# Pole Vault

Overview

A robot must jump, climb, fly, or hop over a divider situated in the middle of the playing surface. The fastest robot to reach the other side of the field wins.

Rules

The competition will take place on a standard-size FIRST LEGO League table, a 4 feet by 8 feet smooth white surface surrounded by two-by-four walls painted flat black. (The actual playable area is 93 inches by 45 inches.)
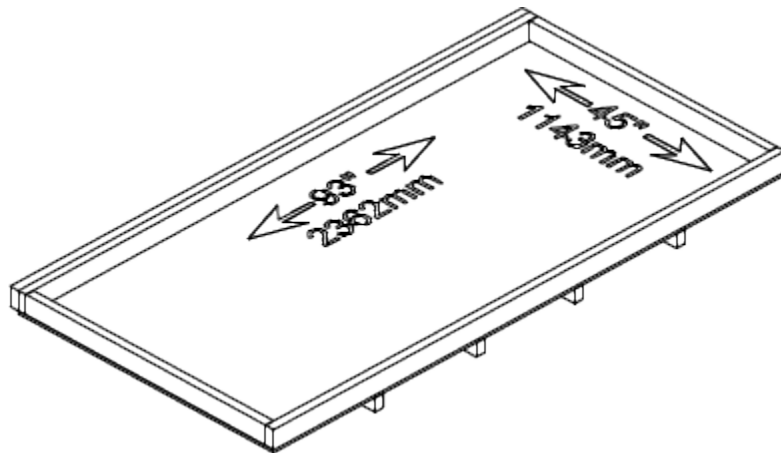
The table will be modified by adding a 1 foot high, ½ inch thick wall to the center of the lengthwise axis, dividing the table into two 4 feet by 4 feet square sections. The wall will be painted flat red on one side and flat green on the other side. (The robot may choose to start the contest on either side of the wall.)

Robots will begin the contest against the edge of the table on one side of the playing surface. At the start of the round, the robot must advance to the center wall and attempt to travel over the wall to the other side. The robot will be allowed three attempts. An attempt will be deemed successful when the robot touches the ground after having crossed the plane of the wall. The part that touches the ground must be part of the main body of the robot, not an arm or anything detachable. The fastest successful time from each attempt will be recorded, and the robot with the best time will be the winner.

Robots must fit entirely within a square measuring 10 inches by 10 inches at the beginning of a round. There is no height or weight restriction.

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