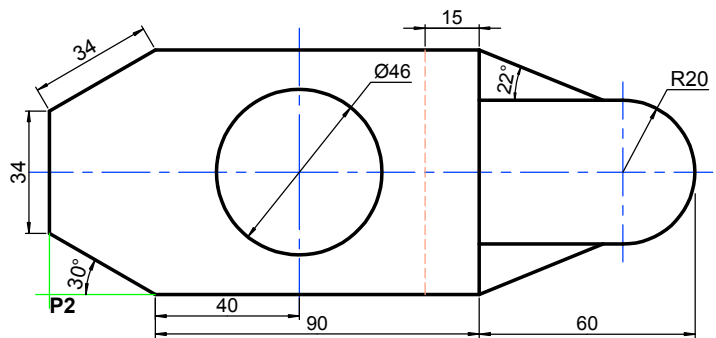
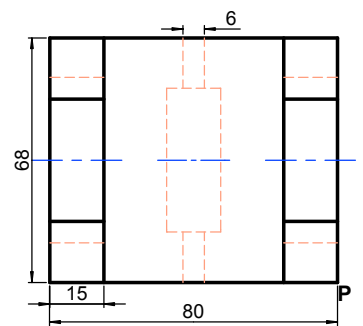
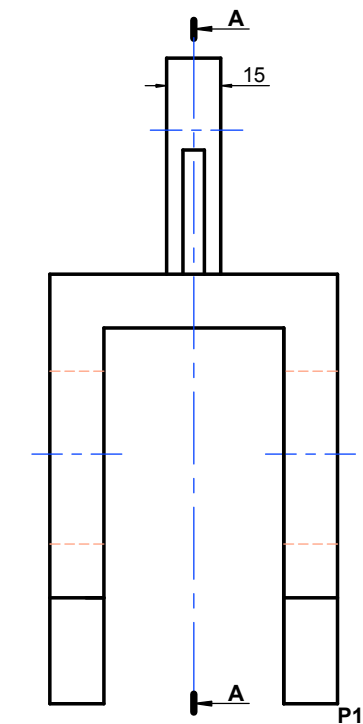
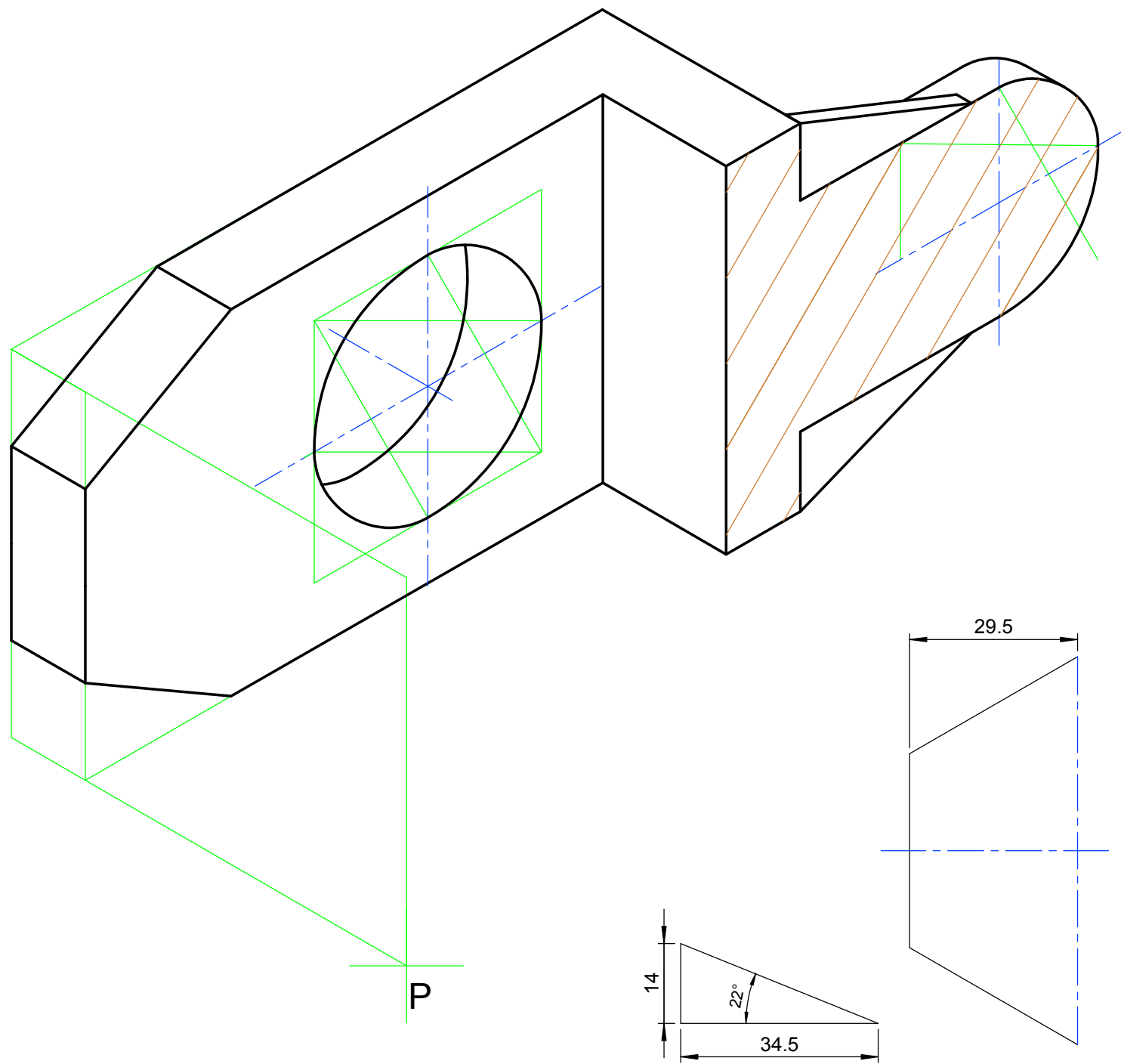


ISOMETRIESE
TEKENING

- Voltooi 'n netjiese, **Isometriese** snitaansig volgens die **snyvlak A-A**.
- Dui alle **konstruksies** en **senterlyne** aan.
- Begin jou tekening op die gegewe **kruispunte**.



<input checked="" type="checkbox"/>	Konstruksies	2
<input checked="" type="checkbox"/>	Iso Punte	22
<input checked="" type="checkbox"/>	Iso Sirkels	10
<input checked="" type="checkbox"/>	Senterlyne 4/2	2
<input checked="" type="checkbox"/>	Arsering	2
<input checked="" type="checkbox"/>	Nie-arsering 4/2	2
<input checked="" type="checkbox"/>	Posisionering	-2

KON	
-----	--

ISOM
22

SIRK	
10	

SEN ₂	
------------------	--

ARS ₂	
------------------	--

Nie-A

2	
Pos	

-2	
INTF	

40 PUNTE

[illegible]

ANTWOORDVEL 3