

Sports and Physics

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Sports und Physics

interdisciplinary

motivation

activity - experiments

multimedia

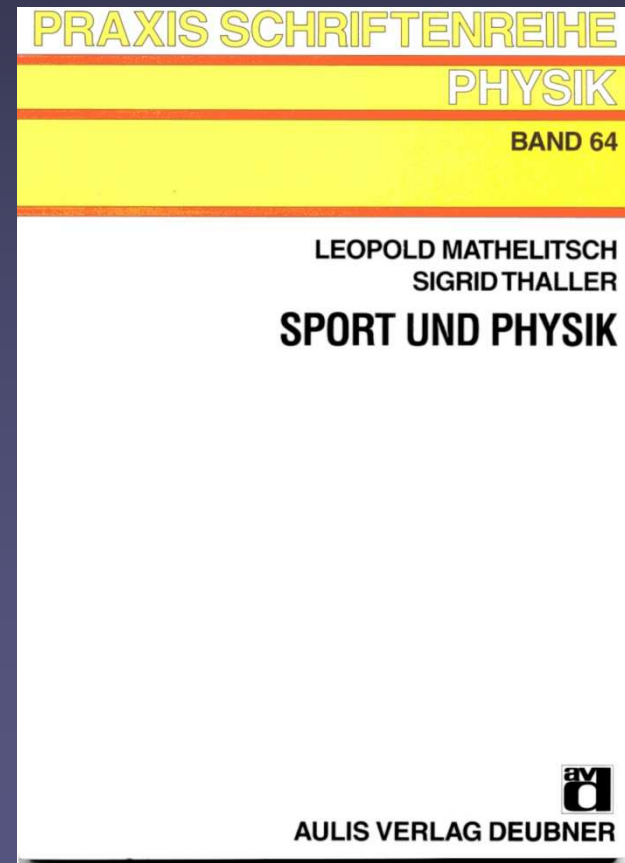
Sport und Physik

S. Thaller

Inst f. Sportwissenschaften, Univ. Graz

Th. Duenbostl, Th. Oudin

BG/BRG Ettenreichgasse, Wien



Sports and Physics

**High
Jump**

Carving

Shot Put

**Basquet
Ball**

Billard

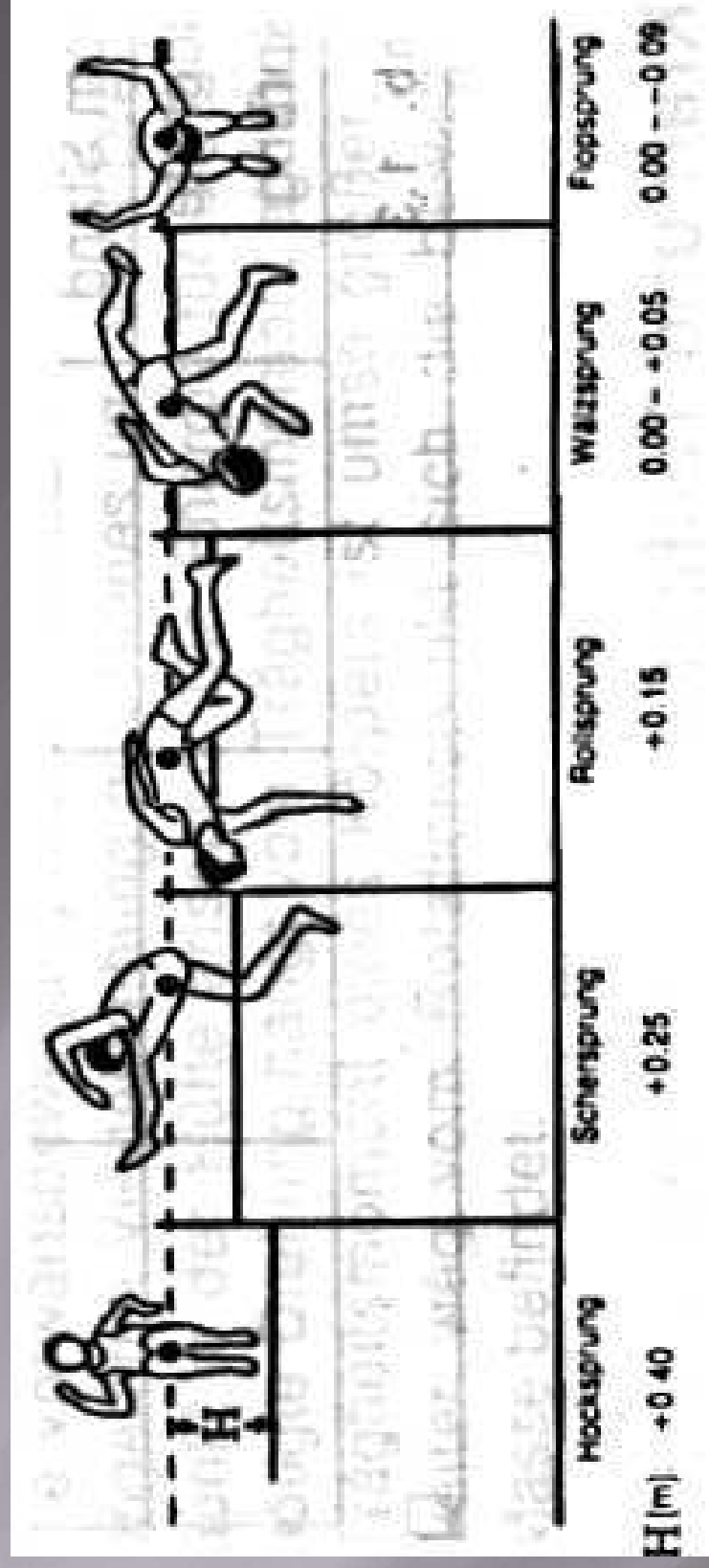
Tennis

Soccer

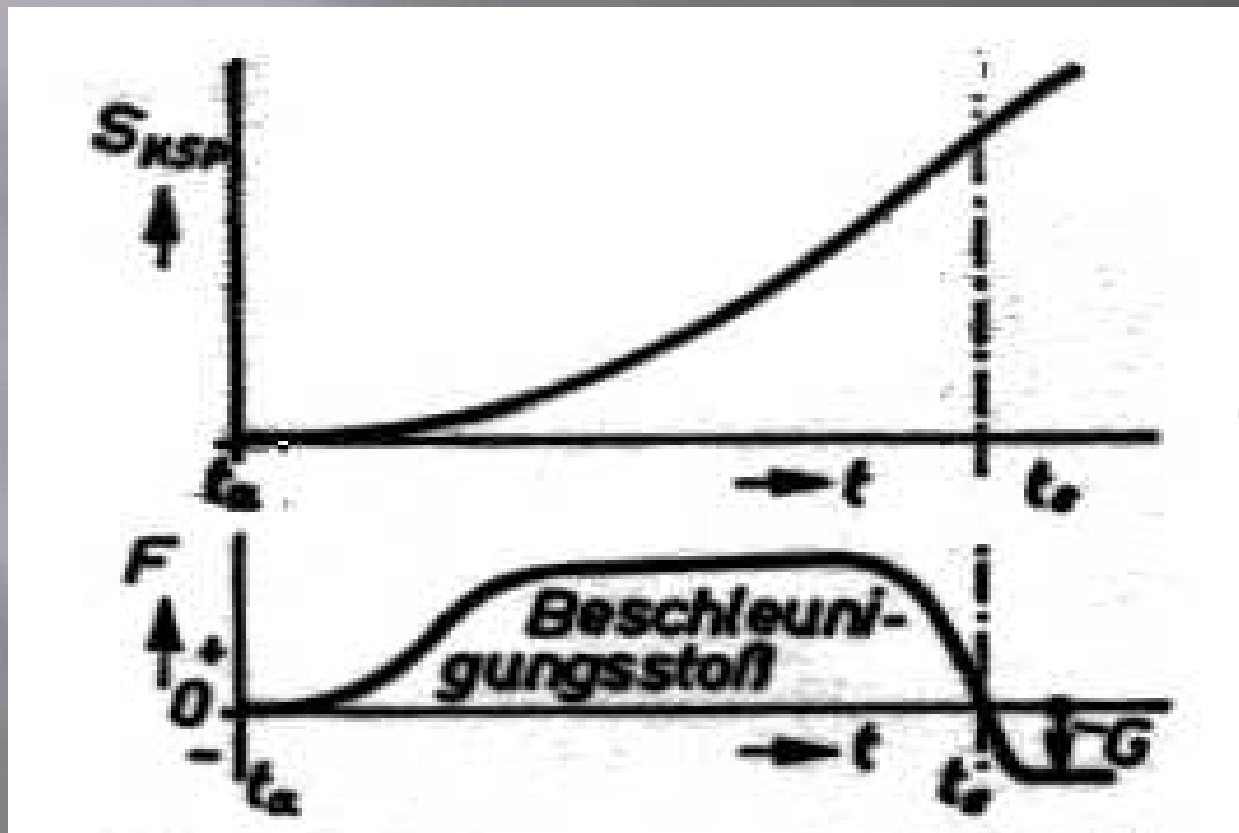
High jump



High jump

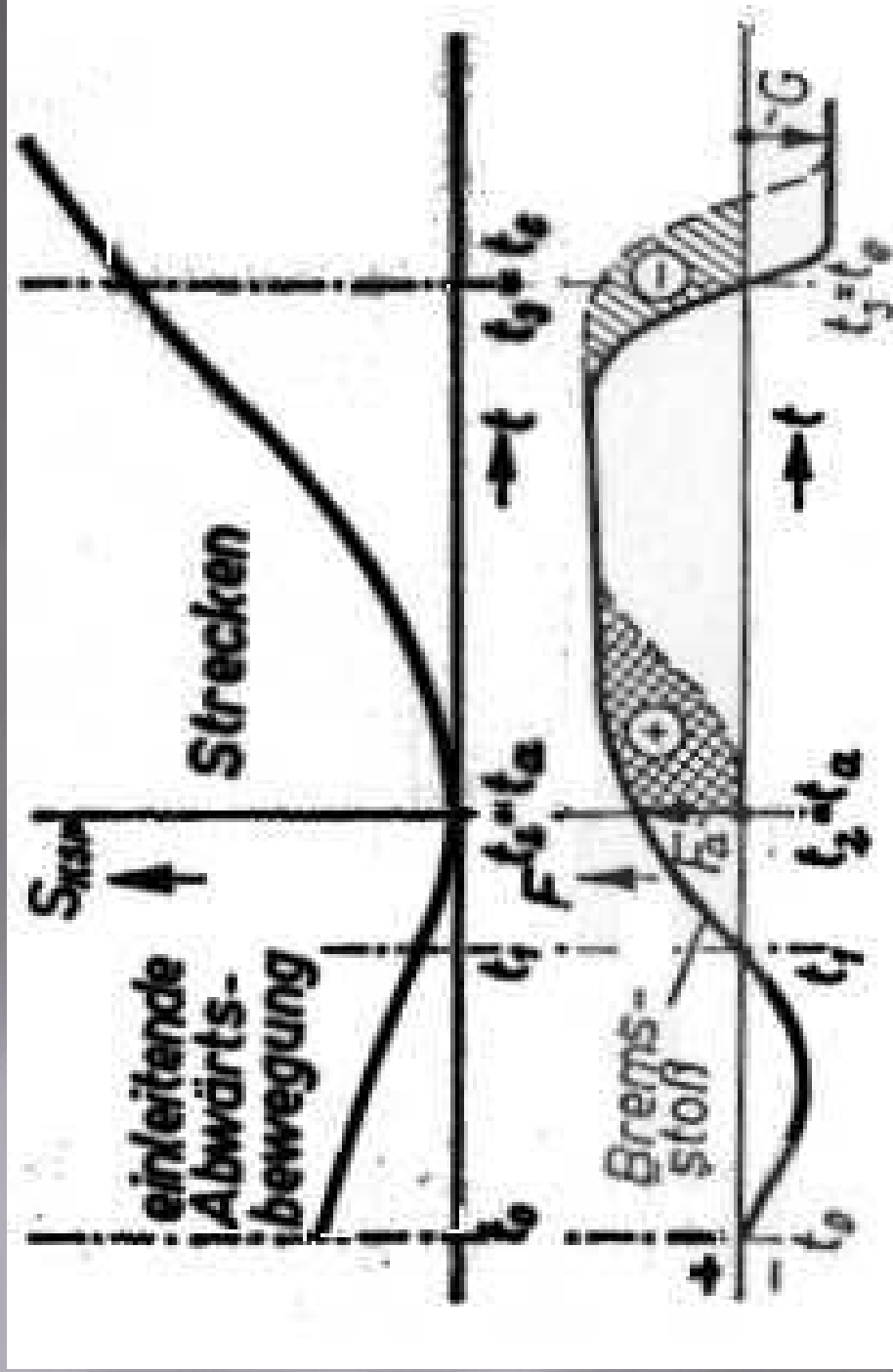


Jump from rest

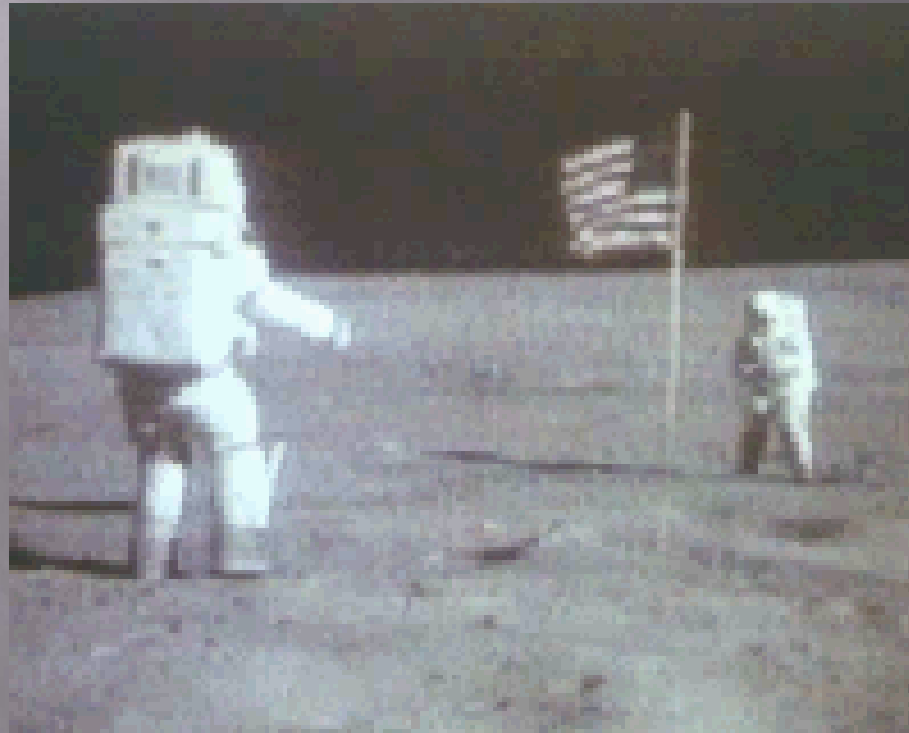


aus G. Hochmuth „Biomechanik der Sportarten“

Initial force



John Young, Apollo 16, April 20, 1972



Copyright Calvin J. Hamilton

Models

1. Same speed
2. Same force
3. Models
4. Individual differences

1. Same speed

Conservation of energy

Kinetic energy + potential energy = const.

$$\frac{1}{2} m \cdot v_{Ab}^2 + m \cdot g \cdot h_{Ab} = m \cdot g \cdot (h_{Ab} + h)$$

$$h = \frac{v_{Ab}^2}{2g}$$

$$h_{\text{Mond}} = 6 h_{\text{Erde}}$$

2. Same force

The force, which the muscle exerts on the ground, is constant and independent of gravitation.

$$m \cdot a = F - m \cdot g = F_1$$

Constant force

$$m \cdot a = F - m \cdot g = F_1$$

$$F = 2 \cdot m \cdot g$$



$$F_1^{Erde} = m \cdot g \quad F_1^{Mond} = \frac{11}{6} \cdot m \cdot g$$

$$t_{Ab} = \sqrt{\frac{2(s_{Ab} - s_0) \cdot m}{F_1}}$$



$$t_{Ab}^{Mond} = \sqrt{\frac{6}{11}} \cdot t_{Ab}^{Erde}$$

$$v_{Ab} = \frac{1}{m} \cdot F_1 \cdot t_{Ab}$$



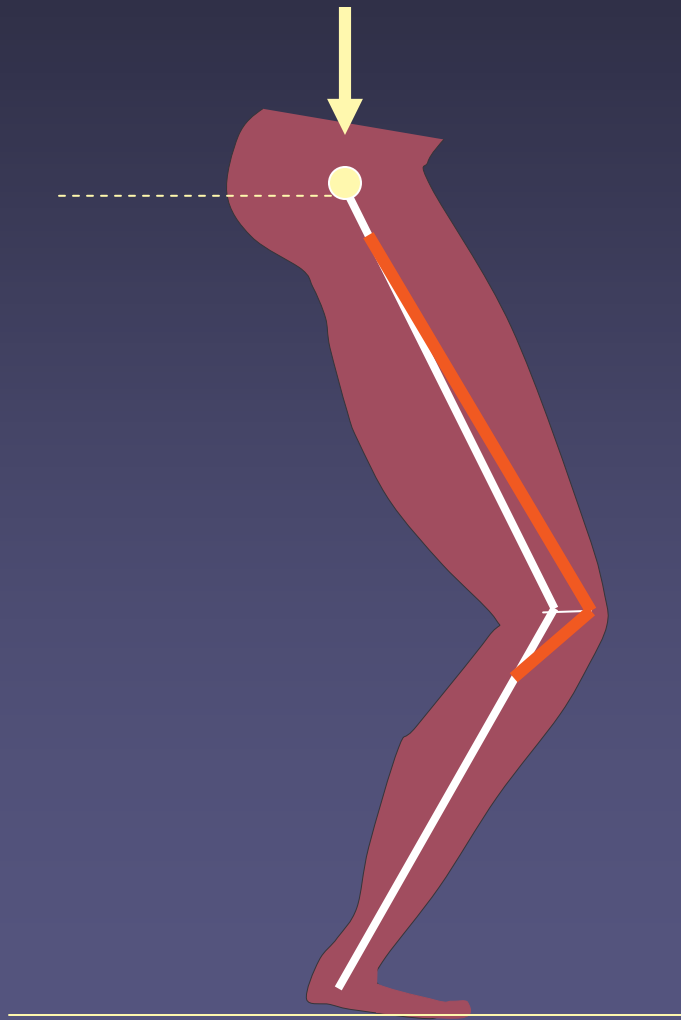
$$v_{Ab}^{Mond} = \sqrt{\frac{11}{6}} \cdot v_{Ab}^{Erde}$$

$$h = \frac{v^2}{2g}$$



$$h_{Mond} = 11 h_{Erde}$$

3. Model of a movement

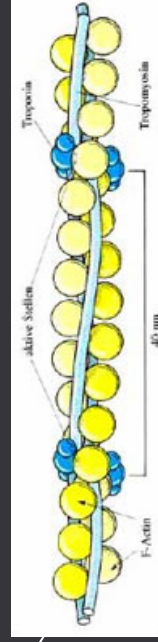
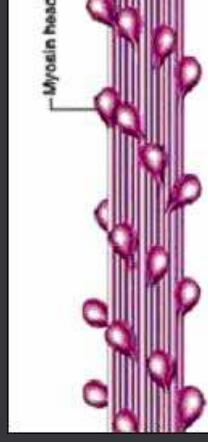
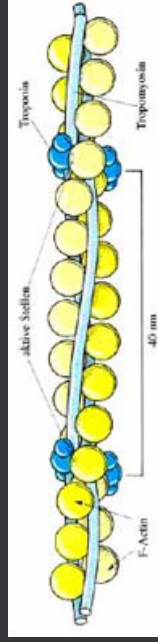
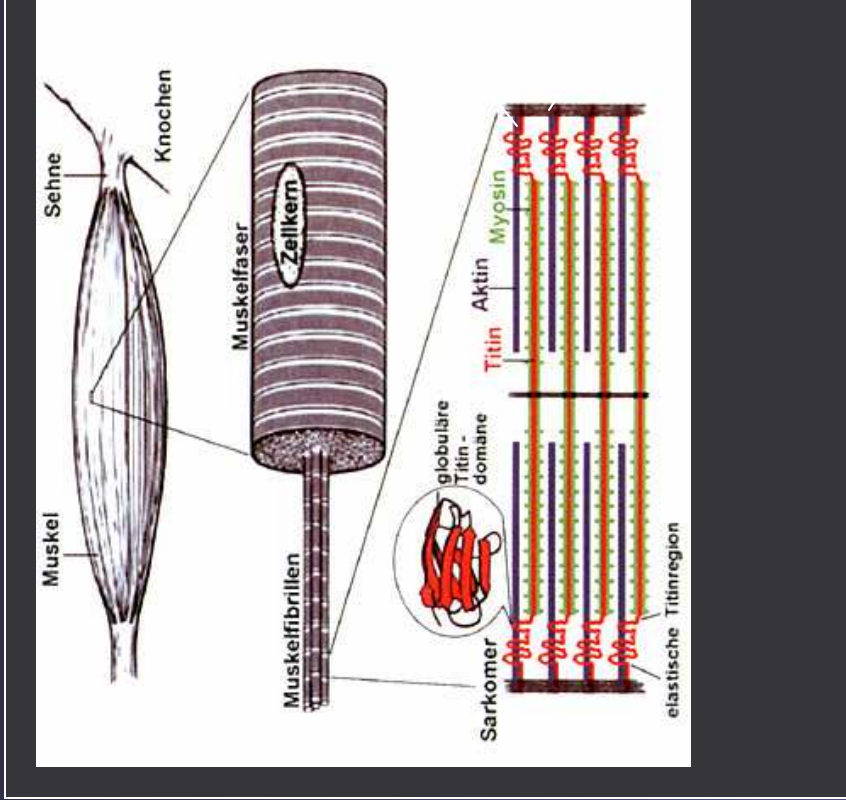


Muscle

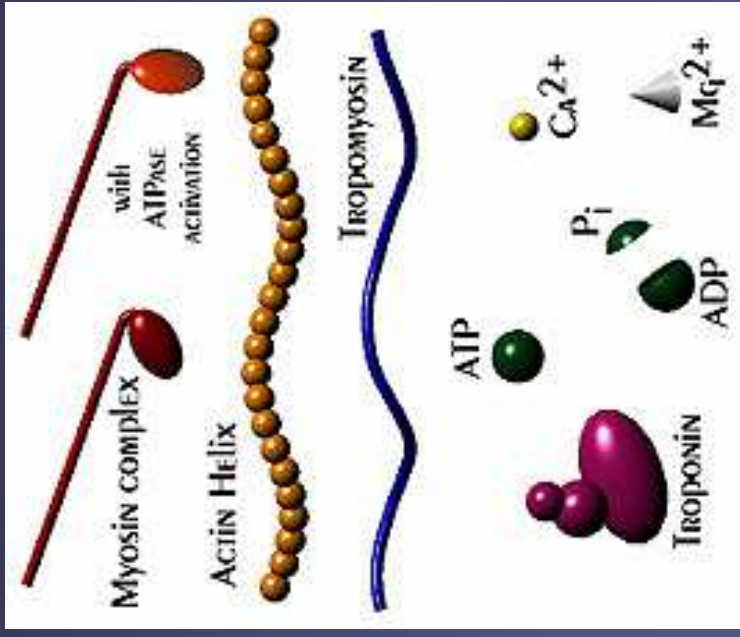
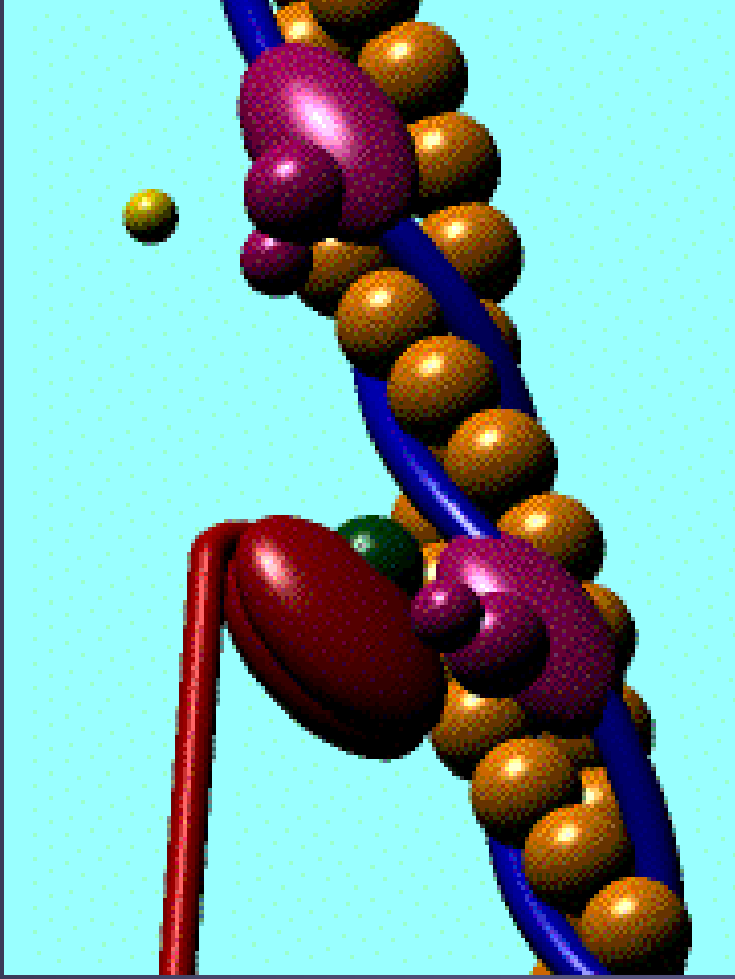
Activation

Geometry

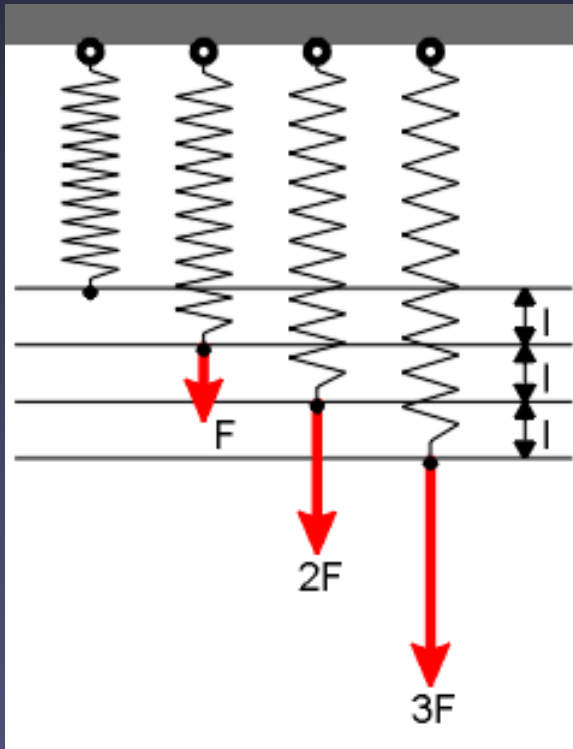
Muscle



Muscle



A muscle is not a spring



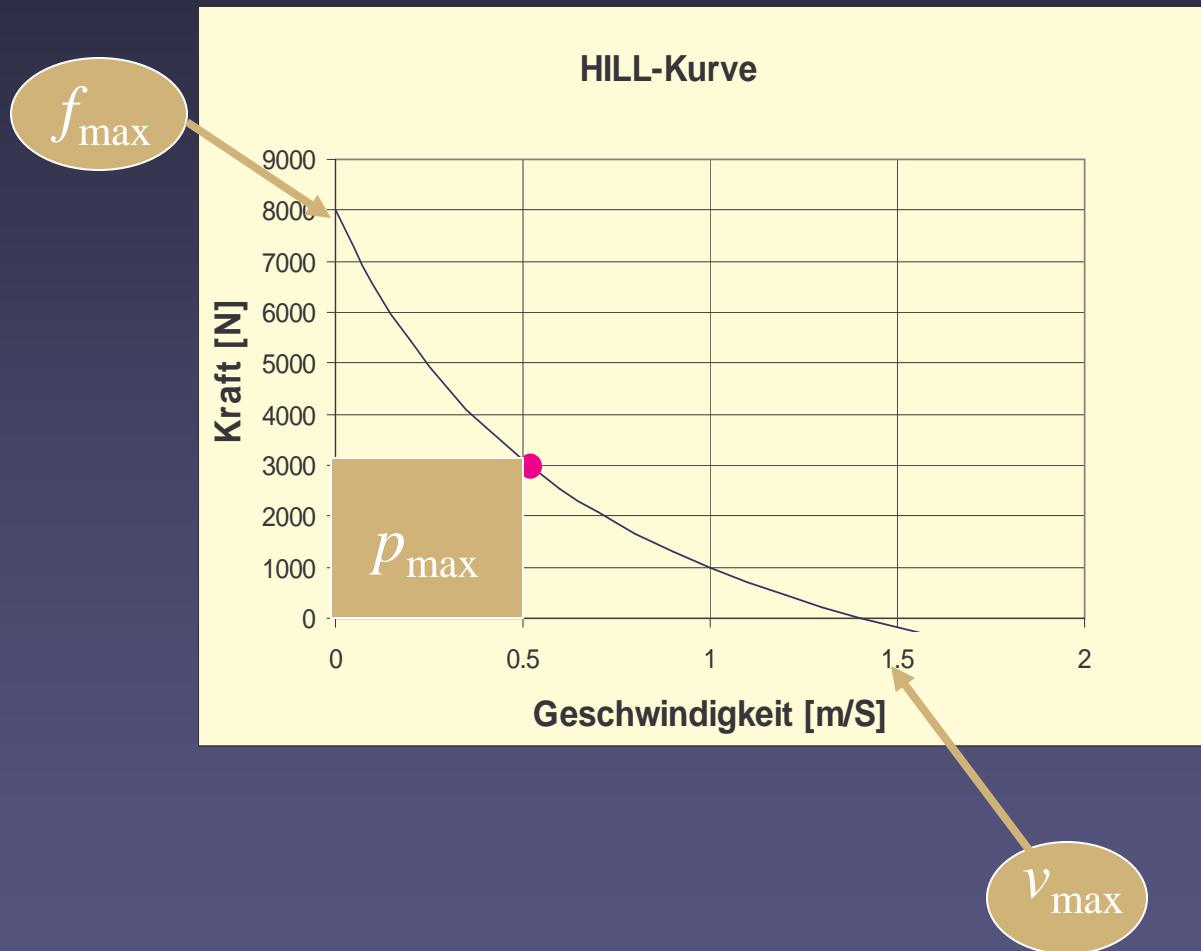
$$F \sim x$$

$$F \sim v$$

Force of a muscle



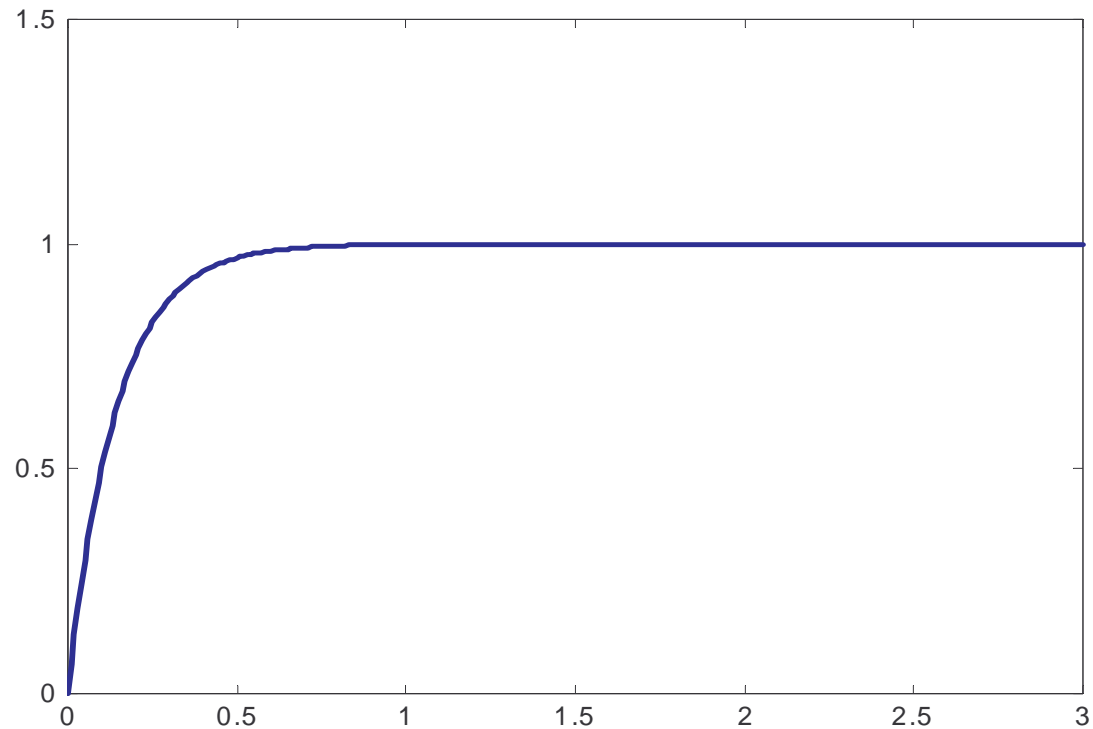
A.V. Hill



$$f = \frac{c}{v + b} - a$$

Activation

$S(t)$



Zeit [sec]

$$S(t) = 1 - e^{-A(t-t_0)}$$

A...Parameter der Innervation

Geometry function

$$F_m = G(X) \cdot f_m$$

F_m...Kraft außen,
f_m...Kontraktionskraft im Muskel

Equation of motion

$$m \frac{d^2 X}{dt^2} = -mg + G(X) \cdot \left(\frac{c}{G(X) \frac{dX}{dt} + b} - a \right) \cdot S(t)$$

Gewicht

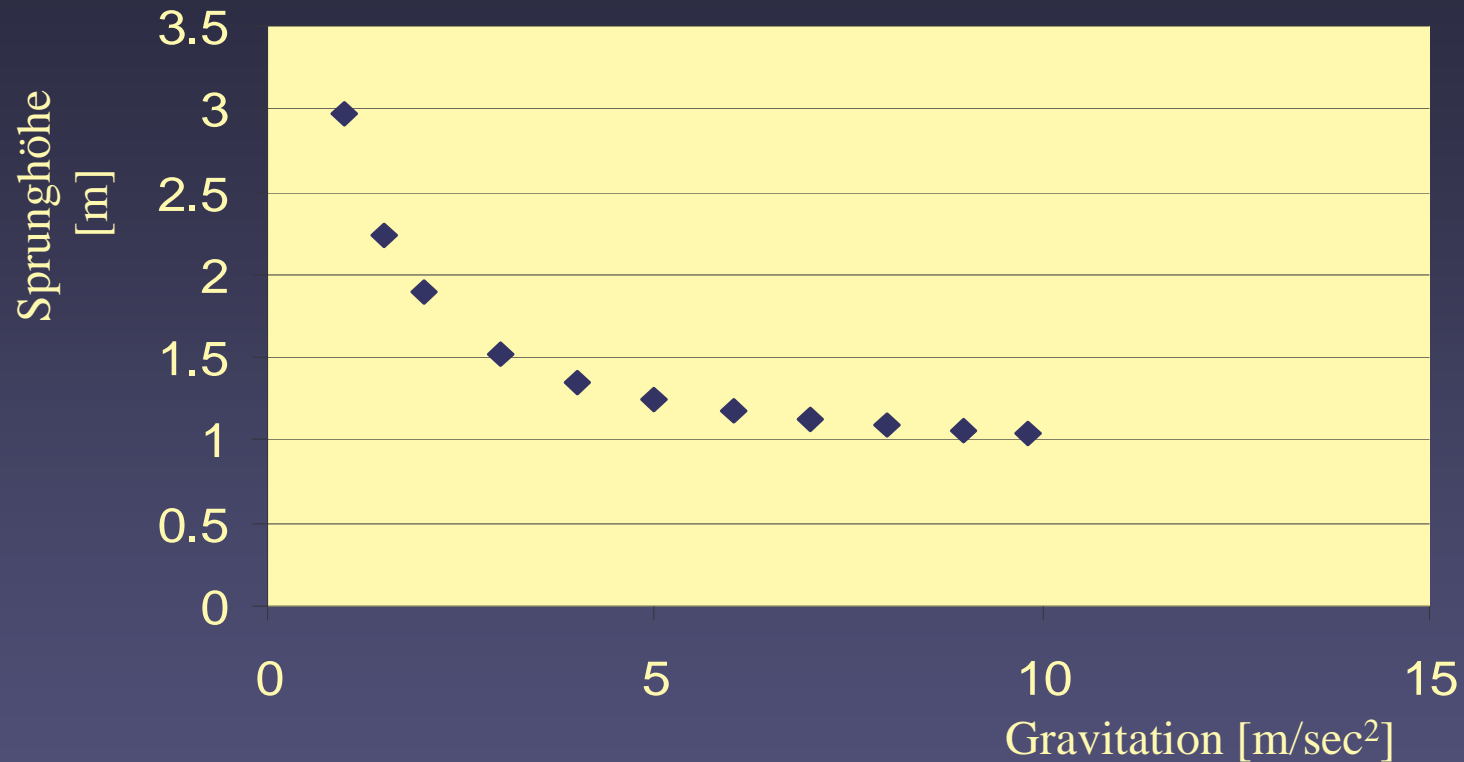
Geometrie

Hillsche Gleichung:

$$f = \frac{c}{v + b} - a$$

Aktivierung

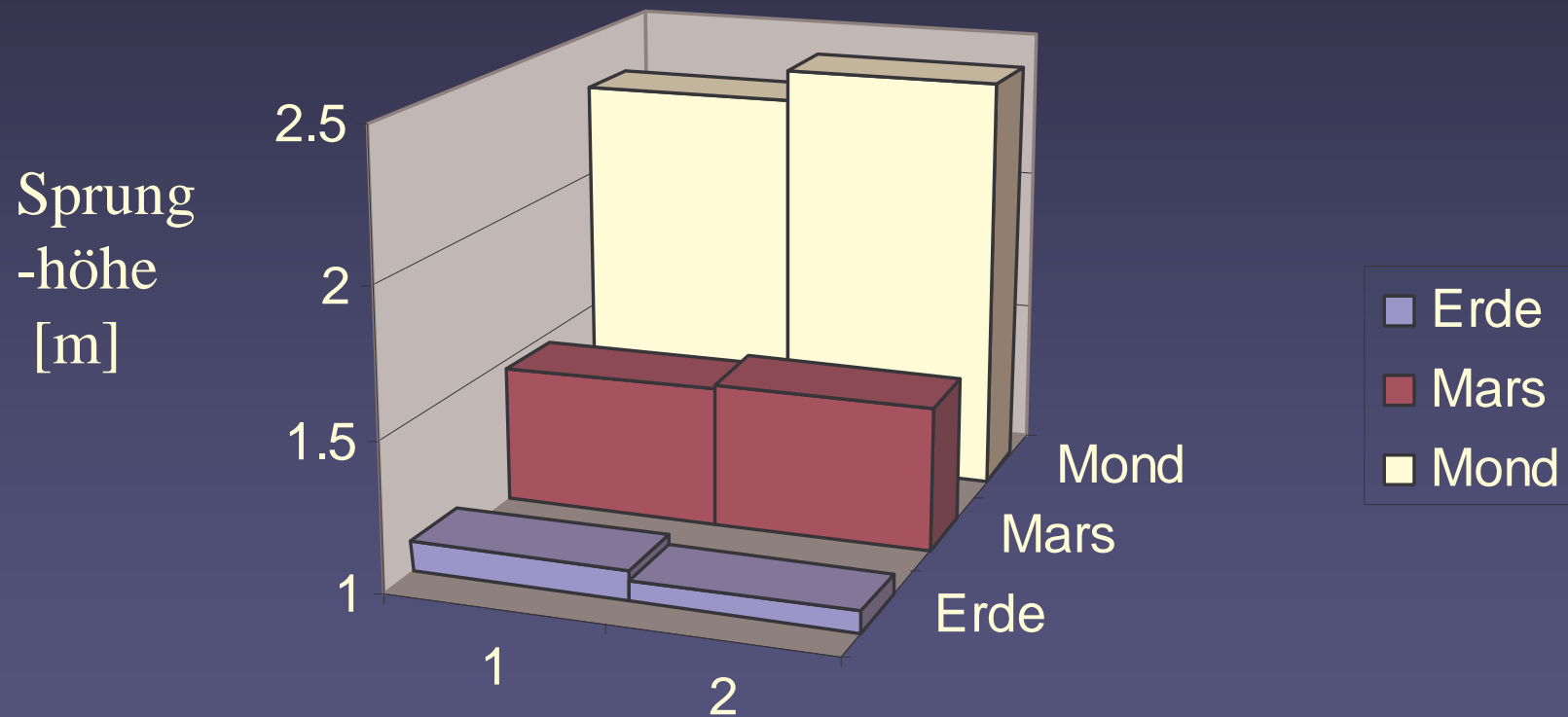
Result of the simulation



Flughöhe: 0,13 m \longrightarrow 1,36 m

$$h_{\text{Mond}} = 10,5 h_{\text{Erde}}$$

Individual effects

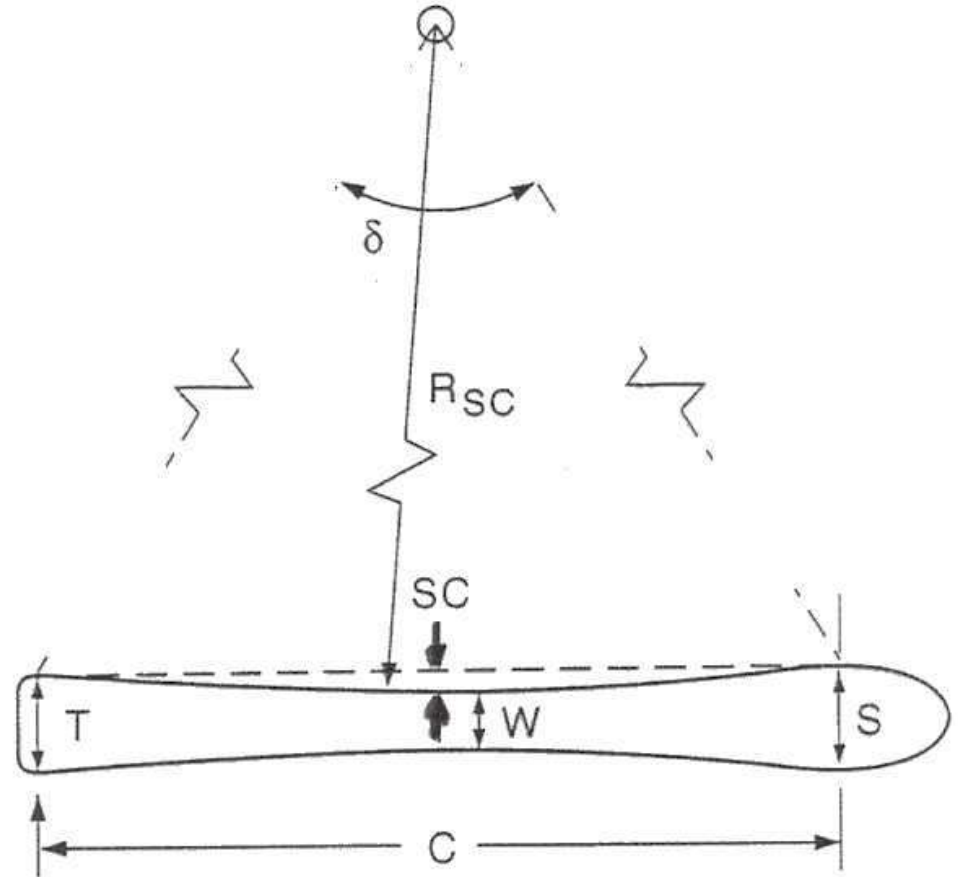


Physics of Carving

Carving –
eine neue Dimension des Skisports



Curvature



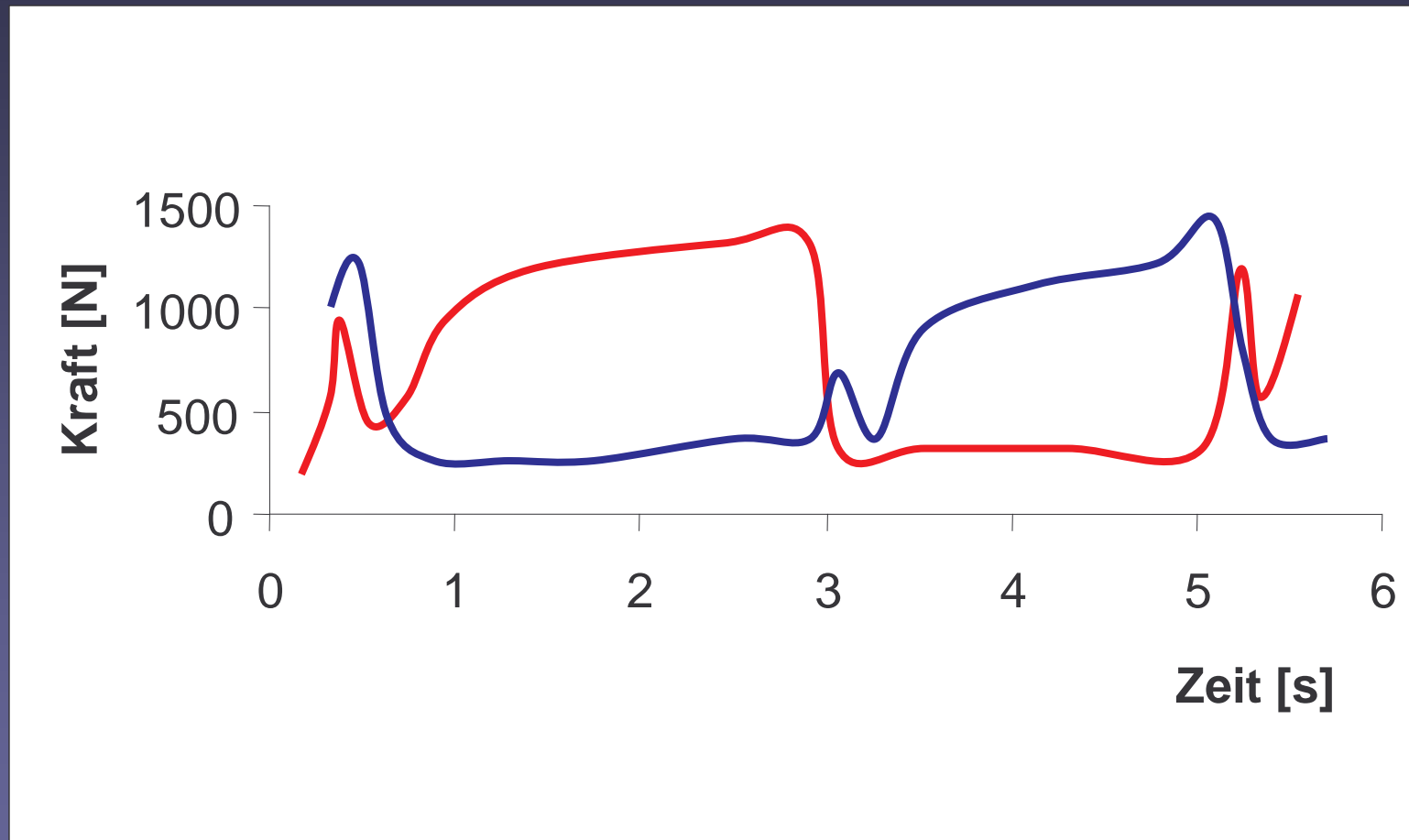
$$SC = R_{SC} - R_{SC} \cdot \cos(\delta / 2)$$

$$SC \approx R_{SC} \cdot \frac{\delta^2}{8}$$

$$C = R_{SC} \cdot \delta$$

$$R_{SC} \approx \frac{C^2}{8 \cdot SC}$$

Traditional technique

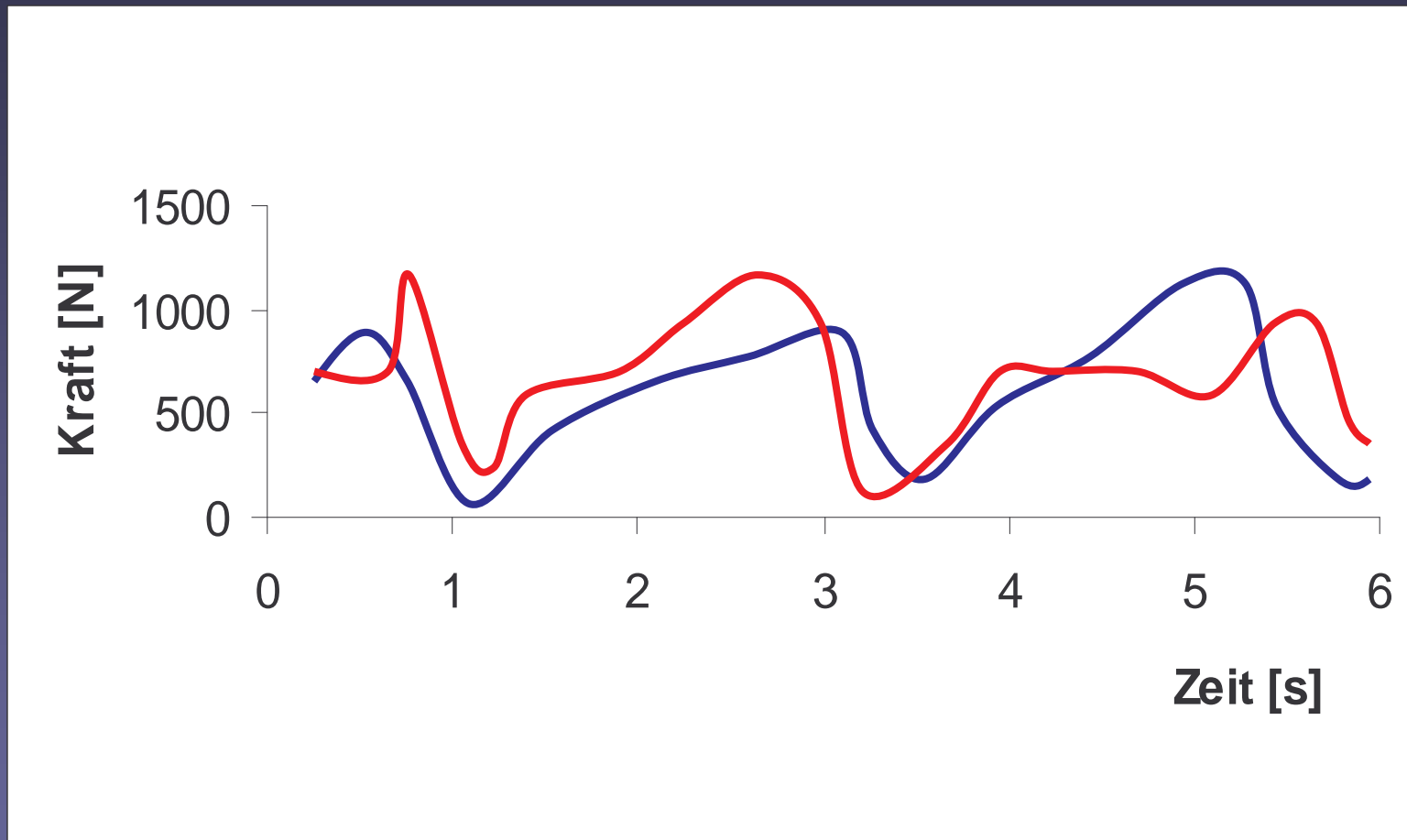


Rechter Ski



Linker Ski

Carving technique



Rechter Ski



Linker Ski

Carving - Parallel

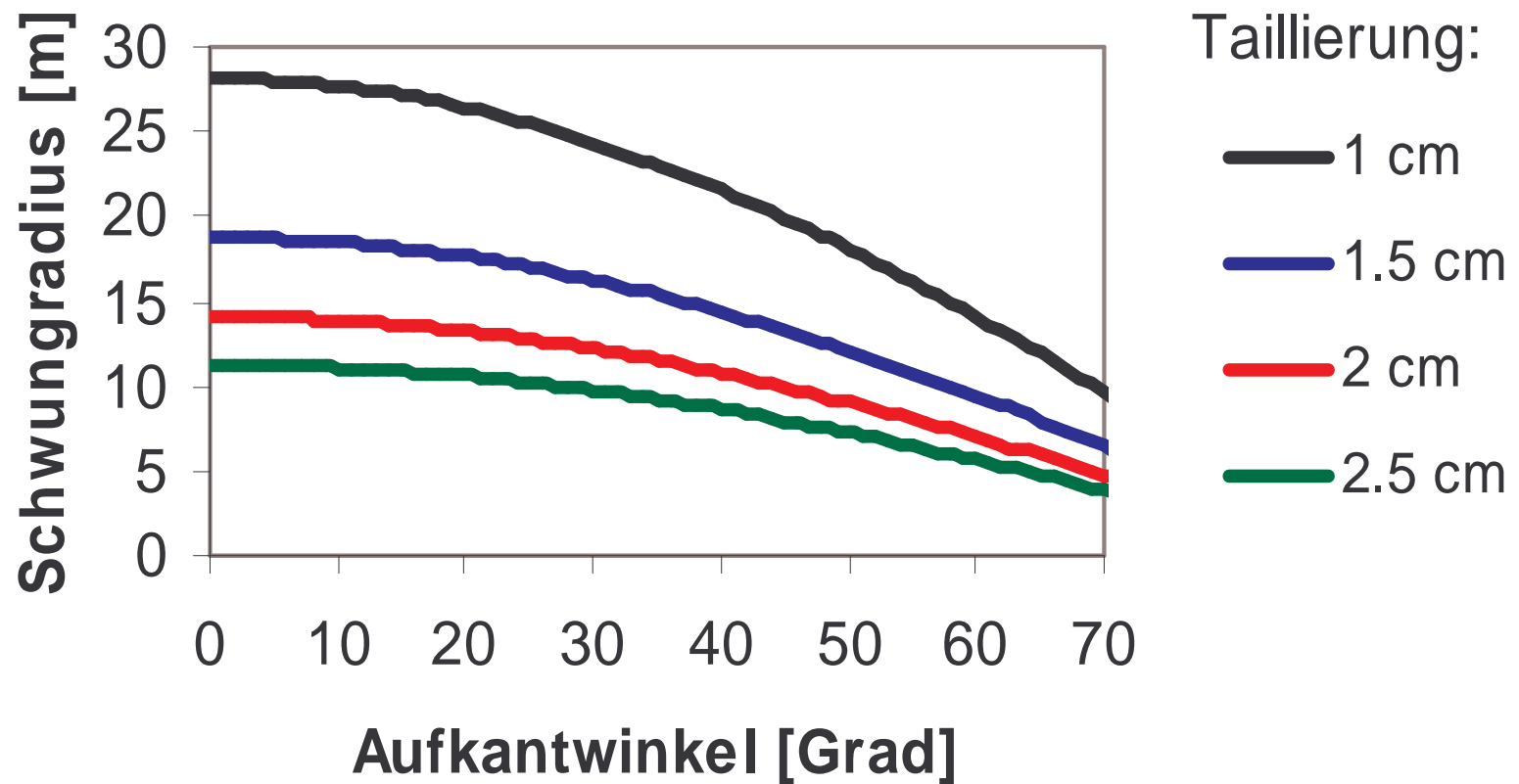


Carven

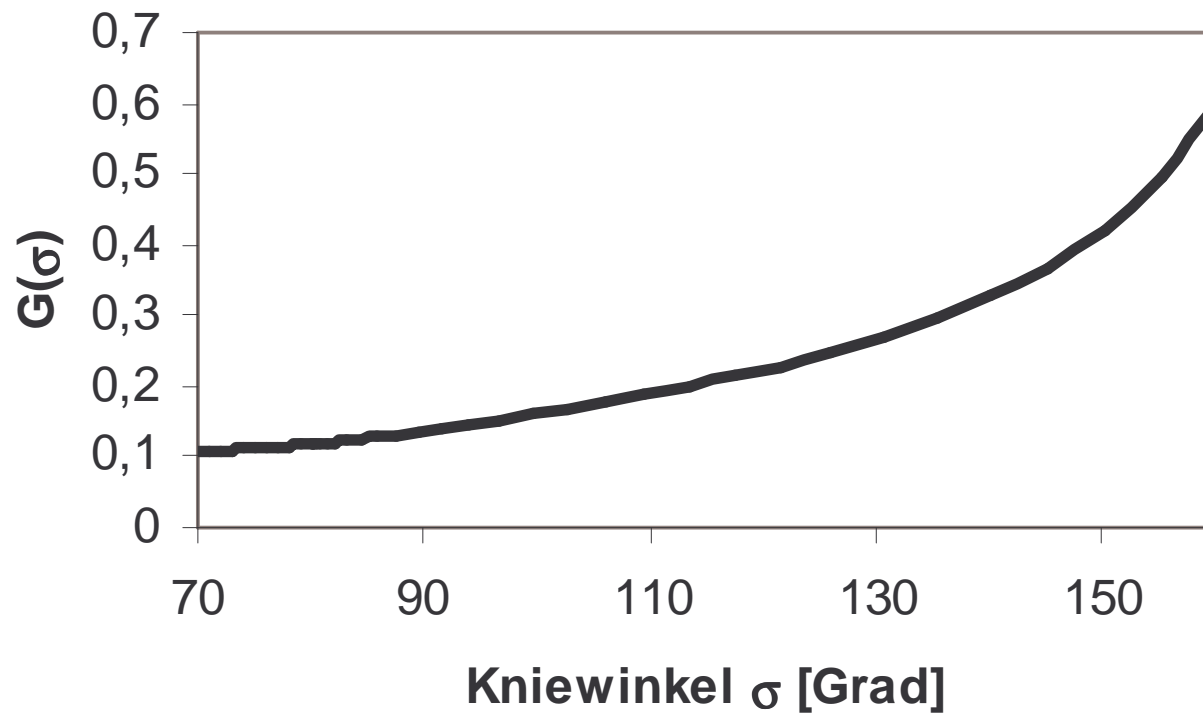


Parallel

Radius

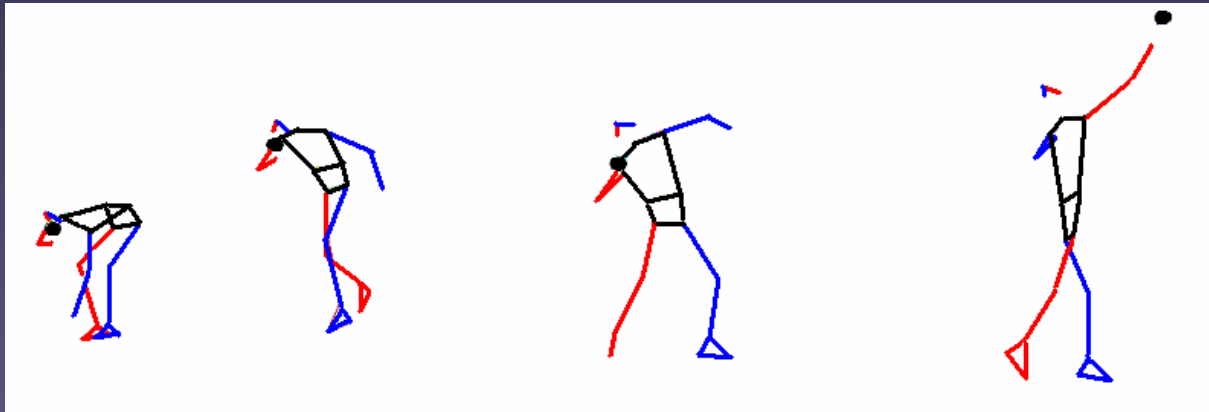


Geometry

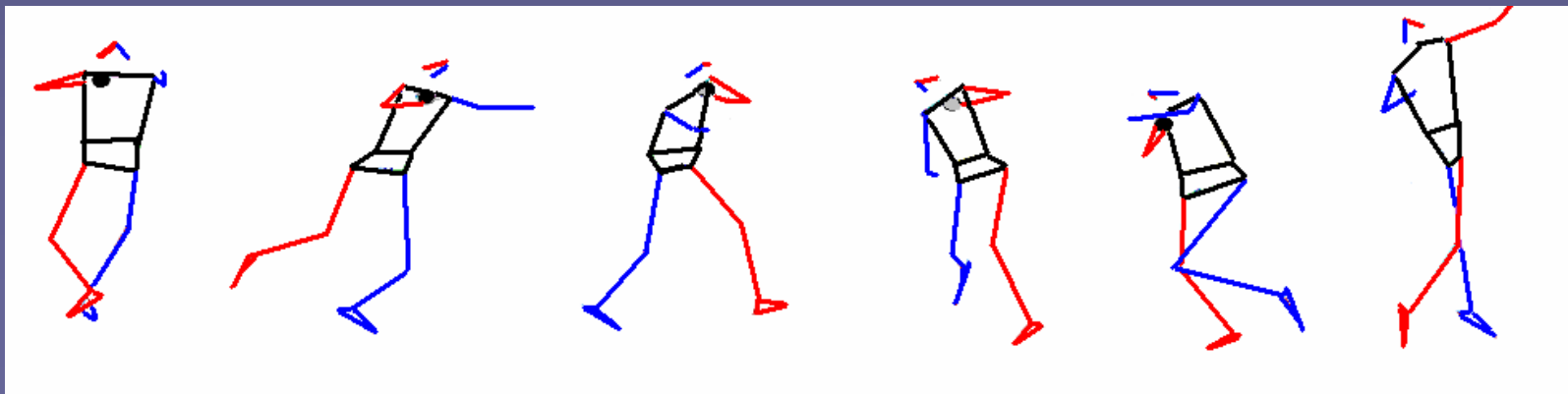


Shotput

O'Brien technique



Rotation



Shotput - new

Cartwheel-technique

