

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.

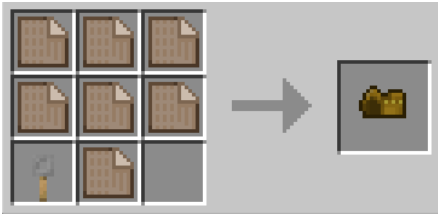


Western Saddle

[Refined Leather](#) (7)

[Iron Nugget](#) (1)

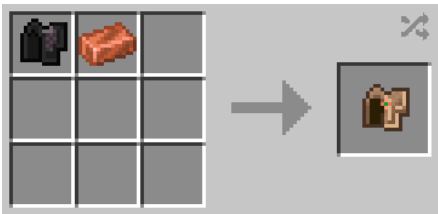
[Dye](#) (1)



Adventure Saddle

[Refined Leather](#) (7)

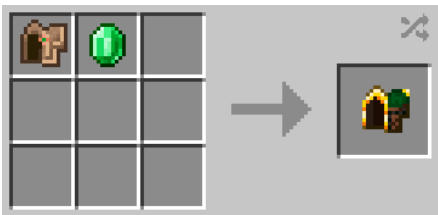
[Tripwire Hook](#) (1)



Sultan Adventure Saddle

[Adventure Saddle \(Any\)](#) (1)

[Copper Ingot](#) (1)



Elven Adventure Saddle

[Adventure Saddle \(Any\)](#) (1)

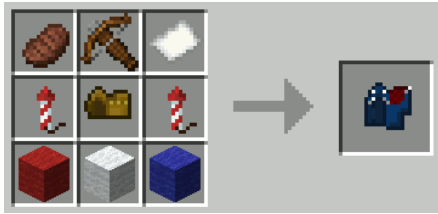
[Emerald](#) (1)



Withered Saddle

[Adventure Saddle \(Any\)](#) (1)

[Netherite Ingot](#) (1)



USA Adventure Saddle

[Steak](#) (1)

[Red Wool](#) (1)

[Crossbow](#) (1)

[White Wool](#) (1)

[Paper](#) (1)

[Blue Wool](#) (1)

[Firework Rockets](#) (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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