

# The Relationship Between Pedestrian Component Legform and Full Dummy Testing in Assessing Bumper Performance

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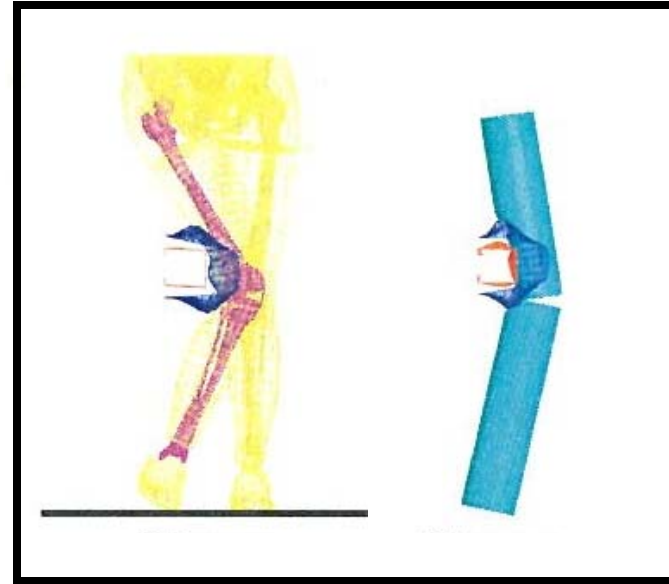
# Objective

How well do projectile tests represent pedestrian lower extremity impacts?



# Prior Studies

Cesari et al, ESV, 1991  
Ishikawa et al, IRCOBI, 1992  
Sakurai et al, ESV, 1991  
Takahashi and Kikuchi, ESV, 2001  
Matsui and Takabayashi,  
JARI Research Journal, 2003

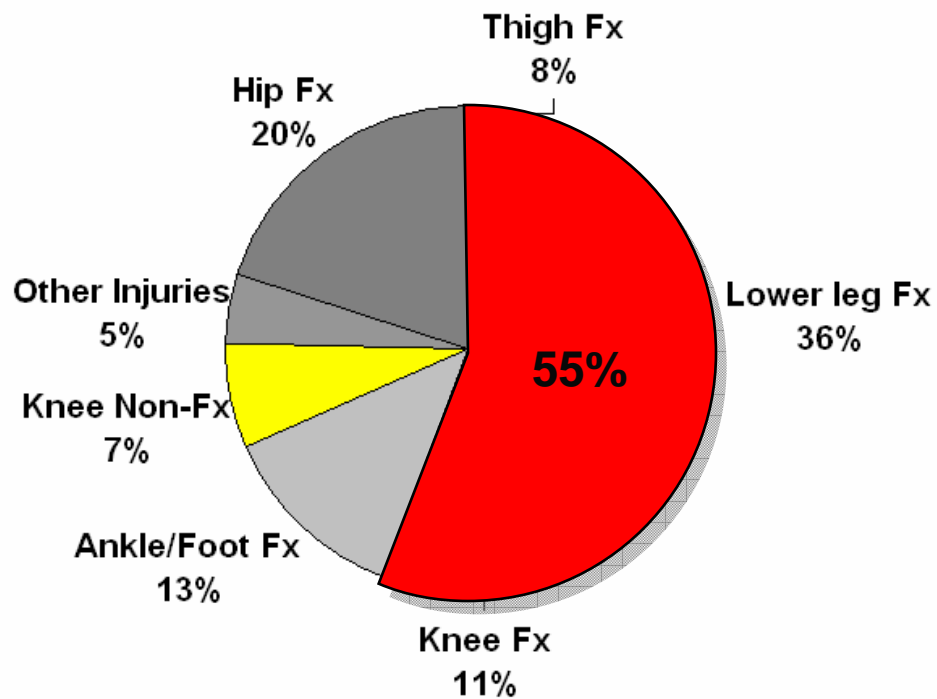


Focus on knee ligament injuries:

- Knee angle
- Knee moment
- Knee shear displacement

# Focus of Current Study

**PCDS**  
**AIS 2+ Lower Extremity Injuries**  
**1994-1998**

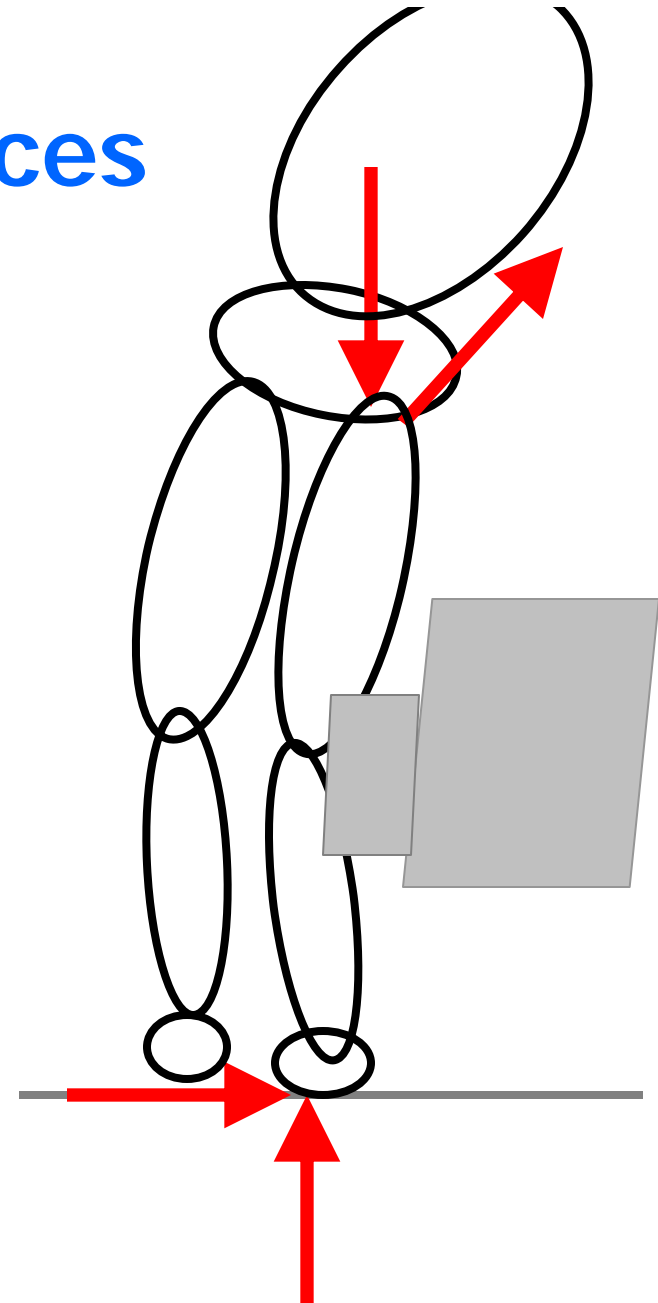


Focus on fracture measures:

- Femur moment
- Tibia moment
- Acceleration

# Key Physical Differences

Pedestrian	Projectile
Initial axial load	No foot contact or body weight
Friction at foot	No foot contact
Upper body inertia	Thigh free to move



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<b>Initial axial load</b>	<b>No foot contact or body weight</b>
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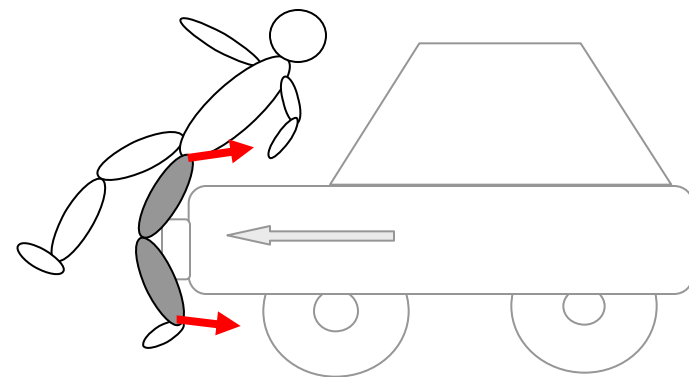
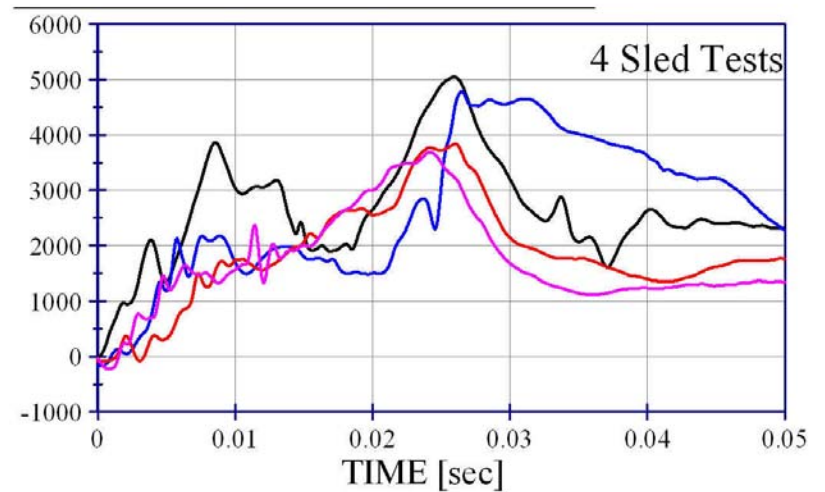
Polar II sled testing  
48 km/h  
1999 Honda Civic



# Key Physical Differences

Pedestrian	Projectile
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Upper Tibia Z Force [N]



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Initial axial load	No foot contact or body weight
<b>Friction at foot</b>	<b>No foot contact</b>
Upper body inertia	Hip free to move



$\mu = 0.15$

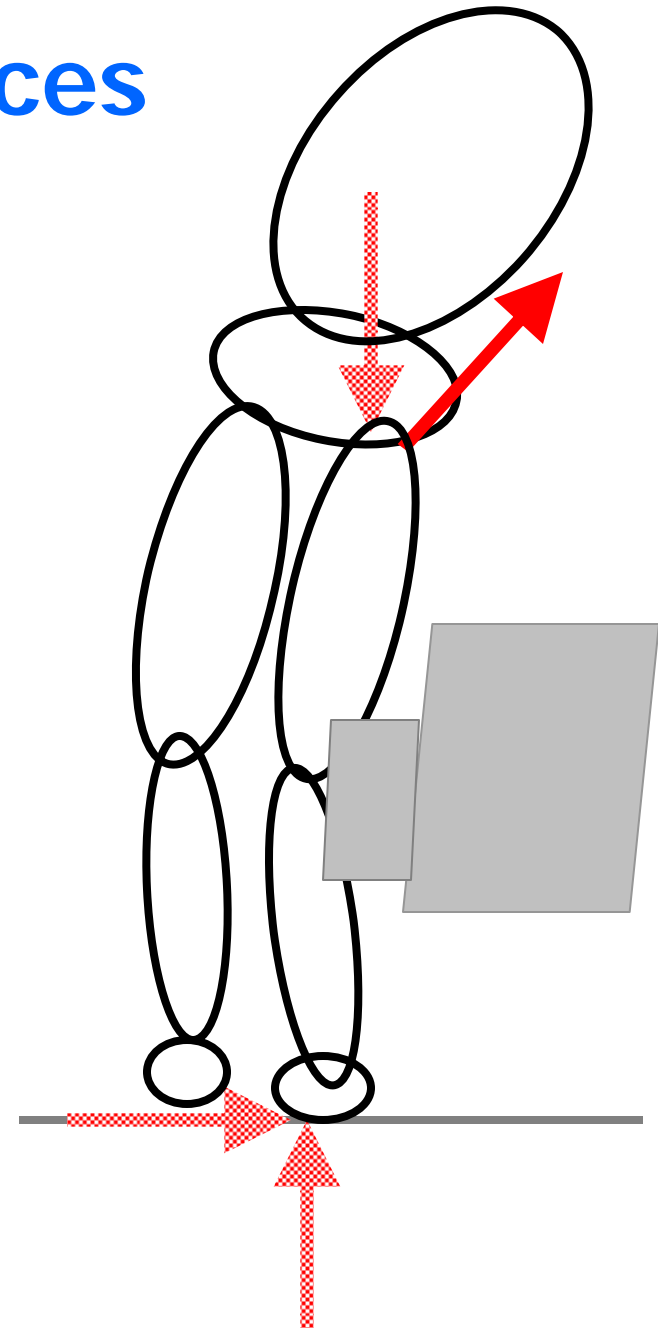


$\mu = 0.80$

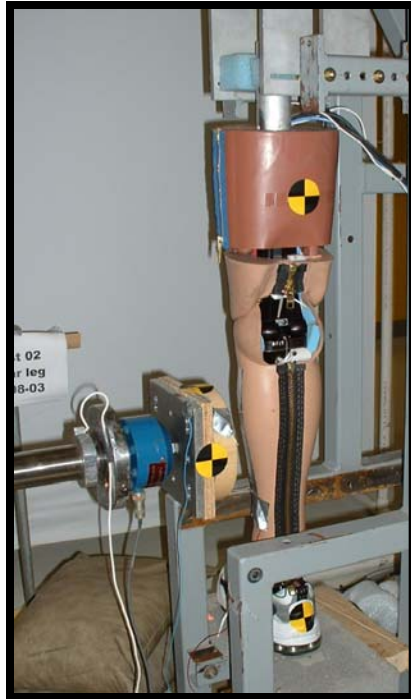


# Key Physical Differences

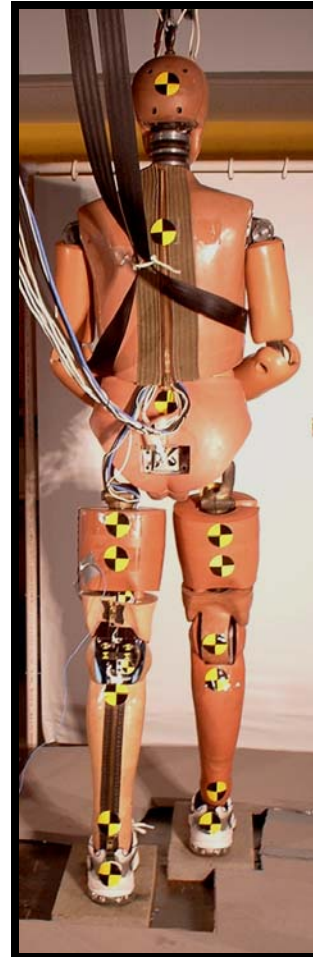
Pedestrian	Projectile
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<b>Upper body inertia</b>	<b>Hip free to move</b>



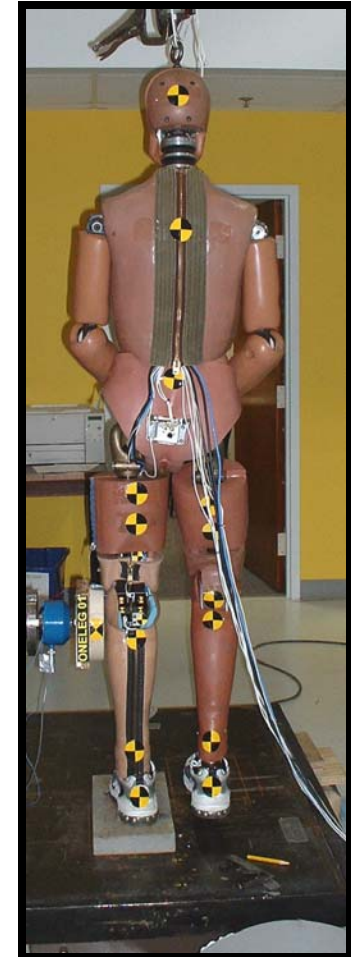
## Weight Conditions (3)



Leg only  
(no weight)



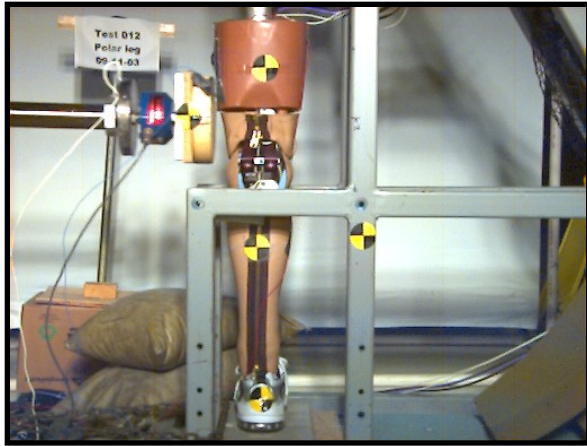
Two-leg stance  
(mid weight)



One-leg stance  
(high weight)

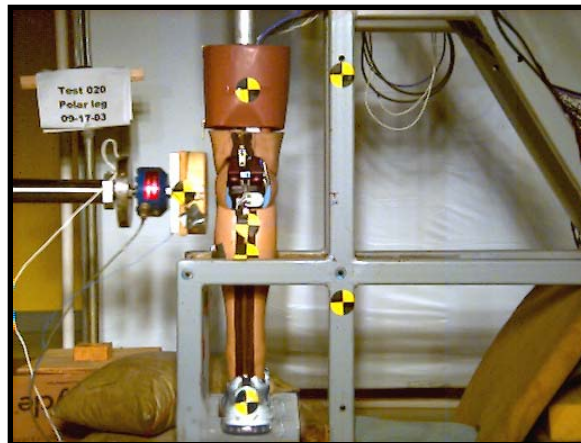
## *Inertial effects of upper body: Test Methods*

### Femur impact

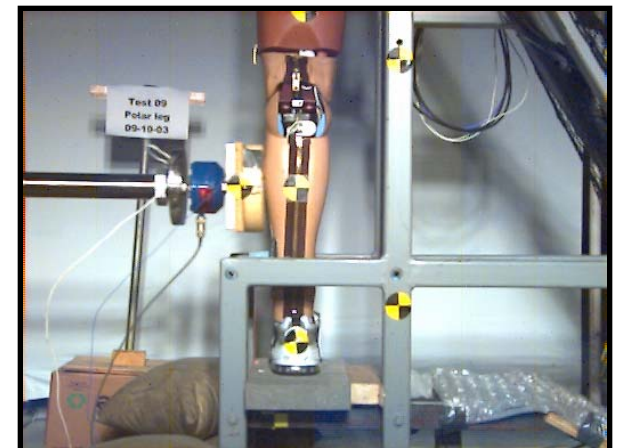


## Impact Locations (3)

### Knee impact

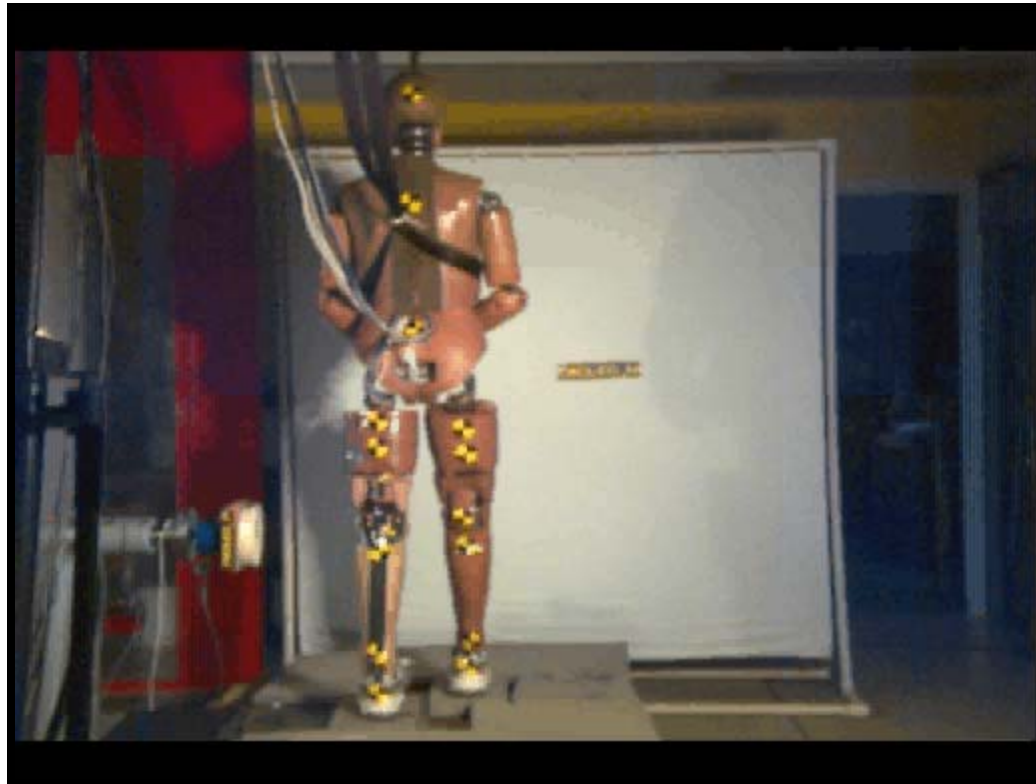


### Tibia impact



*Inertial effects of upper body: Test Methods*

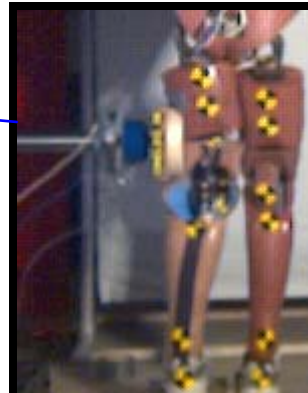
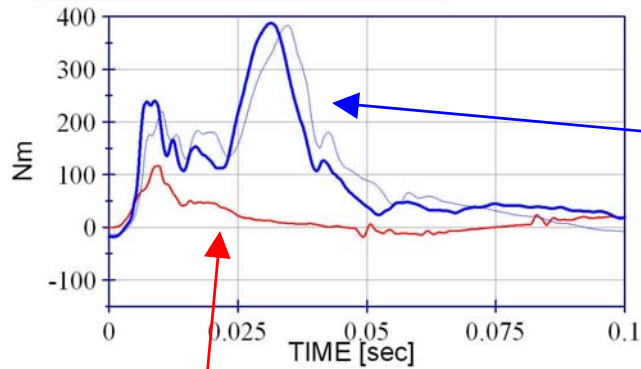
**Polar II Legform with Hybrid III Body**



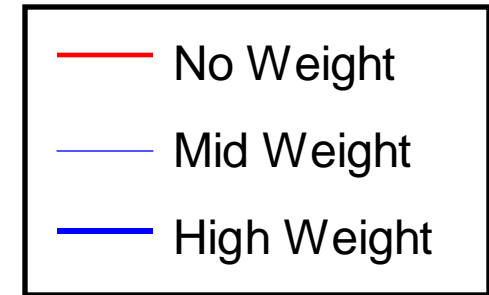
**Two-leg stance, Knee impact**

# Inertial effects of upper body: Preliminary Results

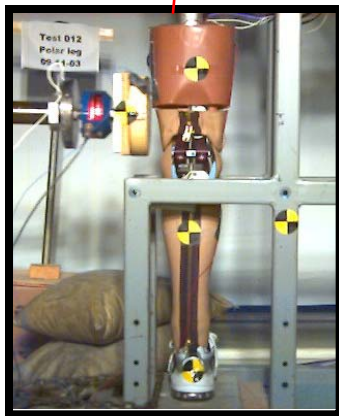
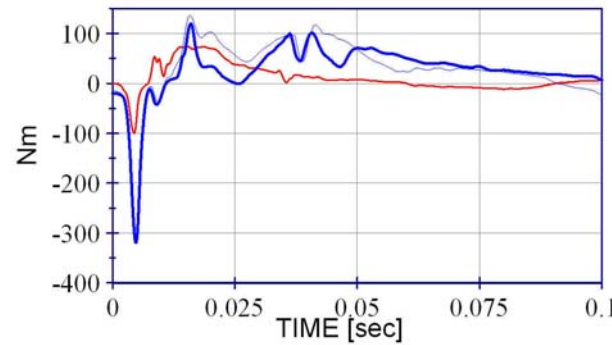
## Femur Level Impact:



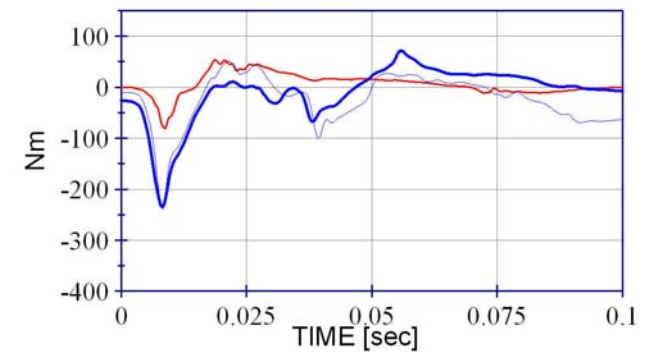
# Femur X Moment



## Knee Level Impact:



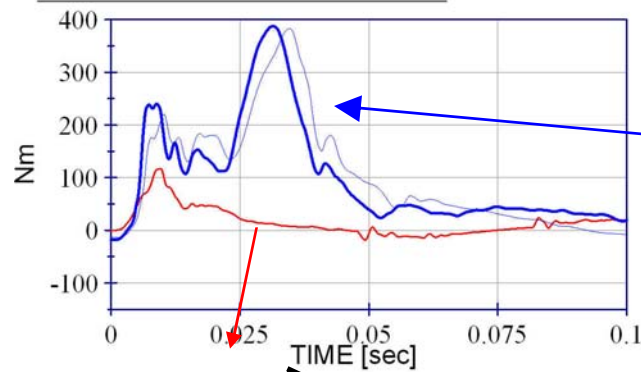
## Tibia Level Impact:



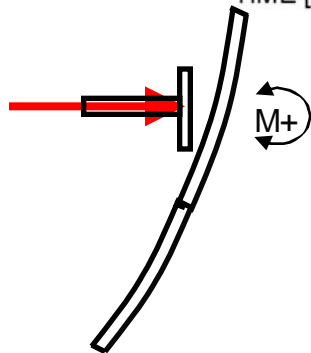
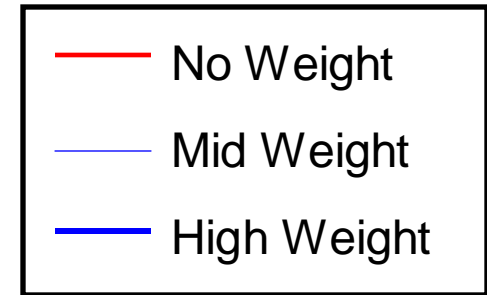
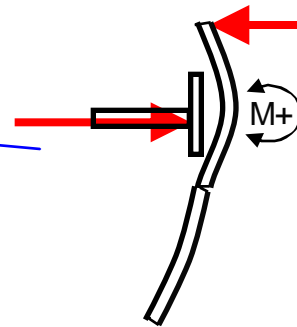


# Inertial effects of upper body: Preliminary Results

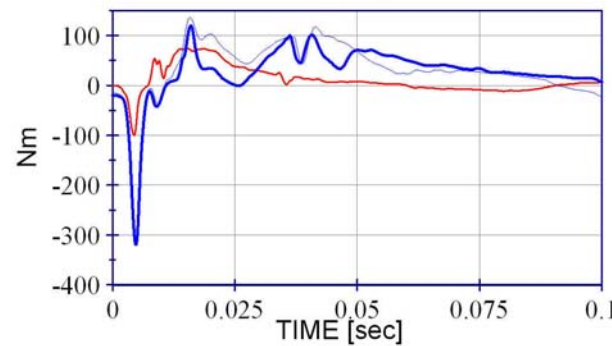
Femur Level Impact:



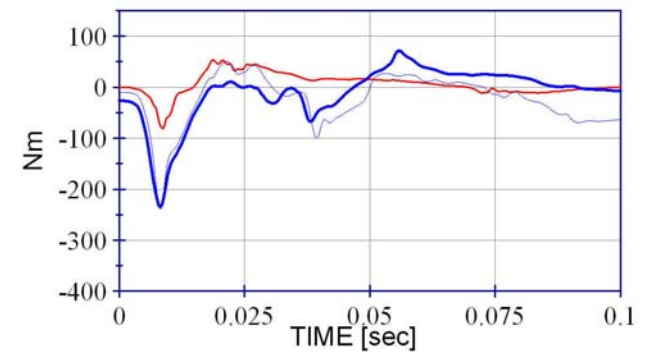
## Femur X Moment



Knee Level Impact:

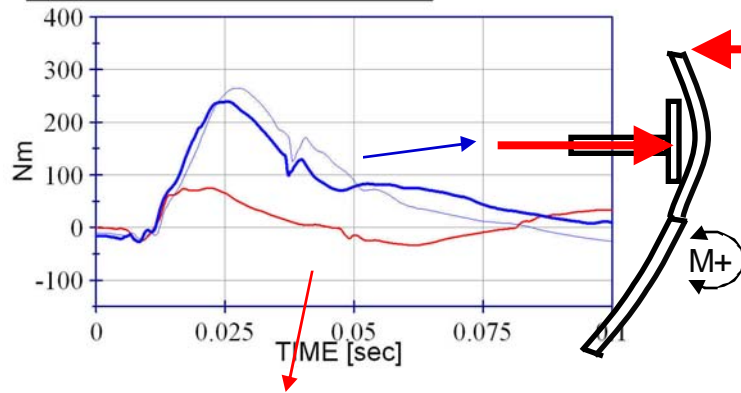


Tibia Level Impact:

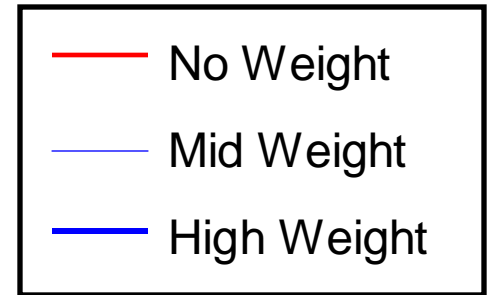


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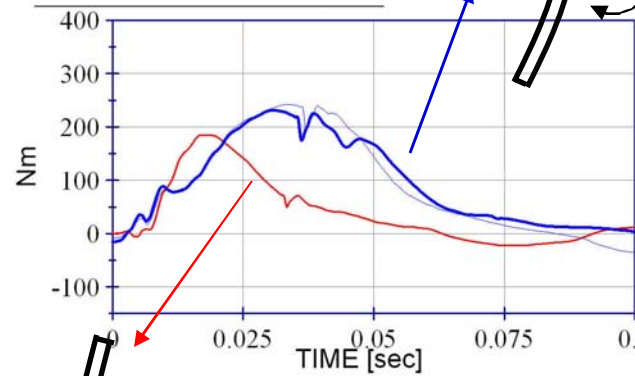
Femur Level Impact:



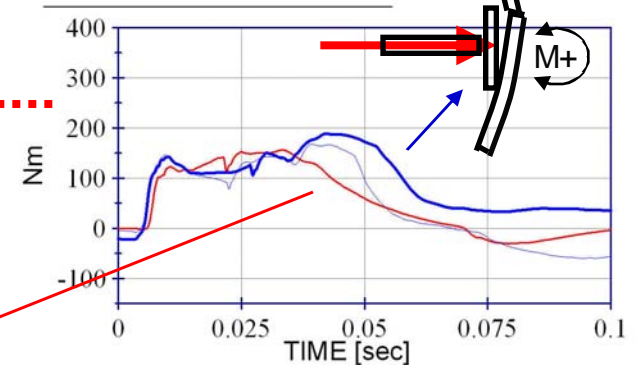
## Upper Tibia Moment



Knee Level Impact:



Tibia Level Impact:

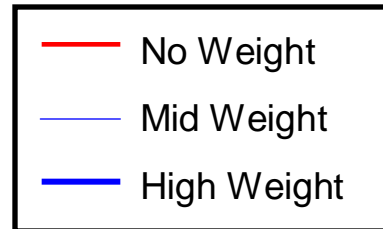
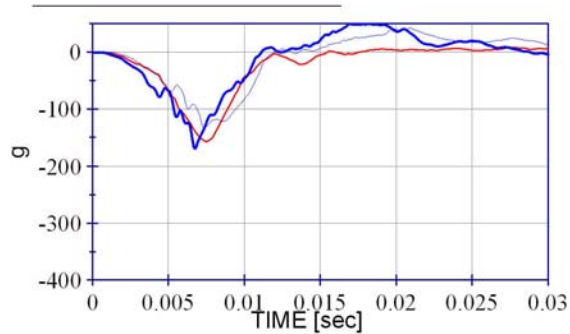


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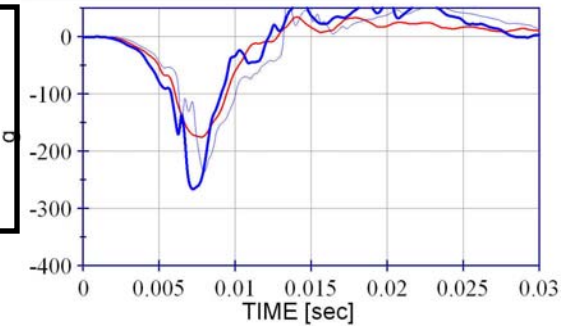
## Femur acceleration

## Tibia acceleration

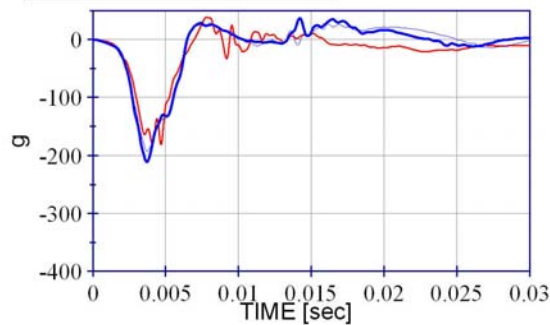
Femur Level Impact:



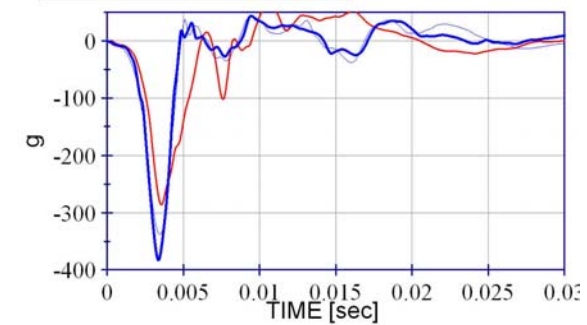
Femur Level Impact:



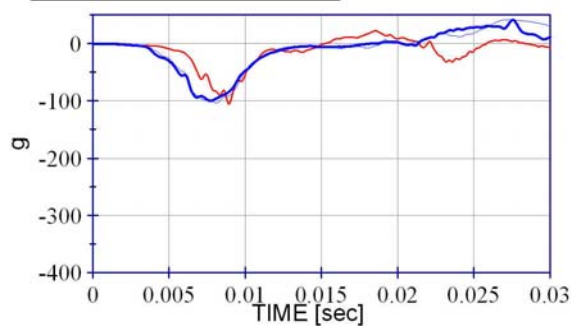
Knee Level Impact:



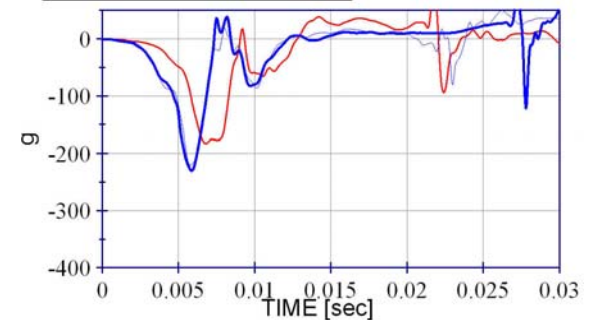
Knee Level Impact:



Tibia Level Impact:



Tibia Level Impact:





# Preliminary Observations

- 1) Ground contact effects appear minimal.
- 2) Presence of body mass does have effect on bending moment.
  - Femur moment - all impact heights
  - Tibia moment - high-bumper impacts
- 3) Presence of body mass has less effect on acceleration.

# Implications for Test Procedure

- Projectile test has potential to evaluate fracture measures
- Body weight effects on bending moment:
  - Limitations for unweighted projectile legform
- Future evaluation of bending moment should:
  - Be limited to impacts in certain height range

*or*

  - Simulate the inertia of the upper body

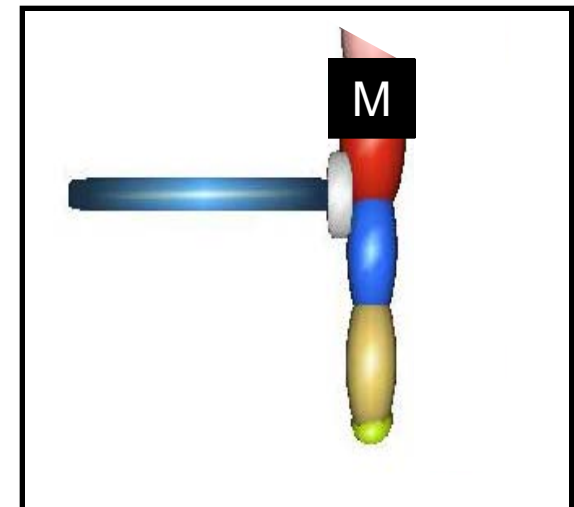
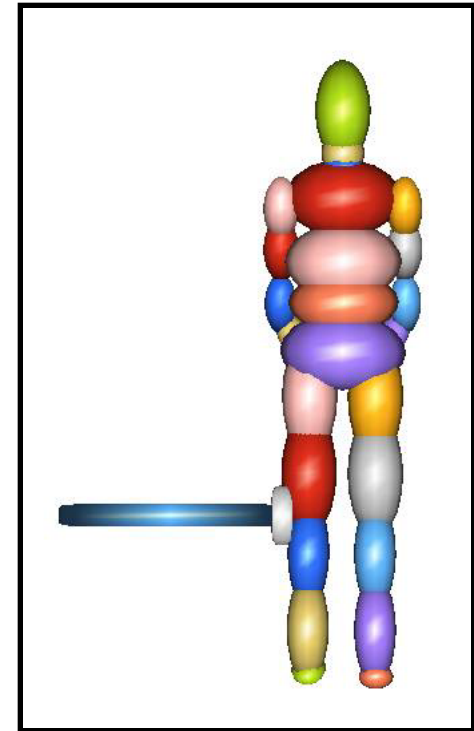
# Future work

## •Modeling

- Determine added mass required to simulate whole body impact
- Begin with mass recommended for knee injury measures.

## •Testing

- Modify legform with mass
- Compare weighted leg with full-body tests



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