# 4-H LEGO Robotics FAQ's

Welcome to the 2022 Maryland 4-H LEGO Robotics Contests. This google doc will serve as a place to have questions answered by coaches and mentors. This document will be read only. If you would like to ask a question, please send an email to Willie Lantz at [wlantz@umd.edu](mailto:wlantz@umd.edu) or Mark DeMorra at [mdemorra@umd.edu](mailto:mdemorra@umd.edu). We will try to answer your questions as quickly as possible and post the question and answer on this google site (anonymously). Please return often to this site to view any clarifications of the game and rules.

## Question 1
**2/4/2020**
**Is there a conflict with using the Python coding for the EV3 in the state contest? We are looking for ways to challenge some of our more advanced teams and since there is now a version approved by LEGO, we hoped to experiment. Please advise in case there is a rule against it.**

It is our intention to allow the use of LEGO equipment and software in a similar fashion as that of FIRST LEGO League, so yes you can use Python for coding with the EV3. While we encourage the use of advanced building and coding (note the technical presentation rubric), we do also want to ensure that 4-H members are the primary creator of the code. It will be very important for the team to be able to describe their software code to the judges during their technical presentation.

## Question 2
**2/4/2020**
**What robot kits are allowed to be used in the 4-H Lego Robotics Game?**

In addition to the Lego Mindstorms NXT and EV3 kits, teams are allowed to use Lego RCX and we are also planning to update the manual to include the newest LEGO Education product: SPIKE Prime, and any of the components of the SPIKE Prime system which are now allowed by FIRST LEGO League.

# 2022 4-H REC FAQ's

**Question 1**

X/X/2022

**Question 2**

X/X/2022

# 2020-21 4-H REC FAQ's

**Question 1**
**5/1/2020**
**How many astronauts does each team start with?**

Each team starts with exactly 16 astronauts, colored appropriately red or blue. A team can score with a maximum of 2 astronauts per planet.

**Question 2**
**5/1/2020**
**Is a team able to block another team from scoring on a planet?**

No, the status and/or location of a team's astronauts does not affect the scorability of the astronauts of the opposing team. If a team has placed 2 astronauts on a planet, the other team can still put 2 astronauts on that same planet too. The astronaut limits are team-based, not overall quantity-based. So in theory, at the end of the match, there could be 4 astronauts (2 red and 2 blue) on each non-Earth planet and all 32 astronauts on the field would end up scoring. If a team placed 4 of their astronauts on a planet, that would still not affect the other team's ability to score on that planet. That team would have just wasted 2 of their astronauts.