C2	1.2 REGULAR HEXAGON	Name	C2
	DIAGRAMS	STEPS	WHAT THIS DOES (justification)
		1. Use the same radius for all circles in this construction. Start with circle <i>H</i> . All vertices of the hexagon will be on circle <i>H</i> .	
		2. Choose a point on circle <i>H</i> and label it <i>E</i> .	
		3. Construct circle <i>E</i> (same radius as circle <i>H</i>). Label points <i>X</i> and <i>N</i> where circles <i>H</i> and <i>E</i> intersect.	
		4. Construct circle <i>X</i> and label point <i>A</i> where circles <i>H</i> and <i>X</i> intersect.	
		5. Construct circle <i>A</i> and label point <i>G</i> where circles <i>H</i> and <i>A</i> intersect.	
		6. Construct circle <i>G</i> and label point <i>O</i> where circles <i>H</i> and <i>G</i> intersect.	
		7. Connect points <i>E, X, O, G, A, and N</i> to complete the regular hexagon.	