

FERRA Rail Law

A1 – General rules

1. Each track must be safe to travel in, at any speed.
2. Each track must be lit uniformly by light sources.
3. Each track must be walkable if necessary.
4. Each track must be as low in amount of turns as possible.
5. Each tunnel must be 3x3 blocks wide and tall (expt. Non-full blocks).
6. Rails and stations must be designed to be traveled on the right-hand side.
7. A lever or a redstone torch must be used to power the powered rails, and must be hidden from view.

AA – Terminology

1. The proportions of powered rails (p) to regular rails (r) are written as p/r.
 - Rail proportions are followed on the exterior curve of the rail.
 - Rails must be aligned in their proportions (powered rails for both directions of travel being next to each other, one block apart).

B – Existing rails

1. If existing rails are safe and comfortable to travel in, they do not need to fit the law immediately.
2. If an existing rail segment is meant to be renovated, changed, or a new station is meant to be added onto it, the rail segment must be updated to fit the law.

C – Rails

1. Double Rail Tracks

- The proportions must be 1/16.
- Rails must be parallel to each other, one block apart.
 - A double rail track may be split into two single rail tracks.
 - A double rail track may be merged, but it's not advised, see below.

2. Single Rail Two Direction Tracks

- The proportions must be 1/16.
- Merging of double rail tracks is not advised, however, if it is needed:
 - A timer must be used at the ends of double rail tracks connecting to the single rail two direction track to prevent collisions. The waiting time must be equal to the travel time of the merged segment.

3. Single Rail One Direction Tracks

- It's not advised to use these tracks on public rails, unless as an extension of double rail tracks (without merging, but with two single rail one direction rail tracks).
- The proportions may be 1/16.

4. Non-Public rail

- Basically, do whatever you want with rails if they are not going to be used by anyone but you.

D – Stations

1. Double Rail Tracks Stations

- The station must have two pairs of 2-long or longer initial propulsion powered rails, which are to be activated using a button or a similar working mechanism.

- S-gates must be used at each end of the station to prevent travel on the wrong (left-hand side) side of the track.
- The station must possess a surface exit and entrance.
 - The exit must be a soul-sand bubble column.
 - The entrance must be a hole, in which the fall must be broken by water.
 - This rule does not need to apply to transitional stations (stations connecting two or more lines with each other) and no or other exits may be used (examples: Vasilob, Bá Daras, Green Transitional).
- The stations must be safe to stay at.

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- The stations must be safe to stay at.
- In one direction stations, a S-gate with a powered rail going into a block must be used, so that carts going in the wrong direction get sent back to the station.

3. Mixed Stations

- All rules from D1 and D2 apply for the individual ends of the stations.

E – Loops

1. Loops must be colour-coded, on stations and on tracks.

- On double rail tracks, the colour of the loop is to be put on the space between rails.
- On stations, sign text must have the colour of the loop

2. Loops must not be using single rail tracks

2. All other rules from section C and D apply

F – Additional rail infrastructure

- Storages are FERRA owned magazine spaces that hold raw materials for crafting, as well as materials for marking segments of tracks and building the tunnels. In short, all materials needed for rail building in FERRA. Current FERRA include:
 - Perhyh Station Storage
- Counters are optional devices installed at stations that count the amount of minecarts that pass over them. Four counters make a full set at double track stations, and two at single track stations.
 - The counters will never alter the surface look of the station.
 - Installing counters is highly encouraged, if you want counters to be installed, notify Aleksanetra of Perhyh.

END OF DOCUMENT, Version 2, 29 June 2025, Aleksanetra of Perhyh.