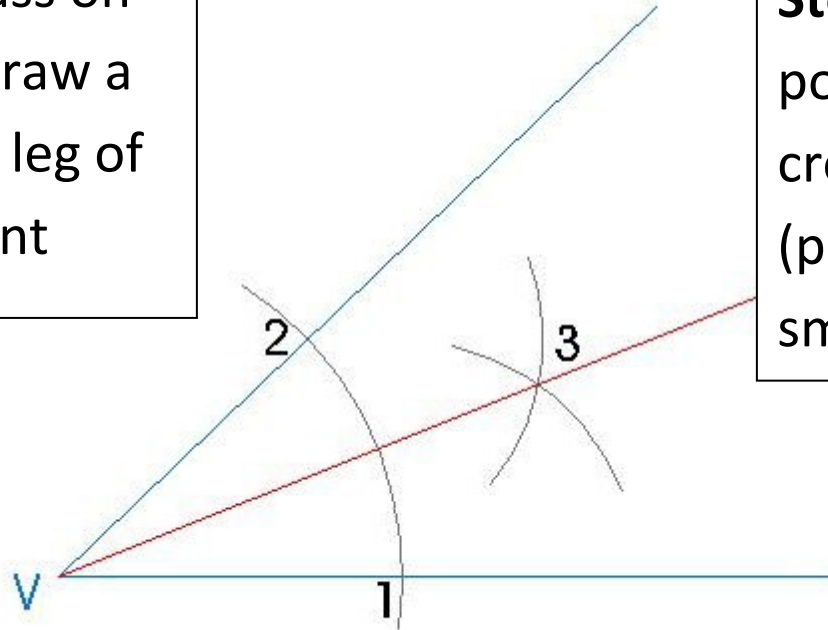


# Making Bisectors

**Step 1:** Place compass on the vertex (V) and draw a line across the each leg of the angle at any point



**Step 2:** Place the compass point where the arc crosses one of the legs (point 1) then make a smaller arc (point 3)

**Step 3:** Place the compass point where the arc crosses the other leg (point 2) then make another smaller arc (point 3)

**Step 4:** Use a ruler and draw a line from the vertex to point 3- this is your bisector.