Animal Welfare Standards [NEW]

Introduction

These welfare standards are aimed at promoting good animal welfare balanced between real life standards and Minecraft limitations - encouraging realistic animal ownership within reason on a game.

On our servers, the following welfare standards are required of all players, for all entities / animals. Not every aspect of animal welfare can be covered, but we focus on several key components:

- Space / Shelter
- Environment
- Needs
- Safety

> We want to make welfare standards educational and engaging - not a chore. Our enforcement of these on SWE servers will always aim to inform of the issue(s) first so it can be acknowledged and changed - not everyone is used to playing this way!

How to use our welfare standards

Look up the animal you are intending to keep and verify the following:

1. How much space is each animal going to need, both outdoor (if applicable) and shelter (if applicable)
2. How many animals do you want to keep of that type - multiple the space required by the number desired
3. What kind of environment does that animal need - does it require specific terrain or requirements like water?
4. What kind of need provisions does the animal require - does it require water / food / enrichment?
5. What safety measures will need to be in place - height or walls, secure from escape, fully enclosed or just fenced?

>

> Math is not everyone's strong suit - we get that. Most SWE staff are able and willing to held you get to grips with this on SWE servers if asked, OR you can put in for a welfare check if you want to be notified of any potential issues to work on!

EXAMPLES

EXAMPLE 1:
To make a pasture for a known amount of animals (cows), do the following:
1. Work out the total block area required by the animal - ie cows need 19B EACH (15B outdoor + 4B indoor each)
2. Work out the total block area of the maximum number of cows I want to house - ie 8 cows x 19B each = 152B of pasture.
3. Work out the total block area of the pasture that needs to be sheltered - ie 8 cows x 4B each shelter = 32B of shelter.
4. Work out the width of your new pasture, ie 12B, divide the pasture area by this - ie 152 / 12 = 13B length.
--- If a number comes out with decimals, you should round UP to the nearest number.
--- **Pasture space is counted on the inside edge excluding fences.**

EXAMPLE 2:
To work out how many animals (cow) an existing pasture can hold, do the following:
1. Work out the total block area of a pasture (count manually, or calculate width x length of the inner (non fence) area).
2. Work out the total block area required by the animal - ie cows need 19B EACH (15B outdoor + 4B indoor each)
3. Divide the pasture block area, by the animal block area = number of animals that can be housed there.
--- If a number comes out with decimals, you should round DOWN to the nearest number - ie 5.3 cows = 5 cows.

EXAMPLE 3:
To work out many many animals of 2+ types an existing pasture can hold, do the following:
1. Work out the total block area of a pasture (count manually, or calculate width x length of the inner (non fence) area).
2. Work out the total block area required by the first type of animal - ie cows need 19B EACH
3. Work out the total block area required by the second type of animal - ie sheep need 12B EACH
4. Multiply the block area of the first animal by the number you intend to keep - ie 5 cows x 19B = 95B.
5. Subtract the number of the first animal from the total block area of the pasture - ie 150B pasture minus 95 = 55B left over.
6. Divide the remaining pasture space by the total block area of the second animal - ie 55B / 12B (per sheep) = 4.5 (4) sheep.
--- In this example, the pasture of 150B could hold 5 cows and 4 sheep.

Livestock

MAXIMUM OWNERSHIP OF EACH TYPE: **8 ANIMALS**
Livestock capacity is counted when a player is offline or off their property. You may breed up for resources while online ON your property, but upon leaving they must be culled back down to capacity. Any excess livestock above your maximum enclosure capacity, or above your maximum ownership capacity will be culled without notice - you will not receive the resources from this!

> Livestock must not be kept underground with no access to sunlight and fresh air, or shut inside with no outside area.

CHICKENS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	4B each	3B	2B each	1B	Grazing / Bales	1B per 5
Secure	Enclosure must be secure and escape proof.					
Shelter	Shelter counts any covered space or accessible indoor area that has at least **two** sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Terrain	Chickens should have soft, natural footing in outdoor spaces (dirt, grass etc).					
Companions	Chickens can be kept with other passive livestock (cows, sheep and pigs).					

PIGS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	8B each	5B	4B each	3B	Grazing / Bales	1B per 5
Secure	Enclosure must be secure and escape proof.					
Shelter	Shelter counts any covered space or accessible indoor area that has at least **two** sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Terrain	Pigs should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate grazing or bales.					
Companions	Pigs can be kept with other passive livestock (cows, sheep and chickens).					

SHEEP	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	8B each	5B	4B each	3B	2B Grass each	1B per 5

Secure	Enclosure must be secure and escape proof.
Shelter	Shelter counts any covered space or accessible indoor area that has at least **two** sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.
Terrain	Sheep should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate grazing or bales.
Companions	Sheep can be kept with other passive livestock (cows, pigs and chickens).

COWS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	15B each	6B	4B each	3B	Grazing / Bales	1B per 5
Secure	Enclosure must be secure and escape proof.					
Shelter	Shelter counts any covered space or accessible indoor area that has at least **two** sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Terrain	Cows should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate grazing or bales.					
Companions	Cows can be kept with other passive livestock (sheep, pigs and chickens).					

GOATS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	10B each	5B	4B each	3B	Grazing / Bales	1B per 5
Secure	**Goats can jump up to 10B** - enclosure must be secure and escape-proof.					
Shelter	Shelter counts any covered space or accessible indoor area that has at least **two** sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Terrain	Goats should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate grazing or bales.					
Companions	Goats should not be kept with any other animals as they can ram and harm them.					

BEES	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	5B each	5B	---	---	1 flower each	NO
Secure	The apiary (enclosure) should be secure with sides and a roof, otherwise bees may fly away.					
Shelter	Bees need one hive or nest per 3 bees in the enclosure for shelter during bad weather or at night.					

Water	Water should be covered or removed as it is deadly to bees that come into contact with it.
Harvesting	Bees require peaceful harvesting via campfires or dispensers or they will attack the player and die after.

Pets

MAXIMUM OWNERSHIP OF EACH TYPE: **5 PETS**

PONY (ETC)	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	15B each	4B	6B each	4B	Grazing / Bales	1B each
Secure	Enclosure must be secure and escape proof.					
Shelter	Shelter counts any covered space or accessible indoor area that has at least **two** sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Terrain	Pony/Mules should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate grazing or bales.					
Tack	Pony/Mules should not be left tacked (saddle or carpet) when not in use or player is offline.					

> These standards also apply to Skeleton Horses, Zombie Horses, Mules, Donkeys, Llamas and Camels.

CATS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	6B each	3B	2B each	1B	NO	1B per 5
Indoor	May be kept indoors if each cat has a sleeping spot, there is sufficient space and no overcrowding.					
Shelter	Shelter counts any covered space (outdoors) that has at least **two** sides and overhead cover.					
Enrichment	[Optional] Cats are athletic creatures that enjoy playing with vertical climbing spaces such as cat trees.					

DOGS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	9B each	3B	2B each	2B	NO	1B per 5
Shelter	Shelter counts any covered space (outdoors) that has at least **two** sides and overhead cover.					
Indoor	May be kept indoors if each dog has a sleeping spot, there is sufficient space and no overcrowding.					
Enrichment	[Optional] Dogs are sociable creatures that thrive in their human's company and benefit from regular exercise.					

PARROTS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	4B each	3B	2B each	1B	NO	1B per 5
Shelter	Shelter counts any **raised** covered space (outdoors) that has at least **two** sides and overhead cover.					
Indoor	May be kept indoors if each parrot has a raised perching spot, there is sufficient space and no overcrowding.					
Enrichment	[Optional] Birds are intelligent animals that benefit from regular interaction +/- time outside an enclosure.					

RABBITS	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	4B each	5B	2B each	1B	NO	1B per 5
Secure	**Rabbits can jump up to 2B** - Enclosure must be secure and escape proof.					
Shelter	Shelter counts any covered space (outdoors) that has at least **two** sides and overhead cover. Shelter can count a small underground burrow provided it's accessible and not too deep.					
Enrichment	[Optional] Rabbits are playful and sociable animals that enjoy time to explore (safe) areas, and eat carrots!					

AXOLOTL	Tank Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	4B each	2B	---	---	NO	---
Secure	Enclosure (tank) must be secure and escape proof - tanks require a sealed lid.					
Tank	Axolotls are most suited to a tank (aquarium) with at least 2B deep water, or a nearly exclusive water enclosure.					
Enrichment	[Optional] Axolotls are playful and enjoy swimming around in a large tank area with waterlogged dripleaf.					
Companions	Axolotls should not be kept with any other small aquatic animals or fish as they will harm them.					

FISH	Tank Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	2B each	1B	---	---	NO	---
Secure	Enclosure (tank) must be secure and escape proof - tanks require a sealed lid.					
Tank	Axolotls are most suited to a tank (aquarium) with at least 2B deep water, or an outside pond.					
Enrichment	[Optional] Fish benefit from plant mater like coral, seagrass or bubble blocks (soul sand).					

Wildlife

MAXIMUM OWNERSHIP OF EACH TYPE: **5 WILDLIFE**

> Wildlife must not be kept caged (small enclosure), indoors or underground with no access to sunlight and fresh air.

OCELOT	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	16B each	3B	3B each	1B	NO	1B per 5
Secure	Enclosure must be secure and escape proof.					
Shelter	Shelter counts any covered space (outdoors) that has at least **two** sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Enrichment	Climbing spaces are encouraged.					
Terrain	Ocelots should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate hiding spots.					
Companions	Ocelots should not be kept with chickens or turtles as they will attack them.					

FOX	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	16B each	3B	4B each	1B	NO	1B per 5
Secure	**Foxes can jump up to 10B** - enclosure must be secure and escape-proof.					
Shelter	Shelter counts any covered space (outdoors) that has at least **two** sides and overhead cover. Shelter can count sufficient natural cover (trees) OR a small underground den.					
Enrichment	Sweet Berry bushes are encouraged.					
Terrain	Foxes should have soft, natural footing in outdoor spaces (dirt, grass etc) with adequate hiding spots.					
Companions	Foxes should not be kept with chickens, rabbits, turtles or fish as they will attack them.					

POLAR BEAR	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	50B each	5B	6B each	3B	NO	See below
Secure	Enclosure must be secure and escape-proof.					
Shelter	Shelter counts any covered space (outdoors) that has at least **two** sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.					
Terrain	Polar bears should have at least 50% snow cover, and access to a sizeable body of water to swim in.					
Companions	Polar bears should not be kept with foxes and players should not be able to fall or jump into the enclosure.					

PANDA	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	50B each	4B	6B each	3B	NO	1B each
Secure	Enclosure must be secure and escape-proof.					

Shelter	Shelter counts any covered space (outdoors) that has at least **two** sides and overhead cover. Shelter can count sufficient natural cover (trees) provided they have enough space and height under them.
Enrichment	Pandas munch on bamboo and 2 stalks should be planted per panda in the enclosure.
Terrain	Pandas should have soft, natural footing in outdoor spaces (dirt, grass etc).

TURTLES	Outdoor Space	Min. Height	Shelter Space	Min. Height	Food	Water
Space Req.	16B each	5B	---	---	NO	See Below
Secure	Enclosure must be secure and escape-proof.					
Terrain	Turtles require a mix of 2B+ deep water (~50%) and terrain, including sand to dig in for laying eggs.					
Companions	Turtles should not be kept with or anywhere near Foxes, Ocelots or Axolotl.					

COMING SOON:
- Bats
- Striders
- Frogs / Tadpoles

Non-Permissible Entities

MAXIMUM OWNERSHIP OF EACH TYPE: **0 ENTITIES**
We currently do not have welfare standards for these entities, and they are not permitted to be kept on server.

- Mooshroom - Blacklisted mob
- Villager - Blacklisted mob
- Iron Golem - Blacklisted mob
- Dolphins - Impossible to transport via adventure zones.
- Squid - Impossible to transport via adventure zones.
- Any hostile mobs - Impossible to keep in non-PVE zones.
- Piglins - This includes in the nether, **establishing piglin trading stations is NOT permitted.**

Revision #7
Created 2023-07-29 09:26:24 UTC by Delphi
Updated 2023-08-15 21:52:26 UTC by Delphi