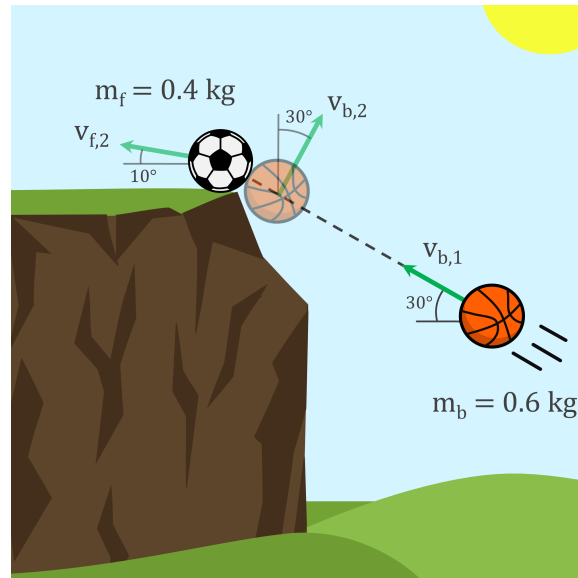




## Basketball Hits Football



A basketball weighing  $0.6 \text{ kg}$  is thrown with a speed of  $v_{b,1} = 10 \text{ m/s}$  towards a football at rest on the edge of a cliff, at an angle of  $30^\circ$  with the horizontal. Determine the speed  $v_{f,2}$  in  $\text{m/s}$  of the football if the basketball has a speed  $v_{b,2}$ , at an angle of  $30^\circ$  with the vertical, directly after impact.

Assume the football weighing  $0.4 \text{ kg}$  and its velocity after impact makes an angle of  $10^\circ$  with the horizontal. Neglect friction and round to the nearest integer.

*Using known expressions:*

Linear momentum:

$$\Sigma \mathbf{G}_1 = m_b \mathbf{v}_{b,1} + m_f \mathbf{v}_{f,1} \quad (1)$$

$$\Sigma \mathbf{G}_2 = m_b \mathbf{v}_{b,2} + m_f \mathbf{v}_{f,2} \quad (2)$$

Linear momentum conservation:

$$\Sigma \mathbf{G}_1 = \Sigma \mathbf{G}_2 \quad (3)$$

*Given quantities:*

Mass basketball:  $m_b = 0.6 \text{ kg}$   
 Mass football:  $m_f = 0.4 \text{ kg}$   
 Initial speed basketball:  $v_{b,1} = 10 \text{ m/s}$   
 Initial speed football:  $v_{f,1} = 0 \text{ m/s}$   
 Angle of  $\mathbf{v}_{b,1}$  to the horizontal:  $30^\circ$   
 Angle of  $\mathbf{v}_{b,2}$  to the vertical:  $30^\circ$   
 Angle of  $\mathbf{v}_{f,2}$  to the horizontal:  $10^\circ$

*Solution:*

At the instant just before impact only the basketball has linear momentum, since the football is at rest. At the instant just after the impact both the football and basketball have a linear momentum. The total linear momentum of a system is conserved in a collision, so using the equation of the conservation of linear momentum gives us:

$$\Sigma \mathbf{G}_1 = \Sigma \mathbf{G}_2 \quad \Rightarrow \quad m_b \mathbf{v}_{b,1} = m_b \mathbf{v}_{b,2} + m_f \mathbf{v}_{f,2} \quad (4)$$

Using geometry and a fixed standard coordinate system, where the positive  $x$ - and  $y$ -direction are to the right and upwards direction respectively results in:

$$m_b v_{b,1} \begin{pmatrix} -\cos(30^\circ) \\ \sin(30^\circ) \\ 0 \end{pmatrix} = m_f v_{f,2} \begin{pmatrix} -\cos(10^\circ) \\ \sin(10^\circ) \\ 0 \end{pmatrix} + m_b v_{b,2} \begin{pmatrix} \sin(30^\circ) \\ \cos(30^\circ) \\ 0 \end{pmatrix} \quad (5)$$

Here we have a system of two equations with two unknowns. To solve this, we write the first and second equation in terms of  $v_{b,2}$ .

$$\begin{cases} -m_b v_{b,1} \cos(30^\circ) = -m_f v_{f,2} \cos(10^\circ) + m_b v_{b,2} \sin(30^\circ) \\ m_b v_{b,1} \sin(30^\circ) = m_f v_{f,2} \sin(10^\circ) + m_b v_{b,2} \cos(30^\circ) \end{cases} \quad (6)$$

$$\begin{cases} v_{b,2} = \frac{-m_b v_{b,1} \cos(30^\circ) + m_f v_{f,2} \cos(10^\circ)}{m_b \sin(30^\circ)} \\ v_{b,2} = \frac{m_b v_{b,1} \sin(30^\circ) - m_f v_{f,2} \sin(10^\circ)}{m_b \cos(30^\circ)} \end{cases} \quad (7)$$

These two equations must be equal to each other, thus we can solve for  $v_{f,2}$ .

$$\frac{-m_b v_{b,1} \cos(30^\circ) + m_f v_{f,2} \cos(10^\circ)}{m_b \sin(30^\circ)} = \frac{m_b v_{b,1} \sin(30^\circ) - m_f v_{f,2} \sin(10^\circ)}{m_b \cos(30^\circ)} \quad (8)$$

Rewriting gives:

$$\begin{aligned} -m_b^2 v_{b,1} \cos^2(30^\circ) + m_f m_b v_{f,2} \cos(10^\circ) \cos(30^\circ) = \\ m_b^2 v_{b,1} \sin^2(30^\circ) - m_f m_b v_{f,2} \sin(10^\circ) \sin(30^\circ) \end{aligned} \quad (9)$$

Bringing all terms with  $v_{b,1}$  to the left side and all terms with  $v_{f,2}$  to the right side results in:

$$m_b^2 v_{b,1} (\cos^2(30^\circ) + \sin^2(30^\circ)) = m_f m_b v_{f,2} (\sin(10^\circ) \sin(30^\circ) + \cos(10^\circ) \cos(30^\circ)) \quad (10)$$

Since  $\cos^2(30^\circ) + \sin^2(30^\circ) = 1$ , we can write  $v_{f,2}$  as follows:

$$v_{f,2} = \frac{m_b^2 v_{b,1}}{m_f m_b (\sin(10^\circ) \sin(30^\circ) + \cos(10^\circ) \cos(30^\circ))} \quad (11)$$

Inserting  $m_b$ ,  $m_f$  and  $v_{b,1}$  results in a final value for  $v_{f,2}$ :

$$v_{f,2} = \frac{0.6^2 \cdot 10}{0.6 \cdot 0.4 \cdot (\sin(10^\circ) \sin(30^\circ) + \cos(10^\circ) \cos(30^\circ))} = 15.96 \text{ m/s} \quad (12)$$

Rounding to the nearest integer gives:  $v_{f,2} \approx 16 \text{ m/s}$ .