

Projectile Motion Test

1. Explain why it is possible to use the equation $s = vt$ for horizontal motion instead of $s = v_0t + \frac{1}{2}at^2$. /2

2. Show that the maximum height h of a projectile thrown directly upwards from ground height with initial speed v is given by $h = \frac{v^2}{2g}$. /3

3. BASE jumping is a sport involving jumping from large heights and using a parachute to survive the fall. In this question, a BASE jumper launches himself (or herself) horizontally off the top of a bridge 152m above the ground at a speed of 5.56ms^{-1} .

Assume the effect of air resistance is negligible prior to the parachute being opened.

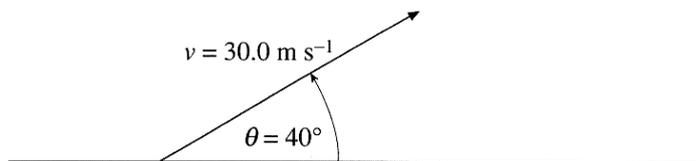
(a) Calculate the vertical component of the BASE jumper's velocity 1.93s after launch. /2

(b) Calculate how far the jumper has moved horizontally by this time. /2

(c) Using a vector diagram, calculate the velocity of the jumper at this point. /4

(d) Explain why the parachute slows the jumper's fall once it opens. /2

4. A golfer strikes a golf ball on level ground, such that it launches at a speed of 30.0ms^{-1} and at an angle of 40° , as shown in the diagram below.

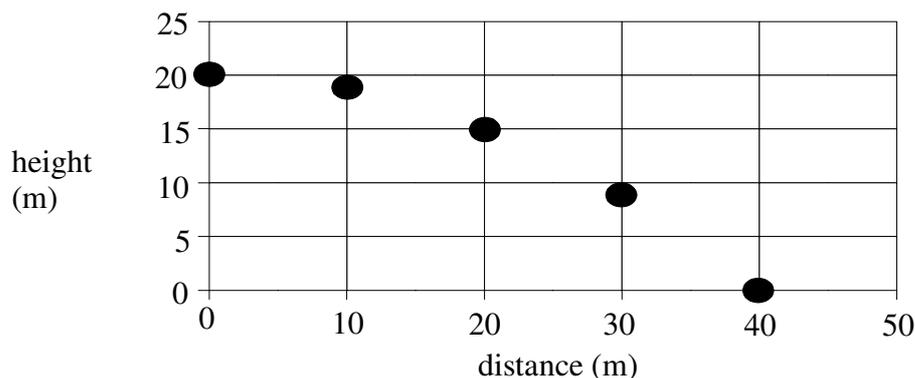


(a) Calculate the magnitude of the horizontal and vertical components of the ball's initial velocity. /2

(b) Calculate the time of flight of the golf ball. /4

(c) State and explain the effect on the range of the golf ball if it is launched from a height. /2

5. The multi-image diagram below represents the motion of a projectile launched horizontally from a cliff on the planet Zorbatron. The time interval between images is 1.0 s. There is no air on Zorbatron.



(a) Calculate the horizontal speed of the projectile. /2

(b) Calculate the magnitude of the vertical acceleration of the projectile. /3

(c) On the multi-image diagram, draw an arrow on each image of the projectile representing the direction of the acceleration of the projectile at that point. /1

(d) On the multi-image diagram, draw a possible path for the projectile if Zorbatron had air. /1

TOTAL /30

BASE is an acronym and stands for the locations from which a participant may jump:

- **B**uilding
- **A**ntenna (an uninhabited tower such as an aerial mast)
- **S**pan (a bridge or arch)
- **E**arth (a cliff or other natural formation)