Commission on the betterment of public transport via a new network of aqueducts.

Our current network of transportation includes rails and paths, which primarily function to interconnect and intraconnect towns respectively. Whereas a network of aqueducts would serve as a long distance connection between regions, aiming to connect multiple nations within an area with a single high speed line.

Quite often there are debates over which are better, rails or canals, the general consensus being that boats are faster while rails are infinitely more AFK-able, however what if one could make boats more AFK-able? And so this document will serve as a specification on how to construct such a network of AFK-able aqueducts.

1. Aqueducts should be built at skylimit to set a standard water level of 254, which should be high enough to be out of the way of all territory and the vast majority of buildings that would otherwise cause complications. It is also high enough that attempts to flood the territory beneath will fail as the water will not fall below level 200.

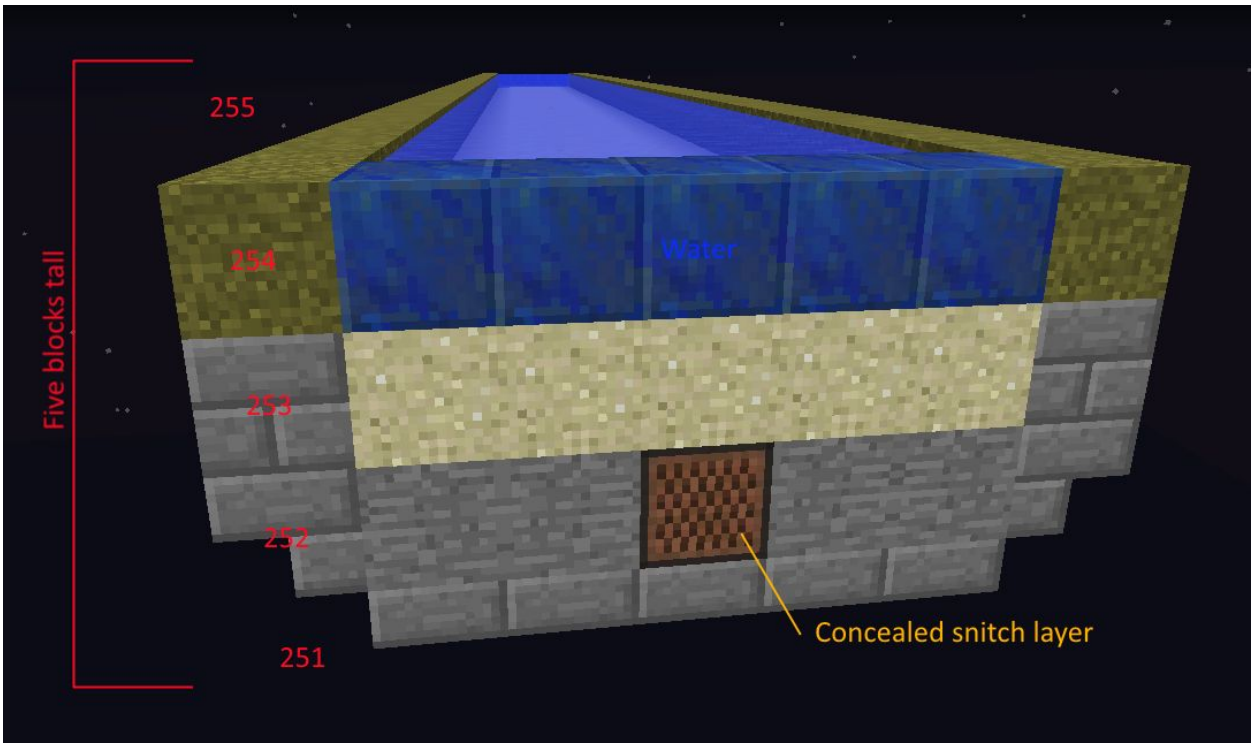
2. Corners are discouraged as they reduce the AFK-ability of the aqueducts. If corners are necessary, limit them to ╣ and ╬ junctions. There should be few to no standalone corners.

3. Both diagonal (non-cardinal) and curved aqueducts are discouraged as they reduce the AFK-ability of an aqueduct, as well as cause confusion over direction, and complicate junctions.

4. Aqueducts should be easily accessible by elevators and landing pools spaced roughly every 100-300 blocks.

5. No aqueduct should pass directly over a town, city, or vault for security reasons. Last mile transportation should be used between an aqueduct and a notable location.

6. The water width of the aqueduct should be five to seven blocks wide, to allow for easy bidirectional travel, should it occur.



Above is an example design of an aqueduct. Any design is allowed for as long as the water is at the standard height level and conforms to the standard width range. However this design has certain benefits:-

- Allows for snitches to be incorporated into the structure and therefore hidden from all views.
- The scenery can help make non-afk travel *less* mindlessly dull.
- There is no water drip whatsoever.

Height level 255 is reserved for signs, but other designs can use buttons, fences, or other to help prevent the placing of water, lava, or other on the sides of the aqueduct if that is of concern.

Nations which allow the network to pass through their airspace will get automatic permission to place snitches in the concealed snitch layer.