<u>Throwing Motions</u>

<u>First beginnings without drag:</u>

1) Which function describes a throwing motion?

2) Describe with the „the... the...“ principle how the following parameter effect on the width of the throw.
   - Starting height
   - Starting velocity
   - Starting Ankle
   - Mass

3) Which ankle gives the maximum width?

4) How is a
   - Vertical
   - Horizontal
   - Slate

   throw characterised? (which parameter decides on the kind of throw?)

<u>With Drag:</u>

Describe with the „the... the...“ principle how the following parameter effect on the width of the throw.
   - Mass
   - Radius
   - Cw- Value
   - Air density