Saddles

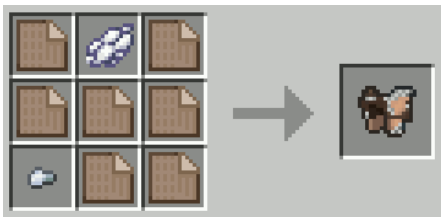
> Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Saddles are required to control a mounted horse, and are equipped in the horse inventory saddle slot.

Crafting

Saddles have one "Western" variant with 16 dyed colors, and an "Adventure" variant with 5 unique textures.

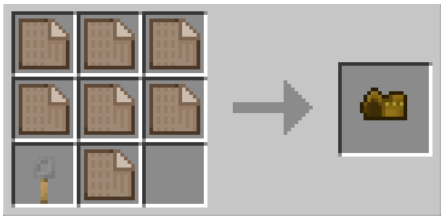


Western Saddle

Refined Leather (7)

Iron Nugget (1)

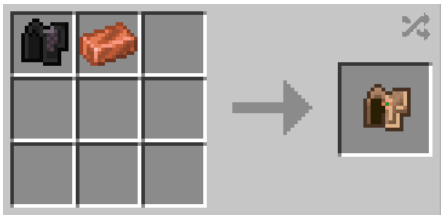
Dye (1)



Adventure Saddle

Refined Leather (7)

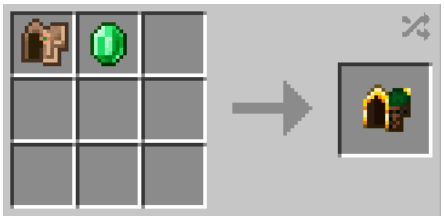
Tripwire Hook (1)



Sultan Adventure Saddle

Adventure Saddle (Any) (1)

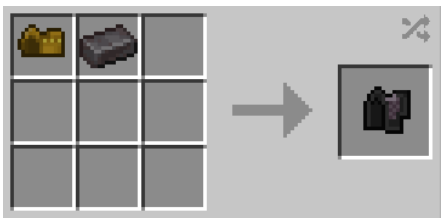
Copper Ingot (1)



Elven Adventure Saddle

Adventure Saddle (Any) (1)

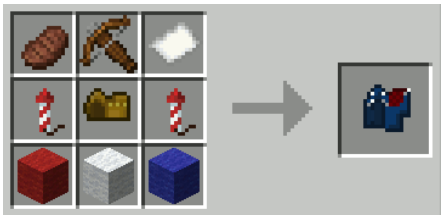
Emerald (1)



Withered Saddle

Adventure Saddle (Any) (1)

Netherite Ingot (1)



USA Adventure Saddle

Steak (1)

Crossbow (1)

Paper (1)

Firework Rockets (1)

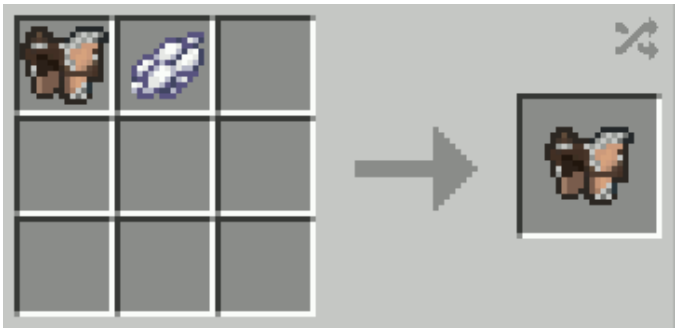
Red Wool (1)

White Wool (1)

Blue Wool (1)

Adventure Saddle (Any) (1)

Recoloring



Western Saddle

Western Saddle (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.

Saddles are required **alongside a bridle** to control a horse. Saddles can be equipped several ways:

- Place a saddle in the horse inventory saddle slot (#2).
- `Right Click` a **tamed** horse with a saddle in hand.
- `Shift` + `Right Click` with a saddle in hand to **hot swap** saddles.

Accessories

Saddles include a girth and breast collar. Adventure saddles include an armor element (cosmetic) over the back.

Adventure Tack

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

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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