

Hay Bale

re article feedback

Warning: *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 <i>(JE)</i>	<input type="checkbox"/> 18 COLOR_YELLOW

Issues

Gallery

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References

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Navigation

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]
<u>Wheat</u>	


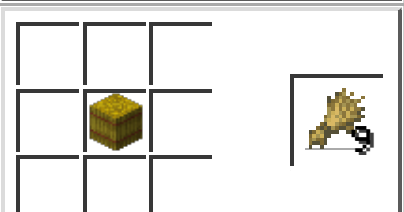
Usage

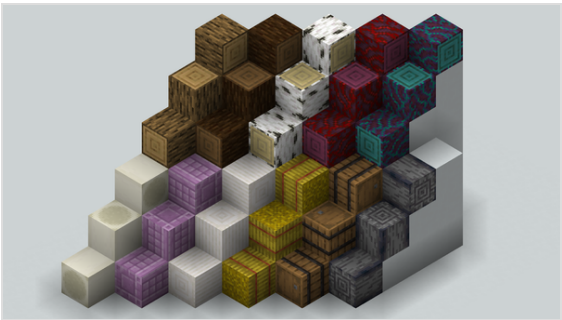
Hay bales can be used as compact storage of wheat.

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.

Crafting ingredient

Name	Ingredients	Crafting recipe [hide]
<u>Target</u>	<u>Redstone Dust</u> + <u>Hay Bale</u>	
<u>Wheat</u>	<u>Hay Bale</u>	



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

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 (♥)
9-13 blocks	2 (♥)
95-100 blocks	19 (♥ × 9.5)
101-103 blocks	20 (♥ × 10)
115-120 blocks	23 (♥ × 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 83⁴⁄7 [bone meal](#) on average, but if crafted into 100 hay bales, they would only yield 12¹⁄7 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
		<i>JE</i>	<i>BE</i>					
 Wandering Trader	Purchase	33%	33%	 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	Blocks	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 <i>[upcoming: BE 26.0]</i>	Source	Description	Identifier	Translation key <i>[upcoming: BE 26.0]</i>	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]
 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?


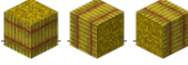
Please expand the section to include this information. Further details may exist on the talk page.

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 *Nuke the Dinosaurs*.

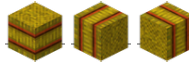
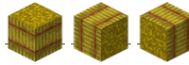
Java Edition

<i>Java Edition</i> [hide]		
<u>1.6.1</u>	<u>13w16a</u>	 Added the hay bale. The hay bale currently does not have an in-game name, but is called "Hay Bale" in the change notes (http://www.mojang.com/2013/04/minecraft-snapshot-13w16a-and-new-launcher/).
	<u>13w16b</u>	The hay bale has now received an in-game name, which is "Hay Block".
	<u>13w18a</u>	Hay blocks have now received a crafting recipe .
	<u>13w21a</u>	Hay blocks are now flammable .
	<u>13w24a</u>	The name of "Hay Block" has been changed to "Hay Bale".
<u>1.8</u>	<u>14w26c</u>	The amount of how much hay bales heal has been rebalanced.
		Hay bales now accelerate the growth of horses .
<u>1.9</u>	<u>15w44b</u>	Falling onto a hay bale now does only 20% of the normal fall damage .
<u>1.11</u>	<u>16w39a</u>	Hay bales can now be used to breed llamas .
<u>1.14</u>	<u>18w43a</u>	 The textures of hay bales have been changed.
	<u>18w47a</u>	Added pillager outposts , which sometimes generate with scarecrows made of hay bales.
	<u>18w48a</u>	Hay bales now generate in the updated plains villages .
	<u>18w49a</u>	Hay bales now generate in the updated savanna villages .
	<u>18w50a</u>	Hay bales now generate in the updated desert and taiga villages .
	<u>19w02a</u>	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).
	<u>19w03a</u>	Placing a hay bale into the new composter has now a 80% chance of raising the compost level by 1.
	<u>19w05a</u>	Hay bales now have an 85% chance of increasing the compost level in a composter by 1.
<u>1.16</u>	<u>19w09a</u>	Hay bales can now be used to play the banjo, if they are under note blocks .
	<u>20w09a</u>	Hay bales can now be used to craft target blocks .
<u>1.20</u>	<u>20w10a</u>	Hay bales can now be broken faster using hoes .
	<u>23w18a</u>	Entities landing on the edge of a hay bale now properly reduces fall damage. ^[1]
<u>1.20.2</u> ———— Experiment ———— Villager Trade Rebalance	<u>23w31a</u>	Wandering traders now have a chance to buy a hay bale from the player.

Bedrock Edition

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

Legacy Console Edition



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

New Nintendo 3DS Edition



<i>New Nintendo 3DS Edition</i> [hide]	
0.1.0	   Added hay bales.

Data history


Java Edition

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


Bedrock Edition

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

Legacy Console Edition

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

New Nintendo 3DS Edition

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

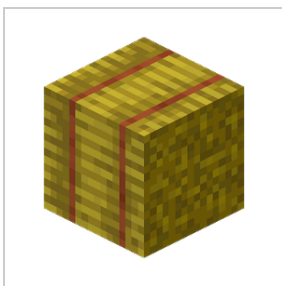
Issues

Issues relating to "Hay Bale", "Hay Block", or "Hay" are maintained on the bug tracker. Issues should be

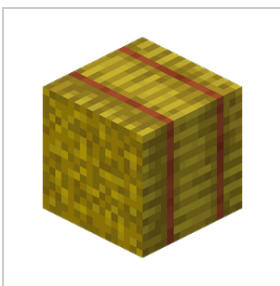
reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Hay%20Bale%22%20OR%20summary%20~%20%22Hay%20Block%22%20OR%20summary%20~%20%22Hay%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

Renders

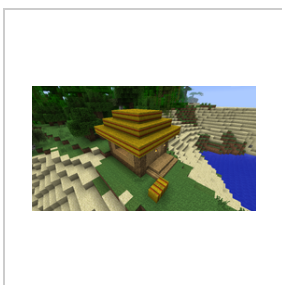


A hay bale on the east-west axes.



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

- 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".
- [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  Rooted Dirt)  Gravel  Mud  Nylium ( Crimson  Warped)  Sand ( Red)  Soul Sand ( Soil)
Misc. rock	 Bedrock  Magma Block  Obsidian  Calcite  Pointed Dripstone ( Block)
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 ( Deepslate  Nether)  Iron Ore ( Deepslate  Raw Block)  Lapis Lazuli Ore ( Deepslate)  Nether Quartz Ore  Redstone Ore ( Deepslate)
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 ( Carpet)  Potatoes  Pumpkin ( Carved  Stem)  Resin Clump  Saplings  Seagrass ( Tall)  Short Dry Grass ( Tall)  Short Grass ( Tall)  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)
Non-physical	 Air ( Cave ^[JE only]  Void ^[JE only])  Invisible Bedrock ^[BE & edu only] Fire (Soul)
	 Utility [show]
	 Creative or commands only [show]

 **Removed**

[\[show\]](#)

 **Unused**

[\[show\]](#)

 **Unimplemented**

[\[show\]](#)

 **Joke**

[\[show\]](#)

 **Extreme metadata variants**

[\[show\]](#)

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