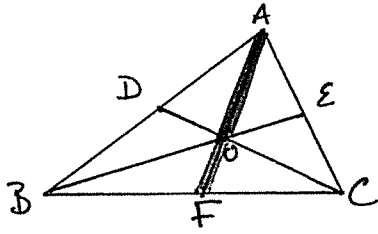


Meet 2 - Cheat Sheet

Event B: Triangular Figures & Solids.

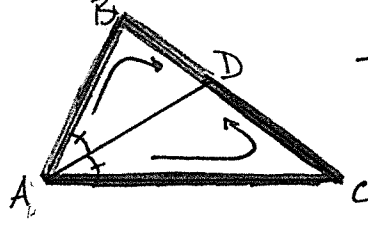
• Triangles:

Medians: Vertex \rightarrow Midpoint



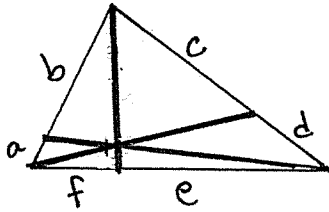
$$\begin{aligned} \overline{AO} &= 2\overline{OF} \\ \overline{BO} &= 2\overline{OE} \\ \overline{CO} &= 2\overline{OD} \end{aligned}$$

Angle Bisector: 2 equal angles



$$\frac{\overline{AB}}{\overline{BD}} = \frac{\overline{AC}}{\overline{CD}}$$

Ceva's Theorem: Any three line segments that meet at a point.

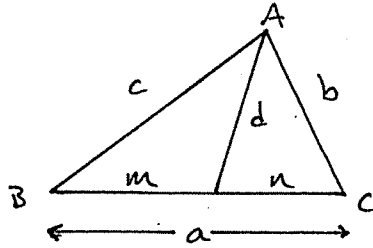


$$\frac{a}{b} \cdot \frac{c}{d} \cdot \frac{e}{f} = 1$$

* Go around the triangle

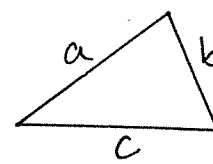
or
 $ace = bdf$

Stewart's Theorem: Be careful how you label the triangle.



$$(man) + (dad) = (bmb) + (cnc)$$

Hero's Formula: for Area



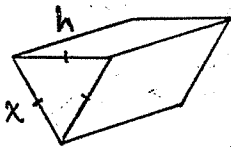
$$s = \frac{a+b+c}{2}$$

$$A = \sqrt{s(s-a)(s-b)(s-c)}$$

• Solids:

Prisms:

- In General:



$$V = A_{\text{base}} \cdot h$$

$$SA = 2A_{\text{base}} + P_{\text{base}} \cdot h$$

- For Equilateral Bases:

$$V = \frac{\sqrt{3}}{4} x^2 h$$

$$SA = \frac{\sqrt{3}}{2} x^2 + 3xh$$

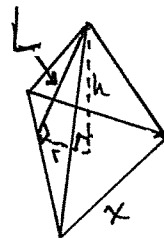
Pyramid:

- In General:

$$V = \frac{1}{3} (A_{\text{base}}) h$$

$$SA = (A_{\text{base}}) + \frac{P_{\text{base}} \cdot L}{2}$$

$$L = \sqrt{r^2 + h^2}$$



- If a Tetrahedron:

(All equilateral triangles)

$$V = \frac{\sqrt{3}}{12} x^2 h$$

$$SA = \sqrt{3} x^2$$

Event C: Trigonometry

Sum & Difference:

$$\sin(A \pm B) = \sin A \cos B \pm \cos A \sin B$$

$$\cos(A \pm B) = \cos A \cos B \mp \sin A \sin B$$

$$\tan(A \pm B) = \frac{\tan A \pm \tan B}{1 \mp \tan A \tan B}$$

Double Angle:

$$\sin 2A = 2 \sin A \cos A$$

$$\cos 2A = \cos^2 A - \sin^2 A$$

$$\tan 2A = \frac{2 \tan A}{1 - \tan^2 A}$$

Half Angle:

$$\sin\left(\frac{1}{2}A\right) = \pm \sqrt{\frac{1 - \cos A}{2}}$$

$$\cos\left(\frac{1}{2}A\right) = \pm \sqrt{\frac{1 + \cos A}{2}}$$

$$\tan\left(\frac{1}{2}A\right) = \pm \sqrt{\frac{1 - \cos A}{1 + \cos A}}$$

Power Reduction:

$$\sin^2 A = \frac{1 - \cos 2A}{2}$$

$$\cos^2 A = \frac{1 + \cos 2A}{2}$$

$$\tan^2 A = \frac{1 - \cos 2A}{1 + \cos 2A}$$

Event D: Analytical Geometry of Circles & Lines

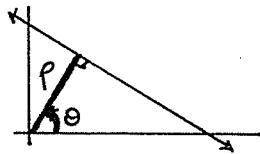
Lines:

- Point-Slope Form: $y - y_1 = m(x - x_1)$

- Slope-Intercept Form: $y = mx + b$

- Intercepts Form: $\frac{x}{a} + \frac{y}{b} = 1$
x-int y-int

- Normal Form: $x \cdot \cos \theta + y \cdot \sin \theta = p$



Circles:

$$(x + h)^2 + (y + k)^2 = r^2$$

Center: $(-h, -k)$

Radius: r

