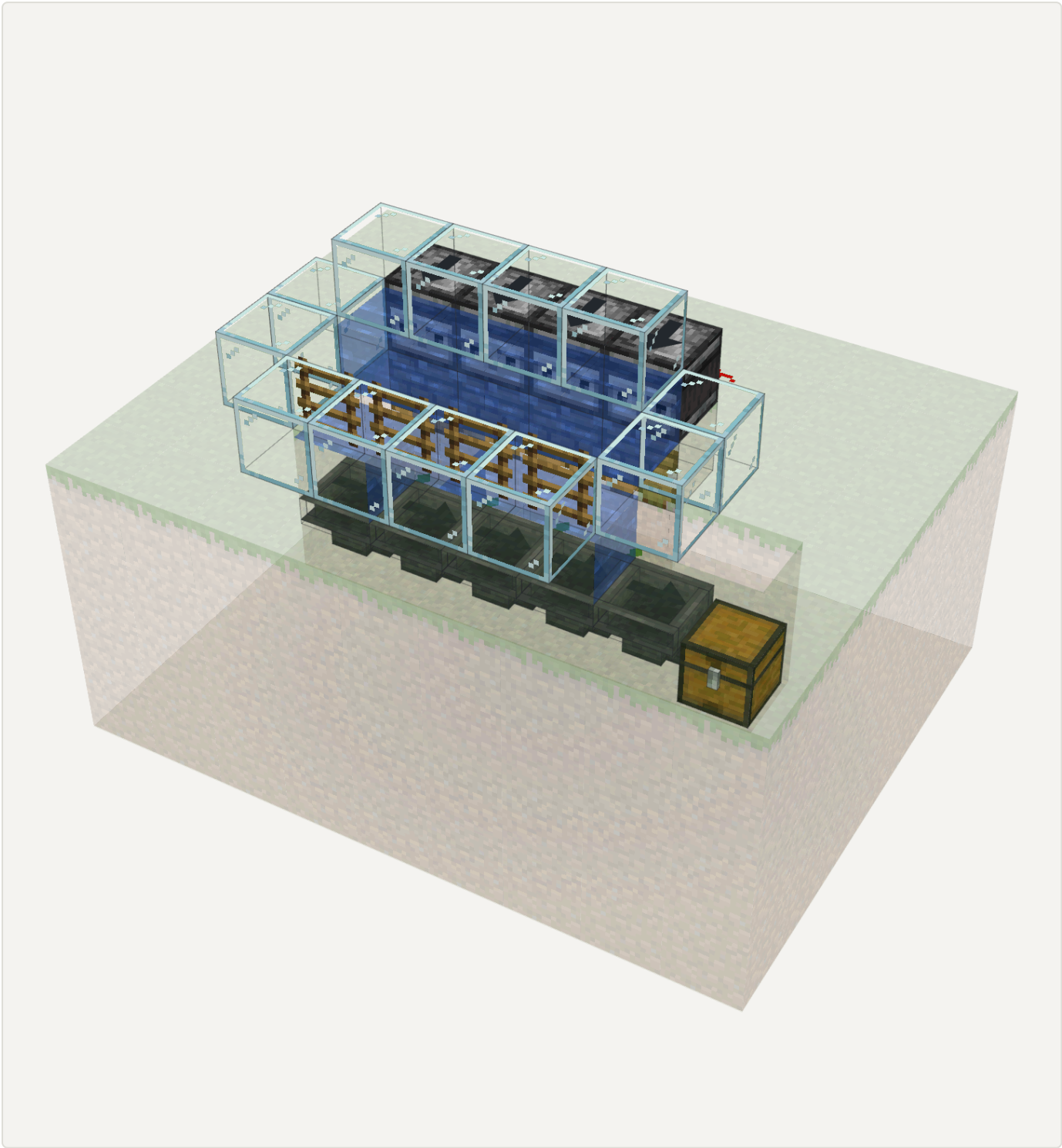


Automatic Kelp Farm

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

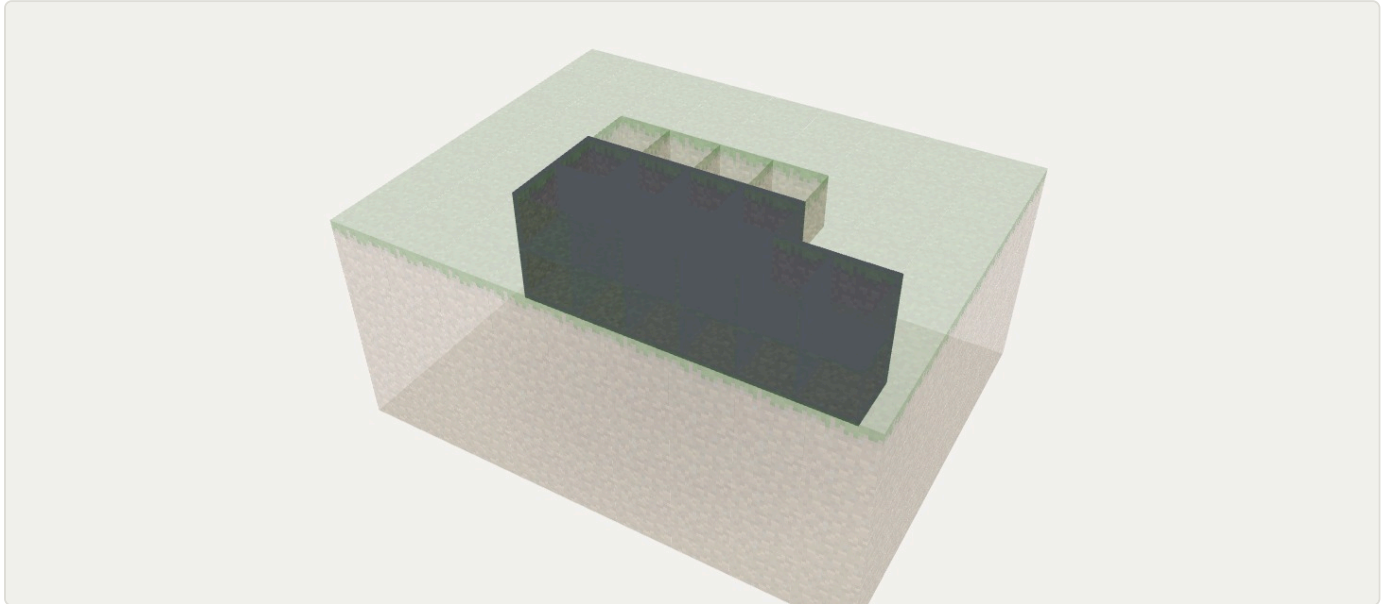
Cells to remove are outlined



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



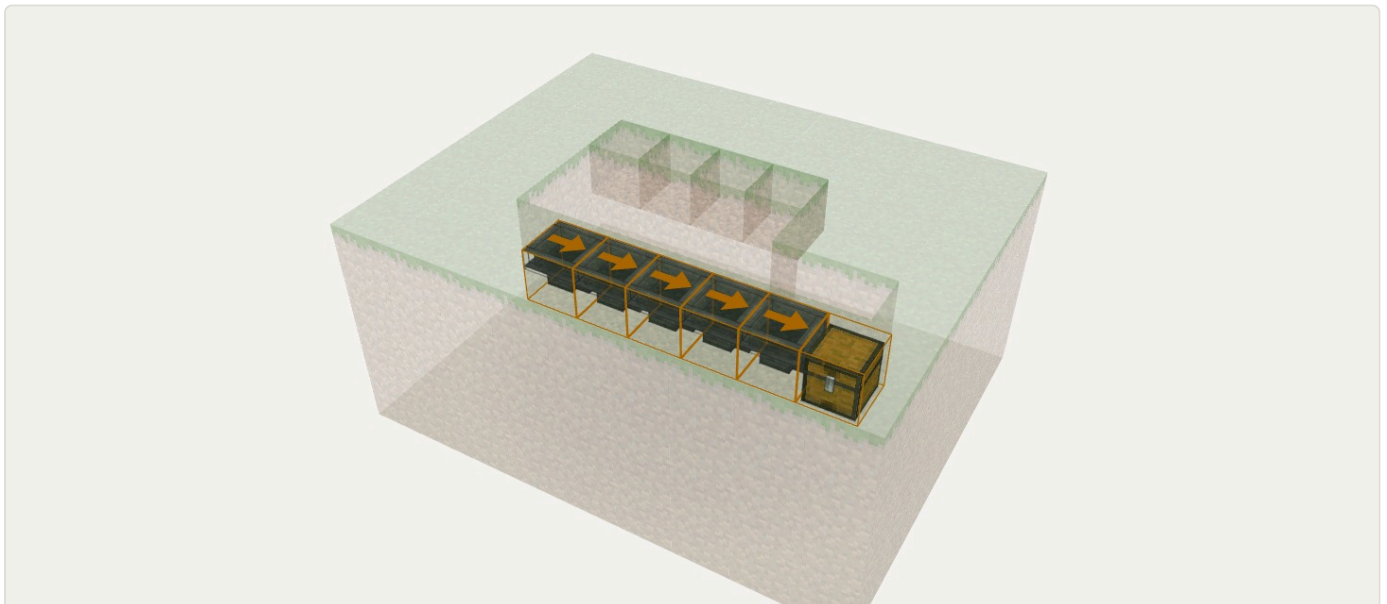
1×
Chest



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



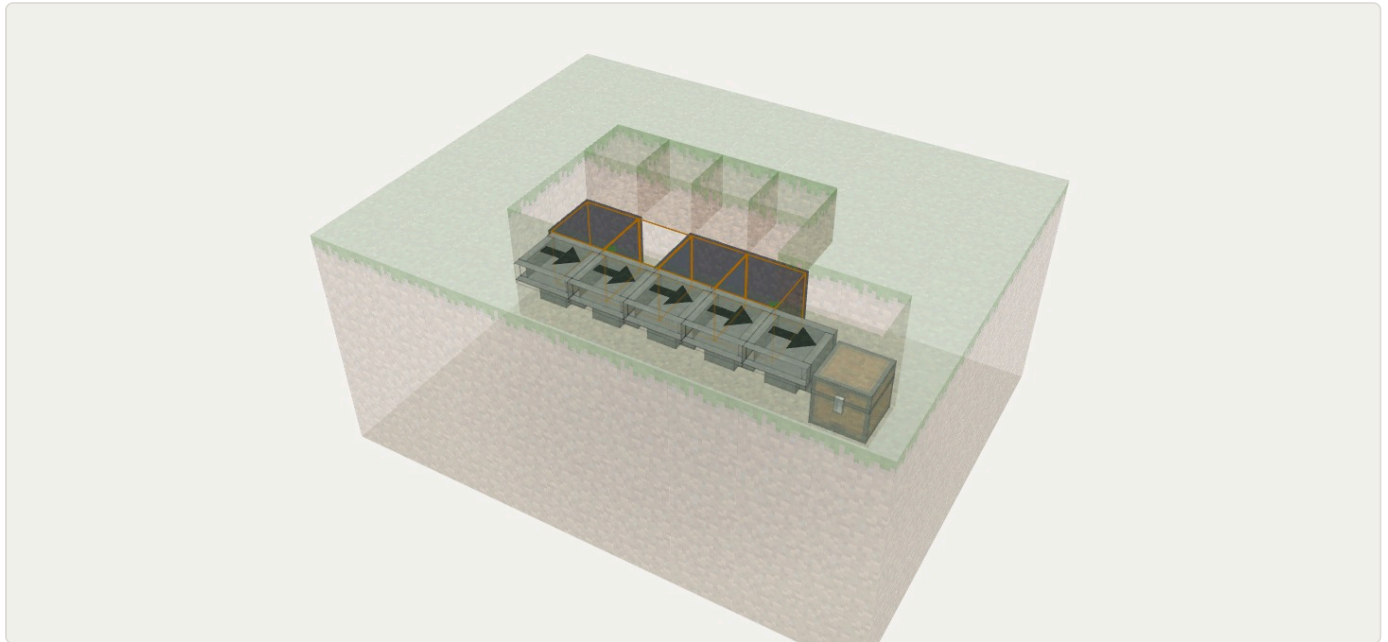
3×
Water Bucket



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



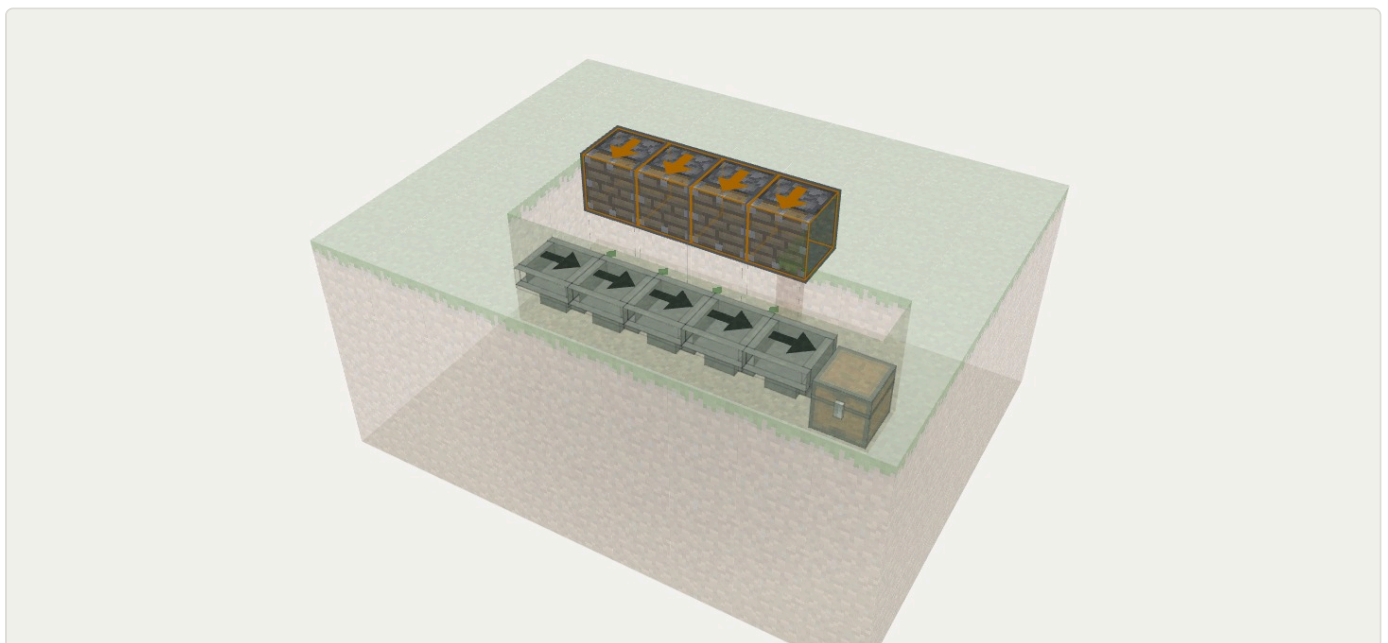
4×
Dig out



4×
Piston

Pistons in the back wall

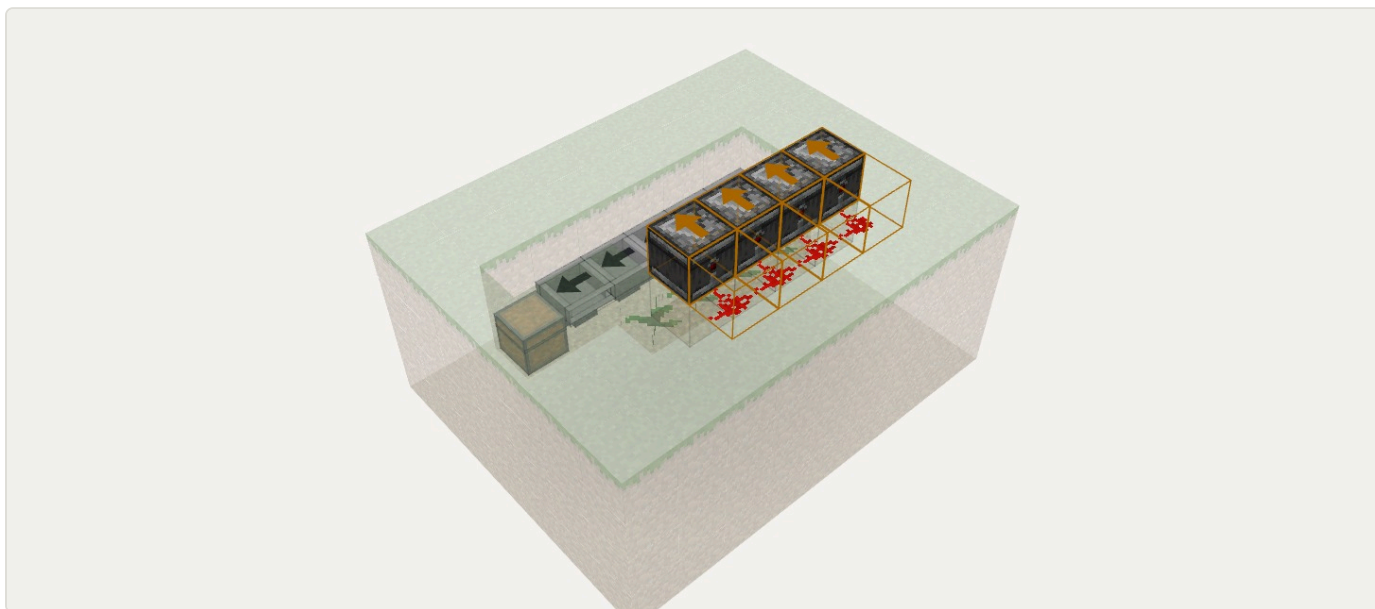
Replace the ground blocks behind the kelp, level with its 2nd block. The pistons face the kelp.



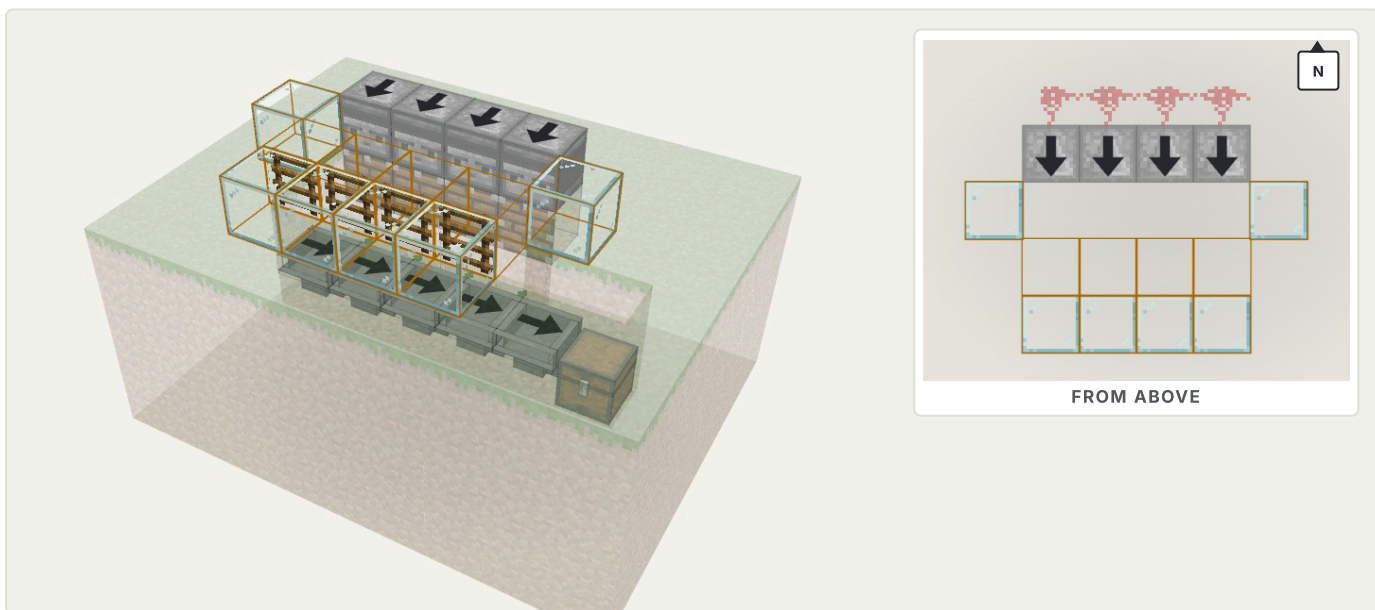
 New blocks are outlined

	
4x	4x
Observer	Redstone Dust

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



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

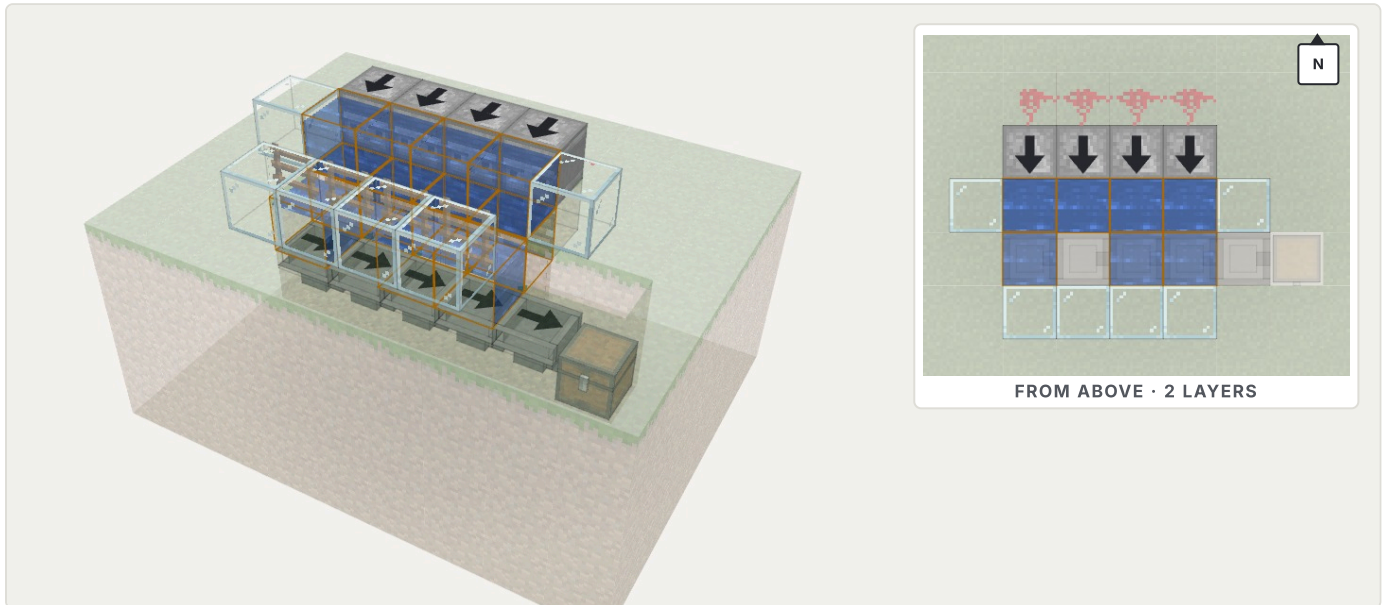


+6 forms by
itself

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

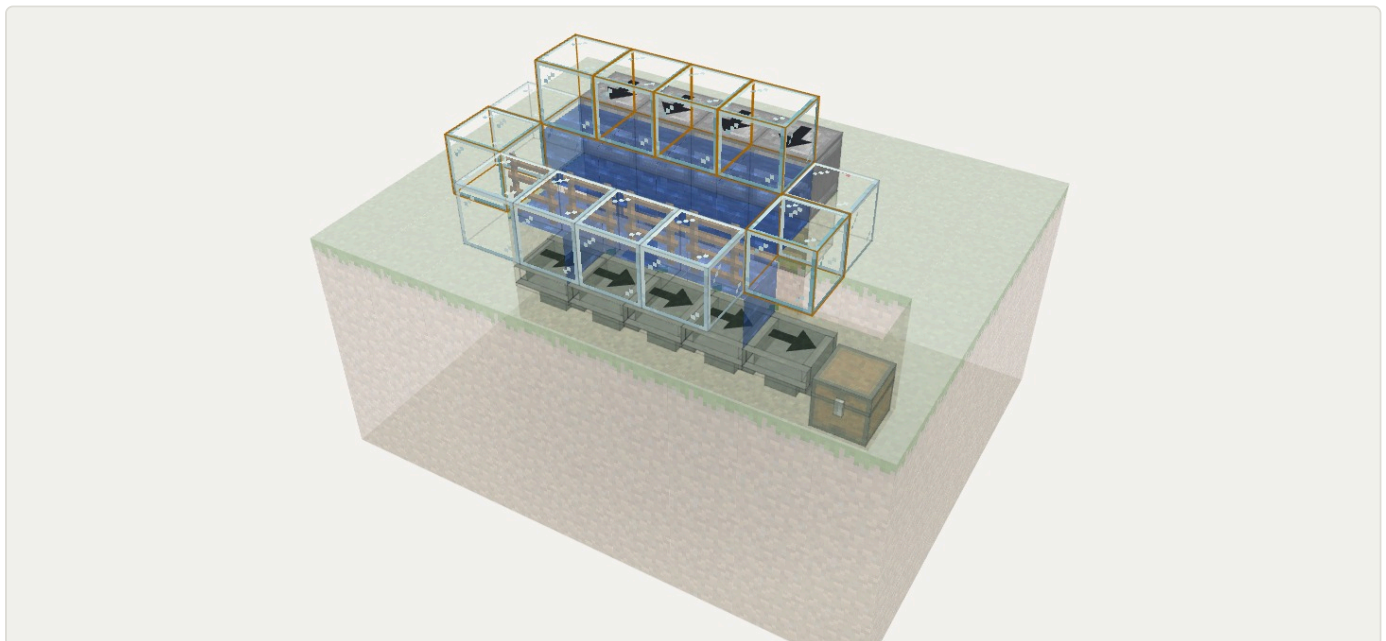
□ New blocks are outlined



6×
Glass

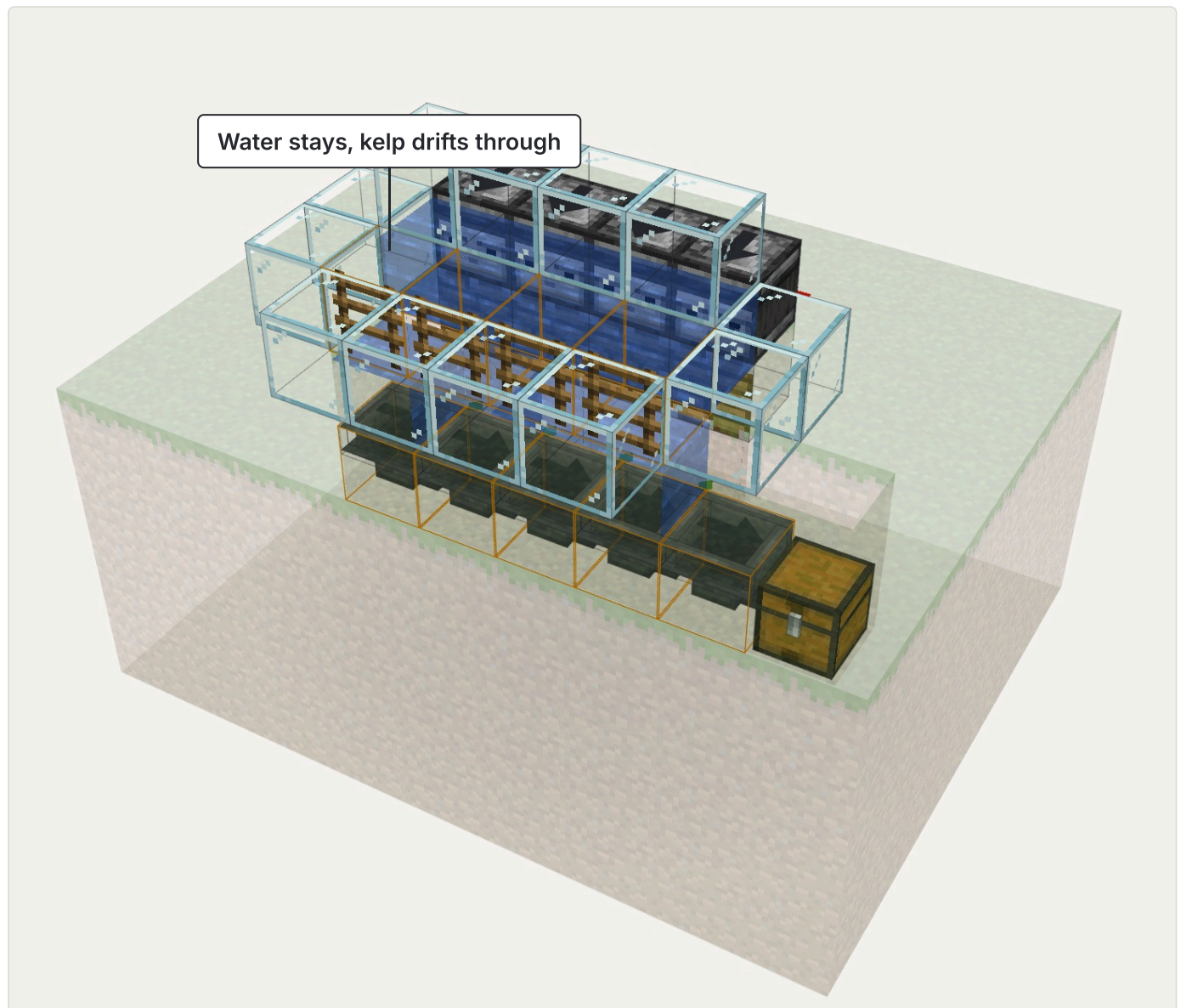
A glass lid

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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