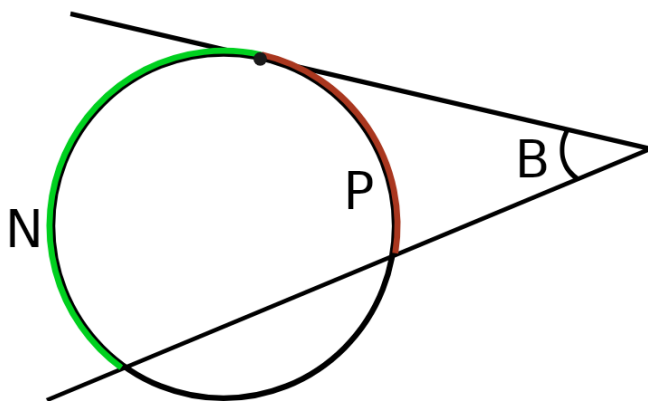
31 What is the length of X?



(not to scale)

A 10	B 14	C 11
D 13	E 12	

32 What geometry rule would help find angle B?



(not to scale)

A	Angle B is half of $N - P$
B	Angle P is half $N - B$
C	Angle B is twice $N - P$