

Bridles

UP TO DATE FOR LITE RELEASE VERSION 1.20.1-

UNDER CONSTRUCTION - INFORMATION MAY BE INCOMPLETE

Introduction

Bridles are required to control a mounted horse, and are equipped in the [horse inventory](#) bridle slot.

Crafting

Bridles have one "Western" variant with 16 dyed colors, and an "Adventure" variant with one.



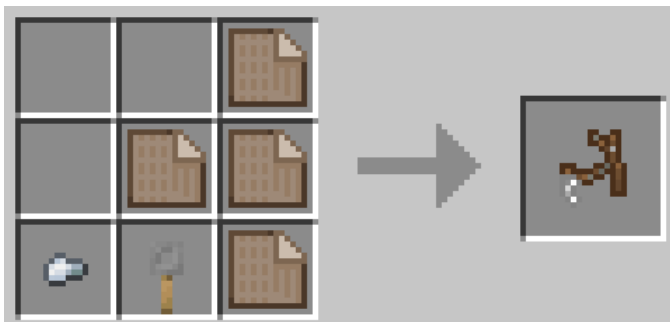
Western Bridle

Refined Leather (3)

Iron Nugget (1)

Tripwire Hook (1)

Dye (1)



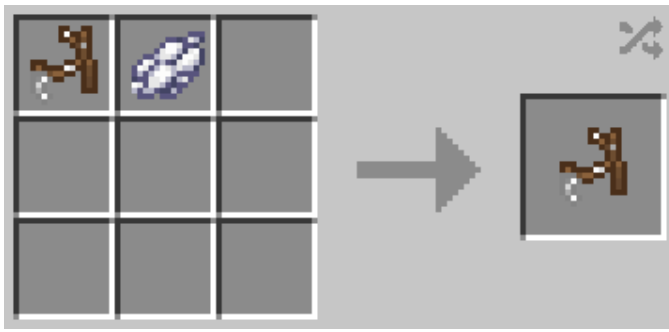
Adventure Bridle

Refined Leather (4)

Iron Nugget (1)

Tripwire Hook (1)

Recoloring



Western Bridle

Western Bridle (1)

Dye (1)

Usage

Lite does not require tack to be equipped in any specific order, but it can only be equipped on a **tamed** horse.

Bridles are required **alongside a saddle** to control a horse. Bridles can be equipped several ways:

- Place a bridle in the [horse inventory](#) bridle slot (#1).
- `Right Click` a **tamed** horse with a bridle in hand.
- `Shift` + `Right Click` with a bridle in hand to **hot swap** bridles.

Adventure Tack

Bite, kick and stomp are special [combat moves](#) only available to high [affinity](#) horses using **Adventure tack**.

Lead Function

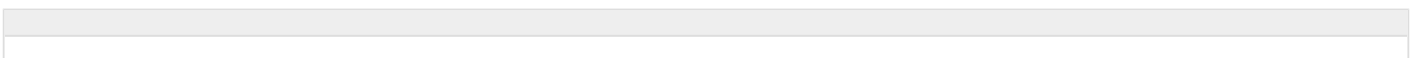
`Shift` + `Left Click` a horse to turn the reins into a lead rope.

`Right Click` any fence, hitching post to hitch, or any or block surface to use the **RING HITCH** feature.

Sleeping

Horses will not sleep at night when equipped with a bridle - handy if you need to make a quick getaway!

Gallery





Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

Changelog

View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
1.21.1	1.1.3	Bug Fix: Tack items disappear (visual only) on reload and void TP.
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

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