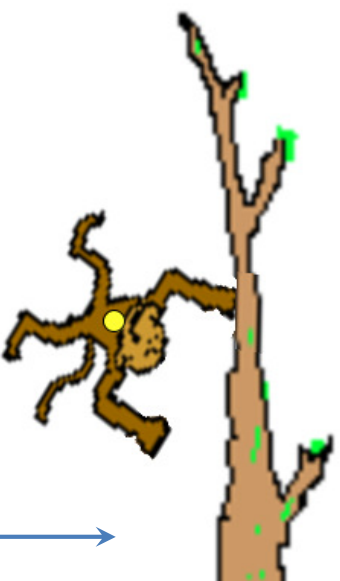


Shoot the Monkey!

The instant you shoot, the monkey lets go and falls to the ground. What angle ensures you hit him?



9.81 ms^{-2}

33.92 m

21.5 ms^{-1}

$\alpha = ?$

26.5 m

(Not to scale)

SIC_26

Shoot the Monkey!

The instant you shoot, the monkey lets go and falls to the ground. What angle ensures you hit him?



9.81 ms^{-2}

35.2 m

23.5 ms^{-1}

$\alpha = ?$

27.5 m

(Not to scale)

SIC_26

Shoot the Monkey!

The instant you shoot, the monkey lets go and falls to the ground. What angle ensures you hit him?



9.81 ms^{-2}

36.48 m

25 ms^{-1}

$\alpha = ?$

28.5 m

(Not to scale)

SIC_26

Shoot the Monkey!

The instant you shoot, the monkey lets go and falls to the ground. What angle ensures you hit him?



9.81 ms^{-2}

37.76 m

26.2 ms^{-1}

$\alpha = ?$

29.5 m

(Not to scale)

SIC_26

Shoot the Monkey!

The instant you shoot, the monkey lets go and falls to the ground. What angle ensures you hit him?



9.81 ms^{-2}

41.6 m

26.2 ms^{-1}

$\alpha = ?$

32.5 m

(Not to scale)

SIC_26

Shoot the Monkey!

The instant you shoot, the monkey lets go and falls to the ground. What angle ensures you hit him?



9.81 ms^{-2}

48.0 m

30 ms^{-1}

$\alpha = ?$

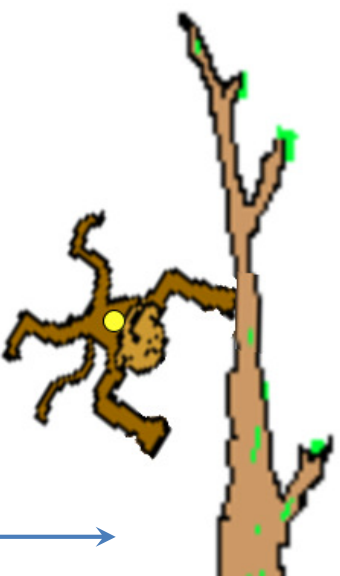
37.5 m

(Not to scale)

SIC_26

Shoot the Monkey!

The instant you shoot, the monkey lets go and falls to the ground. What angle ensures you hit him?



9.81 ms^{-2}

49.2 m

31.2 ms^{-1}

$\alpha = ?$

38.5 m

(Not to scale)

SIC_26

Shoot the Monkey!

The instant you shoot, the monkey lets go and falls to the ground. What angle ensures you hit him?



9.81 ms^{-2}

50.56 m

32.2 ms^{-1}

$\alpha = ?$

39.5 m

(Not to scale)

SIC_26

Shoot the Monkey!

The instant you shoot, the monkey lets go and falls to the ground. What angle ensures you hit him?



9.81 ms^{-2}

51.84 m

33.4 ms^{-1}

$\alpha = ?$

40.5 m

(Not to scale)

SIC_26

Shoot the Monkey!

The instant you shoot, the monkey lets go and falls to the ground. What angle ensures you hit him?



9.81 ms^{-2}

53.12 m

35.4 ms^{-1}

$\alpha = ?$

41.5 m

(Not to scale)

SIC_26

Shoot the Monkey!

The instant you shoot, the monkey lets go and falls to the ground. What angle ensures you hit him?



9.81 ms^{-2}

54.4 m

36 ms^{-1}

$\alpha = ?$

42.5 m

(Not to scale)

S1C_26

Shoot the Monkey!

The instant you shoot, the monkey lets go and falls to the ground. What angle ensures you hit him?



9.81 ms^{-2}

55.68 m

39.7 ms^{-1}

$\alpha = ?$

43.5 m

(Not to scale)

S1C_26