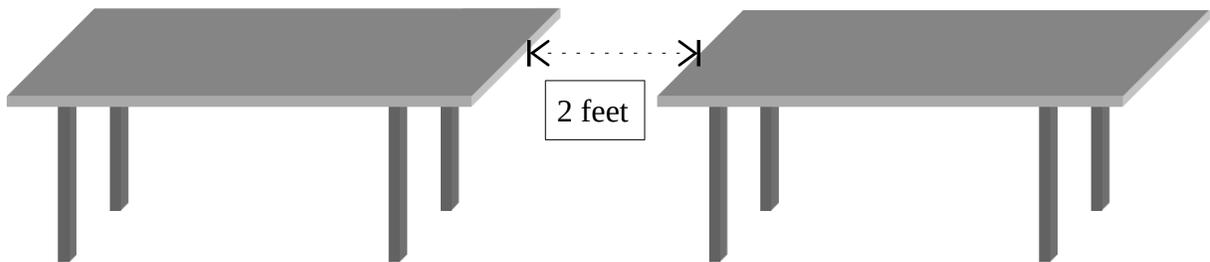


# Mind the Gap

Last updated July 16, 2024

## Overview

The objective of this competition is to get from one side of a two-foot wide gap to the other side in the fastest time. Robots may use any conceivable strategy to reach the other side, including but not limited to jumping, bridge-building, or even flying. The gap will be created by placing two tables two feet apart, with the edges parallel, as shown.



## Robot Design

Robots must be constructed of 100% LEGO-brand parts, with special exceptions allowed for string, rubber bands, batteries, and third-party sensors. No destructive modification (melting, glue, deformation, etc.) of the bricks is permitted. Contestants may use any type of intelligent brick (RCX, NXT, EV3, Hub, Cybermaster, Scout, etc.), and any number of sensors and motors.

Robots must compete autonomously, without being controlled or guided by a human operator. Robots must fit entirely within a cube measuring 12 inches by 12 inches by 12 inches at the beginning of an attempt. There is no weight restriction.

## Rules

Robots will compete one at a time. At the start of each attempt, a robot will be placed behind the starting position, which will be a line one foot from the edge of one of the tables. The robot must be placed in such a way that no part of it is over the starting position line. After the robot is activated, no further human interaction with the robot is permitted until the conclusion of the attempt.

Robots will be permitted three attempts to reach the other table, and the best time out of the three attempts will be recorded as the score. The entire robot must move across the gap to the other table; no part of the robot may be left behind. (Pieces which fall off the

robot by accident may be excused at the judge's discretion.) Elapsed time will be measured from the moment the starting signal is given to the moment the entire robot is within the bounds of the other table. The robot with the fastest time will be the winner. If no robot succeeds in completing the challenge, or in the event of a tie, the audience will be polled for a tiebreaker vote.