Pre Calc BC   **Pascal's Thm**   **Name:**

1. Construct the conic line using points a/b_{1-3}

2. Connect b_4 to a_1, label P the point of intersection of this segment with the conic line. Now construct the ray from b_1 through P.

3. Do the same thing with b_4 and a_2.   The two rays should intersect at new point a_4

4. Verify your result by repeating with b_4 and a_3

a_3 .

                                                                    . b_3

a_2 .   . b_2

a_1 .

                                                                    . b_1

                                                                    . b_4