W	-	
SCOTO		
0.8.4.		

L Bisector Theorem (draw a diagram):

Converse of ⊥ Bisector Theorem (draw a diagram):

AX = BX

Converse of ⊥ Bisector Theorem (draw a diagram):

AX = BX

AX = BX

AX = BX

Angle Bisector Theorem (draw a diagram): AC = BC

Converse of Angle Bisector Theorem (draw a diagram):

## Section 2 and 3:

TO -> LAPC = LBPC

Point of concurrency: THE POINT WHERE THREE OR MORE LINES INTERSECT.

For the following 4 problems, fill in the first blank with the correct vocab term. Then fill in the blanks/answer the question(s) about its properties.

: where the PERPENDICULAR BISECTOROF the TRIANGLE intersect. CIRCUMCENTER

of the triangle \*\*equidistant from the VERTICES

\*\*When is this point inside/outside/on the triangle?:

RIGHT : ON ACUTE: INSIDE

OBTUSE: OUTSIDE

: where the ANGLE BISECTORS of the TRIANGLE intersect. INCENTER

of the triangle \*\*equidistant from the SIDES

\*\*Where is this point always located? Inside, outside, or on the triangle?:

ALWAYS INSIDE

## Section 4:

Midsegment of a triangle connects two of the MIDPOINTS of the SIDES The midsegment triangle is: THE TRIANGLE FORMED BY THE THREE MIDSEGMENTS (AXYE)

Triangle Midsegment Theorem:

1) The midseg. is \_/ to a side of the A

2) The length of the midseg, is \_/2 the length of that side

