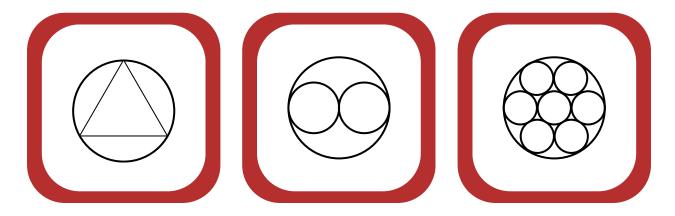


Team name:_____



You've reached the construction challenge!

We will give you two dots to start with.

BUT! There are some rules of construction you have to follow:

1) Use only your two tools — the compass and the straightedge.

No rulers with numbers, no protractors, no tricks!

2) You may only draw from points you already have.

Every new line or circle must start from something you've made.

3) When lines or arcs cross, mark that spot!

Intersections are your magic clues to the next step.

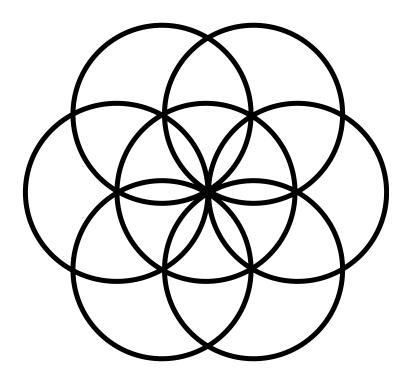
4) Don't measure - copy!

You can keep your compass the same size to copy lengths, but you can't measure precise lengths with your ruler.

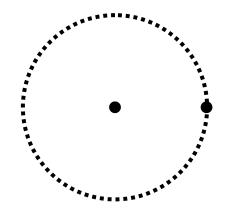
5) Have fun! Or else...

But first! WARM-UPS!

Who wants to draw some circles - I know you do! Try make this lotus flower: **(2 pts)**



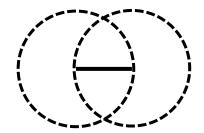
You're only allowed to center circles around intersections! Here's two starting points:



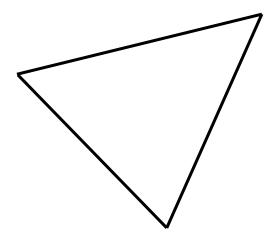
Anyone know karate? Let's chop this board in half and by that I mean it's line bisection time!

Perfectly bisect the line below: **(5 pts)**

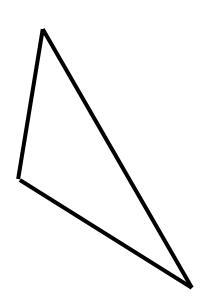
Here's a cheeky visual hint...:



Cut some cheese with your newly acquired perpendicular bisection skills...
And yes. ALL the sides (8 pts)



Fully cut another one... And the lines... Hey, are they meeting at a point? At the center of something? Like a cheese wheel? Don't you want to draw a cheese wheel? (10 pts)

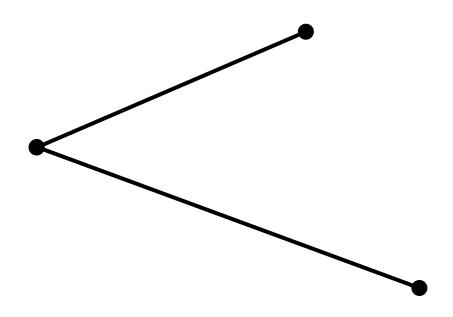


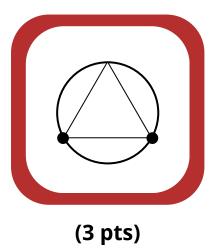
Angle bisection! Angle bisection!
The math wizard left you with a riddle... (5 pts)

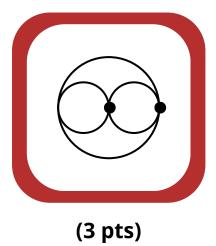


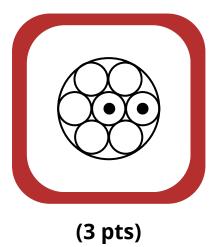
START WHERE THE TWO RAYS MEET JUST RIGHT,
SWING ARCS ON BOTH — A MATCHING SIGHT.
FROM EACH NEW MARK, LET ARCS ONCE PLAY,
THEIR CROSSING SHOWS THE HALFWAY WAY.
DRAW FROM THE POINT THROUGH WHERE THEY CROSS —
NOW YOU'RE THE ANGLE BISECTING BOSS!

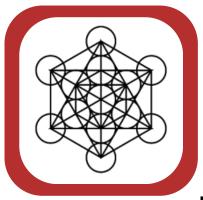












Here's Metatron's cube for the ambitious!

It's worth NO points unless you've completed all other constructions!

IF all else completed as well, worth 15 pts.