

Regions, claims, and protections exist for four main purposes; to protect an area from grief, to ensure others do not build in an area players have plans for, negating land disputes, and most recently, to allow region owners to flow water within their regions.

However, regions and claims have three significant issues which lead to player confusion, frustration, and additional work on staff's part:

- A) Players often confuse when a claim is needed versus a region, leading to additional modreqs when none are required.
- B) Players become frustrated when they are denied a protection due to insufficiently developed land.
- C) With the addition of /flow, it is at odds to require a region to flow your own water, when regions are generally only protected once the land is significantly developed.

Below is a new method merging regions and claims, which should eliminate these issues while lowering staff input.

In **Breaking Ground**, claims are unchanged and offer all benefits currently held.

In **Putting Down Roots**, a player may request their claim is given a worldguard region, with no need to have built anything more than a claim fence. The region is not a 'protection' however, as they would by default be given a 'build allow' flag.

- A) Players are not required to request a region to validate their claim, but may do so as soon as they wish. This may be skipped if the player desires.
- B) The region should by default expand up to build limit and down to y50 but may be adjusted as builds require. If a player requests the region down to y5 from the start, this would be acceptable.
- C) A player can request region greetings, child regions, and other flags that any standard region would be allowed.

In **Settled In**, the region can be set to 'Build Deny', making it what we currently describe as a protection.

- A) This should be done once a build is built up significantly, to the point where a griefing risk is increased (precious materials, redstone work). The only purpose in requesting this is to stop grief that would be difficult to reverse..
- B) Examples of builds to approve:
 - a) Completed builds the owner is unlikely to travel to consistently but which still see high foot traffic such as grinders or arenas.
 - b) Areas seeing high foot traffic that have been grieved before or are at an increased risk of griefing, such as large builds directly outside of spawn, highly trafficked cities, or cardinal roads.
 - c) Areas containing structures logblock has trouble rolling back, such as a redstone machine or enclosed villager areas (as the villagers wouldn't be moved back when rolled back)
- C) Examples of builds to deny:
 - a) A player's large but only partially completed build.
 - b) An area which has a region only to allow the use of /flow.
 - c) Large terraformed areas that do not yet have structures on them.

Replacing our current claim and protect system with this system allows players many benefits.

- A) They will be able to flow their own water as soon as their fence is up and their modreq is filed.
- B) Being able to do /rg l on a claim offers us the ability to determine if a player is building inside a claim unapproved, and to see who is authorized to build in a claim besides the single player mentioned on the border's signs.
- C) This should allow players to feel that their area is secured without creating a full protection on it.

Naming these should also help to alleviate the idea that no region means no grief protection, as all grief that is found is always rolled back.. These should not be seen as tiers or steps that every build should have to go through. If you don't put up a fence, you may still wish to protect your build once it is done. If you don't need /flow you may not wish to have your claim put under a region. If your build is a large crop or tree farm and nothing complex, you may never need to have it protected.