



Church of Ryan

Sustainable farming act 2015

Section one – what is covered.

This act covers the acts of slaughtering mobs, farming crops and the deforestation of trees.

Section two – Slaughtering mobs,

Mobs which belong to a farm shall not be slaughtered except where the player takes appropriate measures to ensure the sustainability of the farm. This in turn means animals should be bred to an appropriate level before any animal is slaughtered.

Clause 2.1 - If the owner of the farm wished to destroy the farm they are permitted to do so as long as the farm is not on public land and no other players have 'viable vested' interests in the farm.

Clause 2.2 – the use of culling of animals within a farm is permitted so long as there is a viable reason for the cull e.g. there are too many animals or they are causing a nuisance to other players.

Section three – Farming crops.

Crops may be farmed from communal farms as long as they are replanted in equal or greater quantity.

Clause 3.1 - If the owner of the farm wished to destroy the farm they are permitted to do so as long as the farm is not on public land and no other players have 'viable vested' interests in the farm.

Section four – deforestation

Trees maybe cut down as long as a reasonable amount of trees are planted in their stead, if trees are to be cut down to clear way for a building or structure the replanted trees may obviously be placed elsewhere.