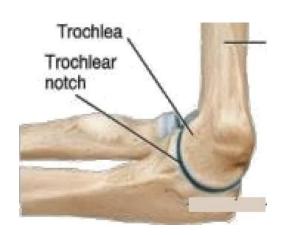


SYNOVIAL JOINT



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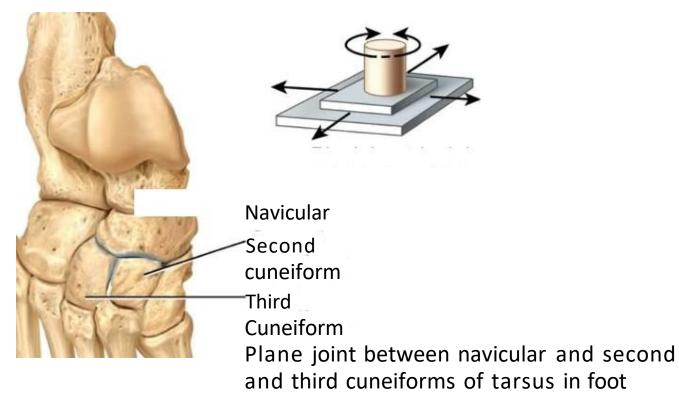




- There are 6 types of synovial joints based on the shapes of the articulating bone surfaces.
 - —Not all synovial joints have all (or any) accessory structures like ligaments and bursae —some of them are quite simple.

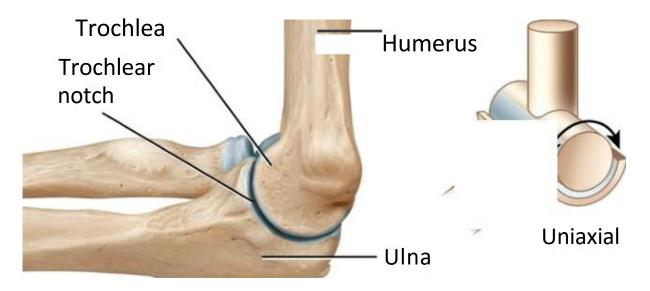


 In a planar joint, the articulating surface is flat or slightly curved, permitting back and forth and side-to-side movements





 In a hinge joint, the convex surface of one bone fits into the concave surface of another, producing an opening and closing action like a hinge.



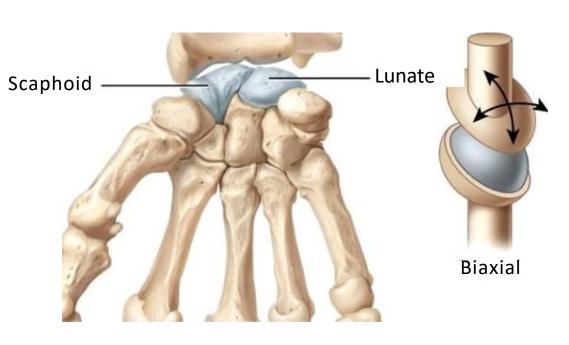
(b) Hinge joint between trochlea of humerus and trochlear notch of ulna at the elbow



 In a pivot joint, the rounded surface of one bone articulates with a ring structure formed by another bone and a ligament (allowing rotation around its longitudinal axis).



 In a condyloid joint, the convex oval-shaped projection of one bone fits into the oval-shaped depression of another bone

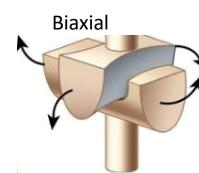


(d) Condyloid joint between radius and scaphoid and lunate bones of carpus (wrist)



• In a saddle joint, the articular surface of one bone is saddle-shaped. This is really a modified condyloid joint, but the range of motion is

expanded to include movement around All 3 axes.



(e) Saddle joint between trapezium of carpus (wrist) and metacarpal o1 thumb



- In a ball-and-socket joint, the ball surface of one bone fits into a cuplike depression of another bone.
- These joints allows the most movement of any joint.



The shoulder joint is a ball-and-socket synovial joint —it has the most range of motion of any joint in the body.





(f) Ball-and-socket joint between head of femur and acetabulum of hip bone