## Copy an Angle

- 1) Start with LBAC, make a point P that will be the Vertex of the new angle
- 2) Draw ray pa in any direction
- Place compass at point A, at any width, draw an arc across both sides of the angle creating points J and K
- 4 Draw same arc from point P, creating · M
- Measure distance between

  J and K with compass,

  draw an arc with this distance
  from point M, creating

  Point L
- 6 Draw ray PL This completes the COPIED ANGLE.

