Frustrating golf ball

It often happens that a golf ball escapes from the hole an instant after it has been putted into it. Explain this phenomenon and investigate the conditions under which it can be observed.

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Size of the ball and the hole



Diameter of the ball = 42.7 mm Diameter of the hole = 108 mm



Characteristic velocity



$$W = \sqrt{2gr} = \sqrt{gd} = 65 \text{ cm/s}$$
$$\frac{V}{W} = \frac{D}{d} \longrightarrow V = 164 \text{ cm/s}$$

"Interactive Physics" computer simulation of central impact



On this video:

- Coefficient of restitution $\varepsilon = 0.2$
- Coefficient of sliding friction $\mu = 0.3$
- Velocity of the ball V = 1.85 m/s

Results of the computer simulation



Critical velocity V (cm/s):

		Coefficient of restitution ϵ		
		0	0.1	0.2
Coefficient of slide friction μ	0	1.67	1.76	1.85
	0.1	1.65	1.75	1.85
	0.2	1.64	1.74	1.85
	0.3	1.63	1.73	1.85
	0.4	1.63	1.73	1.85

Central impact: critical velocity vs. restitution



Coefficient of slide friction $\mu = 0.3$



Impact of the rotating ball with a wall



Regime of full connection $u' = \frac{5}{7}u + \frac{2}{7}\omega r$ $\omega' = \frac{2}{7}\omega + \frac{5}{7} \cdot \frac{u}{r}$

Regime of non-full connection

$$u' = u + \mu(1 + \varepsilon)v$$

$$\omega' = \omega - \frac{5\mu(1 + \varepsilon)}{2} \cdot \frac{v}{r}$$





Two regimes of impact



Experimental setup





The velocity of the ball and the impact parameter defined using a slide.

The field of artificial grass, the hole and rails



Coefficient of sliding friction = 0.3 Coefficient of restitution = 0.2







Calibration of the slide





Velocity of the ball

$$V = L \sqrt{\frac{g}{2H}}$$

under the condition

$$V \ge \sqrt{gr} =$$

= 31 cm/s



Centre impact (480 fps)



This regime was studied in "Interactive physics"

Off-centre impact (480 fps)









The ball rolls on the rim





Experimental boundary of the capture region





Centre impact (Solid Works)





Off-centre impact (Solid Works)





Results of "Solid Works" computer simulation



Real experiment and computer simulation







Real experiment: the edge is **soft** Computer simulation: the edge is **rigid**

Summary

- Characteristic velocity
- 2-D simulation in "Interactive Physics"
- Experimental setup
- Boundary of the capture region
- Regimes of an impact
- Model for the rolling regime
- 3-D simulation in "Solid Works"

Bibliography

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