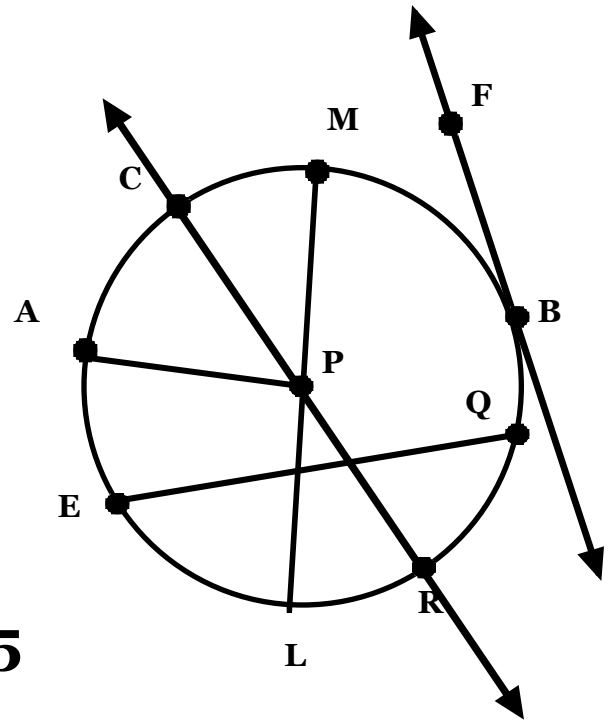


Jungle Hideout 1

What is \overline{EQ} ?

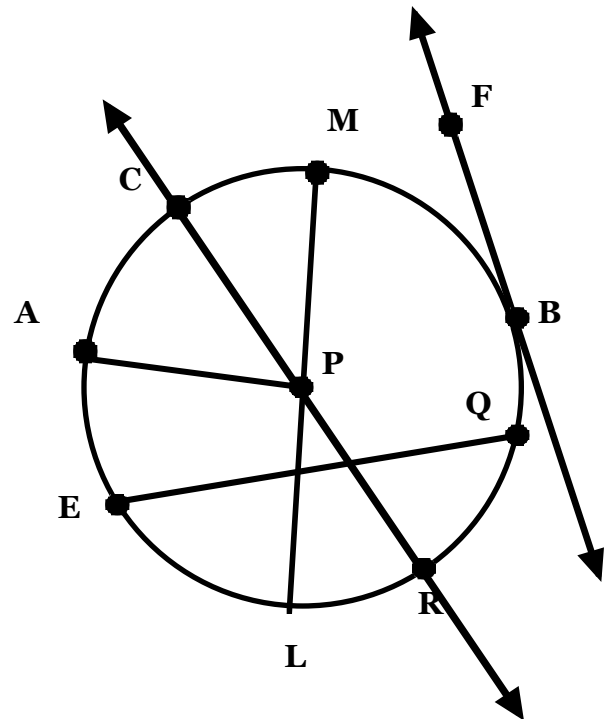
- If a chord then go to 5
- If a radius then go to 2
- If a diameter then go to 9
- If a tangent then go to 14
- If none of these then go to 15



Jungle Hideout 2

What is \overbrace{AML} ?

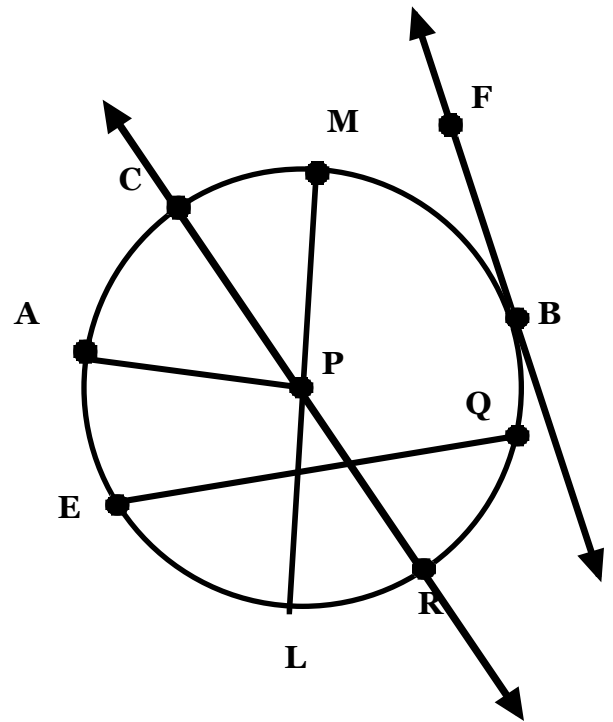
- If an arc then go to 7
- If a diameter then go to 1
- If a chord then go to 12
- If a major arc then go to 10
- If none of these then go to 6



Jungle Hideout 3

What is \overleftrightarrow{CR} ?

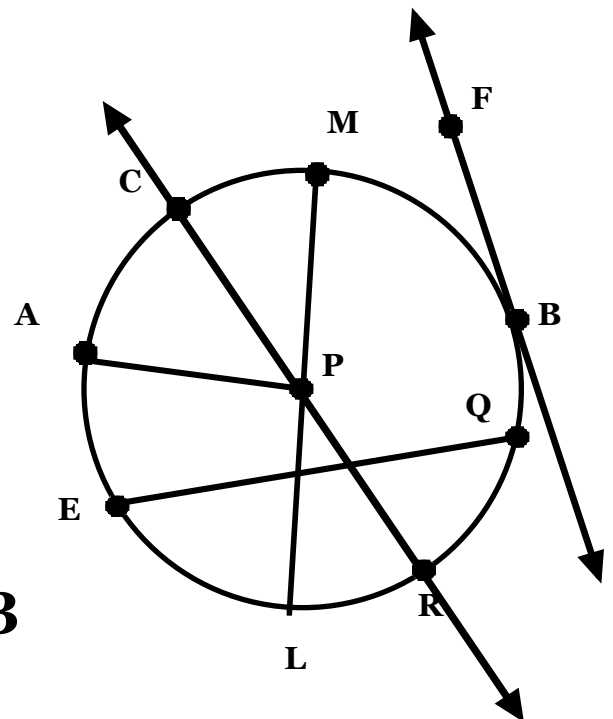
- If a radius then go to 5
- If a diameter then go to 16
- If a tangent then go to 10
- If a minor arc then go to 11
- If none of these then go to 6



Jungle Hideout 4

What is \overleftrightarrow{FB} ?

- If a radius then go to 3
- If a diameter then go to 8
- If a tangent then go to 15
- If a minor arc then go to 6
- If none of these then go to 13



Jungle Hideout 5

What is the midpoint C of \overline{AB} where A = (5, 2) and B = (-3, -2)?

If (2, 0)	then go to 4
If (8, 4)	then go to 16
If (1, 0)	then go to 9
If (4, 2)	then go to 11
If none of these	then go to 10

Jungle Hideout 6

What is the midpoint C of \overline{AB} where A = (-4, 7) and B = (12, 7)?

If (4, 7)	then go to 2
If (-8, 0)	then go to 1
If (4, 0)	then go to 4
If (-16, 0)	then go to 5
If none of these	then go to 7

Jungle Hideout 7

What is the midpoint C of \overline{AB} where A = (93, 14) and B = (-67, 40)?

If (80, -13)	then go to 6
If (26, 54)	then go to 9
If (13, 27)	then go to 8
If (160, -26)	then go to 15
If none of these	then go to 14

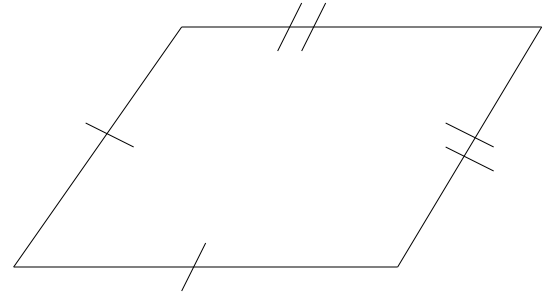
Jungle Hideout 8

What is the midpoint C of \overline{AB} where A = (12, 7) and B = (9, 3)?

If (1.5, 2)	then go to 12
If (21, 10)	then go to 13
If (11.5, 5)	then go to 2
If (3, 4)	then go to 3
If none of these	then go to 4

Jungle Hideout 9

Name that quadrilateral!



If a parallelogram

then go to 8

If a rhombus

then go to 2

If a kite

then go to 14

If a trapezoid

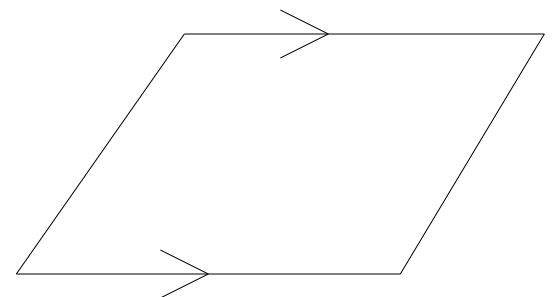
then go to 3

If none of these

then go to 16

Jungle Hideout 10

Name that quadrilateral!



If a parallelogram

then go to 5

If a rhombus

then go to 6

If a kite

then go to 9

If a trapezoid

then go to 7

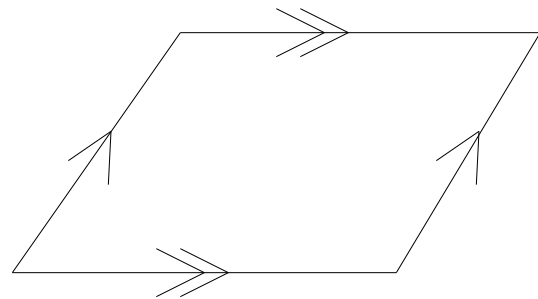
If none of these

then go to 10

If none of these then go to 10

Jungle Hideout 11

Name that quadrilateral!



If a parallelogram

then go to 13

If a rhombus

then go to 7

If a kite

then go to 15

If a trapezoid

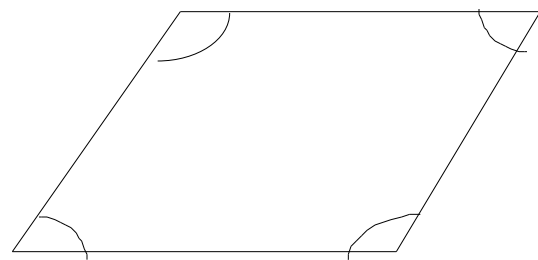
then go to 5

If none of these

then go to 12

Jungle Hideout 12

Name that quadrilateral!



If a parallelogram

then go to 4

If a rhombus

then go to 7

If a kite

then go to 15

If a trapezoid

then go to 5

If none of these

then go to 16

Jungle Hideout 13

Find the 2006th term:

6, 13, 20, 27, 34, 41, 49, 56, 63, 70, ...,

If 14044	then go to 11
If 14043	then go to 1
If 14042	then go to 2
If 14041	then go to 8
If none of these	then go to 12

Jungle Hideout 14

Find the 2006th term:

90, 87, 84, 81, 78, 75, 72, 69, 66, 63, ...,

If -5000	then go to 11
If -5925	then go to 3
If -6111	then go to 12
If -6018	then go to 10
If none of these	then go to 9

Jungle Hideout 15

Find the 2006th term:

23, 29, 35, 41, 47, 53, 60, 67, 75, 82, ...

If 2	then go to 9
If 9	then go to 3
If 12	then go to 7
If 56	then go to 14
If none of these	then go to 11

Jungle Hideout 16

Find the 2006th term:

1000000, 999992, 999984, ... ,

If 983,960	then go to 1
If -983,960	then go to 6
If 983,952	then go to 3
If -983,952	then go to 10
If none of these	then go to 8