

Target score article feedback

V t This article is about the block. For the text used to confirm entities affected by [commands](#), see target selector.

A **target** is a block that produces a temporary redstone signal when hit by a projectile. Unlike most other conductive blocks, it also redirects adjacent redstone dust toward it.

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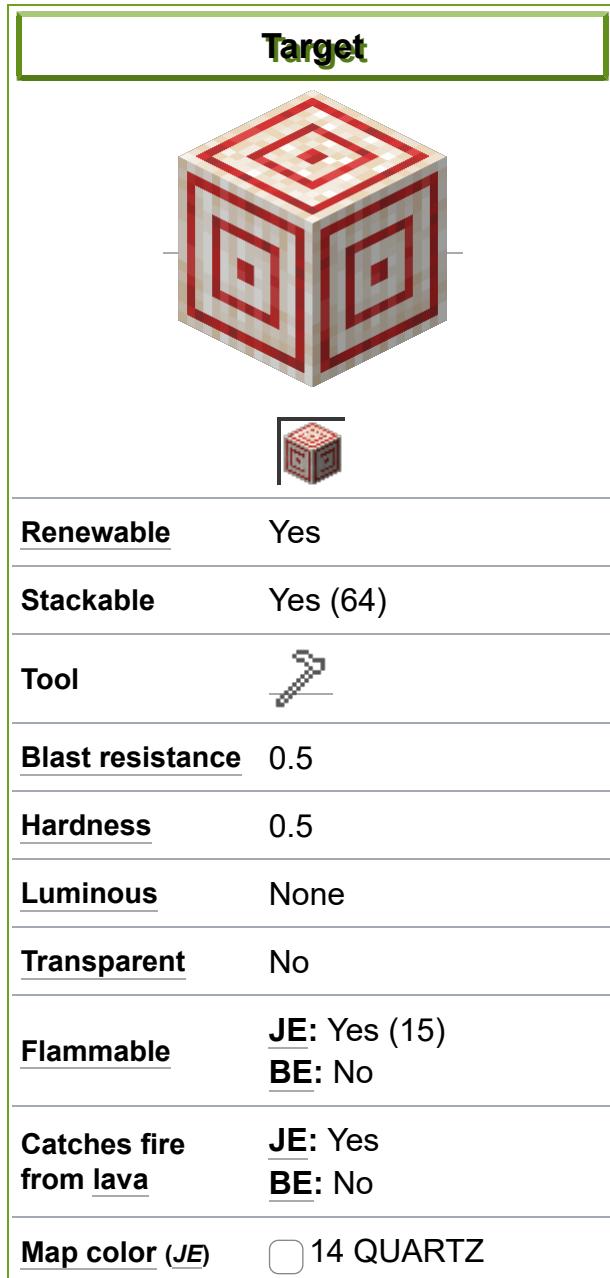
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Obtaining

Breaking

Targets can be mined using any tool or by hand, but using a hoe is the fastest way to break it.

Block	☒ Target
Hardness	0.5
Tool	⛏
Breaking time (sec)^[A]	
Default	0.75
Wooden	0.4
Stone	0.2
Copper	0.15
Iron	0.15
Diamond	0.1
Netherite	0.1
Golden	0.1

Legend

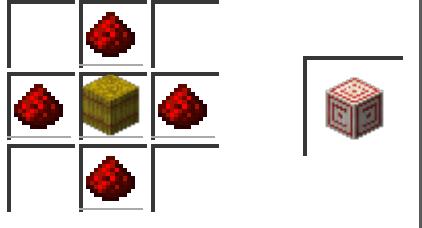
- . incorrect tool, drops nothing
- . correct tool, drops nothing or something other than the block itself
- . correct tool, drops the block itself
- *italicized* can be instant mined

1. These durations ignore other influential factors (e.g., Mining Fatigue) and are measured in seconds. For more information, see Breaking § Speed.

Natural generation

In ancient cities, the target can be found integrated into circuitry within a secret room at the city center.

Crafting

Ingredients	Crafting recipe	[hide]
Redstone Dust + Hay Bale		

Usage

Targets emit a redstone signal when hit by projectiles. The closer a projectile is to the center of the block, the stronger the redstone signal that is produced.

The following projectiles can activate a target block:

-  Arrow
-  Bottle o' Enchanting
-  Dragon Fireball
-  Egg
-  Ender Pearl
-  Fireball
-  Firework Rocket (including when boosting a gliding player)^[1]
-  Fishing Bobber
-  Lingering Potion
-  Llama Spit
-  Shulker Bullet
-  Snowball
-  Small Fireball
-  Splash Potion
-  Trident
-  Wind Charge
-  Wither Skull

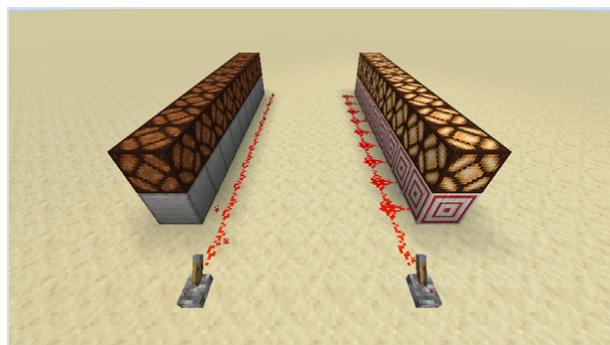
Redstone component

When struck by most projectiles, the target emits redstone power for 8 game ticks (0.4 seconds). Arrows and tridents instead cause the target to emit power for 20 game ticks (1 second), similar to stone buttons. A target can be hit with any of the projectiles mentioned above.

The strength of the signal depends on how close the projectile is to the center of the block, from 1 to 15.

In Java Edition, the target changes its power state when hit, meaning that an observer can detect if the target has been hit and has produced a redstone signal.^[2]

Being a power source, a target redirects adjacent redstone wires to point to itself. As targets are also conductive, this property can be used to compact redstone circuits.



Targets redirecting redstone toward themselves

Sounds

Java Edition:

grass sound type

[[hide](#)]

Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Block broken	Blocks	Once the block has broken	block.grass.break	subtitles.block.generic.break	1.0	0.8	16
	Block placed		When the block is placed	block.grass.place	subtitles.block.generic.place	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	block.grass.hit	subtitles.block.generic.hit	0.25	0.5	16
	Something falls on a block	<i>Entity-Dependent</i>	Falling on the block with fall damage	block.grass.fall	subtitles.block.generic.fall	0.5	0.75	16
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	block.grass.step	subtitles.block.generic.footsteps	0.15	1.0	16

Bedrock Edition:

 grass sound type [hide]							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	Block broken	Blocks	Once the block has broken	dig .grass	subtitles .block.generic .break	0.7	0.8–1.0
	Block placed	Blocks	When the block is placed	use .grass	subtitles .block.generic .place	0.8	0.8–1.0
	Block breaking	Blocks	While the block is in the process of being broken	hit .grass	subtitles .block.generic .hit	0.3	0.5
	Footsteps	Players	Falling on the block with fall damage	fall .grass	subtitles .block.generic .footsteps	0.4	1.0
	Footsteps	Players	Walking on the block	step .grass	subtitles .block.generic .footsteps	0.3	1.0
	Footsteps	Blocks	Jumping from the block	jump .grass	subtitles .block.generic .footsteps	0.11	1.0
	Footsteps	Blocks	Falling on the block without fall damage	land .grass	subtitles .block.generic .footsteps	0.21	1.0

Data values

ID

Java Edition:

Name	Identifier	Form	Translation key [hide]
 Target	target	Block & Item	block.minecraft.target

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^[1]	Translation key [hide]
 Target	target	494	Block & Giveable Item ^[2]	Identical ^[3]	tile.target.name

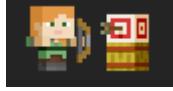
1. ID of block's direct item form, which is used in savegame files and addons.
2. Available with `/give` command.
3. The block's direct item form has the same ID as the block.

Block states

Java Edition:

Name	Default value	Allowed values	Description	[hide]
power	0	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Redstone power output of the target.	

Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Bullseye	Hit the bullseye of a Target block	—	15	Bronze

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	Bullseye	Hit the bullseye of a Target block from at least 30 meters away	Be at least 30 blocks away horizontally when the center of a <u>target</u> is shot with a projectile by the player.	

Videos

History

Reveal

September 28, 2019 (<https://youtube.com/watch?v=OZqNaEX8208>)



The target block is showcased at [Minecon Live 2019](#).

Java Edition

<i>Java Edition</i>		[hide]
1.16	20w09a	 Added targets.
	20w10a	Targets are now flammable.
	20w11a	Targets can now be activated by ender pearls and bottles o' enchanting .
	20w18a	Targets can now be broken faster using hoes .
	1.19 22w13a	Targets now conduct redstone power.
1.19 22w13a		Targets now generate in ancient cities .

Bedrock Edition

<i>Bedrock Edition</i>		
[hide]		
1.16.0 Experiment Experimental Gameplay	beta 1.16.0.51	 Added targets. Targets are currently available only through Experimental Gameplay.
1.16.0	beta 1.16.0.57	Targets are no longer behind Experimental Gameplay. Targets can now be broken faster using hoes.
1.17.30	beta 1.17.20.20	Targets are no longer transparent.
1.19.0	beta 1.19.0.26	Targets now generate in ancient cities.

Issues

Issues relating to "Target" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Target%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

Screenshots

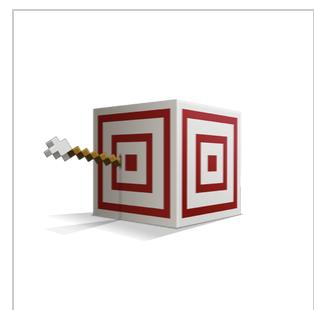


The target block shown at [MINECON Live 2019](#).



An arrow at the center of a target block

In other media



Official target block artwork.

References

1. "Hermitcraft 9 Ep 44: Scarland's MEGA Entrance Build!! @ 4:42" (<https://youtube.com/watch?v=jvtgn1jg3hc&t=282>) – GoodTimesWithScar on YouTube, August 15, 2023
2. [MCPE-84391](#) — Observers don't detect target block updates

External links

- [Block of the Week: Target](#) (<https://www.minecraft.net/en-us/article/block-week--target>) – Minecraft.net on June 18, 2020

Navigation

◆ Redstone		
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Redstone circuits & tutorials		
Redstone components		
 Block of Redstone Buttons (Wooden Stone) Polished Blackstone Daylight Detector Detector Rail Jukebox Lectern Lever Lightning Rod Observer Pressure Plates (Wooden Stone Polished Blackstone Light Weighted Heavy Weighted) Redstone Comparator Redstone Torch Sculk Sensor (Calibrated Target Trapped Chest Tripwire Hook (Tripwire) Redstone Wire Redstone Repeater Conductive and non-conductive blocks Allay Boat with Chest (Bamboo Raft) Copper Golem Crafter Dispenser Dropper Hopper Minecart (with Chest with Furnace with Hopper) Rail (Activator Powered) Water (Bubble Column) Barrel Bee Nest (Hive) Brewing Stand Cake Cauldron Chest (Copper) Chiseled Bookshelf Composter		
Power emission		
Signal transmission		
Item and entity transportation		
Comparator-readable		

Observer-related	Copper Golem Statue Decorated Pot
	End Portal Frame Furnace (Blast) Smoker
	Item Frame (Glow) Respawn Anchor
	Shulker Box
Pistons/related	Redstone Ore (Deepslate) Scaffolding
	Sculk Catalyst Sculk Shrieker Wall
	Piston (Sticky) Honey Block Slime Block
	Movable and immovable blocks
Sculk sensor-related	Block of Amethyst Wool (Carpet)
	Armor Stand Bell Big Dripleaf Copper Bulb
	Creaking Heart Doors (Copper) Iron
	Wooden) Fence Gate Head Note Block
	Redstone Lamp Shelf TNT (Minecart)
	Trapdoors (Copper) Iron Wooden)
	Command Block (Minecart)
Creative or commands only	Minecart with Monster Spawner Structure Block
	Test Block

	Blocks	[hide]
	Structural	[show]
	Ornamental	[show]
	Natural	[show]
	Utility	[hide]
Interactable	Anvil (Chipped Damaged) Barrel Beacon	
	Brewing Stand Cartography Table Chest (Ender Copper)	
	Crafting Table Enchanting Table Furnace (Blast Smoker)	
	Grindstone Lectern Loom Shulker Box (Dyed) Sign	
	Hanging Smithing Table Stonecutter	
	Banners (Ominous) Beehive Beds Bell Bookshelf	
	Cake (with Candle) Campfire (Soul) Cauldron	
	Chiseled Bookshelf Composter Conduit	
	Copper Golem Statue Decorated Pot End Gateway	
	End Portal End Portal Frame Farmland Fletching Table	
Utilizable	Flower Pot Frosted Ice Heads (Skeleton Wither Skeleton)	
	Zombie Creeper Piglin Dragon) Heavy Core Jukebox	
	Ladder Lodestone Monster Spawner Nether Portal	
	Respawn Anchor Scaffolding Shelf Sponge (Wet)	
	Suspicious Gravel Suspicious Sand TNT Trial Spawner	
	(Ominous) Vault (Ominous)	
	Buttons (Wooden Stone Polished Blackstone) Copper Bulb Crafter Daylight Detector Dispenser	
	Dropper Doors (Copper Iron Wooden) Honey Block	
	Hopper Lever Lightning Rod Note Block Observer	
	Piston (Sticky) Pressure Plates (Wooden Stone)	
Redstone/ Mechanical	Polished Blackstone Heavy Weighted Light Weighted Rail	
	(Activator Detector Powered) Redstone Lamp	
	Redstone Wire (Comparator Repeater) Torch Slime Block	
	Target Trapped Chest Trapdoors (Copper Iron)	
	Wooden) Fence Gates Tripwire Hook (Tripwire)	

BE & edu only

 Allow	 Border	 Chalkboard	 Compound Creator	 Deny
 Element Constructor	 Heat Block	 Item Frame (Glow)		
 Lab Table	 Material Reducer	 Underwater TNT		
 Underwater Torch				

Creative or commands only Removed Unused Unimplemented Joke**Extreme metadata variants**[\[show\]](#)[\[show\]](#)[\[show\]](#)[\[show\]](#)[\[show\]](#)[\[show\]](#)Retrieved from "<https://minecraft.wiki/w/Target?oldid=3336974>"**This page was last edited on 27 December 2025, at 18:29.**

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