PS 12A	Names:	Lab Time:
Lab 6: Bungee Jump	1.) 2.)	
Lab o. Bungee jump	3.)	
Part I: Set-up the Problem	- 7	
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The purpose of this lab is to have		
connected to a spring and have possible. The spring is connected		
the jumper starts from. We will		Where
, 1	7 1 0	Jan 1
Draw a labeled diagram of the s		
Length of the unstretched sprin stretched)	ig, X = distance the spring h	as
stretcheuj		
Part II: Solve the above prob		neight of the jumper.
(Hint: It's a quadratic) Show yo	ur work.	

Part III: Solve the problem experimentally. Find the force on the spring as a function of distance stretched.

- A.) Use the force sensor attached to logger pro to measure any forces applied to the spring. Don't forget to zero the sensor. Use the appropriate scale setting (10N for the light Spring, 50N for the Rubber Band)
- B.) Move the platform to its maximum height and take measurements all the way to the floor.
- Make a chart of force applied and the distance the spring has been C.) stretched.
- D.) Do not assume the spring obeys Hooke's law.
- For fun try stretching the spring at different rates. Pulling slowly E.) vs. pulling fast. What might be the difference?

Part IV: Graph your solutions. Create a gravitational potential energy graph vs. X, and an elastic potential energy vs. X graph. Make sure to label the axis and give it a title. Take a screenshot of your graph and print it. Attach it to the end.

Part V: Find the jump height from the graphs above. Call over a TF to help adjust the platform height and to watch the jump. Use a camera to film how close it comes to the floor. Don't forget to include a meter stick in the shot near the floor.

Jump height from graphs = 1	meters
Height above the floor =	cm

Part IV: Try one of the less linear springs like the bicycle tubing or connected **rubber bands.** You might try to automate the Force vs. Distance stretched graph by including a motion sensor. Again, don't forget to zero the sensors.

Conclusion: Explain any factors that may have contributed to the success or

failure of the jump.		