

BALL BOUNCE

Data Collection

- Begin with a test bounce. Drop the ball (don't throw it).
Note: Position the CBR at least 1.5 feet above the height of the highest bounce. Hold the sensor directly over the ball and make sure there is nothing in the clear zone.
- Run the RANGER program
Keystrokes: Apps → 2: CBL/CBR → ENTER → 3: RANGER
- From the MAIN MENU choose APPLICATIONS, then choose FEET
- From the APPLICATIONS MENU choose BALL BOUNCE.
General instructions are displayed BALL BOUNCE automatically takes care of the settings.
- Hold the ball with arms extended. Press ENTER. The RANGER program is now in Trigger Mode. At this point, you may detach the CBR from the calculator.
- Press TRIGGER. When the green light begins flashing, release the ball, and then step back.
Note: If the ball bounces to the side, try to keep the CBR directly above the ball, but be careful NOT to move the CBR up or down.
- You will hear a clicking sound as the data is collected. When the sound stops (or when the ball stops bouncing) reattach the CBR to the calculator.
- Press ENTER and view the plotted graph on screen.
- To clean up the plot, press ENTER. Then Press 7: QUIT
- Press PRGRM, choose BALLDATA, then press ENTER.
- Now Press GRAPH
- Now return to our seats and prepare for Table Talk.