

Quadrilaterals:

Parallelogram:

opp. sides parallel
opp sides =
opp angles =
consec. angles supp
diag bis each other

Rectangle: add 4 rt
angles, diag. =

Rhombus: add 4 =
sides, diag. perp,
diag bisect angles.

Square: All from
above.

Trapezoid:

Only one set
parallel sides.

Median of trap is
parallel to both
bases and = $\frac{1}{2}$
sum bases.

Isosceles Trap:

legs =
base angles =
diagonals =
opp angles supp