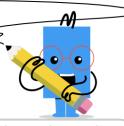
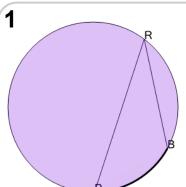


## mobius

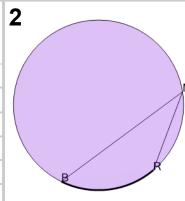
## Geometry of Circles - Rule for Inscribed Angle from Intersected Arc





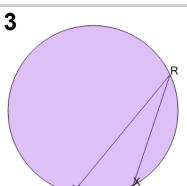
What is known about angle BRP compared to the length (in degrees) of intersected arc

- A BP and BRP add to 180°
- B Nothing, BP and BRP are not
- C BP and BRP add to 90°
- D BP is twice BRP
- E BRP is half BP
- F BP and BRP add to 360°



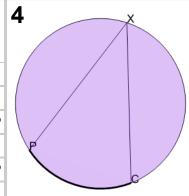
What is known about angle RMB compared to the length (in degrees) of intersected arc RB?

- A Nothing, RB and RMB are not
- B RMB is half RB
- C RB is half RMB
- D RB is the same as RMB
- E RB is twice RMB
- F RB and RMB add to



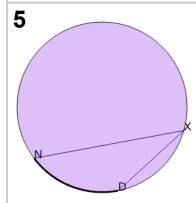
What is known about angle XRY compared to the length (in degrees) of intersected arc XY?

- A Nothing, XY and XRY are not
- B XY is the same as XRY
- C XY and XRY add to 180°
- D XRY is half XY
- E XY and XRY add to 360°
- Y is twice XRY



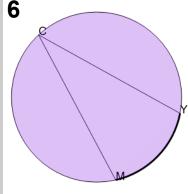
What is known about angle CXP compared to the length (in degrees) of intersected arc CP?

- A CP is half CXP
- B CP and CXP add to 360°
- <sup>C</sup> CP and CXP add to 180°
- D CP is twice CXP
- E CP and CXP add to 90°
- <sup>F</sup> CXP is half CP



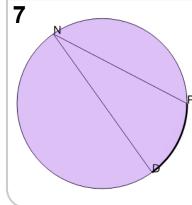
What is known about angle DXN compared to the length (in degrees) of intersected arc DN?

- A Nothing, DN and DXN are not
- <sup>B</sup> DN and DXN add to 180°
- C DXN is half DN
- DN is twice DXN
- E DN is half DXN
- F DN is the same as DXN



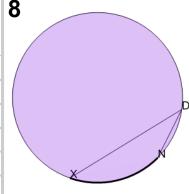
What is known about angle YCM compared to the length (in degrees) of intersected arc YM?

- A Nothing, YM and YCM are not
- B YM is half YCM
- C YM and YCM add to
- D YCM is half YM
- E YM is the same as YCM
- F YM and YCM add to



What is known about angle PND compared to the length (in degrees) of intersected arc PD?

- A PD and PND add to 360°
- B PD is twice PND
- <sup>C</sup> PD and PND add to 90°
- D PD is the same as PND
- E PND is half PD
- F Nothing, PD and PND are not



What is known about angle NDX compared to the length (in degrees) of intersected arc NX?

- A Nothing, NX and NDX are not
- B NX is twice NDX
- C NX and NDX add to 90°
- D NDX is half NX
- E NX is the same as NDX
- F NX and NDX add to 180%