Chapter 1-6

Geometry
Constructions

Geometric Constructions

Construct a segment congruent to a given segment

Given: AB

Construct a segment congruent to \overline{AB}

- 1. Use a straightedge to draw a segment longer than the given segment. Label a point R at one endpoint of the new segment.
- 2. Place the compass tip at point A of the given segment. Adjust your compass width to equal the length of \overline{AB} .
- Using this <u>same</u> compass setting, place the compass tip at point R and draw an arc. Label the intersection point S.
- 4. Erase the excess segment.
- AB ≅ RS

http://mathopenref.com/constcopysegment.html

Construct a segment congruent to \overline{AB} .

1



2.



3



4



Construct an angle congruent to a given angle

Given: ∠A

Construct an angle congruent to $\angle A$.

- 3. Draw a ray. Label the endpoint D.
- 4. Place the compass tip at the vertex of $\angle A$. Draw an arc across both sides of the given angle. Label the points of intersection with the rays B and C.
- Using this <u>same</u> compass setting, place the compass tip at point D (the new ray) and draw a long arc across the ray. Label the intersection point E.
- 5. Set the compass so that it is the width of BC.
- Using this same compass setting, place the compass tip at point E and draw an arc, intersecting the arc from step 3. Label the intersection F.
- 6. Draw DF . ∠EDF ≅ ∠BAC

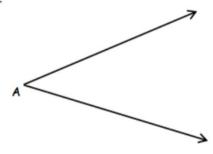




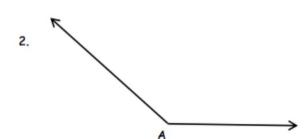
http://mathopenref.com/constcopyangle.html

Construct an angle congruent to $\angle A$.

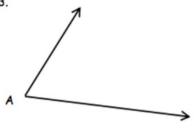
1



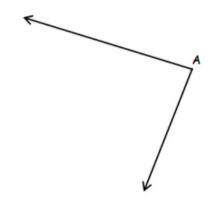
Your construction here:



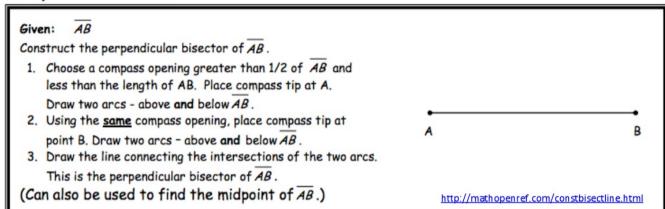
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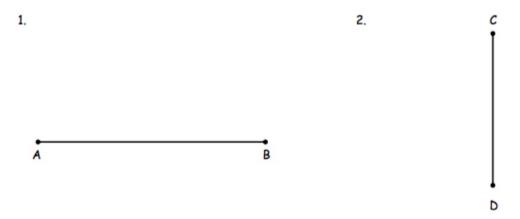
4.



Perpendicular Bisector



Construct the perpendicular bisector of each of the following line segments.



Perpendicular Bisector

3.



4.



Given: ZA.

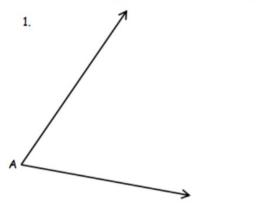
Construct the angle bisector of $\angle A$.

- Place the compass tip at point A. Draw an arc that intersects both rays of the angle. Label the points of intersection B and C.
- 2. Place the compass tip at point B and draw an arc in the interior of $\angle A$.
- Using this <u>same</u> compass setting, place the compass tip at point C and draw an arc that intersects the arc you drew in #2. Label the point of intersection Q.
- 6. Use a straightedge to draw AQ.
 - * This is the angle bisector of $\angle A$.
- 7. ∠BAQ ≅ ∠QAC

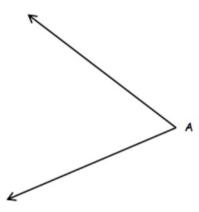


http://mathopenref.com/constbisectangle.html

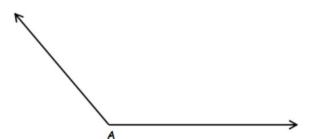
Construct the angle bisectors for each of the following angles.



2.



3.



4.

