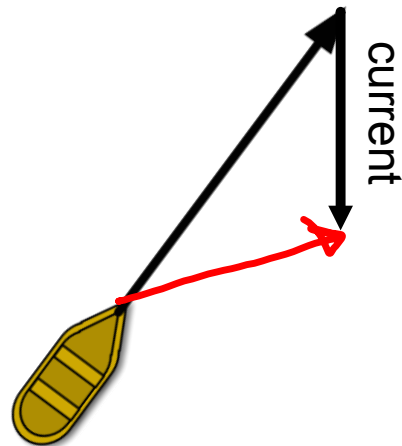


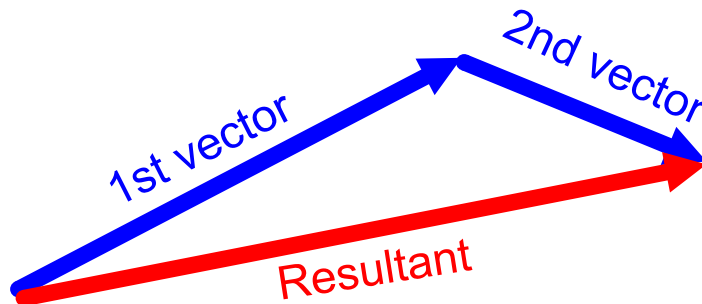
**Head to Tail Method works for any angle (and any kind of vector.)**



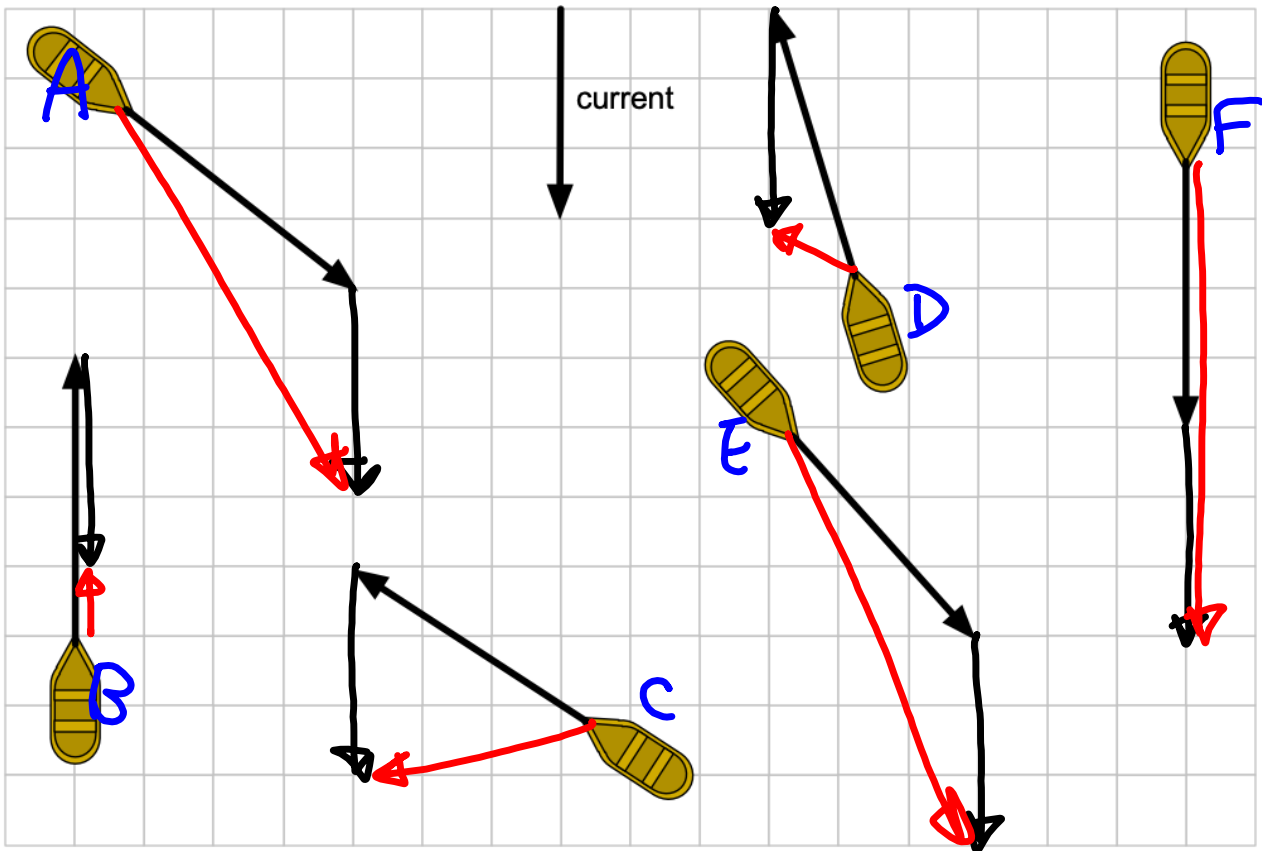
## Head-to-Tail Method

Get the resultant for any two vectors, even if they're not at  $90^\circ$

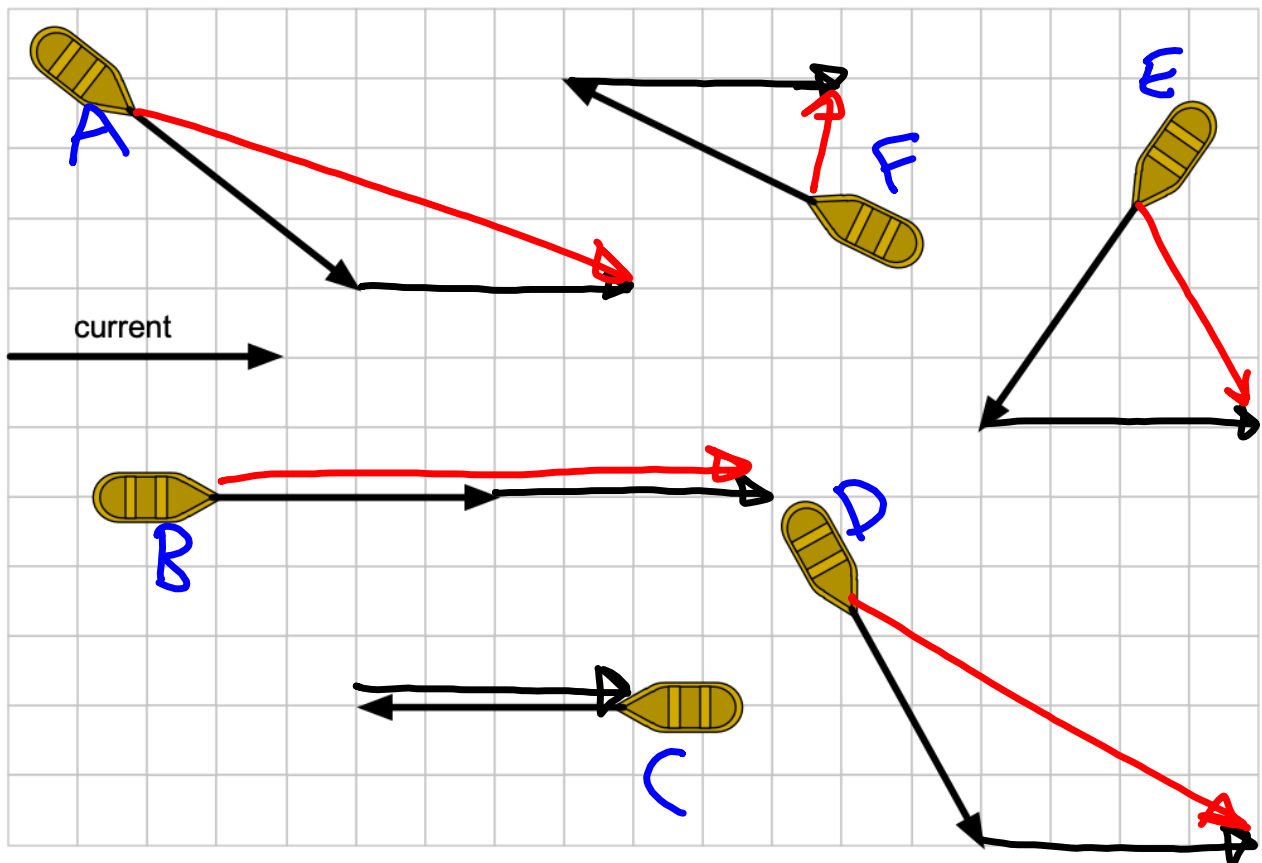
1. Put the vectors head to tail.
2. The resultant goes from the beginning of the first vector to the end of the second.



The current is 3 m/s toward the bottom of the paper. (The scale is 1 box = 1 m/s.) Draw the resultant for each of the boats.

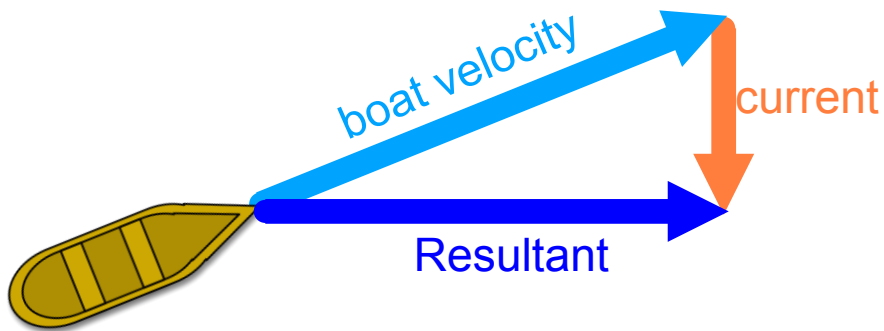


The current is 4 m/s toward the right side of the paper. (The scale is 1 box = 1 m/s.)  
Draw the resultant for each of the boats.

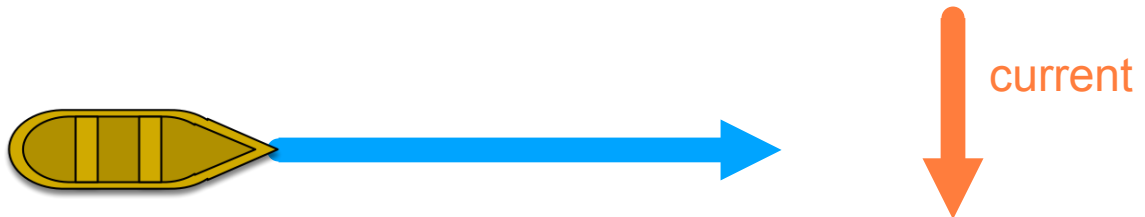


## What if you want to go straight across the river?

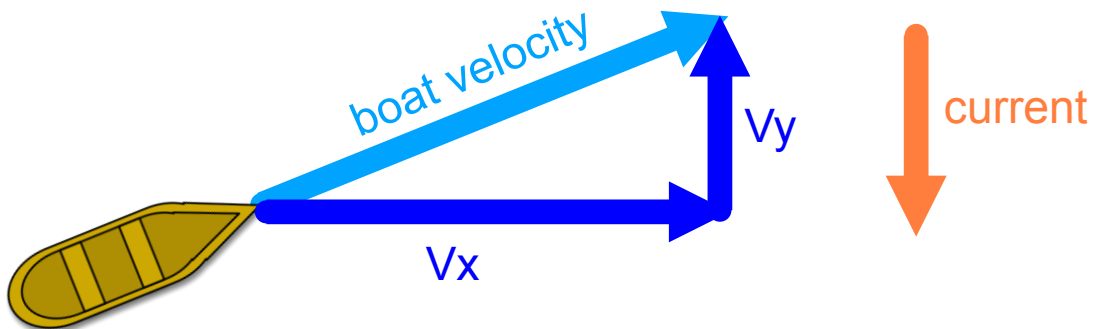
Angle your boat so that the current brings the resultant  
back to straight.



**What if you want to go straight  
across the river?**

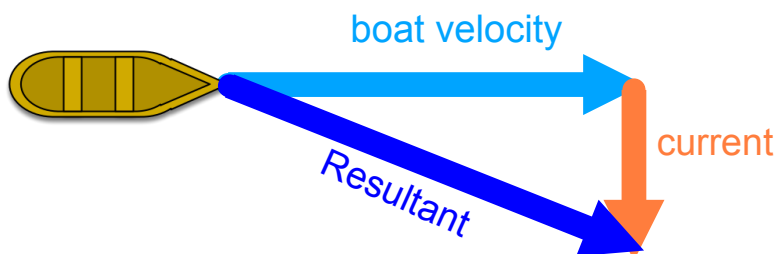


## Another way to think about it...

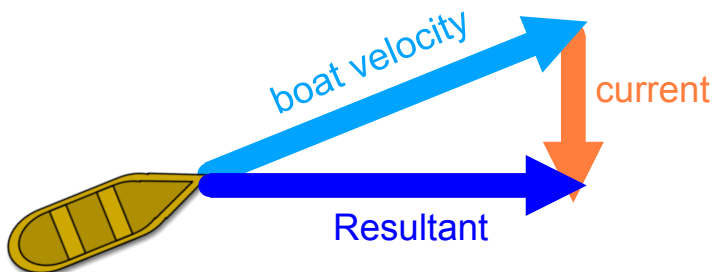


Angle your boat so that the y-component of your velocity is equal to (and cancels out) the current.

## Pros and Cons



Thrown off course, but no time delay



Straight across, but takes longer.





