



- During impact/collision situations in sport, we often want to manipulate the momentum of at least one of the colliding objects to produce some desired outcome of the collision.
- Examples:
 - Baseball
 - "swinging away" vs. laying down a bunt
 - catching a ball stiffly vs. "giving" with the ball
 - Volleyball
 - attack vs. dink
 - Soccer
 - Trapping (controlling) the ball vs. shooting on goal



• "The total momentum of any given *system* will remain constant unless acted upon by an external force."

or

• The momentum before a collision is equal to the momentum after a collision.

Example: Bowling

- Momentum of ball (before): MV
- Momentum of pins (before): m0
- Momentum of ball (after): Mv
- Momentum of pins (after): _mV

$$(m_{ball}v_{ball})_{before} + (m_{pins}v_{pins})_{before} = (m_{ball}v_{ball})_{after} + (m_{pins}v_{pins})_{after}$$

Link to Kinetics • Impulse-momentum relationship (a very useful form of Newton's 2nd Law): - Impulse = product of net force and the time over which the net force is applied ($\Sigma F \cdot t$) Impulse = Change of Momentum $\Sigma F \cdot t = \Delta m \cdot v$ $\Sigma F \cdot t = \Delta m \cdot v$ $\Sigma F \cdot t = \Delta m (v_f - v_i)$ $\Sigma F = \Delta m (v_f - v_i)/t$



