

2011 USATF Coaching Education Level 2 Biomechanics Fundamental Concepts Review

Mass –

Center of Mass –

Force –

Torque –

Displacement –

Velocity –

Acceleration –

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Mass – the amount of matter in an object

Units: *Kilogram, ounce, slug*

In Formulas: *m*

Center of Mass – an imagined “average” location of the mass in an object

Shorthand: *CoM*

Force – something that tends to change the state of motion of an object

Units: *Newton, pound*

In Formulas: *F*

Torque – a rotational force often seen as a linear force applied on a line away from the CoM

Units: *Newton-Meters, foot-pounds*

In Formulas: *τ*

Displacement – change in position of an object described by the linear distance or angle between its initial and final positions and the direction from the initial position to the final position

Units: *meters, feet, or radians, degrees*

In Formulas: *s or θ*

Velocity – the rate of change of displacement ($\Delta s/\Delta t$ or $\Delta\theta/\Delta t$)

Units: *meters per second (m/s), mph,*

or radians per second, revolutions per minute (rpm)

In Formulas: *v or ω*

Acceleration – the rate of change of velocity ($\Delta v/\Delta t$ or $\Delta\omega/\Delta t$)

Units: *meters per second per second (m/s^2),*

or radians per second squared, degrees per second per second

In Formulas: *a or α*

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Newton's (3) Laws of Motion

Moment of Inertia –

Momentum –

Impulse –

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Newton's (3) Laws of Motion

Newton's First Law – an object will maintain a constant state of motion unless acted upon by an unbalanced external force.

Newton's Second Law – an unbalanced force applied to an object will cause the object to accelerate at a rate directly proportional to the force and inversely proportional to the mass or moment of inertia of the object (**$F=ma$ or $\tau=I\alpha$**)

Newton's Third Law – for every force exerted on an object, the object in turn exerts an equal force simultaneously in the opposite direction

Moment of Inertia – an object's resistance to a change in its state of rotational motion determined by the mass of the object and its distribution relative to the axis of rotation

In Formulas: I

Momentum – the product of an object's mass or Moment of Inertia and velocity (**mv or $I\omega$**)

In Formulas: p

Impulse – something that changes an object's momentum; the product of force or torque and time (**$F\Delta t$ or $\tau\Delta t$**)