

Bridles

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

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



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, [ring hitch](#), or any or block surface to use the **GROUND TIE / 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 It is a log of wiki-related version information and may be outdated.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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