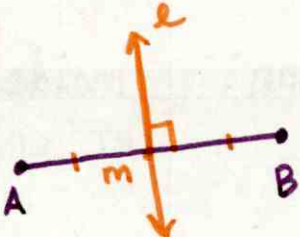
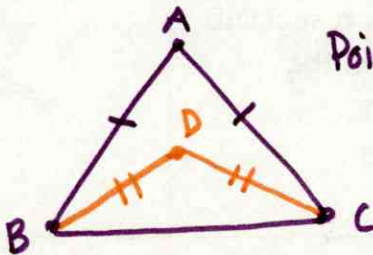
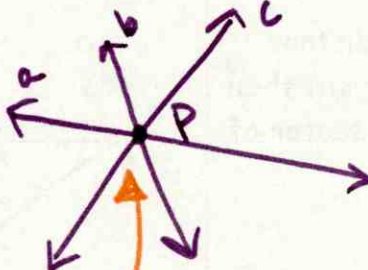
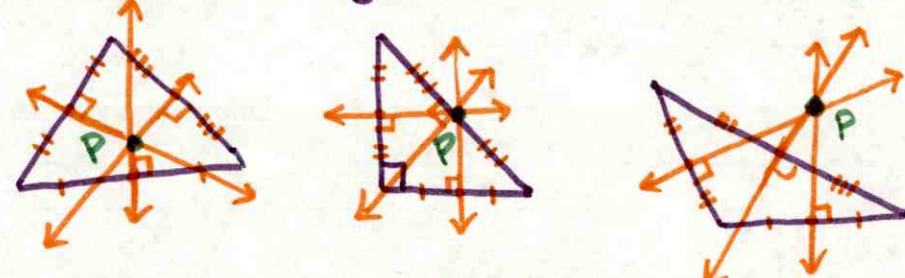
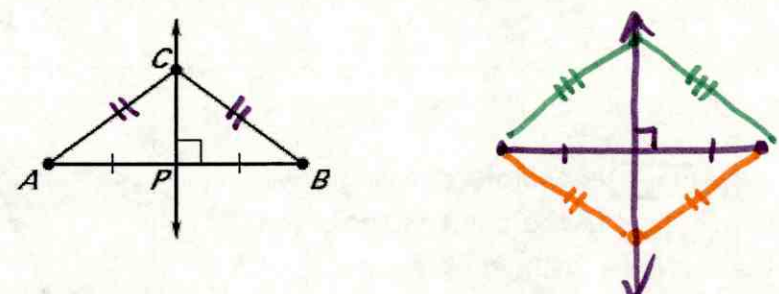
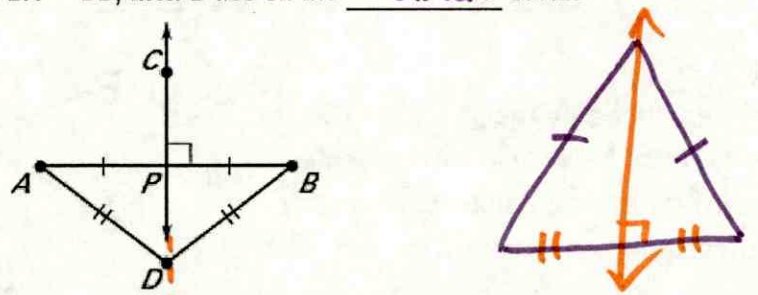


Use Perpendicular Bisectors

Vocabulary	Definition	Example
<p>PERPENDICULAR BISECTOR</p>	<p>A segment, ray, line, or plane that is <u>perpendicular to a segment</u> at its <u>midpoint</u> is called a perpendicular bisector.</p>	 <p>line l is \perp bisector of \overline{AB}</p>
<p>= EQUIDISTANT distance</p>	<p>A <u>point</u> is equidistant from two figures if the point is the same distance from each figure.</p>	 <p>Point A is equidistant to B and C D " (same as above)</p>
<p>CONCURRENT</p>	<p>When <u>three or more</u> lines, rays, or segments intersect in the same point, they are called concurrent lines, rays, or segments.</p>	 <p>line a, b and c are concurrent lines</p>
<p>POINT of CONCURRENCY</p>	<p>The point of intersection of concurrent lines, rays, or segments is called the point of concurrency.</p>	<p>P is the point of concurrency</p>

<p>CIRCUMCENTER</p>	<p>The point of concurrency of the three <u>perpendicular bisectors</u> of a triangle is called the circumcenter of the triangle.</p> <p style="text-align: right;">Location:</p>	<p style="text-align: center;">Acute Right Obtuse</p>  <p style="text-align: center;">inside the Δ on the hypotenuse outside the Δ</p>
<p>PERPENDICULAR BISECTOR THEOREM</p> <p>\perp Bis. Thm.</p>	<p>In a plane, if a point is on the perpendicular bisector of a segment, then it is <u>equidistant</u> from the <u>endpoints</u> of the segment.</p>	<p>If \overline{CP} is the \perp bisector of \overline{AB}, then $CA = \underline{CB}$.</p> 
<p>CONVERSE of the PERPENDICULAR BISECTOR THEOREM</p> <p>$C \perp$ Bis. Thm.</p>	<p>In a plane, if a point is equidistant from the endpoints of a segment then it is on the perpendicular bisector of the segment.</p>	<p>If $DA = DB$, then D lies on the <u>\perp bisector</u> of \overline{AB}.</p> 
<p>CONCURRENCY of PERPENDICULAR BISECTORS of a TRIANGLE</p>	<p>The perpendicular bisectors of a triangle intersect at a <u>point</u> that is <u>equidistant</u> from the <u>vertices</u> of the triangle.</p> <p style="text-align: right;">circumcenter</p>	<p>If \overline{PD}, \overline{PE}, and \overline{PF} are perpendicular bisectors, then $PA = \underline{PB} = \underline{PC}$.</p> <p style="text-align: right;">circumcenter to vertex \cong</p> 