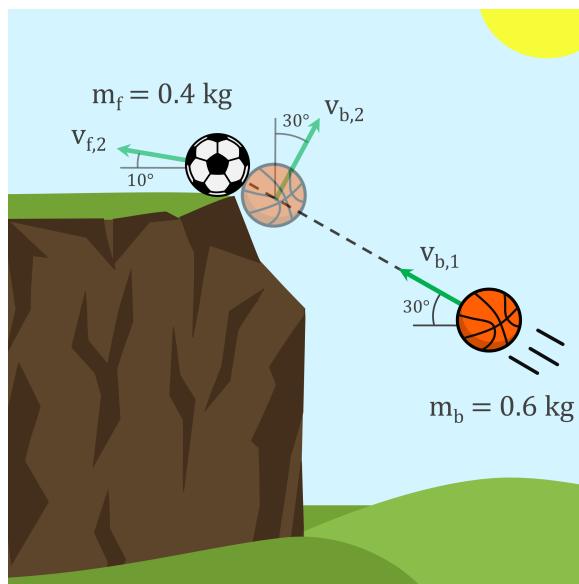


# Basketball Hits Football



A basketball weighing 0.6 kg is thrown with a velocity 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 velocity  $v_{f,2}$  in m/s of the football if the basketball has a velocity  $v_{b,2}$ , at an angle of  $30^\circ$  with the vertical, directly after impact. Assume the football weighing 0.4 kg and its velocity after impact makes an angle of  $10^\circ$  with the horizontal. Neglect friction. Round to the nearest integer.

*Using known expressions:*

Linear momentum:

$$\mathbf{G}_1 = m\mathbf{v} \quad (1)$$

Linear momentum conservation:

$$\mathbf{G}_1 = \mathbf{G}_2 \quad (2)$$

*Given:*

Mass basketball:  $m_b = 0.6 \text{ kg}$

Mass football:  $m_f = 0.4 \text{ kg}$

Initial velocity basketball:  $v_{b,1} = 10 \text{ m/s}$

Initial velocity football:  $v_{f,1} = 0 \text{ m/s}$

Angle  $v_{b,1}$ :  $30^\circ$

Angle  $v_{b,2}$ :  $30^\circ$

Angle  $v_{f,1}$ :  $10^\circ$

*Solution:*

At the instant just before impact only the basketball has a linear momentum, since the football is at rest. At the instant just after the impact both the football and basketball have a linear momentum. Using the equation of conservation of linear momentum gives us:

$$\mathbf{G}_1 = \mathbf{G}_2 \Rightarrow m_b \mathbf{v}_{b,1} = m_b \mathbf{v}_{b,2} + m_f \mathbf{v}_{f,2} \quad (3)$$

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

$$m_b \begin{pmatrix} -\cos(30^\circ) \\ \sin(30^\circ) \\ 0 \end{pmatrix} v_{b,1} = m_f \begin{pmatrix} -\cos(10^\circ) \\ \sin(10^\circ) \\ 0 \end{pmatrix} v_{f,2} + m_b \begin{pmatrix} \sin(30^\circ) \\ \cos(30^\circ) \\ 0 \end{pmatrix} v_{b,2} \quad (4)$$

Here we have two equations and two unknowns, which means this problem can be solved. First we write the first and second equation in terms of  $v_{b,2}$ .

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

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

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

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

Rewriting gives:

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

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

$$-m_b^2 (\cos^2(30^\circ) + \sin^2(30^\circ)) v_{b,1} =$$

$$-m_f m_b (\sin(10^\circ) \sin(30^\circ) + \cos(10^\circ) \cos(30^\circ)) v_{f,2} \quad (9)$$

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

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

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

$$v_{f,2} = \frac{-0.6^2 \cdot 10}{-0.6 \cdot 0.4 \cdot (\sin(10^\circ) \sin(30^\circ) + \cos(10^\circ) \cos(30^\circ))} = 15.96 \text{ m/s} \quad (11)$$

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