

Introduction



Welcome to Level 3, Lesson 2 – All About Bump Testing, part of CTC's free online vibration analysis training series.

We hope you enjoyed and benefitted from the previous course and will continue to build your vibration analysis knowledge as you progress through Level 3.

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Training Objectives

Upon completion of this lesson, you will understand the basics of bump testing, including:



What is a bump test?



Why do a bump test?



How do bump tests work?



Bump Testing – What Is A Bump Test?

A bump test is the measured response of an impact to an object The force of the impact is not controlled or measured

The response of the object is not controlled, but is measured

A single channel response measurement



Bump Testing – Why Do A Bump Test?

Bump testing is done to excite and measure the natural frequency(s) of an object.

When bump testing is done, you will:



Identify a resonance



Understand a change in mass



Understand a change in stiffness



Understand a change in damping



Bump Testing – How Does It Work?





Bump Testing – Sine Waves?



-0.1 0 s



1.999023 s

Bump Testing – Bumps From Sine Waves?





Bump Testing – 100th Harmonic





Bump Testing – 50th Harmonic





Bump Testing – 20th Harmonic





GIT

Bump Testing – 10th Harmonic





Bump Testing – 5th Harmonic







Bump Testing – 4th Harmonic







Bump Testing – 3rd Harmonic







Bump Testing – 2nd Harmonic







Bump Testing – Fundamental





Bump Testing – 2nd Harmonic







Bump Testing – 3rd Harmonic







Bump Testing – 4th Harmonic







Bump Testing – 5th Harmonic







Bump Testing – 10th Harmonic





Bump Testing – 20th Harmonic





GIT

Bump Testing – 50th Harmonic





Bump Testing – 100th Harmonic





How Does Bump Testing Work?



Bump testing (or impact testing) works because the bump or impact contains all the individual frequencies or sign waves



When you bump or impact the object under test, you will excite all the natural frequencies of that object



Bump Testing – What Do You Impact With?





Bump Testing – Energy Value vs. Frequency

The item used to deliver the impact to the object under test will determine the energy that is delivered to the object:



Large objects with considerable mass should be impacted with rubber or wood.

This will generate high energy, low frequency responses (cow plops).



Small objects with considerable stiffness should be impacted with metal or hard plastics.

This will generate low energy, high frequency responses (pin drops).



Bump Testing – Set Up

Uniform Window

Take your time – bump around Do not over range or clip the input signal

800 – 1,600 lines of resolution

Try some different frequency spans

Only one bump for each time record

About four averages (depends on noise)



Bump Testing – Why The Uniform Window?

Run00008 Real Time 800.0 m 600.0 m 400.0 m 200.0 m > Real, 0 m -200.0 m -400.0 m -600.0 m · -800.0 m + 20.0 m 40.0 m 60.0 m 80.0 m 0 sec







Run00009_Hanning





Bump Testing – What To Bump?

1 in. (25.4 mm) diameter steel round stock

36 in. (914.4 mm) length

Clamped in "V" blocks at each end

CTC's 100 mV/g AC140 accelerometer stud mounted on the center





Bump Testing – Bump It! Two Responses!

Time Waveform







Bump Testing – Mental Health Check!





Bump Testing – Mental Health Check!





Case History – So Easy!

Time Waveform







Case History – Zoom

Time Waveform







Case History – Zoom & Mental Health Check





Case History – So Easy?

Time Waveform







Case History – What Is This?

Time Waveform







Case History – Log: Can't Live With It, Can't Live Without It!

Time Waveform







Case History – 0-50 Hz Span

Time Waveform







Case History – 0-50 Hz (Expanded "X" Scale)







Case History – Back To Bump Testing

Time Waveform







Case History – Back To Bump Testing



Log Decrement = $[1/n[LN(A_0/A_n)]] = [1/5[LN(1.633/0.268)]] = 0.36$

Damping Ratio = Log dec/2Pi = 0.36/2Pi = 0.36/6.28 = 0.057

Amplification Factor = 1/(2*Damping) = 1/(2*0.057) = 8.68



Amplification Factor – Using The Spectrum

 $F_n = 1/2 Pi \sqrt{k/m}$

- Increase the stiffness (k)
- >>>> Increase the frequency (F)

- >>>> Increase the mass (m)
- >>>> Decrease the frequency (F)



Damping – Control The Response



Damped





Conclusion

- **>>>** Take your time
- >>> Choose your weapon
- **>>>** Bump around
- >>>> Uniform window
- >>>> Look at the time waveform
- >>>> Look at the frequency spectrum

- >>> Do a mental health check
- **>>>** Calculate the amplification factor
- >>>> Change the mass
- >>>> Change the stiffness
- >>> Add damping
- >>>> Bump around



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