

# Tree Farms Format

## Name of creation

(Examples [Name of creation](#))

**By** User1 (Discord: @user1)

(Examples [Creator](#))

**Version** 1.16.0 - Latest

(Examples [Version](#))

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples [Credits](#))

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples [Description](#))

### Important Information

- Simulation distance
  - (Examples [Simulation Distance](#))
- Rates
  - (Examples [Rates](#))

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below

- Website: <>
- (Examples [Additional Information](#))

## Extra Information

- **Creation Date**
  - (Examples [Creation Date](#))
- **Archived Date**
  - (Examples [Archived Date](#))
- **Size**
  - (Examples [Size](#))
- **Gamerule**
  - (Examples [Gamerule](#))
- **Dimensions**
  - (Examples [Dimension](#))
- **Biome**
  - (Examples [Biome](#))
- **Kill Method**
  - (Examples [Kill Method](#))
- **Loot Delivery**
  - (Examples [Loot Delivery](#))
- **Experience Delivery**
  - (Examples [Experience Delivery](#))
- **Notes**
  - (Examples [Notes](#))

---

Revision #3

Created 25 February 2025 16:26:16 by ItsRichHeart

Updated 25 February 2025 18:02:23 by ItsRichHeart