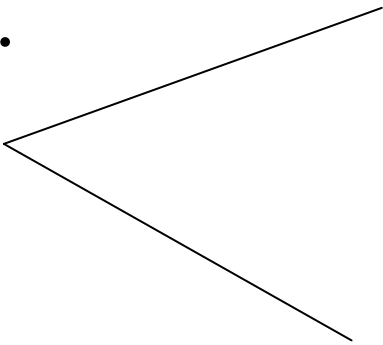


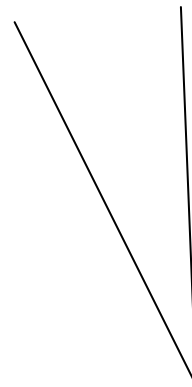
# Angle bisectors

Bisect these angles. Remember to check them with a protractor when you have finished.

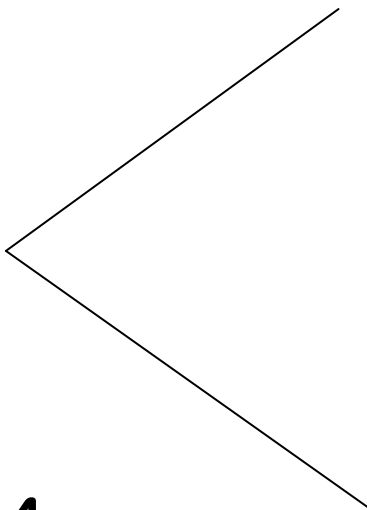
1.



2.



3.



4.

