|  |  |
| --- | --- |
| **SI TO IMPERIAL UNITS** | **IMPERIAL TO SI UNITS** |
| **1 mm = 0.0394 in** | **1 in = 25.4 mm** |
| **1 cm = 0.3937 in** | **1 in = 2.53 cm** |
| **1 m = 3.2808 ft** | **1 ft = 0.3048 m** |
| **1 m = 1.0936 yd** | **1 yd = 0.9144 m** |
| **1 km = .6214 mi** | **1 mi = 1.6093 km** |

|  |  |
| --- | --- |
| ***Converting Imperial Units  of Volume to SI Units*** | |
| ***US Imperial*** | ***SI*** |
| ***1 fl oz*** | ***= 29.6 mL*** |
| ***1pt = 16 fl oz*** | ***= 473.6mL = 0.4736 L*** |
| ***1 qt = 2 pt*** | ***= 0.9472 L*** |
| ***1 gal = 4 qt*** | ***= 3.7888 L*** |

|  |
| --- |
| ***IMPERIAL UNITS OF LENGTH*** |
| ***Inch – in or “*** |
| ***Foot – ft or ‘ (1 foot = 12 inches)*** |
| ***Yard – yd (1 yard = 3 feet) (1 yard = 36 inches)*** |
| ***Mile – mi (1 mile = 1760 yards)*** |

|  |
| --- |
| **Imperial System** |
| **1 Ton (tn ‘*short ton’)* = 2000 pounds** |
| **16 oz = 1 lb** |
| **1 ft3 (of water) = 62 lb 8 oz (62.5 lbs)** |
| **1lb = 0.453 6 kg** |
| **1 bu = 2220 in3** |
|  |

|  |  |
| --- | --- |
| ***Converting Common Cooking Units*** | |
| ***Imperial (British)*** | ***SI*** |
| ***¼ tsp*** | ***= 1.25 mL*** |
| ***½ tsp*** | ***= 2.5 mL*** |
| ***1 tsp*** | ***= 5 mL*** |
| ***1 tbsp= 3 tsp*** | ***= 15 mL*** |
| ***1 cup*** | ***= 250 mL*** |
| ***1 pt= 20 fl oz*** | ***=568.2614mL*** |
| ***1 qt = 2 pt*** | ***= 1.1365 L*** |
| ***1 gal = 4 qt*** | ***= 4.5461 L*** |

|  |
| --- |
| **Systeme International** |
| ***1kg = 1 L (of water)*** |
| **1kg = 1000 g** |
| **1000 kg = 1 tonne (1 t)** |
|  |
| **1lb = 0.4536 kg** |
| **1 kg = 2.2 lb** |
| **1 t (tonne or ‘long ton’) = 45.9 bu** |
| **1L = 1000 cm3** |

1. , Cos = , Tan =
2. PERIMETER FORMULAS
   1. Rectangle → P = 2L + 2W
   2. Square → P = 4S
   3. Circle → C = 2πr or C = πd
3. AREA FORMULAS
   1. Square → A = s2
   2. Rectangle → A = LW
   3. Parallelogram → A = bh
   4. Triangle → A = bh
   5. Circle → A = πr2
   6. Trapezoid → A =
4. VOLUME FORMULAS
   1. Any Right Solid → V = (Area of Base) x h
   2. Cube → V = s3
   3. Rectangular Prism → V = LWH
   4. Triangular Prism →
   5. Cylinder → V = πr2h
   6. Any ‘Pointy’ Solid → V =
   7. Rectangular Based Pyramid → V =
   8. Cone → V =
   9. Square Based Pyramid → V =
   10. Triangular Based Pyramid →
   11. Sphere → V =
5. SURFACE AREA:
   1. Sphere → SA = 4πr2
   2. Cylinder → SA = 2πr2 +
   3. Cone → SA = πrs + πr2