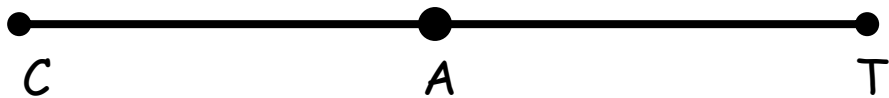


Geometry/Trig - Algebra Connection - You must show all work.

I.



A is the midpoint of \overline{CT}

$$CA = 8x - 6$$

$$AT = 3x + 24$$

Find the following:

1.) $x =$ _____ 2.) $CA =$ _____

3.) $AT =$ _____ 4.) $CT =$ _____

II.



$$DO = 3x + 1$$

$$OG = 8x - 1$$

$$DG = 22$$

Find the following:

1.) $x =$ _____

2.) $DO =$ _____ 3.) $OG =$ _____

III.



$$PE = 5x$$

$$ET = 4x - 6$$

$$PT = x + 26$$

Find the following:

1.) $x =$ _____ 2.) $PT =$ _____

3.) $PE =$ _____ 4.) $ET =$ _____

IV.



$$MA = TH$$

$$MA = 2x$$

$$AT = 4x$$

$$MH = 3x + 30$$

Find the following:

1.) $x =$ _____ 2.) $MA =$ _____ 3.) $TH =$ _____

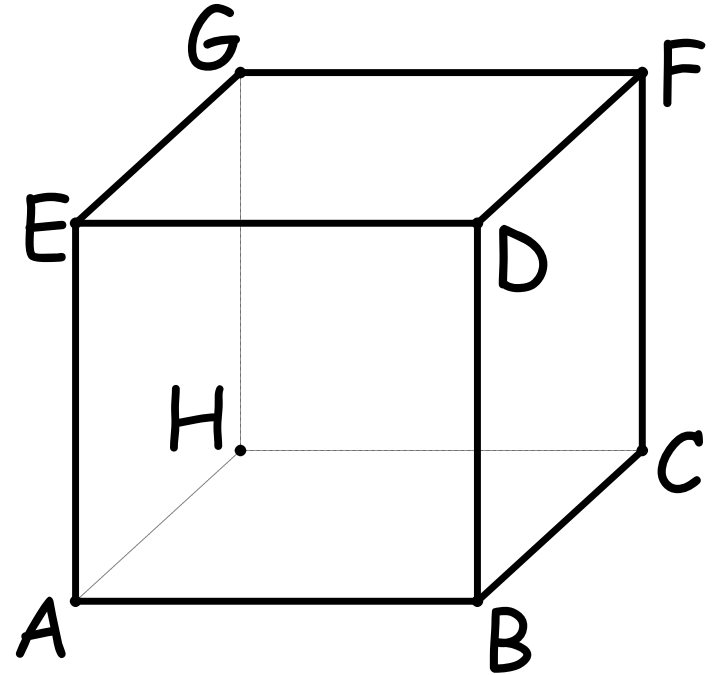
4.) $MH =$ _____ 5.) $MT =$ _____ 6.) $AH =$ _____

7.) $AT =$ _____

Geometry/Trig - Foundational Vocabulary Review

I. Name the following (Use correct notation).

1. Name a line. _____
2. Name a line segment. _____
3. Name a ray. _____
4. Name a plane. _____
5. Name a point. _____
6. Name two intersecting lines. _____
7. Name two lines that do not intersect. _____
8. Name two planes that do not intersect. _____
9. Name two intersecting planes. _____
10. $EDFG \cap DFBC$ at _____
11. $BG \cap BC$ at _____



II. Answer each question.

12. What are points that lie on the same line called? _____
13. What are points that lie on the same plane called? _____
14. What is the set of all points called? _____

III. Finish the sentence or circle the correct answer to fill in the blank.

15. If two lines intersect, then the lines lie _____
16. If two points lie in a plane, then the line _____
17. Through a line and a point not on that line you can draw _____
18. If two lines intersect, then their intersection _____
19. If two planes intersect, then their intersection _____
20. Through one point you can draw (zero, one, two, an infinite amount of) lines.
21. Through two points you can draw (zero, one, two, an infinite amount of) lines.
22. Through any three collinear points you can draw (zero, one, two, an infinite amount of) planes.
23. Through any three noncollinear points you can draw (zero, one, two, an infinite amount of) planes.