

## Chapter 11 Rotational Equilibrium

**Summary**

**THE BIG IDEA** : An object will remain upright if its center of mass is above the area of support.

**11.1 Torque**

✓ To make an object turn or rotate, apply a torque.

- Torque is produced by a turning force and tends to produce rotational acceleration.
- Force and torque are different; forces tend to make things accelerate whereas torques produce rotation.
- A torque is produced when a force is applied with “leverage.” You use leverage when you use a screwdriver to open the lid of a paint can.
- The **lever arm** is the distance from the turning axis to the point of contact.
- Torque can be calculated using the following equation:

$$\text{torque} = \text{force}_{\perp} \times \text{lever arm}$$

**11.2 Balanced Torques**

✓ When balanced torques act on an object, there is no change in rotation.

- Children of unequal weight can balance on a seesaw by sitting at different distances from the pivot point.
- Scale balances with sliding weights are based on balanced torques.

**11.3 Center of Mass**

✓ The center of mass of an object is the point located at the object’s average position of mass.

- The point where all of the mass of an object can be considered concentrated is called the **center of mass**.
- For a symmetrical object, the center of mass is at the geometric center of the object. For irregularly shaped objects, the location of the center of mass varies.
- Spin can be applied to an object by applying a force that does not pass through the object’s center of mass. Kicking a football in the middle, for example, will make it travel without rotating. Kicking the football above or below its center will make it rotate.

**11.4 Center of Gravity**

✓ For everyday objects, the center of gravity is the same as the center of mass.

- The **center of gravity**, or CG, is the average position of all of the particles of *weight* that make up an object. For most objects on and near Earth, the terms *center of mass* and *center of gravity* are interchangeable.

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- If you throw a wrench so that it rotates as it moves through the air, you'll see it wobble about its CG. The center of gravity itself would follow a parabolic path.
- An object's CG is its balance point; supporting the CG supports the entire object. A meter stick can be balanced by applying a force at its geometric midpoint—the location of its CG.
- Any object suspended at a single point will hang with its CG directly below the point of suspension.

### 11.5 Torque and Center of Gravity

- ✓ **If the center of gravity of an object is above the area of support, the object will remain upright.**
- If the CG extends outside the area of support, an unbalanced torque exists, and the object will topple.
- The Leaning Tower of Pisa does not topple because its CG does not extend beyond its base.
- It is difficult to balance a broom upright in the palm of your hand because the support base is very small and far beneath the CG.

### 11.6 Center of Gravity of People

- ✓ **The center of gravity of a person is not located in a fixed place, but depends on body orientation.**
- When you stand erect with your arms at your sides, your CG is within your body.
- The CG is slightly lower in women than in men because women tend to be proportionally larger in the pelvis and smaller in the shoulders.
- Raising your arms vertically over your head raises your CG by several centimeters.
- When you stand, your CG is somewhere above your support base, which is the area bounded by your feet.

### 11.7 Stability

- ✓ **When an object is toppled, the center of gravity of that object is raised, lowered, or unchanged.**
- An object balanced so that any displacement lowers its center of mass is in **unstable equilibrium**.
- An object balanced so that any displacement raises its center of mass is in **stable equilibrium**. Raising the CG of an object in stable equilibrium requires increasing the object's potential energy, which requires work.
- An object balanced so that any small movement neither raises nor lowers its center of gravity is in **neutral equilibrium**.
- An object with a low CG is usually more stable than an object with a relatively high CG.