

Geometry Notes TG - 9: Rigid Motions and Congruence

Congruence

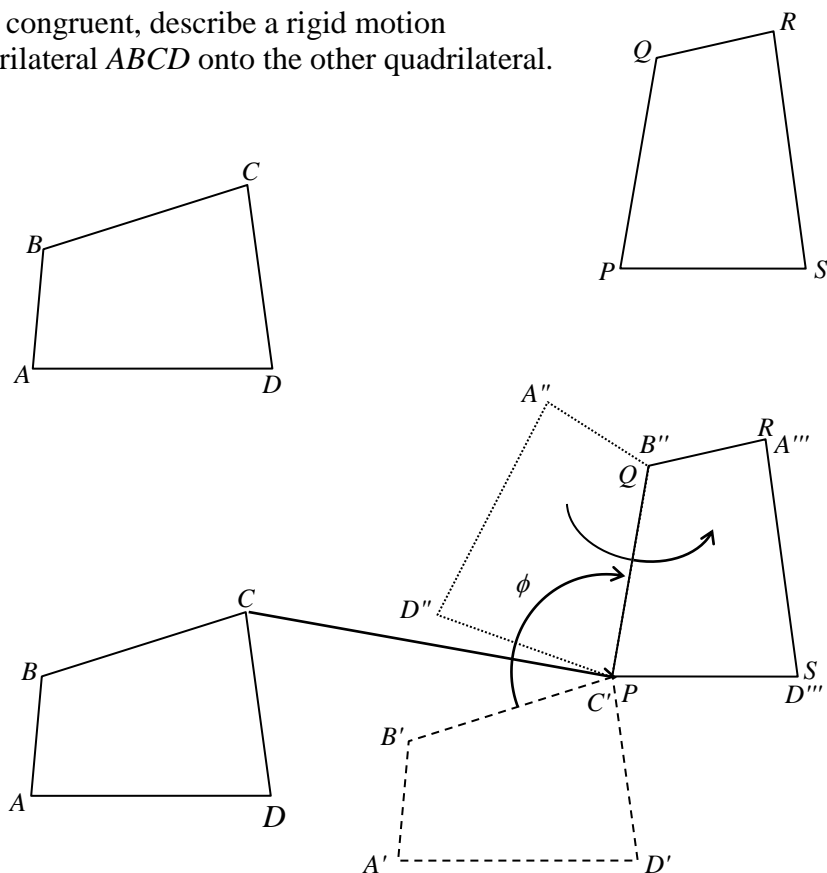
Informal definition: Two polygons are *congruent* (\cong) if they are the **same shape and same size**

Notation: In a statement of congruence of two polygons, the polygons are written so that corresponding (matching) vertices are in the same order.



Definition: Two figures are *congruent* if **one is the image of the other under a rigid motion**.

Ex: Assuming they are congruent, describe a rigid motion that will take quadrilateral $ABCD$ onto the other quadrilateral.



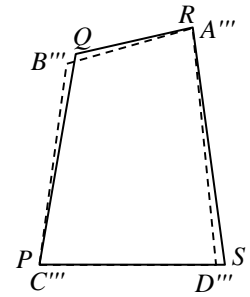
- 1) Translate along the vector \overline{CP}
- 2) Rotate CW until $\overline{B'C''}$ coincides with \overline{QP}
- 3) Reflect over \overline{QP}

Note: This was not the only possible way.

Note: For a polygon, congruence is only possible if

The vertices can be put into correspondence (matched) so that

- 1) All pairs of corresponding sides are congruent and
- 2) All pairs of corresponding angles are congruent.



Ex: If $\triangle DOG \cong \triangle CAT$,

- a. Name three pairs of congruent angles.

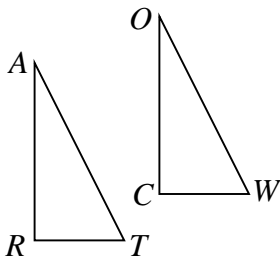
$$\angle D \cong \angle C, \angle O \cong \angle A, \text{ and } \angle G \cong \angle T$$

- b. Name three pairs of congruent sides.

$$\overline{DO} \cong \overline{CA}, \overline{OG} \cong \overline{AT}, \text{ and } \overline{DG} \cong \overline{CT}$$

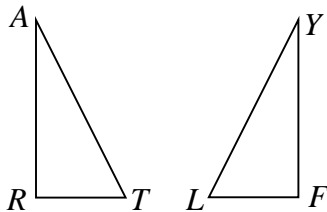
Ex: Describe a rigid motion that will take $\triangle RAT$ onto the other triangle.

a.



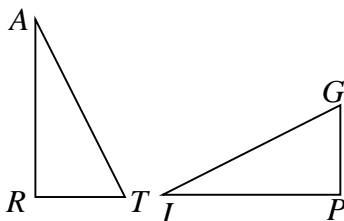
- 1) Translate along the vector \overline{RC}

b.



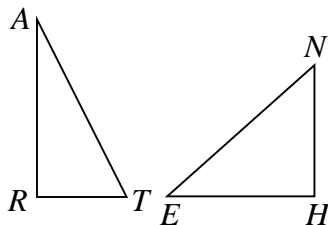
- 1) Translate along the vector \overline{RF}
 - 2) Reflect over \overline{FY} (image of \overline{RA})
- OR
- 1) Reflect over the vertical line that bisects \overline{TL}

c.



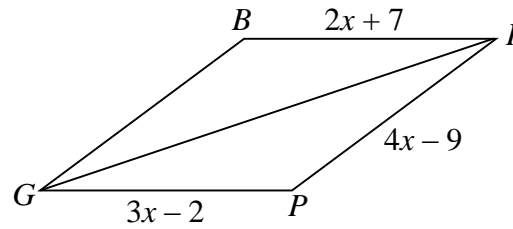
- 1) Rotate 90° CCW around point R
 - 2) Translate along vector \overline{RP}
- OR
- Reverse order (they're commutative)

d.



- 1) Translate along the vector \overline{TN}
- 2) Rotate CW until \overline{TA} coincides with \overline{NE}
- 3) Reflect over the \overline{NE}

Ex: In the diagram at right $\triangle BIG \cong \triangle PIG$.
Find the perimeter of quadrilateral $BIPG$.



Since $\triangle BIG \cong \triangle PIG$, we know $\overline{BI} \cong \overline{PI}$.

$$2x + 7 = 4x - 9$$

$$x = 8$$

$BI = PI = 2(8) + 7 = 23$
 $BG = PG = 3(8) - 2 = 22$
 Perimeter of $BIPG = 2(23) + 2(22) = 90$

Ex: If $\triangle BUG \cong \triangle COW$, $m\angle B = x$, $m\angle U = 2x - 3y$, $m\angle C = 3y - 20$ and $m\angle O = y + 20$, find the numerical measures of $\angle G$ and $\angle W$.

We know $\angle B \cong \angle C$ and $\angle U \cong \angle O$.
 $x = 3y - 20$ and $2x - 3y = y + 20$
 By substitution: $2(3y - 20) - 3y = y + 20$
 $6y - 40 - 3y = y + 20$
 $3y - 40 = y + 20$
 $2y = 60$
 $y = 30$
 $x = 3(30) - 20 = 70$

$m\angle B = 70$, $m\angle U = 2(70) - 3(30) = 50$
 $m\angle G = m\angle W = 180 - (70 + 50) = 60$

