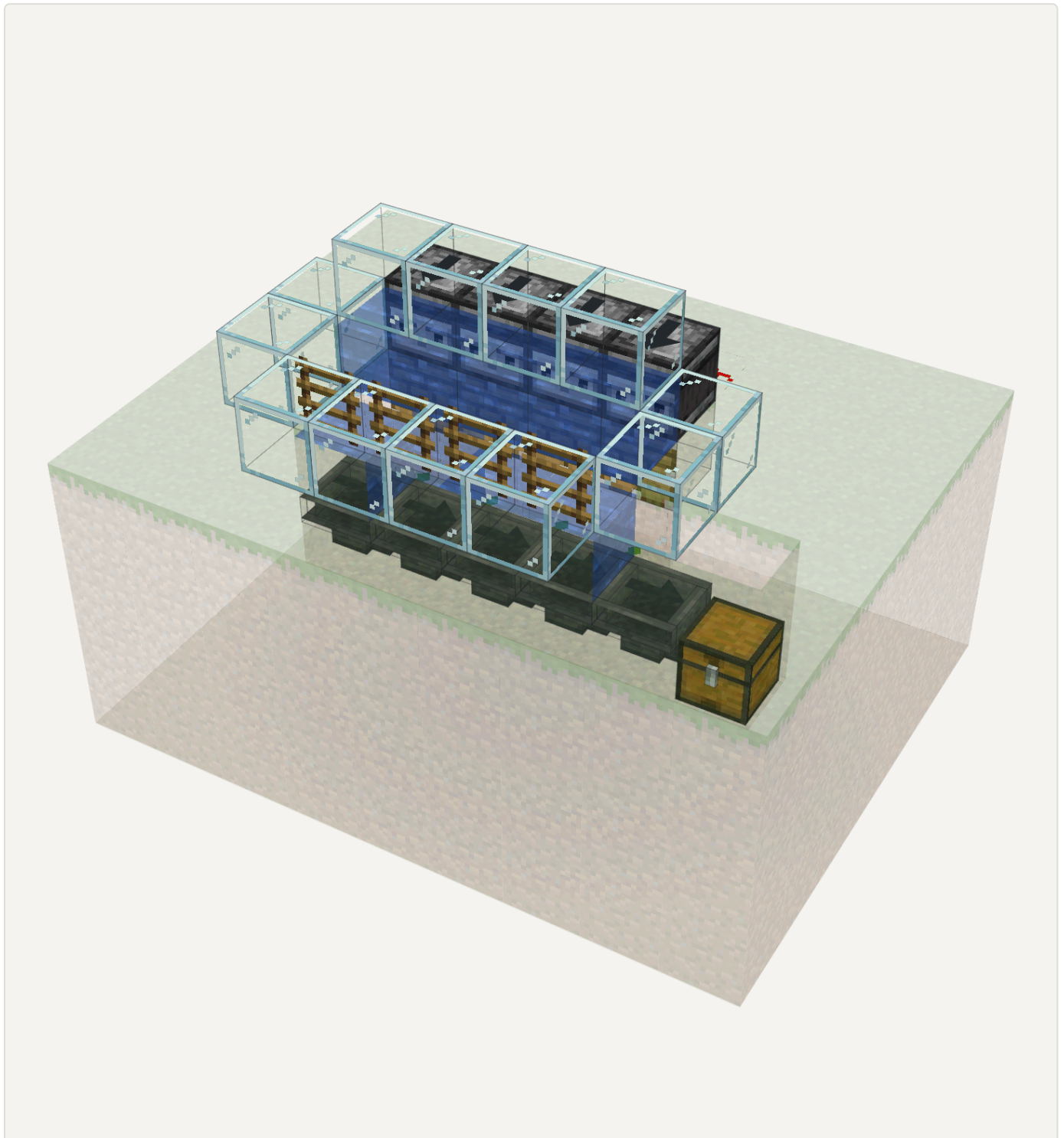


Automatic Kelp Farm

Minecraft 26.3 · Blocksworth Tests, Build #11



34 blocks + 8 water buckets + 4 kelp

8 steps

9 different parts



12×
Glass



4×
Ladder



1×
Chest



5×
Hopper



4×
Observer



4×
Piston



4×
Redstone Dust



8×
Water Bucket



4×
Kelp

Not an official Minecraft product. Not approved by or associated with Mojang or Microsoft. Block textures: Minecraft, © Mojang, loaded live from Mojang's official server.

Inventory

Everything you need: 34 blocks + 8 water buckets + 4 kelp

BLOCKS



12×
Glass



4×
Ladder



1×
Chest

REDSTONE



5×
Hopper



4×
Observer



4×
Piston



4×
Redstone Dust

ITEMS



8×
Water Bucket



4×
Kelp

1

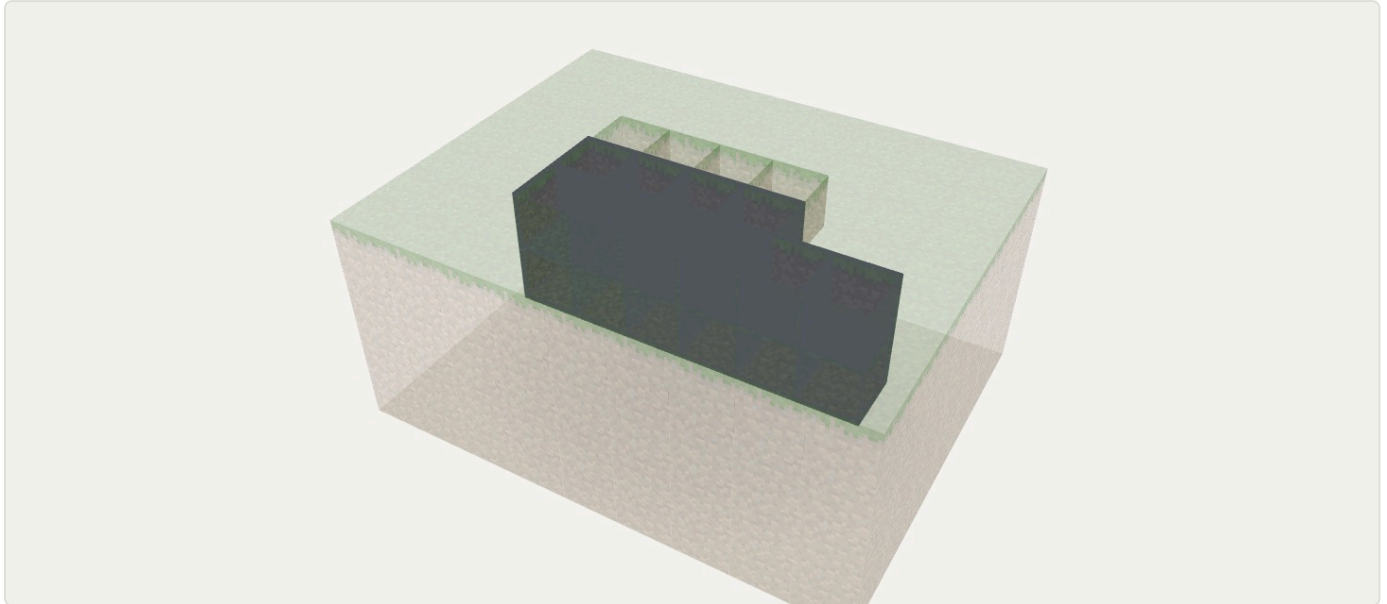
Cells to remove are outlined



20×
Dig out

Dig two rows, 4 long and 2 deep

The front row runs one block further, then a chest hole at its end, open to the sky (all 2 deep). On sand the block over the 5th hopper falls in anyway.



2

New blocks are outlined



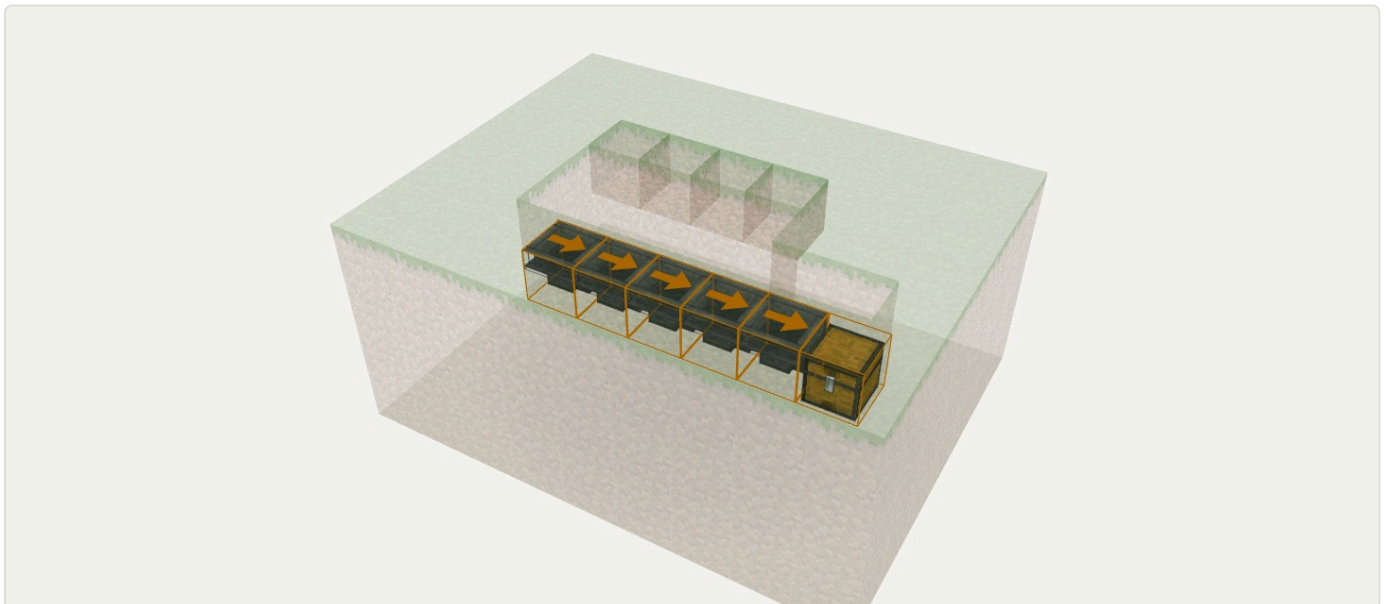
1×
Chest



5×
Hopper

Chest, then 5 hoppers

The chest goes at the bottom of the chest hole. 5 hoppers along the front row, every one pointing toward the chest (sneak while you place each one against the next).



3

□ New blocks are outlined



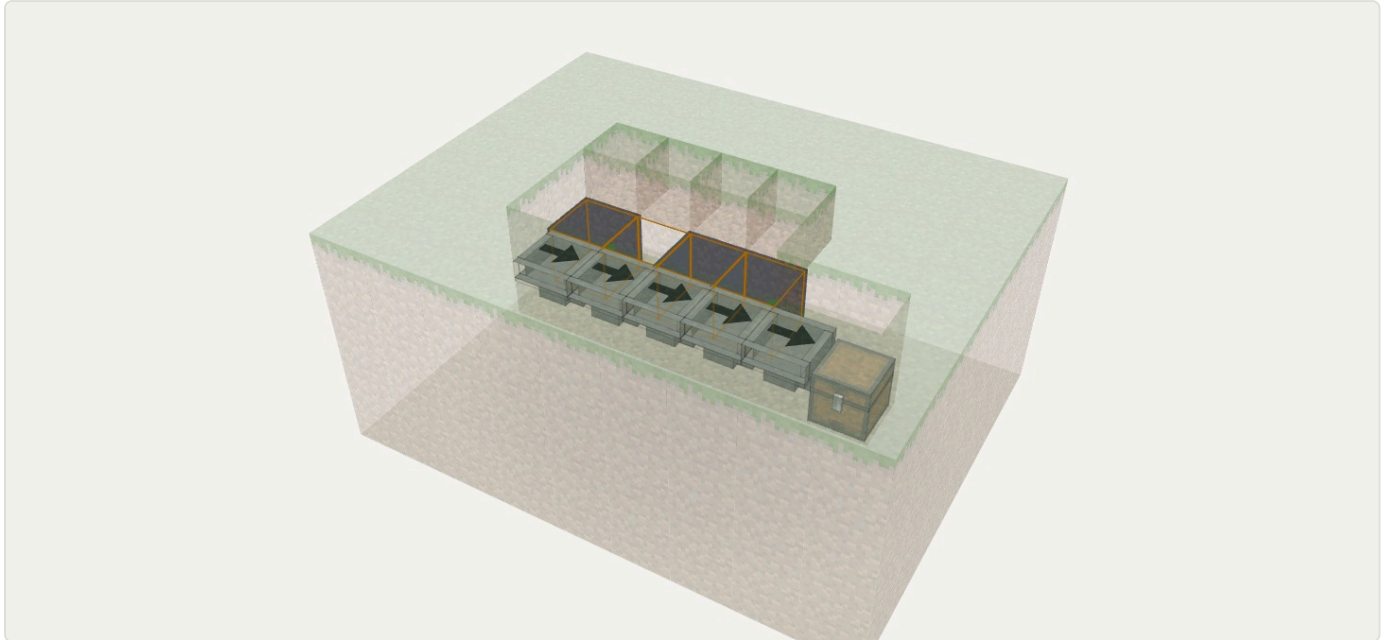
3×
Water Bucket



4×
Kelp

Water in the back row, plant the kelp

Kelp needs still (source) water: 3 buckets fill the row (both ends and one middle). Then plant 1 kelp in every cell.



4

□ New blocks and removals are outlined



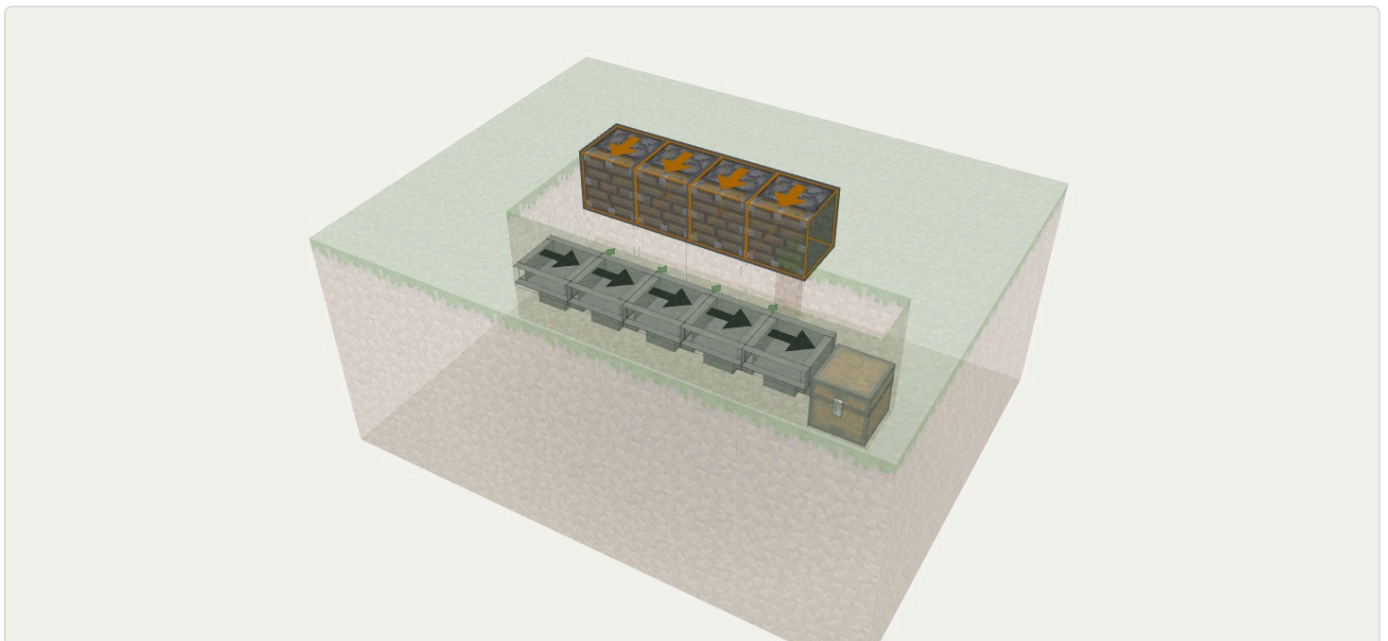
4×
Dig out



4×
Piston

Pistons in the back wall

Replace the ground blocks behind the kelp, level with its 2nd block. The pistons face the kelp.



5

New blocks are outlined

Observer

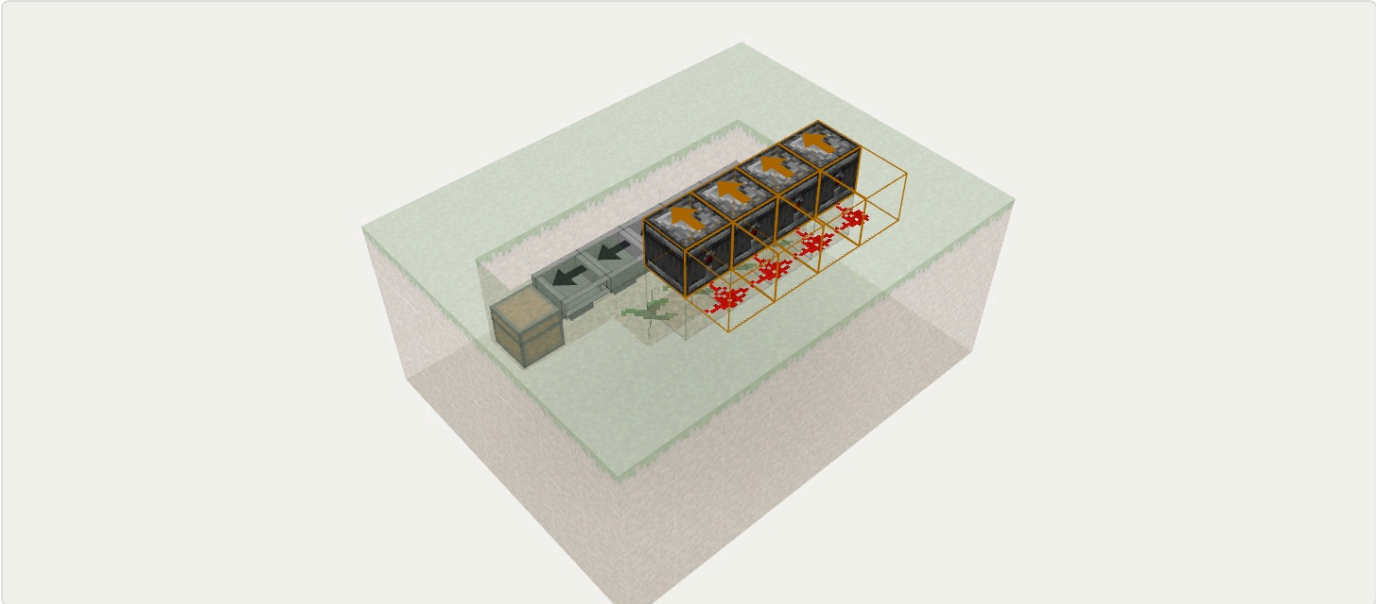
4x

Redstone Dust

4x

Observers on the pistons, dust behind

The observers' faces look at the kelp: they see its 3rd block. The redstone dust on the ground behind them powers the pistons.



6

New blocks are outlined

Glass

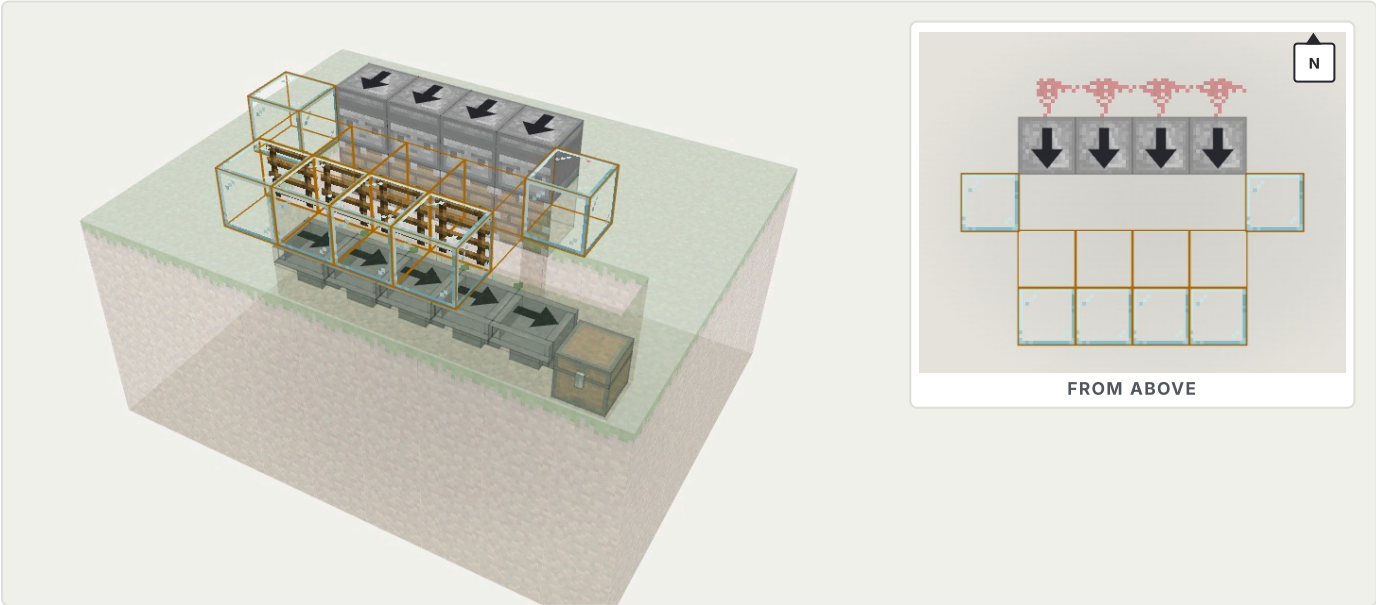
6x

Ladder

4x

Glass in front, ladders inside

4 glass on the ground in front, a ladder on the inside of each. 1 glass on each end of the kelp row. The ladders hold the water back, but kelp drifts through them.



7

□ New blocks are outlined

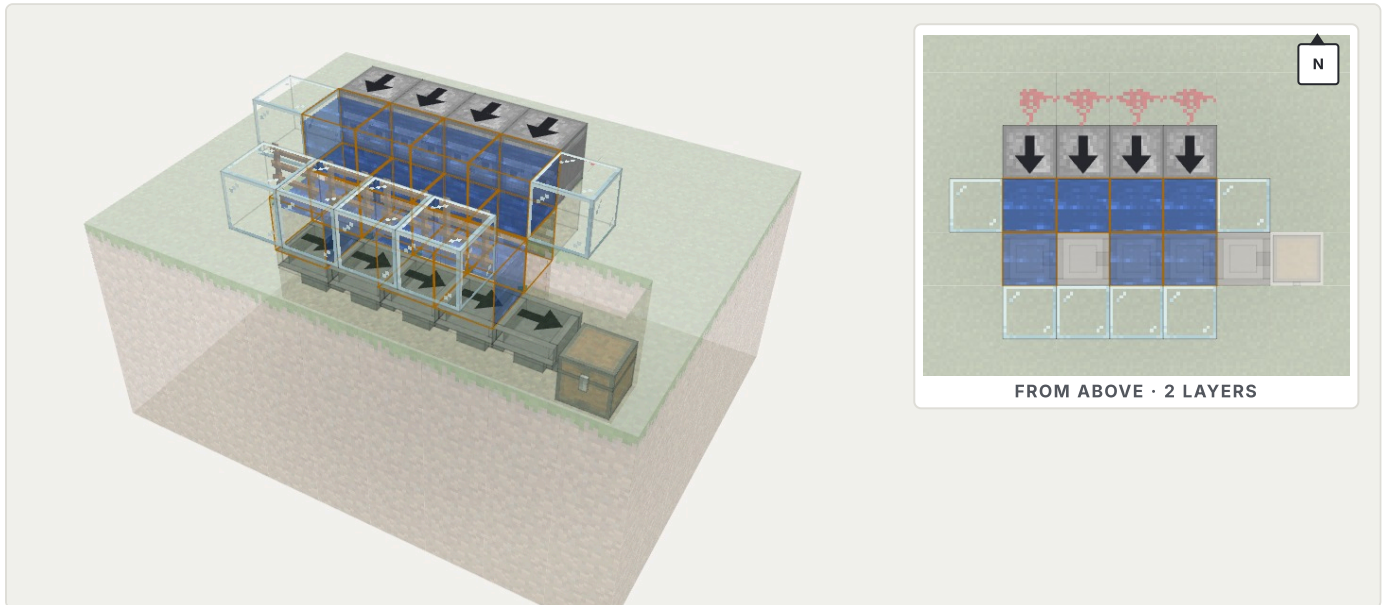


+6 forms by
itself

5×
Water Bucket

Water in front and on top

3 buckets in the front row over the hoppers (both ends and one middle), 2 along the top row. The 2nd level fills itself.



8

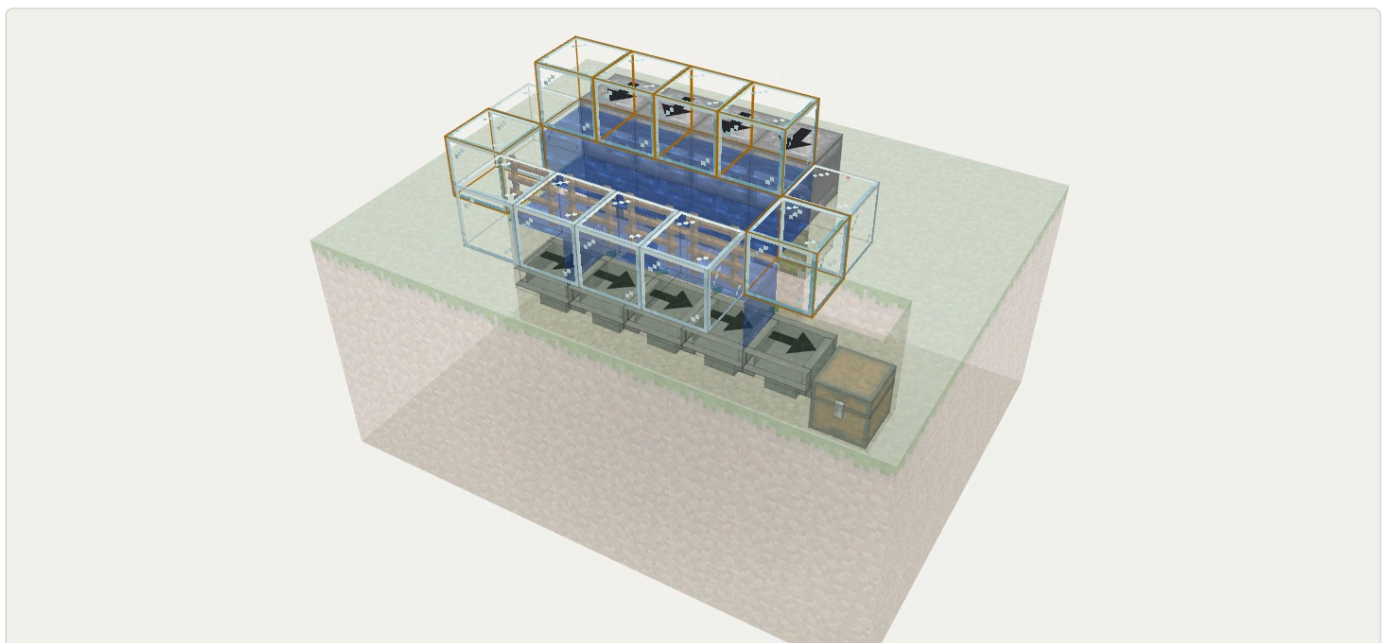
□ New blocks are outlined



6×
Glass

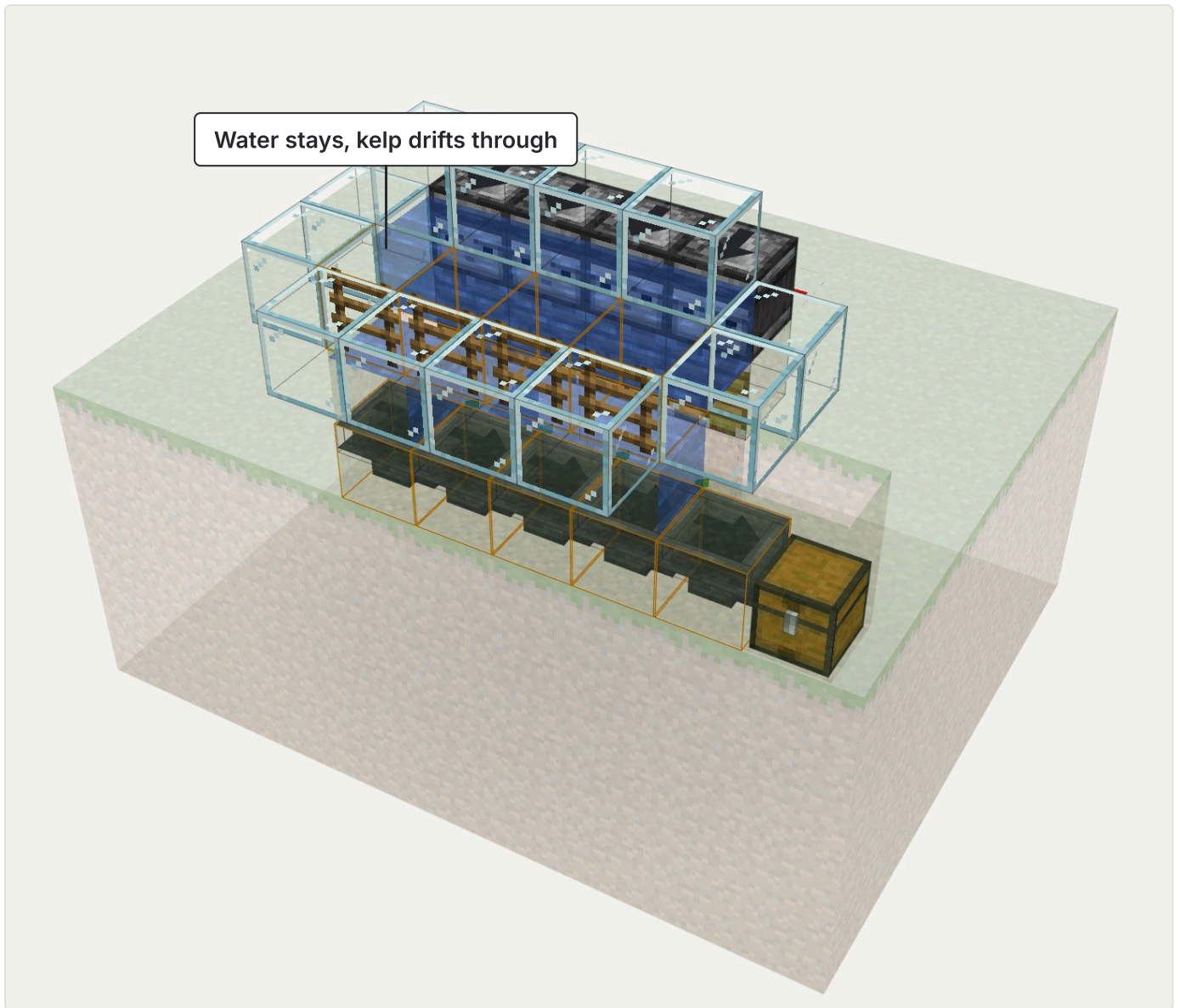
A glass lid

4 glass on the top row, and 1 glass on each end of the ladder row. A breaking kelp piece pops up: the lid keeps it in.



Finished!

Why nothing floats away



When the kelp grows into its 3rd block, the observers see it and every piston breaks the 2nd block; the 3rd one pops a tick later. Kelp floats, so the collection works with the water: the piston head shoves the broken piece into the water over the front hoppers, and the top piece drifts in the top water toward the ladder (water cannot flow into a ladder, but a kelp item can pass it), drops into the same front water and the hopper below pulls it in. The glass lid matters: a breaking kelp piece pops up, and without the lid about 1 in 5 jumps out onto the glass. The kelp's base stays and grows again. Tested in Java 26.3: 124 kelp in 4 hours with 4 columns (about 31 an hour), none lost. Kelp only grows while its chunk is loaded, so stay nearby. Make the row longer in the same pattern for more: every column adds about 7 kelp an hour. Dried in a furnace and crafted 9 into a Dried Kelp Block, one block smelts 20 items.

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