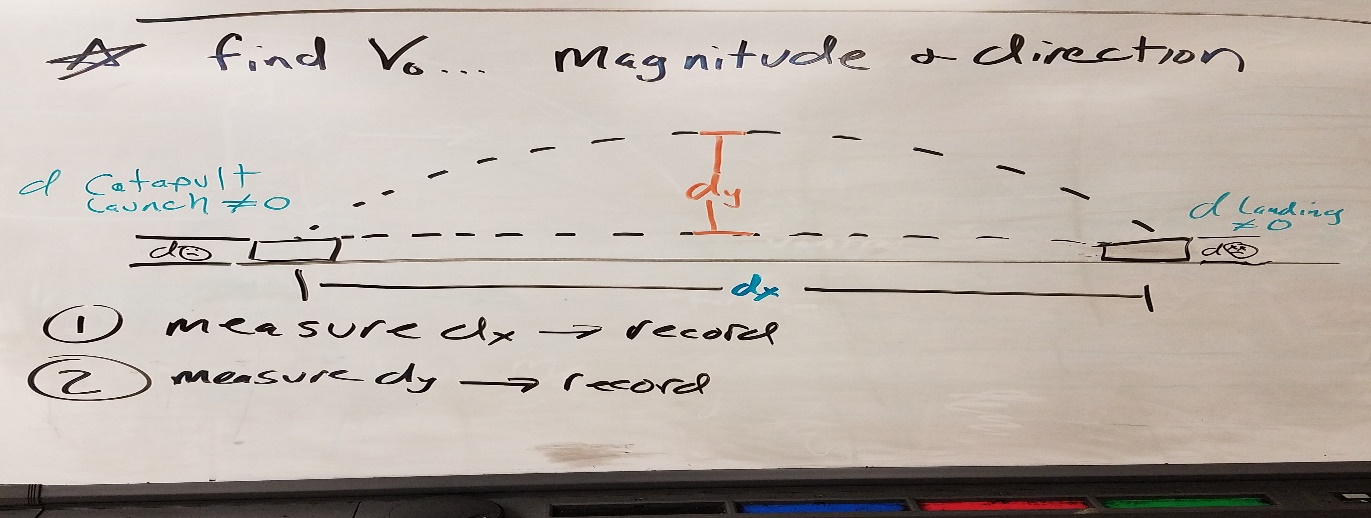
Catapult Lab part I



1. Shoot until consistent.
2. Measure dx and dy and record, in a data table.
3. Solve for t1 and hang time (total time)
4. Solve for vox.
5. Use equation 3 to solve for voy.
6. Use trigonometry or pathagmorian theorem to solve for vo.
7. Solve for Θ, (Theta) (The angle) (you have to use trig now!!!)\_
8. If photogate is available, compare your voy with photogate. (not gonna happen)
9. If there is time, try to knock down as many guys as you can in 10 launches & find your catapult’s max dx and dy.