Find the correct WorldGuard region when names repeat across worlds

WorldGuard region names belong to worlds, so the same label can describe different areas. Check the world explicitly before editing a spawn or plot with a familiar name.

Follow the procedure

1. Collect the affected player’s world and coordinates from an authorized source. A screenshot of a region name alone is insufficient when multiple worlds use the same naming scheme.
2. Use the documented world option with a read-only region query, such as the installed `/rg info` form using `-w WORLD`. Confirm syntax with command help on your release.
3. Compare the reported bounds with the player’s location. If necessary, list the relevant world’s regions rather than assuming the first result is the right one.
4. Inspect the same region name in any other likely world and record the differences. Keep all queries read-only until the intended target is certain.
5. For the eventual change, include the world explicitly where supported or move to the correct world and verify again. Record both world and region in the staff instruction.
6. Have an ordinary player repeat the reported action at the original coordinates after the reviewed change. Check another world’s similarly named region remains unchanged.

Check the result

The investigation should identify one unambiguous world-and-region pair whose bounds contain the affected location. A region with the right name but the wrong coordinates is not the target. Include the world in support notes and future maintenance commands.

If the result is wrong

If the region cannot be found, check world loading and spelling before creating a replacement. Do not define a new overlapping region merely because a query in the wrong world returned nothing. Restore any mistaken flag edit on the other world using its recorded previous value.

References and related help

- WorldGuard maintainer reference
- WorldGuard maintainer reference
- Protect a Minecraft spawn with WorldGuard regions
- Fix overlapping WorldGuard region flags with a small permission test

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