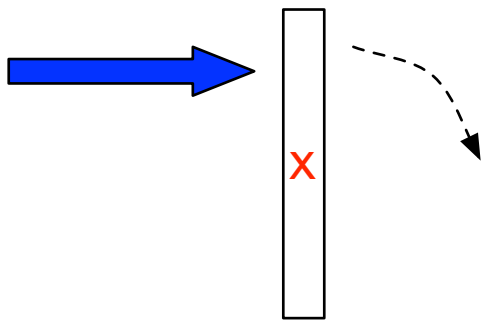


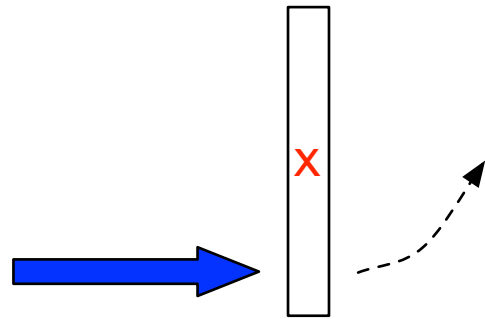
# Torque Notes

Forces not at the pivot  
Cause objects to rotate.

(Objects tend to pivot around their CM)

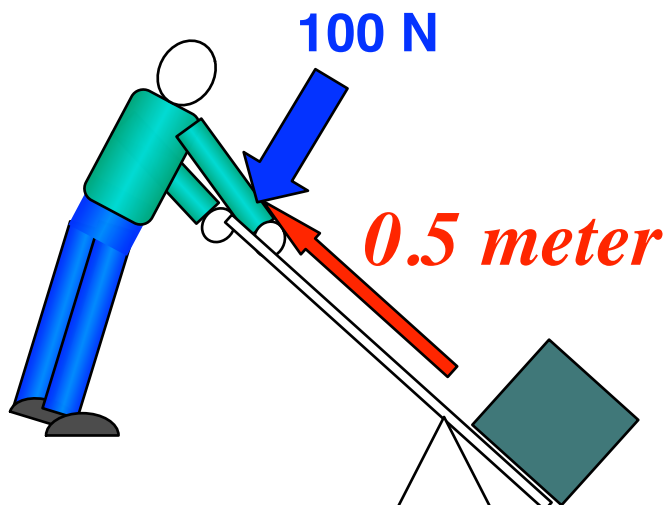


CLOCKWISE (CW)



COUNTERCLOCKWISE (CCW)

Torque = (force)(dist.from pivot)



$$\text{Torque} = (100 \text{ N})(0.5 \text{ m}) = 50 \text{ Nm}$$