



TP B.5

Rolling CB, direct-hit hop and ball travel distances

supporting:

“The Illustrated Principles of Pool and Billiards”

<http://billiards.colostate.edu>

by David G. Alciatore, PhD, PE ("Dr. Dave")

originally posted: 1/30/2009 last revision: 1/30/2009

Typical speeds for a range of shots:

$$\begin{aligned}
 v_{\text{touch}} &:= 1.5 \cdot \text{mph} & v_{\text{slow}} &:= 3 \cdot \text{mph} & v_{\text{medium_soft}} &:= 5 \cdot \text{mph} & v_{\text{medium}} &:= 7 \cdot \text{mph} \\
 v_{\text{medium_fast}} &:= 8 \cdot \text{mph} & v_{\text{fast}} &:= 12 \cdot \text{mph} & v_{\text{power}} &:= 20 \cdot \text{mph}
 \end{aligned}$$

Rolling CB with square hit on OB (see details in TP A.5):

Normal impulse between the balls:

$$F'_n = \frac{(1 + e_b)}{2} \cdot m \cdot v$$

Tangential impulse between the balls during impact (assuming slip):

$$F'_t = \mu_b \cdot F'_n$$

Vertical speed of CB after impact, due to tangential friction force:

$$v_z = \frac{1}{m} \cdot F'_t = \frac{\mu_b \cdot (1 + e_b) \cdot v}{2}$$

Loss of CB spin, which is the same as the gain in OB spin, due to the tangential friction force is:

$$\Delta\omega = \frac{F'_t \cdot R}{I} = \frac{\mu_b \cdot \left[\frac{(1 + e_b)}{2} \cdot m \cdot v \right] \cdot R}{\frac{2}{5} \cdot m \cdot R^2} = \frac{5}{4 \cdot R} \cdot \mu_b \cdot (1 + e_b) \cdot v$$

where:

$$\mu_b := 0.06 \quad \text{typical COF between the balls}$$

$$e_b := 0.94 \quad \text{typical COR between the balls}$$

CB hop height and time:

Energy is conserved during the CB hop of height h, so:

$$m \cdot g \cdot h = \frac{1}{2} \cdot m \cdot v_z^2 \quad h(v) := \frac{\mu_b^2 \cdot (1 + e_b)^2}{8g} \cdot v^2$$

$$h(v_{\text{medium}}) = 0.067 \cdot \text{in} \quad h(v_{\text{fast}}) = 0.196 \cdot \text{in} \quad h(v_{\text{power}}) = 0.544 \cdot \text{in}$$

The time required for the entire hop (up and down) is given by:

$$v_z = 2g \cdot \Delta t \quad \Delta t(v) := \frac{\mu_b \cdot (1 + e_b) \cdot v}{g}$$
$$\Delta t(v_{\text{fast}}) = 0.064 \text{ s} \quad \Delta t(v_{\text{power}}) = 0.106 \text{ s}$$

Ball travel distances after impact:

$$\mu_s := 0.2 \quad \text{typical ball-cloth coefficient of sliding friction}$$
$$\mu_r := 0.01 \quad \text{typical ball-cloth coefficient of rolling resistance}$$
$$R := 2.25 \cdot \text{in} \quad \text{ball radius}$$

From TP 4.1, the skid distance and final speed are given by:

$$d_{\text{skid}}(v, \omega) := \text{sign}\left(\frac{v}{R} - \omega\right) \cdot \frac{2}{49 \cdot \mu_s \cdot g} \cdot [6 \cdot v^2 - 5v \cdot R \cdot \omega - (R \cdot \omega)^2]$$

$$v_{\text{skid}}(v, \omega) := \frac{5}{7} \cdot v + \frac{2}{7} \cdot R \cdot \omega$$

The distance required for rolling to stop is:

$$d_{\text{roll_stop}}(v) := \frac{v^2}{2 \cdot \mu_r \cdot g}$$

After impact, the initial CB and OB speeds and spins are (from TP A.5 and above):

$$v_{\text{CB}}(v) := \frac{(1 - e_b)}{2} \cdot v \quad v_{\text{OB}}(v) := \frac{(1 + e_b)}{2} \cdot v$$

$$\Delta\omega(v) := \frac{5}{4 \cdot R} \cdot \mu_b \cdot (1 + e_b) \cdot v \quad \omega_{\text{CB}}(v) := \frac{v}{R} - \Delta\omega(v) \quad \omega_{\text{OB}}(v) := -\Delta\omega(v)$$

Here, we will ignore ball hop effects (i.e., the skid is assumed to take place smoothly, without hop interruption).

Therefore, the distances the CB and OB travel after a rolling direct hit are:

$$d_{\text{CB}}(v) := d_{\text{skid}}(v_{\text{CB}}(v), \omega_{\text{CB}}(v)) + d_{\text{roll_stop}}(v_{\text{skid}}(v_{\text{CB}}(v), \omega_{\text{CB}}(v)))$$

$$d_{\text{OB}}(v) := d_{\text{skid}}(v_{\text{OB}}(v), \omega_{\text{OB}}(v)) + d_{\text{roll_stop}}(v_{\text{skid}}(v_{\text{OB}}(v), \omega_{\text{OB}}(v)))$$

$$\frac{d_{\text{OB}}(v_{\text{slow}})}{d_{\text{CB}}(v_{\text{slow}})} = 6.08 \qquad \frac{d_{\text{OB}}(v_{\text{medium}})}{d_{\text{CB}}(v_{\text{medium}})} = 6.08$$

These numbers are similar to the results from the analyses in TP A.16.