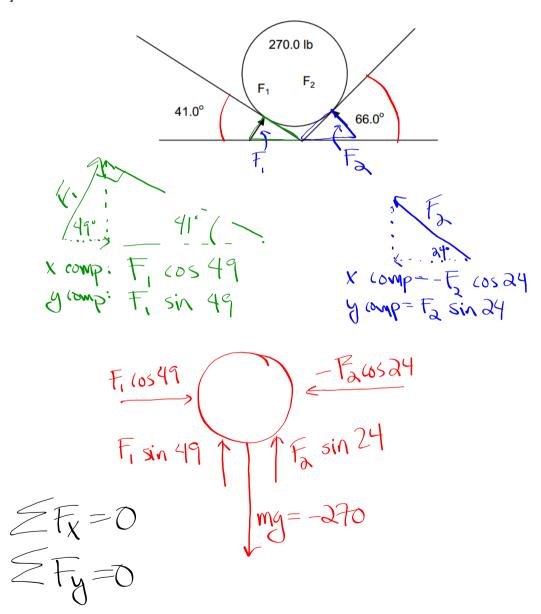
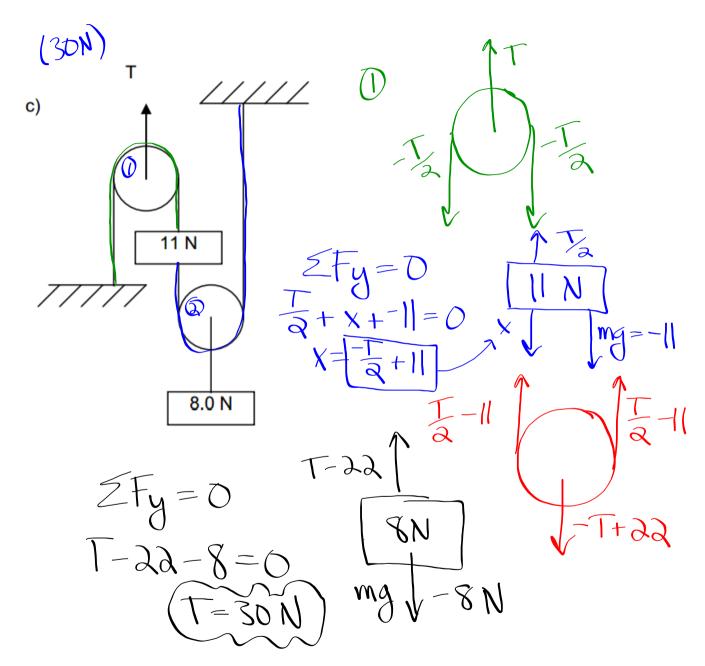
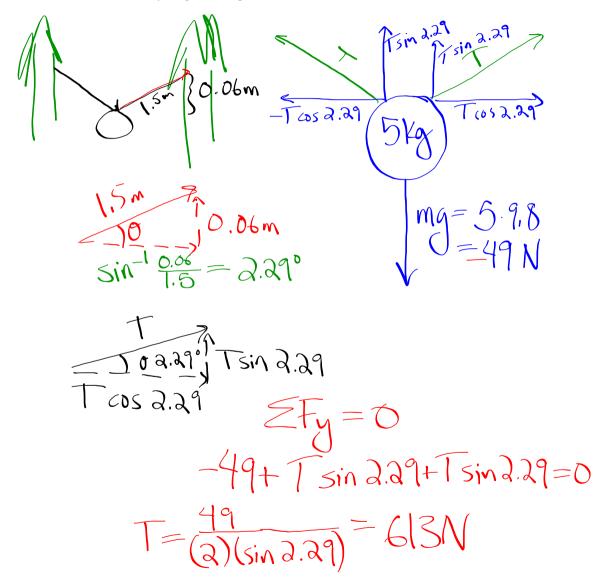
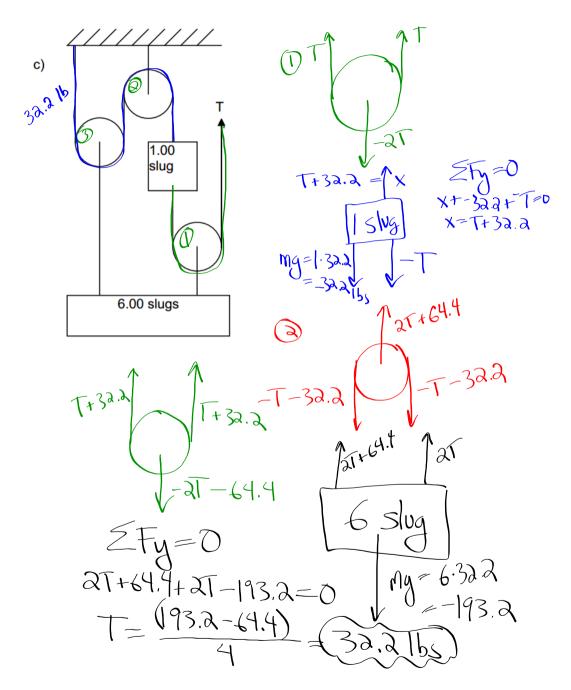
6. The 270.0 lb ball rests in a V-shaped, frictionless crevice. Find  $F_1$  and  $F_2$ .  $[F_1 = 258 \text{ lb}, F_2 = 185 \text{ lb}]$ 





3. While camping in Denali National Park in Alaska, a wise camper hangs his pack of food from a rope tied between two trees, to keep the food away from the bears. If the 5.000-kg bag of food hangs from the center of a rope that is 3.000 m long, and the rope sags 6.000 cm in the middle, what is the tension in the rope? [610.5 N]

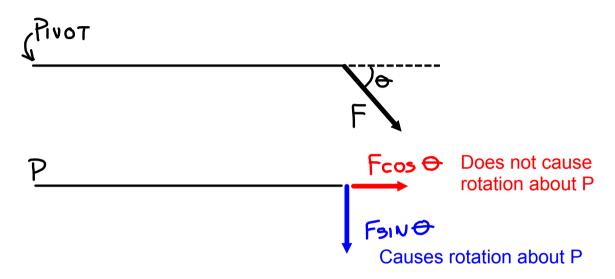




# Torque and Rotational Equilibrium

### Torque:

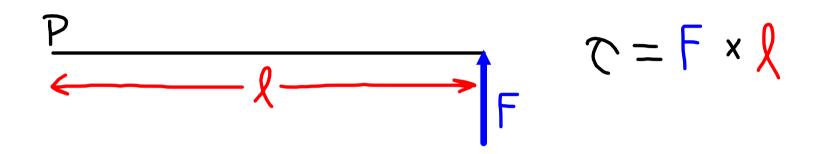
A torque is required to cause something to rotate.

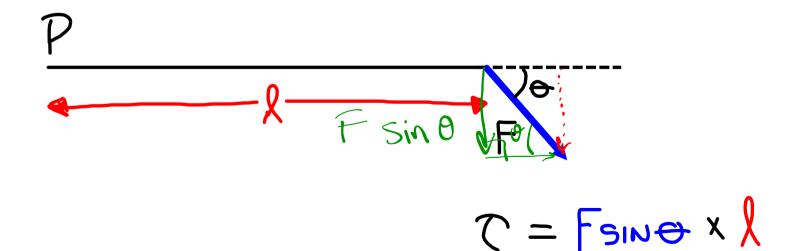


In general:

Torque = 
$$\tau = F \times l$$
 $F = A Force \perp To l$ 
 $l = Lever Arm$  (The displacement between the "pivot" and the location where the force is being applied)

## **Examples of determining torque:**





# Rotational Equilibrium

When considering cases of translational equilibrium, the location on a body at which a force acts is not important.

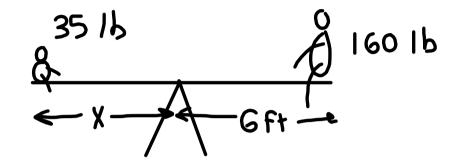
$$\Sigma F_{x} = 0$$
  
 $\Sigma F_{y} = 0$ 

When considering cases of rotational equilibrium, the location at which a force acts is important.

$$\Sigma F_x = 0$$
  
 $\Sigma F_y = 0$ 

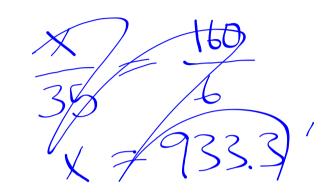
(No matter what point is taken to be the pivot. Rotational equilibrium exists only when the sum of the torques about ALL points on an object is zero).

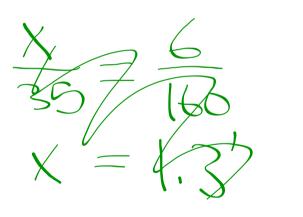
# Example 1:



WHAT MUST X BE TO ACHIEVE EQUILIBRIUM?

$$X.35 = 6.160$$
 $X = 27.xx'$ 





### Using Rotational Equilibrium as a problem-solving tool:

- 1. Draw a FBD. of the object that would be rotating
- 2. Identify a point to serve as a pivot. (Note: if in equilibrium, the object will NOT be pivoting. Also, ANY point could serve as a reference for lever arms).
- 3. Establish a reference rotation (+/-).
- 4. Resolve all forces into components:
- One perpendicular to the lever arm
- One parallel to the lever arm
- 5. The sum of all torques about any (and every) point on the object must equal zero.
- 6. Solve for unknowns.

