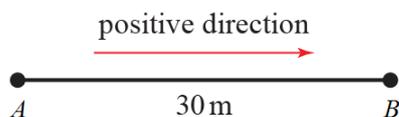


- 1 A person runs across a field from point A to point B with a speed of 5.3 m s^{-1} and then runs back from point B to point A with a speed of 4.8 m s^{-1} .

Figure 1



Taking the positive direction as shown in the diagram, state the person's

- a** velocity when travelling from A to B , **(1 mark)**
b velocity when travelling from B to A . **(1 mark)**

Another person runs 30 m from A in the exact opposite direction of B to a point C .

- c** State this person's displacement from A at the point C . **(1 mark)**

- 2 The height of a tennis ball above the ground can be modelled using the equation $h = 1.7 + 0.18x - 0.01x^2$, where h metres is the height of a tennis ball above the ground and x metres is the horizontal distance travelled.

- a** Find the height of the tennis ball when it is
i struck, **(2 marks)**
ii at a horizontal distance of 7 m. **(2 marks)**

To be called 'in' the tennis ball must hit the ground before it travels a horizontal distance of 25 m.

- b** Will the tennis ball be called 'in'? **(5 marks)**
c The tennis ball is hit with an initial speed of 2 km min^{-1} . Convert this into m s^{-1} . **(3 marks)**

- 3 The height of a pole vaulter above the ground can be modelled using the equation $h = \frac{1}{60}(125x - 12x^2)$, where h metres is the vertical height of the pole vaulter and x metres is the horizontal distance travelled after his feet leave the ground.

- a** Find the horizontal distance travelled when the pole vaulter lands. **(3 marks)**
b Given that the pole vaulter is at his greatest height halfway between leaving the ground and landing, find the greatest height of the pole vaulter. **(3 marks)**

For a jump to be successful, the pole vaulter must clear a bar of height 4.9 m.

- c** Calculate the range of horizontal distances from the bar that the pole vaulter can leave the ground and have a successful jump. **(7 marks)**
d State the effect in this model of
i modelling the pole vaulter as a particle, **(1 mark)**
ii making air resistance negligible. **(1 mark)**

- 4** A boat travels from A to B and then from B to C . The displacement from A to B is $(-28\mathbf{i} + 80\mathbf{j})$ m. The displacement from B to C is $(130\mathbf{i} + 15\mathbf{j})$ m.
- a** Find the total distance the boat travelled in moving from A to C . **(4 marks)**
- b** Find the angle the vector \overrightarrow{AC} makes with the unit vector \mathbf{i} . **(4 marks)**
- 5** An ice hockey puck is hit and initially travels with a velocity of $(14\mathbf{i} + 22\mathbf{j})$ m s⁻¹
- a** Find the speed of the puck. **(3 marks)**
- b** Find the angle of direction of motion the puck makes with the unit vector \mathbf{j} . **(4 marks)**
- c** State the effect of modelling the ice as a smooth surface. **(1 mark)**
- d** A hockey puck has a density of 1.4 g cm⁻³. Convert this into kg m⁻³. **(4 marks)**