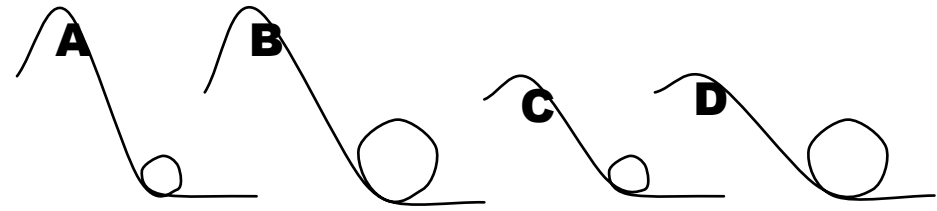


Wk 23 Circular Motion

3. Centripetal Accel

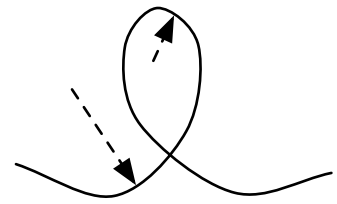
1. Assuming riders go through fast enough not to fall out at the top, where is the greatest danger of neck/spinal injury or blacking out?
 top of a loop bottom of a loop sides of a loop it's all the same



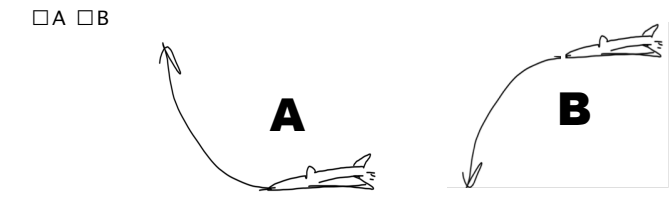
2. Four coasters are shown above. Which coaster has...

- LEAST centrip acceleration? A B C D
- LEAST possibility of hurting riders? A B C D
- GREATEST centrip acceleration? A B C D
- GREATEST possibility of hurting riders? A B C D

3. The first coasters had circular loops. Now they have a teardrop shape. Why is it ok to have a tight loop at the top?



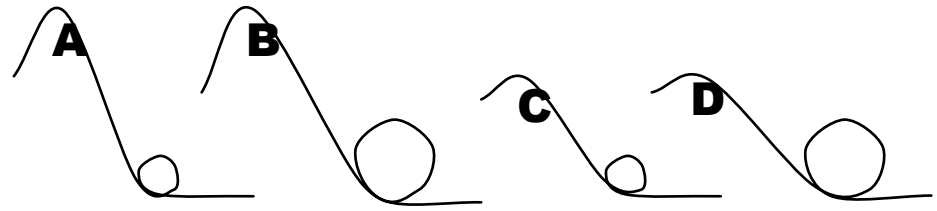
4. Which pilot is more in danger of blacking out?



Wk 23 Circular Motion

3. Centripetal Accel

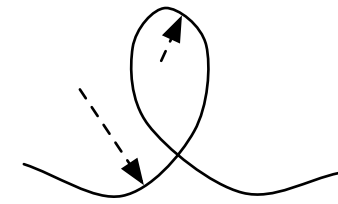
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