

Hay Bale

This article is about the block made of wheat. For the item harvested from crops, see [Wheat](#). For the removed variants with no model, see [Invalid data value Hay Bale](#).

Hay bales are storage [blocks](#) equivalent to nine pieces of wheat. They are used as a [crafting](#) ingredient, to feed llamas and all [horse](#) variants, reduce [fall damage](#), and extend [campfire](#) smoke.

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Hay Bale	
View all renders	
Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resistance	0.5
Hardness	0.5
Luminous	No
Transparent	No
Flammable	Yes (60)
Catches fire from lava	No
Map color (JE)	<input type="checkbox"/> 18 COLOR_YELLOW

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Obtaining

Breaking

Hay bales can be mined using any tool, but a hoe speeds up the process.

Block	 Hay Bale
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

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

Natural generation

Hay bales often generate as piles (and in some houses, animal pens, farms, or meeting points) scattered around in villages located in plains, and less commonly in savanna and desert villages. They also can generate under some campfires in taiga villages and as a part of targets/scarecrows in pillager outposts.

Crafting

Ingredients	Crafting recipe	[hide]
Wheat		

Usage

Hay bales can be used as compact storage of [wheat](#).

Placement

Hay bales can be placed pointing in all three spatial dimensions, in the same way as a log is placed. However, there is no "six-sided" variant like that of the [wood](#) block.



Seen here alongside [logs](#), [bone blocks](#), [quartz pillars](#), [purpur pillars](#), [polished basalt](#), and [barrels](#), hay bales can be pointed in multiple directions.

Crafting ingredient

Name	Ingredients	Crafting recipe	[hide]
Target	Redstone Dust + Hay Bale		
Wheat	Hay Bale		

Food

Although players cannot eat hay bales, hay bales serve as a compact wheat supply for crafting food items during long periods away from other food sources. A full stack of 64 hay bales is equivalent to 192 loaves of [bread](#) in a single inventory slot.

Animals

Hay bales can be fed to [donkeys](#), [horses](#), [llamas](#), or [mules](#) to heal up to 10 hearts. They are an effective method to heal horses if the player wants to heal them in a short period of time. They also speed up the growth of foals by three minutes and baby llamas by 90 seconds.

Breeding

Hay bales can be used both to lead and breed llamas.

Falling

Falling onto a hay bale reduces the fall damage by 80%, meaning whatever falls on a hay bale takes 20% of the normal fall damage.

Below are some example damages a player receives falling on a hay bale (assuming no enchantments and/or status effects that reduce fall damage).

Falling on a hay bale examples

Fall height	Fall damage
4-8 blocks	1 (1 heart)
9-13 blocks	2 (2 hearts)
95-100 blocks	19 (2 hearts × 9.5)
101-103 blocks	20 (2 hearts × 10)
115-120 blocks	23 (2 hearts × 11.5)

Thus, it is possible to fall onto a hay bale and survive a 100 block drop (starting with full health) or even a 120 block fall (starting with full health plus 2 Absorption hearts).

Campfires

Placing a hay bale under a campfire makes it a signal fire, increasing the height to which its smoke particles can rise from 10 blocks to 25 blocks.

Composting

Placing a hay bale into a composter has an 85% chance of raising the compost level by 1. Composting with hay bales is very inefficient, as the hay bale's chance to be composted is only slightly higher than wheat. For example, 900 wheat could be composted to yield 83 $\frac{4}{7}$ bone meal on average, but if crafted into 100 hay bales, they would only yield 12 $\frac{1}{7}$ bone meal on average.

Trading

Wandering traders occasionally purchase a hay bale for a single emerald.

Villager	Probability		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	JE	BE					
🧙 Wandering Trader	Purchase	33%	33%	秬 Hay Bale	Emerald	2	—

Note blocks

Hay bale can be placed under note blocks to produce "banjo" sounds.

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	Entity-Dependent	Falling on the block with fall damage	block.grass.fall	subtitles.block.generic.fall	0.5	0.75	16
	Footsteps	Entity-Dependent	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		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		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]
 Hay Bale	hay_block	Block & Item	block.minecraft.hay_block	

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^[i 1]	Translation key	[hide]
 Hay Bale	hay_block	170	Block & Giveable Item ^[i 2]	Identical ^[i 3]	tile.hay_block.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

See also: [Block states](#)

Java Edition:

Name	Default value	Allowed values	Description	[hide]
axis	y	x	The hay block is oriented east–west.	
		y	The hay block is oriented vertically.	
		z	The hay block is oriented north–south.	

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description	[hide]
pillar_axis	0x4 0x8	y	x y z	1 0 2	The axis along which the block is oriented	
deprecated	0x1 0x2	0	0 1 2 3	0 1 2 3	Unused, has no effect in game.	

History



This section is missing information about: did [MC-109370](#) change how these looked?

Please expand the section to include this information. Further details may exist on the [talk page](#).

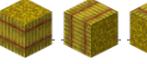
Development

February 24, 2013 (https://www.reddit.com/r/Minecraft/comments/1940k3/i_found_a_new_block_hidden_in_one_of_the_mojam2/)	A Reddit user (karthus25) discovers a screenshot of hay bales hidden in the files of the Mojam game <i>Nuke the Dinosaurs</i> .
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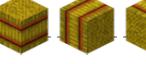
Java Edition

		Java Edition	[hide]
1.6.1	13w16a	 Added the hay bale.	
	13w16b	The hay bale currently does not have an in-game name, but is called "Hay Bale" in the change notes (http://www.minecraft-snapshot.info/13w16a-and-new-launcher/).	
	13w18a	The hay bale has now received an in-game name, which is "Hay Block".	
	13w21a	Hay blocks have now received a crafting recipe.	
	13w24a	Hay blocks are now flammable .	
1.8	14w26c	The amount of how much hay bales heal has been rebalanced.	
		Hay bales now accelerate the growth of horses .	
1.9	15w44b	Falling onto a hay bale now does only 20% of the normal fall damage .	
1.11	16w39a	Hay bales can now be used to breed llamas .	
1.14	18w43a	 The textures of hay bales have been changed.	
	18w47a	Added pillager outposts , which sometimes generate with scarecrows made of hay bales.	
	18w48a	Hay bales now generate in the updated plains villages .	
	18w49a	Hay bales now generate in the updated savanna villages .	
	18w50a	Hay bales now generate in the updated desert and taiga villages .	
	19w02a	When a hay bale is placed under a campfire , the campfire's smoke now rises higher than normal (25 blocks instead of the normal 10).	
	19w03a	Placing a hay bale into the new composter has now a 80% chance of raising the compost level by 1.	
	19w05a	Hay bales now have an 85% chance of increasing the compost level in a composter by 1.	
	19w09a	Hay bales can now be used to play the banjo, if they are under note blocks .	
1.16	20w09a	Hay bales can now be used to craft target blocks.	
	20w10a	Hay bales can now be broken faster using hoes .	
1.20	23w18a	Entities landing on the edge of a hay bale now properly reduces fall damage. ^[1]	
1.20.2 Experiment Villager Trade Rebalance	23w31a	Wandering traders now have a chance to buy a hay bale from the player.	

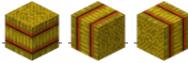
Bedrock Edition

Pocket Edition Alpha							[hide]					
v0.8.0	build 1		Added hay bales.									
v0.15.0	build 1	Hay bales can now be used to feed horses.										
Pocket Edition							[hide]					
1.1.0	alpha 1.1.0.0	Hay bales can now be used to breed llamas.										
Bedrock Edition							[hide]					
1.2.10	beta 1.2.10.1	Falling onto a hay bale now does only 20% of the normal fall damage .										
	release	Most changes from beta 1.2.10.1, including the addition of fall damage reduction to hay bales, were reverted due to stability issues. ^[2]										
1.2.13	beta 1.2.13.5	Readded fall damage reduction to hay bales.										
1.10.0	beta 1.10.0.3		The textures of hay bales have been changed.									
		Hay bale now generate in pillager outposts as targets, and in the new villages in plains, deserts, and savannas.										
1.11.0	beta 1.11.0.1	Hay bale can now be used to fill up composters .										
		When a hay bale is placed under a campfire , the campfire's smoke now rises higher than normal (25 blocks instead of the normal 10).										
1.13.0	beta 1.13.0.9	Hay bales can now be used to play the banjo, if they are under note blocks .										
1.16.0	beta 1.16.0.51	Hay bales can now be used to craft targets .										

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU19	CU7	1.12	1.12	1.12	Patch 1	1.0.1	 Added hay bales.
TU46	CU36	1.38	1.38	1.38	Patch 15		Falling onto a hay bale now does only 20% of the normal fall damage .
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Hay bales can now be used to breed llamas.
		1.90					 The textures of hay bales have been changed.
		1.91					Hay bale now generate in pillager outposts as targets, and in the new villages in plains, deserts, and savannas.
							When a hay bale is placed under a campfire , the campfire's smoke now rises higher than normal (25 blocks instead of the normal 10).

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0		Added hay bales.

Data history

Java Edition

Java Edition			[hide]
1.6.1	13w16a		Hay bales with the side texture on all six faces also exist.
1.8	14w10a		Six-sided hay bales no longer have a model.
	14w25a		All blocks have been converted to use block states , so the block/data-value combination 170/12 (6-sided hay bale) has been removed.
1.13	17w47a		Prior to The Flattening , this block's numeral ID was 170.

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.8.0	build 1		Hay bales with the side texture on all six faces also exist.
Bedrock Edition			[hide]
1.10.0	beta 1.10.0.3		The textures of hay bales have been changed.
?			Hay bales with the side texture on all faces has been removed, and replaced with the Y axis aligned bale.

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU19	CU7	1.12	1.12	1.12	Patch 1	1.0.1	 Hay bales with the side texture on all six faces also exist.

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0		Hay bales with the side texture on all six faces also exist.

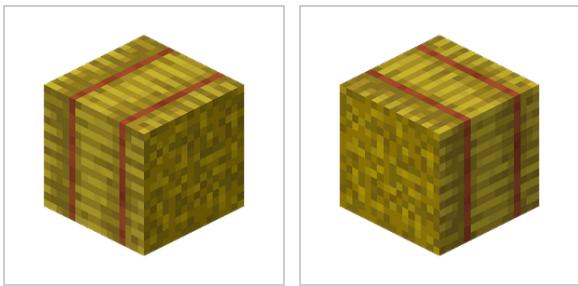
Issues

Issues relating to "Hay Bale", "Hay Block", or "Hay" 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%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Hay%20Bale%22%20OR%20summary%20~%20%22Hay%20Block%22%20OR%20summary%20~%20%22Hay%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

Renders



A hay bale on the east-west axes.

A hay bale on the north-south axes.

Screenshots



The image found in *Nuke the Dinosaurs*.

A building showing the possible orientations of hay bales.

An unreleased Texture Update hay bale texture.

References

1. MC-1133 — Whether or not a player experiences some effect is calculated based on the block under the center of the player — resolved as "Fixed".
2. [Edit to Bedrock Edition 1.2.10 by Minecraft Staff](#)

External links

- Block of the Week: Hay Bale (<https://www.minecraft.net/en-us/article/block-week-hay-bale>) – Minecraft.net on March 31, 2017

- Block of the Month: Hay Bale (<https://www.minecraft.net/en-us/article/hay-bale>) — Minecraft.net on July 29, 2024

Navigation

 Blocks										[hide]
 Structural										[show]
 Ornamental										[show]
 Natural										[hide]
Sediment/Soil	 Clay	 Dirt	 Coarse	 Grass Block	 Mycelium	 Podzol				[hide]
	 Rooted Dirt	 Gravel	 Mud	 Nylium	 Crimson	 Warped				[show]
	 Sand	 Red	 Soul Sand	 Soil						[show]
Misc. rock	 Bedrock	 Magma Block	 Obsidian	 Calcite	 Pointed Dripstone					[hide]
Ore/Mineral	 Amethyst Bud	 Cluster	 Budding Amethyst	 Ancient Debris						
	 Coal Ore	 Deepslate	 Copper Ore	 Deepslate	 Raw Block					
	 Diamond Ore	 Deepslate	 Emerald Ore	 Deepslate	 Gold Ore					
	 Lapis Lazuli Ore	 Deepslate	 Nether Quartz Ore	 Redstone Ore						
Plant	 Azalea	 Flowering	 Bamboo	 Shoot	 Beetroots	 Big Dripleaf				
	 Small	 Bush	 Cactus	 Carrots	 Cave Vines	 Chorus Plant				
	 Flower	 Cocoa	 Creaking Heart	 Dead Bush	 Fern	 Large				
	 Firefly Bush	 Hanging Roots	 Leaf Litter	 Leaves	 Lily Pad					
	 Mangrove Propagule	 Mangrove Roots	 Muddy	 Melon	 Stem					
	 Moss Block	 Carpet	 Pale Hanging Moss	 Pale Moss Block						
	 Potatoes	 Pumpkin	 Carved	 Stem	 Resin Clump					
	 Saplings	 Seagrass	 Tall	 Short Dry Grass	 Tall	 Short Grass				
	 Sugar Cane	 Sweet Berry Bush	 Vines	 Wheat Crops						
	 Hay Bale									
Flower	 Allium	 Azure Bluet	 Blue Orchid	 Cactus Flower	 Cornflower					
	 Dandelion	 Eyeblossom	 Lilac	 Lily of the Valley	 Oxeye Daisy					
	 Peony	 Pink Petals	 Pitcher Plant	 Crop	 Poppy	 Rose Bush				
	 Spore Blossom	 Sunflower	 Torchflower	 Crop	 Tulips					
	 Wildflowers	 Wither Rose								
Fungus & Related	 Nether Fungi	 Crimson	 Warped	 Glow Lichen	 Mushrooms					
	 Brown	 Red	 Blocks	 Stem	 Nether Sprouts	 Nether Wart				
	 Wart Block	 Nether	 Warped	 Crimson Roots	 Warped Roots					
	 Shroomlight	 Twisting Vines	 Weeping Vines							
Fauna & algae	 Coral	 Dead	 Coral Blocks	 Dead	 Coral Fans	 Dead				
	 Dried Ghast	 Kelp	 Dried Block	 Sea Pickle						
Fauna/Related	 Bee Nest	 Bone Block	 Cobweb	 Dragon Egg	 Frogspawn					
	 Infested Blocks	 Sniffer Egg	 Turtle Egg							
Sculk	 Sculk	 Sculk Catalyst	 Sculk Sensor	 Calibrated	 Sculk Shrieker					
	 Sculk Vein									
Fluid & Related	 Lava	 Water	 Bubble Column	 Ice	 Blue	 Packed	 Snow			
	 Powder	 Block								
	 Air	 Cave	 [JE only]	 Void	 [JE only]	 Invisible Bedrock	 [BE & edu only]			
Non-physical	 Fire	 Soul								
	 Utility									[show]
	 Creative or commands only									[show]

 **Removed** **Unused** **Unimplemented** **Joke** **Extreme metadata variants**[\[show\]](#)[\[show\]](#)[\[show\]](#)[\[show\]](#)[\[show\]](#)

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