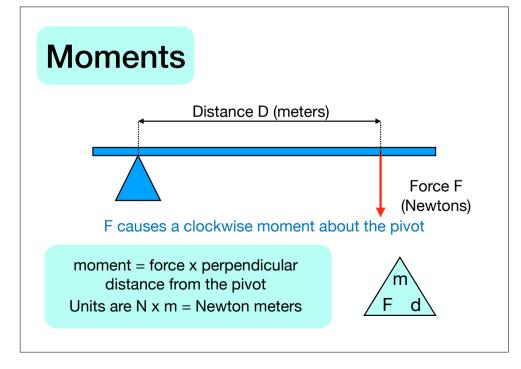
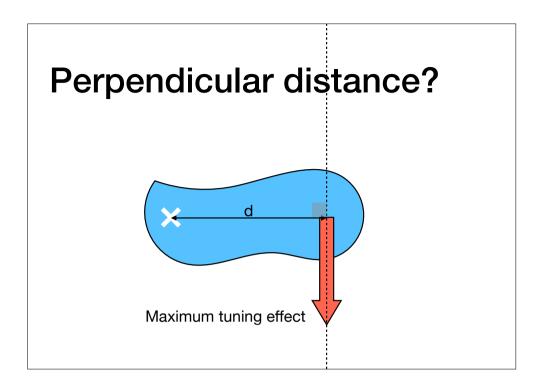
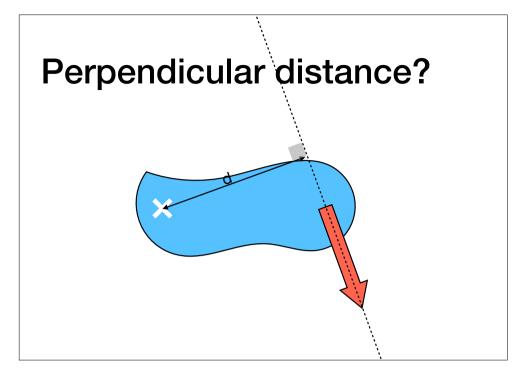


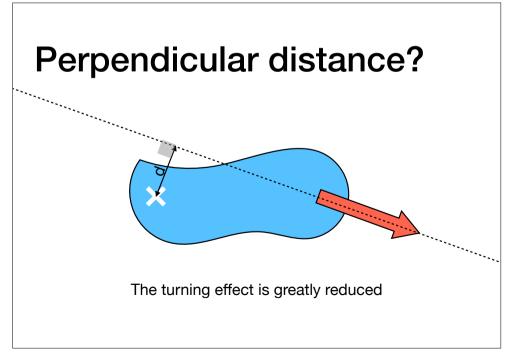
Moments

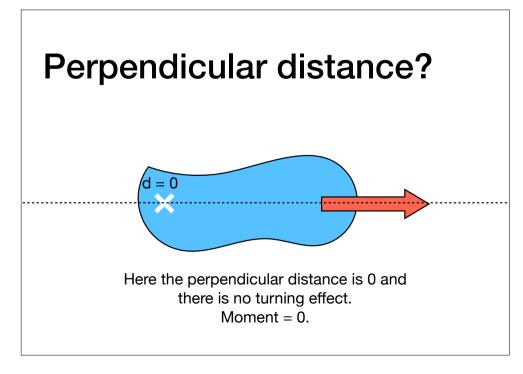
- The turning effect of a force is called a moment.
- We do this by applying a force at a distance from a pivot.
- Moments can be clockwise (CW) or anticlockwise (ACW) depending on the rotation they would cause.











Equilibrium

If a bunch of moments act on the same object they can cancel out so the object doesn't spin faster or slower.

For example if the cap of a bottle is difficult to unscrew the moment you're applying to it with your hands is balanced by the moment caused by friction between the cap and the bottle.

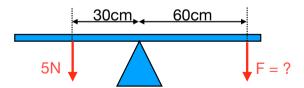
When this happens we say the object is in equilibrium

The Principle of Moments

For an object in equilibrium the sum of the clockwise and anticlockwise moments about any point are equal.

The underlined part is important but we'll get to it later



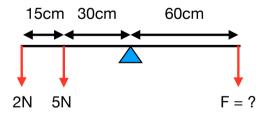


For an object in equilibrium the sum of the clockwise and anticlockwise moments <u>about any point</u> are equal.

cw	ACW
F x 60	5 x 30

So 60F = 150F = 2.5N

Harder See Saw



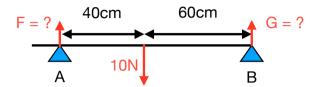
	CW	ACW
	F x 60	5 x 30 =150
		2 x 45 = 90
Total	60F	240

Since the see saw is in equilibrium we have:

$$60F = 240$$

$$F = 4N$$

Double Pivots



Remember the about any point part?

For an object in equilibrium the sum of the clockwise and anticlockwise moments <u>about</u> <u>any point</u> are equal.

"taking moments about A" means we measure distances from A. In this question we're going to take moments about A and B.

