

RULES FOR SIGNIFICANT FIGURES

Rule 1: Any digits other than zero are **ALWAYS** significant.

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EX:

Rule 2: One or more final zeros used after the decimal point are **ALWAYS** significant.

EX:

EX:

Rule 3: Zeros between two other significant digits are **ALWAYS** significant.

EX:

EX:

Rule 4: Zeros used as placeholders are **NEVER** significant.

EX:

EX:

Rule 5: Zeros that are counted and/or used as a definite conversion amount are **ALWAYS** significant.

EX:

EX:

MATH RULES FOR SIGNIFICANT FIGURES

Add/Subtract: Round to least accurate decimal place.

EX:

EX:

Multiply/Divide: Round to least number of significant figures.

EX:

EX: