

B	I	N	G	O
SUBSTITUTION	ALGORITHM	ELIMINATION	QUADRILATERAL	PERPENDICULAR
DIRECT	SLOPE	POLYGON	CIRCLE	RIGHT-TRIANGLE
X-INTERCEPT	COINCIDE	FREE	LINEAR	PARALLEL
RECIPROCAL	PARALLELOGRAM	PYTHAGOREAN	INVERSE	POINT
COORDINATE-PLANE	RANGE	DISTANCE	Y-INTERCEPT	DOMAIN

B	I	N	G	O
X-INTERCEPT	Y-INTERCEPT	CIRCLE	PARALLELOGRAM	DIRECT
QUADRILATERAL	PARALLEL	ELIMINATION	POINT	COINCIDE
LINEAR	ALGORITHM	FREE	INVERSE	PYTHAGOREAN
DOMAIN	SUBSTITUTION	DISTANCE	RECIPROCAL	COORDINATE-PLANE
PERPENDICULAR	KITE	RIGHT-TRIANGLE	POLYGON	SLOPE

B	I	N	G	O
RECIPROCAL	INVERSE	X-INTERCEPT	DOMAIN	QUADRILATERAL
RANGE	RIGHT-TRIANGLE	Y-INTERCEPT	PARALLELOGRAM	COINCIDE
PYTHAGOREAN	CIRCLE	FREE	LINEAR	ELIMINATION
KITE	PERPENDICULAR	COORDINATE-PLANE	ALGORITHM	SUBSTITUTION
SLOPE	POLYGON	PARALLEL	POINT	DISTANCE