

JUGGLER TOSSES A BALL IN AIR. THE BALL LEAVES THE JUGGLER'S HAND 4 FEET ABOVE THE GROUND AND HAS AN INITIAL

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UNDERSTANDING THE PHYSICS BEHIND A JUGGLER'S TOSS PROVIDES FASCINATING INSIGHTS INTO MOTION, GRAVITY, AND THE PRINCIPLES OF KINEMATICS. WHEN A JUGGLER TOSSES A BALL INTO THE AIR, THE INTERPLAY BETWEEN INITIAL VELOCITY, HEIGHT, AND GRAVITATIONAL ACCELERATION DETERMINES THE BALL'S TRAJECTORY. IN THIS ARTICLE, WE EXPLORE THE DETAILED MECHANICS OF A TYPICAL JUGGLER'S THROW, FOCUSING ON THE INITIAL CONDITIONS, THE BALL'S MOTION, AND THE KEY FACTORS THAT INFLUENCE ITS FLIGHT. WHETHER YOU'RE A PHYSICS ENTHUSIAST, A PERFORMER, OR SIMPLY CURIOUS, THIS COMPREHENSIVE GUIDE OFFERS AN IN-DEPTH ANALYSIS OF THE DYNAMICS INVOLVED IN A STANDARD JUGGLING TOSS.

UNDERSTANDING THE INITIAL CONDITIONS OF THE TOSS

THE HEIGHT OF RELEASE

THE STARTING POINT OF OUR ANALYSIS IS THE HEIGHT FROM WHICH THE BALL IS RELEASED. IN THIS SCENARIO, THE BALL LEAVES THE JUGGLER'S HAND AT A HEIGHT OF 4 FEET ABOVE THE GROUND. THIS INITIAL HEIGHT PLAYS A CRUCIAL ROLE IN CALCULATING THE TOTAL TIME THE BALL SPENDS IN THE AIR AND ITS MAXIMUM HEIGHT DURING THE ASCENT.

THE INITIAL VELOCITY OF THE BALL

THE INITIAL VELOCITY (DENOTED AS (v_0)) AT WHICH THE BALL IS THROWN UPWARD SIGNIFICANTLY INFLUENCES ITS TRAJECTORY. THE MAGNITUDE OF THIS VELOCITY DEPENDS ON THE JUGGLER'S STRENGTH AND TECHNIQUE. FOR OUR ANALYSIS, WE'LL CONSIDER A GENERIC INITIAL VELOCITY AND EXPLORE HOW DIFFERENT VALUES AFFECT THE MOTION.

FACTORS AFFECTING THE INITIAL VELOCITY

- JUGGLER'S STRENGTH AND TECHNIQUE: A MORE SKILLED JUGGLER CAN GENERATE HIGHER INITIAL VELOCITIES.
- TYPE OF BALL: LIGHTER BALLS CAN BE THROWN HIGHER WITH LESS EFFORT.
- PURPOSE OF THE TOSS: ARTISTIC PERFORMANCES MAY INVOLVE VARYING VELOCITIES FOR EFFECT, WHEREAS PRACTICE THROWS TEND TO BE MORE CONSISTENT.

PHYSICS OF THE BALL'S TRAJECTORY

FUNDAMENTAL PRINCIPLES

THE MOTION OF THE BALL FOLLOWS THE LAWS OF PROJECTILE MOTION UNDER THE INFLUENCE OF GRAVITY. ASSUMING AIR RESISTANCE IS NEGLIGIBLE, THE KEY PARAMETERS INCLUDE:

- INITIAL VELOCITY (v_0)
- LAUNCH HEIGHT $(h_0 = 4)$ FEET
- ACCELERATION DUE TO GRAVITY $(g \approx 32.2, \text{ft/sec}^2)$

EQUATIONS GOVERNING THE MOTION

THE POSITION OF THE BALL AT ANY TIME (t) CAN BE DESCRIBED BY THE EQUATIONS:

$$h(t) = h_0 + v_0 \sin(\theta) t - \frac{1}{2} g t^2$$

WHERE:

- $h(t)$ IS THE HEIGHT AT TIME (t)
- (θ) IS THE ANGLE OF THE THROW (FOR SIMPLICITY, WE'LL ANALYZE VERTICAL THROWS; $(\theta = 90^\circ)$)
- $(v_0 \sin(\theta))$ SIMPLIFIES TO (v_0) WHEN THE THROW IS VERTICAL

IN PURELY VERTICAL THROWS:

$$h(t) = h_0 + v_0 t - \frac{1}{2} g t^2$$

CALCULATING THE MAXIMUM HEIGHT

DETERMINING THE PEAK OF THE TRAJECTORY

THE MAXIMUM HEIGHT (h_{MAX}) OCCURS WHEN THE VERTICAL VELOCITY BECOMES ZERO. THE TIME TO REACH MAXIMUM HEIGHT IS:

$$t_{\text{UP}} = \frac{v_0}{g}$$

AT THIS POINT, THE HEIGHT IS:

$$h_{\text{MAX}} = h_0 + v_0 t_{\text{UP}} - \frac{1}{2} g t_{\text{UP}}^2$$

SIMPLIFYING:

$$h_{\text{MAX}} = h_0 + \frac{v_0^2}{2g}$$

THIS FORMULA SHOWS THAT THE MAXIMUM HEIGHT DEPENDS ON BOTH THE INITIAL VELOCITY AND THE INITIAL HEIGHT.

EXAMPLE CALCULATION

SUPPOSE THE JUGGLER THROWS THE BALL UPWARD WITH AN INITIAL VELOCITY OF 20 FT/SEC:

$$h_{\text{MAX}} = 4 \text{ FT} + \frac{(20)^2}{2 \times 32.2} \approx 4 + \frac{400}{64.4} \approx 4 + 6.21 \approx 10.21 \text{ FT}$$

THE BALL REACHES APPROXIMATELY 10.21 FEET ABOVE THE GROUND.

TIME OF FLIGHT AND CATCH

TIME TO REACH MAXIMUM HEIGHT

Using:

$$T_{\text{UP}} = \frac{v_0}{g}$$

For $(v_0 = 20 \text{ ft/sec})$:

$$T_{\text{UP}} = \frac{20}{32.2} \approx 0.62 \text{ seconds}$$

TOTAL TIME IN THE AIR

The total flight time (T) (from release to catch) is:

$$T = 2 T_{\text{UP}} = 2 \times 0.62 \approx 1.24 \text{ seconds}$$

This assumes the ball is caught at the same height it was released.

IMPACT OF RELEASE HEIGHT AND INITIAL VELOCITY ON TIMING

- A higher initial velocity results in a longer flight time.
- Releasing the ball from a higher point increases the total time in the air.
- Variations in these parameters allow jugglers to control the rhythm and complexity of their routines.

PRACTICAL CONSIDERATIONS FOR JUGGLERS

CONTROLLING THE TOSS

- **Consistent Release Height:** Maintaining a steady 4-foot release height helps with timing and accuracy.
- **Adjusting Initial Velocity:** Skilled jugglers vary their throw strength to create desired trajectories.
- **Angle of Release:** While this analysis assumes vertical throws, real juggling involves angled throws for multiple objects.

SAFETY AND TECHNIQUE

- Proper technique minimizes the risk of missed catches and injury.
- Practicing with consistent initial conditions improves overall juggling performance.
- Using suitable balls that respond predictably to throws enhances control.

ADVANCED TOPICS IN JUGGLING PHYSICS

MULTIPLE OBJECT JUGGLING DYNAMICS

IN ROUTINES INVOLVING MULTIPLE BALLS, UNDERSTANDING THE TIMING AND TRAJECTORY OF EACH OBJECT IS ESSENTIAL. THE PRINCIPLES OUTLINED HERE EXTEND TO COMPLEX PATTERNS WITH CAREFULLY COORDINATED THROWS AND CATCHES.

AIR RESISTANCE AND REAL-WORLD FACTORS

WHILE THIS ANALYSIS NEGLECTS AIR RESISTANCE, IN REALITY, DRAG SLIGHTLY AFFECTS THE BALL'S FLIGHT, ESPECIALLY FOR LIGHTWEIGHT BALLS OR LONGER THROWS. ADVANCED MODELS INCORPORATE THESE FACTORS FOR MORE PRECISE PREDICTIONS.

ENERGY CONSIDERATIONS

- THE WORK DONE BY THE JUGGLER'S HAND TRANSLATES INTO KINETIC ENERGY.
- THE ENERGY REQUIRED DEPENDS ON THE INITIAL VELOCITY AND MASS OF THE BALL.
- EFFICIENT JUGGLING INVOLVES OPTIMIZING ENERGY EXPENDITURE WHILE MAINTAINING DESIRED TRAJECTORIES.

CONCLUSION

THE SEEMINGLY SIMPLE ACT OF A JUGGLER TOSSING A BALL INVOLVES COMPLEX PHYSICS PRINCIPLES THAT GOVERN ITS MOTION THROUGH SPACE. BY UNDERSTANDING THE INITIAL HEIGHT, VELOCITY, AND THE EFFECTS OF GRAVITY, PERFORMERS CAN REFINE THEIR TECHNIQUE, OPTIMIZE THEIR ROUTINES, AND EVEN INNOVATE NEW JUGGLING PATTERNS. WHETHER FOR ARTISTIC EXPRESSION OR SCIENTIFIC CURIOSITY, ANALYZING A JUGGLER'S TOSS OFFERS A FASCINATING GLIMPSE INTO THE ELEGANT MECHANICS OF MOTION.

KEYWORDS FOR SEO OPTIMIZATION:

- JUGGLING PHYSICS
- BALL TRAJECTORY ANALYSIS
- INITIAL VELOCITY IN JUGGLING
- PROJECTILE MOTION FOR JUGGLERS
- HOW HIGH DOES A JUGGLER THROW
- TIMING IN JUGGLING ROUTINES
- JUGGLING TECHNIQUES AND PHYSICS
- CALCULATING FLIGHT TIME OF JUGGLING BALLS
- DYNAMICS OF JUGGLING THROWS
- SAFE JUGGLING PRACTICES

FREQUENTLY ASKED QUESTIONS

WHAT IS THE INITIAL VELOCITY OF THE BALL WHEN IT LEAVES THE JUGGLER'S HAND IF IT IS TOSSED FROM 4 FEET ABOVE THE GROUND AND REACHES A CERTAIN HEIGHT?

THE INITIAL VELOCITY CAN BE CALCULATED USING THE KINEMATIC EQUATION $v = \sqrt{2gh}$, WHERE g IS THE ACCELERATION DUE TO GRAVITY ($\sim 32 \text{ ft/s}^2$), AND h IS THE HEIGHT ABOVE THE INITIAL POINT. IF THE BALL REACHES A MAXIMUM HEIGHT, YOU CAN DETERMINE THE INITIAL VELOCITY ACCORDINGLY.

How long does the ball stay in the air after leaving the juggler's hand at 4 feet above the ground?

The total time in the air can be found by analyzing the upward and downward journeys using kinematic equations, considering the initial velocity and the height of 4 feet. Typically, time to reach the highest point is $t = v_0/g$, and total time is twice that if the ball is thrown upwards with a certain initial velocity.

What factors influence the height and duration of the ball's flight in juggler tossing?

The initial velocity of the throw, the angle of release, gravitational acceleration, and air resistance all influence the height and duration of the ball's flight during juggling.

If the ball leaves the hand 4 feet above the ground, what is its velocity just before hitting the ground?

Using the conservation of energy or kinematic equations, the velocity just before impact can be calculated considering the initial height and initial velocity, typically resulting in a higher speed due to acceleration from gravity during the fall.

How does the initial height of 4 feet affect the trajectory of the juggler's toss?

Starting from a height of 4 feet means the ball has a head start in its upward motion, allowing for a higher maximum height and longer hang time, depending on the initial velocity applied during the toss.

What is the significance of understanding projectile motion when analyzing a juggler's toss?

Understanding projectile motion helps in predicting the ball's trajectory, optimizing the timing and height of throws, and improving juggling techniques by controlling the initial velocity and release angle for consistent catches.

Additional Resources

Juggler Tosses A Ball In Air: An In-Depth Exploration Of Technique, Physics, And Performance

When it comes to the art of juggling, few moments are as captivating as a juggler tossing a ball into the air with precision and flair. Among the many aspects that contribute to a successful juggling act, the initial toss—especially when the ball leaves the hand 4 feet above the ground—is a critical component that combines skill, physics, and performance artistry. In this comprehensive review, we will explore every facet of this maneuver, from the technical execution to the underlying physics, and the importance of this action in the context of juggling as a performance art.

Understanding The Basic Mechanics Of A Juggling Toss

WHAT IS A JUGGLING TOSS?

A JUGGLING TOSS REFERS TO THE ACT OF PROPELLING A BALL OR OBJECT INTO THE AIR WITH A CONTROLLED MOTION, INTENDING TO CATCH OR TRANSFER IT TO ANOTHER HAND OR OBJECT. THE QUALITY OF THE TOSS INFLUENCES THE RHYTHM, ACCURACY, AND AESTHETIC APPEAL OF THE JUGGLING ROUTINE.

KEY COMPONENTS OF A TOSS:

- INITIATION: THE MOVEMENT BEGINS WITH THE JUGGLER'S HAND PREPARING TO RELEASE THE BALL.
- RELEASE POINT: THE PRECISE MOMENT WHEN THE BALL LEAVES THE HAND.
- FOLLOW-THROUGH: THE MOTION OF THE HAND AND ARM AFTER RELEASING THE BALL.
- TRAJECTORY: THE PATH THE BALL TAKES THROUGH THE AIR.
- CATCH/RECEPTION: THE MOMENT THE BALL IS CAUGHT OR TRANSFERRED TO CONTINUE THE PATTERN.

THE SIGNIFICANCE OF THE 4-FOOT TOSS HEIGHT

WHY 4 FEET? A STANDARD IN JUGGLING PRACTICE

THE CHOICE OF RELEASING A BALL AT APPROXIMATELY 4 FEET ABOVE THE GROUND IS NOT ARBITRARY. IT BALANCES SEVERAL FACTORS:

- CONTROL: RELEASING TOO HIGH CAN MAKE CONTROL DIFFICULT, WHILE TOO LOW MIGHT LIMIT THE JUGGLING PATTERN.
- VISIBILITY: HIGHER THROWS ENHANCE VISIBILITY FOR THE AUDIENCE, MAKING THE ACT MORE DRAMATIC.
- TIMING: A 4-FOOT TOSS PROVIDES AMPLE TIME FOR MULTIPLE PASSES AND COMPLEX PATTERNS.
- PHYSICAL COMFORT: IT ALIGNS WITH NATURAL ARM EXTENSION AND REDUCES STRAIN.

PHYSICAL AND ARTISTIC IMPLICATIONS

- HEIGHT AND RHYTHM: THROWS AT THIS HEIGHT ALLOW FOR A CONSISTENT RHYTHM, ESSENTIAL IN MULTI-BALL PATTERNS.
- AESTHETICS: THE VISUAL IMPACT OF A BALL SOARING 4 FEET ADDS TO THE SPECTACLE.
- SKILL LEVEL: ACHIEVING THIS HEIGHT CONSISTENTLY IS OFTEN AN INDICATOR OF ADVANCED JUGGLING PROFICIENCY.

TECHNICAL BREAKDOWN OF THE INITIAL TOSS

POSITIONING AND STANCE

- FOOT PLACEMENT: TYPICALLY SHOULDER-WIDTH APART TO MAINTAIN BALANCE.
- BODY POSTURE: SLIGHT FORWARD LEAN WITH RELAXED SHOULDERS TO FACILITATE FLUID MOTION.
- HAND POSITION: THE THROWING HAND IS POSITIONED SLIGHTLY BEHIND AND ABOVE THE BALL AT THE START.

GRIP AND HAND MOVEMENT

- GRIP: THE BALL IS HELD COMFORTABLY, USUALLY WITH FINGERTIPS OR PALM, DEPENDING ON THE JUGGLER'S STYLE.
- PREPARATION: THE HAND PULLS BACK SLIGHTLY TO GENERATE MOMENTUM.
- RELEASE: THE FINGERS GENTLY OPEN, ALLOWING THE BALL TO LEAVE THE HAND SMOOTHLY.

EXECUTING THE TOSS

1. ENGAGE THE CORE: USE CORE MUSCLES TO STABILIZE THE MOVEMENT.
2. EXTEND THE ARM: THE THROWING ARM EXTENDS UPWARD, FOLLOWING A SMOOTH TRAJECTORY.
3. SNAP THE WRIST: A SLIGHT WRIST FLICK ADDS CONTROL AND HEIGHT TO THE TOSS.
4. FOLLOW-THROUGH: THE HAND CONTINUES UPWARD MOMENTARILY, ENSURING THE BALL REACHES THE DESIRED HEIGHT.

THE PHYSICS BEHIND THE TOSS

GRAVITY AND TRAJECTORY

WHEN A BALL IS TOSSED INTO THE AIR, GRAVITY INFLUENCES ITS MOTION, CREATING A PARABOLIC TRAJECTORY. THE INITIAL VELOCITY AND ANGLE DETERMINE THE HEIGHT AND FLIGHT DURATION.

KEY PRINCIPLES:

- INITIAL VELOCITY (v_0): THE SPEED AT WHICH THE BALL LEAVES THE HAND.
- ANGLE OF RELEASE (θ): TYPICALLY CLOSE TO VERTICAL FOR HIGH THROWS.
- MAXIMUM HEIGHT (h_{max}):

$$h_{\text{max}} = \frac{v_0^2 \sin^2 \theta}{2g}$$

WHERE (g) IS ACCELERATION DUE TO GRAVITY ($\sim 9.8 \text{ m/s}^2$).

- TIME OF FLIGHT (t):

$$t = \frac{2 v_0 \sin \theta}{g}$$

IMPLICATION FOR A 4-FOOT TOSS:

ASSUMING A NEAR-VERTICAL THROW, THE INITIAL VELOCITY MUST BE SUFFICIENT TO REACH 4 FEET (~ 1.2 METERS). FOR EXAMPLE, A SIMPLE CALCULATION SHOWS:

$$v_0 = \sqrt{2 g h}$$

$$v_0 = \sqrt{2 \times 9.8 \times 1.2} \approx 4.85, \text{ m/s}$$

THIS VELOCITY ENSURES THE BALL REACHES THE DESIRED HEIGHT BEFORE DESCENDING.

CONTROL AND PRECISION

- CONSISTENT RELEASE HEIGHT: ENSURES PREDICTABLE TRAJECTORIES.
- ADJUSTING VELOCITY: JUGGLER MODULATES THE FORCE APPLIED TO CONTROL THE HEIGHT.
- TIMING: ACCURATE TIMING OF THE RELEASE IS CRITICAL TO MAINTAIN RHYTHM AND PATTERN INTEGRITY.

SKILL DEVELOPMENT AND PRACTICE STRATEGIES

BUILDING CONSISTENCY

- START WITH LOW THROWS: PRACTICE TOSSING AT LOWER HEIGHTS TO DEVELOP CONTROL.
- GRADUALLY INCREASE HEIGHT: PROGRESS TO 4 FEET ONCE CONTROL IS MASTERED.
- USE VISUAL MARKERS: MARK THE HAND POSITION OR GROUND FOR CONSISTENT RELEASE POINTS.
- RECORD AND ANALYZE: VIDEO RECORDINGS HELP IDENTIFY INCONSISTENCIES.

DRILLS AND EXERCISES

- SINGLE-OBJECT TOSSES: FOCUS ON SMOOTH, CONTROLLED THROWS.
- TWO-OBJECT PATTERNS: PRACTICE ALTERNATING HANDS WITH CONSISTENT HEIGHT.
- PAUSE AND CATCH: PAUSE BRIEFLY AFTER EACH THROW TO ENSURE ACCURACY BEFORE MOVING ON.
- PATTERN VARIATIONS: INCORPORATE DIFFERENT THROW HEIGHTS TO DEVELOP ADAPTABILITY.

COMMON CHALLENGES AND SOLUTIONS

- INCONSISTENT HEIGHT: USE VISUAL CUES AND SLOW-MOTION PRACTICE.
- DROPPING THE BALL: IMPROVE GRIP AND HAND-EYE COORDINATION.
- OVEREXERTION: AVOID UNNECESSARY TENSION; RELAX MUSCLES FOR FLUID MOTION.
- TIMING ERRORS: SYNCHRONIZE BREATH AND MOVEMENT FOR RHYTHM.

PERFORMANCE AND ARTISTIC ASPECTS

ADDING STYLE AND FLARE

- **BODY LANGUAGE:** USE EXPRESSIVE MOVEMENTS TO ENGAGE THE AUDIENCE.
- **FACIAL EXPRESSIONS:** CONVEY CONFIDENCE AND JOY.
- **EYE CONTACT:** CONNECT WITH VIEWERS TO ENHANCE ENGAGEMENT.
- **BODY MOVEMENT:** INCORPORATE SPINS, STEPS, OR DANCE ELEMENTS TO ELEVATE THE ACT.

INCORPORATING THE TOSS INTO ROUTINES

- **PATTERN COMPLEXITY:** USE THE 4-FOOT TOSS AS A FOUNDATIONAL ELEMENT BEFORE ADDING TRICKS.
- **TRANSITIONS:** SEAMLESSLY INTEGRATE HIGH TOSSES INTO LARGER SEQUENCES.
- **THEATRICALITY:** USE TOSS HEIGHT TO CREATE DRAMATIC MOMENTS OR PAUSES.
- **THEMATIC ELEMENTS:** COORDINATE TOSSES WITH MUSIC OR STORYTELLING FOR A COHESIVE PERFORMANCE.

SAFETY CONSIDERATIONS

- **CLEAR SPACE:** ENSURE AMPLE ROOM TO PREVENT ACCIDENTS.
- **OBJECT CHOICE:** USE APPROPRIATE, LIGHTWEIGHT BALLS TO CONTROL AND MINIMIZE INJURY RISK.
- **ENVIRONMENT:** AVOID SLIPPERY OR UNEVEN SURFACES.
- **WARM-UP:** PREPARE MUSCLES AND JOINTS TO PREVENT STRAIN.

TECHNOLOGICAL AIDS AND MODERN INNOVATIONS

- VIDEO ANALYSIS SOFTWARE: HELPS ANALYZE TOSS HEIGHT AND CONSISTENCY.
- SENSOR-EQUIPPED BALLS: ADVANCED TOOLS FOR MEASURING VELOCITY AND TRAJECTORY.
- TRAINING APPS: PROVIDE VISUAL CUES AND FEEDBACK FOR PRACTICE.
- LIGHTING AND STAGE EFFECTS: ENHANCE VISUAL IMPACT OF HIGH THROWS.

CONCLUSION: THE ART AND SCIENCE OF THE 4-FOOT TOSS

MASTERING THE INITIAL TOSS WHERE THE BALL LEAVES THE HAND 4 FEET ABOVE THE GROUND IS A TESTAMENT TO A JUGGLER'S SKILL, CONTROL, AND UNDERSTANDING OF PHYSICS. IT COMBINES PRECISE TECHNICAL EXECUTION WITH ARTISTIC EXPRESSION, FORMING THE BACKBONE OF MANY JUGGLING ROUTINES. THE ACT DEMANDS CONSISTENT PRACTICE, KEEN ATTENTION TO DETAIL, AND A FLAIR FOR PERFORMANCE TO CAPTIVATE AUDIENCES AND ELEVATE THE CRAFT.

WHETHER FOR BEGINNER LEARNERS AIMING TO IMPROVE CONTROL OR SEASONED PERFORMERS PUSHING THE BOUNDARIES WITH COMPLEX PATTERNS, UNDERSTANDING EVERY NUANCE OF THIS TOSS ENRICHES THE JUGGLING EXPERIENCE. IT EMBODIES THE PERFECT HARMONY OF SCIENCE AND ART—AN ELEGANT DANCE OF PHYSICS, COORDINATION, AND SHOWMANSHIP THAT CONTINUES TO ENTHRALL SPECTATORS WORLDWIDE.

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