



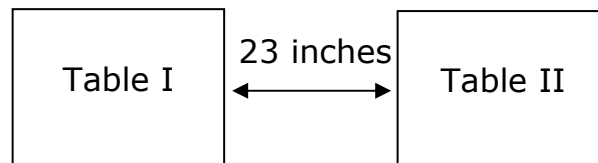
MAKER CHALLENGE #23

"Table Tumble"



THE CHALLENGE:

Build a device that moves itself from Table I to Table II without falling off Table II and leaving nothing behind on Table I.



THE CONSTRAINTS:

- At the start, no part of your device can extend or hang past the perimeter of Table I. That is, the device must be fully contained on Table I.
- Each device is to be started by the pull of a pin, cut of a string, flick of a switch, or the release of a single hand support (no pushing, throwing, pulling, etc is allowed).
- Once started or released, your device needs to function entirely on its own until the motion is complete without further human intervention.
- No part of your device can fall off Table I, Table II or be lost in transit between the two tables. All parts of your device must end up on Table II; no parts of your device can be left on Table I.