

## 2019 G3

Ezra Guerrero Alvarez

November 21, 2021

## 2019 G3

### 2019 G3

In triangle  $ABC$  point  $A_1$  lies on side  $BC$  and point  $B_1$  lies on side  $AC$ . Let  $P$  and  $Q$  be points on segments  $AA_1$  and  $BB_1$ , respectively, such that  $\overline{PQ} \parallel \overline{AB}$ . Point  $P_1$  is chosen on ray  $PB_1$  beyond  $B_1$  such that  $\angle PP_1C = \angle BAC$ . Point  $Q_1$  is chosen on ray  $QA_1$  beyond  $A_1$  such that  $\angle CQ_1Q = \angle CBA$ . Prove that points  $P_1, Q_1, P, Q$  are cyclic.

We set  $\triangle ABC$  as our reference triangle, with  $A = (1, 0, 0), B = (0, 1, 0), C = (0, 0, 1)$  and  $a = \overline{BC}, b = \overline{CA}, c = \overline{AB}$ . Since  $\overline{PQ} \parallel \overline{AB}$ , we have  $P = (u_1 : v_1 : 1)Q = (u_2 : v_2 : 1)$  where  $u_1 + v_1 = u_2 + v_2$ . Now,  $A_1 = (0 : v_1 : 1)$  and  $B_1 = (u_2 : 0 : 1)$ . Let  $X$  and  $Y$  be the intersection points of  $\overline{PB_1}$  and  $\overline{QA_1}$  with side  $\overline{AB}$  respectively. By the angle condition,  $AXCP_1$  and  $BYCQ_1$  are cyclic. Also, by Reims' it suffices to show  $P_1Q_1XY$  is cyclic. By radical center, it then suffices to show  $\overline{A_1Y}, \overline{B_1X}$  and the radical axis of  $(ACX), (BCY)$  concur. Now, using that  $P, B_1, X$  are collinear, if  $X = (x_1 : y_1 : 0)$ ,

$$\begin{vmatrix} u_1 & v_1 & 1 \\ u_2 & 0 & 1 \\ x_1 & y_1 & 0 \end{vmatrix} = 0,$$

which implies  $x_1 : y_1 = u_1 - u_2 : v_1$ . Thus,  $X = (u_1 - u_2 : v_1 : 0)$ . Analogously,  $Y = (u_2 : v_2 - v_1 : 0)$ . From here, via determinants we obtain

$$\begin{aligned} \overline{A_1Y}: &+x(v_2 - v_1) - y(u_2) + z(v_1u_2) = 0 \\ \overline{B_1X}: &-x(v_1) + y(u_1 - u_2) + z(v_1u_2) = 0 \end{aligned}$$

Now we compute the equations of  $(ACX)$  and  $(BCY)$ . Substituting the points  $A, C, X$  into the formula, we see that

$$-c^2(u_1 - u_2)v_1 + (v_2)\beta v_1 = 0,$$

so  $\beta = \frac{c^2(u_1 - u_2)}{v_2}$ . Thus,

$$(ACX): -a^2yz - b^2zx - c^2yz + (x + y + z)\frac{c^2(u_1 - u_2)}{v_2}y = 0.$$

Analogously,

$$(ACX): -a^2yz - b^2zx - c^2yz + (x + y + z)\frac{c^2(v_2 - v_1)}{u_1}x = 0.$$

Subtracting these two and using  $u_1 - u_2 = v_2 - v_1$ , we see the radical axis of both circles is given by  $v_2x - u_1y = 0$ . Now,

$$\begin{vmatrix} v_2 & -u_1 & 0 \\ v_2 - v_1 & -u_2 & v_1u_2 \\ -v_1 & u_1 - u_2 & v_1u_2 \end{vmatrix} = \begin{vmatrix} v_2 & -u_1 & 0 \\ v_2 & -u_1 & 0 \\ -v_1 & u_1 - u_2 & v_1u_2 \end{vmatrix} = 0,$$

so the three lines concur as desired. ■