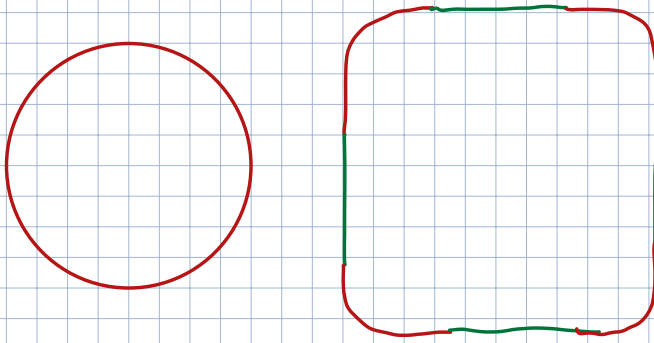
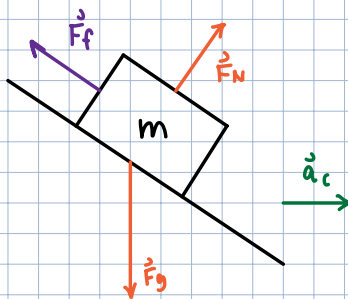


Velodromes and Circular Motion



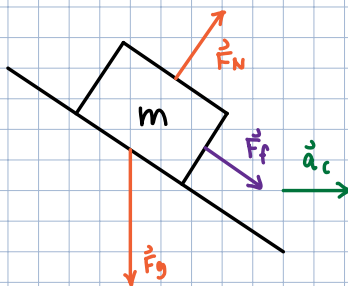
When taking a turn at a velodrome, you are covering $\frac{1}{4}$ the circumference in a circle

Velodromes and horizontal circles



As the velocity approaches 0, what happens?

Sliding down



As the velocity approaches ∞ , what happens?

Flying away

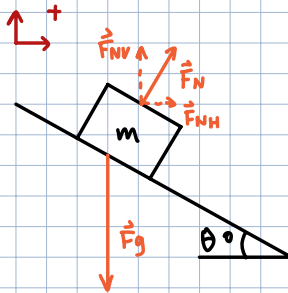
Angled Circular Ramp Example 1

2000 kg

20 m/s

t?

A 2 tonne car is traveling 20 km/h while making a right turn. How long does it take to make this turn if the frictionless ramp is angled at 20 degrees?



$$\begin{aligned} \text{V} \quad \vec{F}_{\text{Net}} &= \vec{F}_N + \vec{F}_g \\ m(a) &= F_N \cos \theta - F_g \\ -F_N \cos \theta &= -mg \\ F_N &= \frac{mg}{\cos \theta} \end{aligned}$$

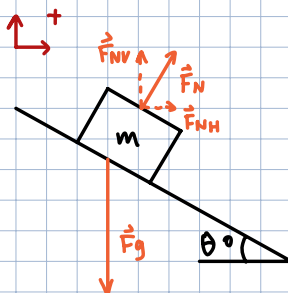
$$\begin{aligned} \text{H} \quad \vec{F}_{\text{Net}} &= \vec{F}_{NH} \\ m\vec{a}_c &= F_N \sin \theta \\ m \frac{2\pi v}{T} &= \frac{mg}{\cos \theta} \sin \theta \\ \frac{2\pi v}{T} &= g \tan \theta \\ T &= \frac{2\pi v}{g \tan \theta} \\ T &= \frac{2\pi(20)}{9.81 \tan(20)} \\ T &= 32.25 \end{aligned}$$

$$t = \frac{1}{4} T$$

$$t = \frac{1}{4} (32.2)$$

$$t = 8.05 \text{ s}$$

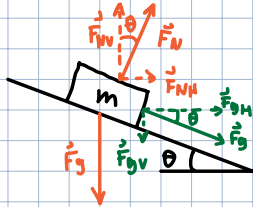
A car is on a frictionless ramp angled at 10 degrees. The radius of the turn is 25m, what velocity must you travel so that you don't climb or slide down the ramp?



$$\begin{aligned} \text{V} \quad \vec{F}_{\text{Net}} &= \vec{F}_N + \vec{F}_g \\ m(a) &= F_N \cos \theta - F_g \\ F_N &= \frac{mg}{\cos \theta} \end{aligned}$$

$$\begin{aligned} \text{H} \quad \vec{F}_{\text{Net}} &= \vec{F}_{NH} \\ m\vec{a}_c &= \frac{mg}{\cos \theta} \sin \theta \\ m \left(\frac{v^2}{R} \right) &= \frac{mg}{\cos \theta} \sin \theta \\ \frac{v^2}{R} &= g \tan \theta \\ v &= \sqrt{Rg \tan \theta} \\ v &= \sqrt{25(9.81) \tan(10)} \\ v &= 6.58 \text{ m/s} \end{aligned}$$

A car is on a ramp ($\mu = 0.1$) angled at 10 degrees. The radius of the turn is 25m, what is the fastest it can go without changing vertical position?



$$\begin{aligned} \text{V} \quad \vec{F}_{\text{net}} &= \vec{F}_{Nv} + \vec{F}_g + \vec{F}_{fv} \\ m(0) &= \vec{F}_N \cos \theta - mg - \vec{F}_f \sin \theta \\ 0 &= \vec{F}_N \cos \theta - mg - \mu \vec{F}_N \sin \theta \\ mg &= \vec{F}_N (\cos \theta - \mu \sin \theta) \\ \vec{F}_N &= \frac{mg}{\cos \theta - \mu \sin \theta} \end{aligned}$$

$$\begin{aligned} \text{H} \quad \vec{F}_{\text{net}} &= \vec{F}_{NH} + \vec{F}_{fH} \\ m\vec{a}_c &= \vec{F}_N \sin \theta + \vec{F}_f \cos \theta \\ m\left(\frac{v^2}{R}\right) &= \vec{F}_N \sin \theta + \mu \vec{F}_N \cos \theta \\ m\left(\frac{v^2}{R}\right) &= \vec{F}_N (\sin \theta + \mu \cos \theta) \\ m\left(\frac{v^2}{R}\right) &= \frac{mg}{\cos \theta - \mu \sin \theta} (\sin \theta + \mu \cos \theta) \\ \frac{v^2}{R} &= \frac{g(\sin \theta + \mu \cos \theta)}{\cos \theta - \mu \sin \theta} \\ v &= \sqrt{\frac{25(9.81(\sin 10 + 0.1 \cos 10))}{\cos 10 - 0.1 \sin 10}} \end{aligned}$$

