Awards

Description: Awards are items that can be placed into the world to indicate a rider's victories in competitions or events.

> Not all awards can be crafted or acquired from the creative menu by default - read the information below!

Details:

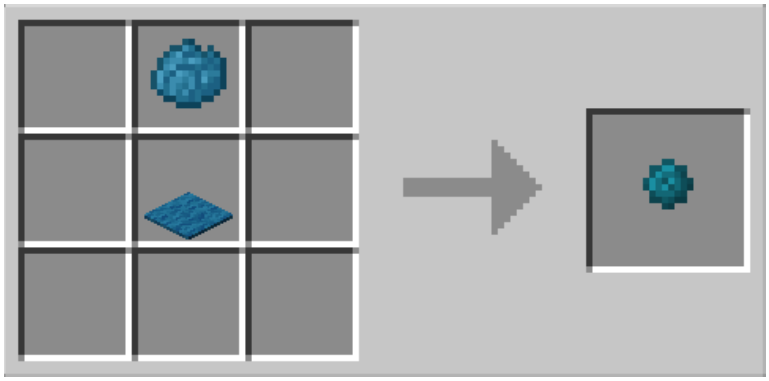
Renewable:	Yes
Stackable:	Yes (64)
Tool:	Any
Blast Resistance:	N/A
Hardness:	N/A
Luminant:	No
Transparent:	Yes
Flammable:	No
Flammable (Lava):	No

Obtaining

Rosettes

Crafting
Rosettes come in all 16 base Minecraft colors.
1 Rosette can be crafted with 1 Carpet (any) and 1 Dye of the chosen color.

> Basic tier Rosettes can be crafted in survival by default - this can be configured in the recipe config.

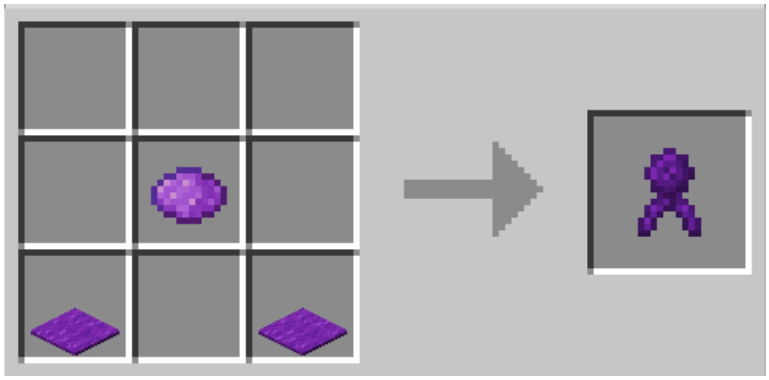


Ribbons

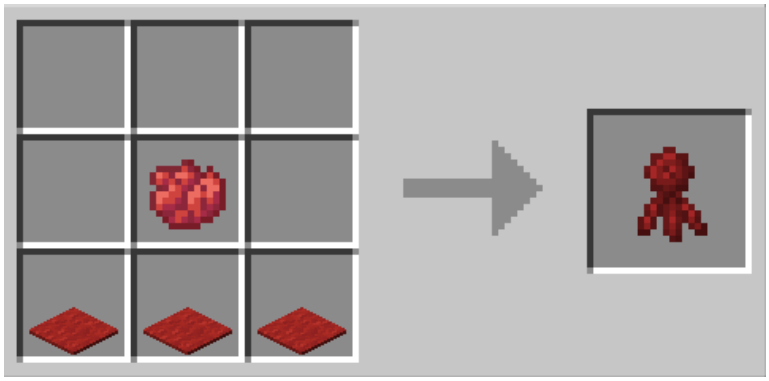
> Ribbons **cannot** be crafted in survival by default - this can be configured in the recipe config.
> *Ribbons are automatically set to creative or command obtaining only - this is intended for servers who want to restrict awards to be purchased or from approved / server hosted events. In this way, having ribbons holds genuine prestige.*

Crafting

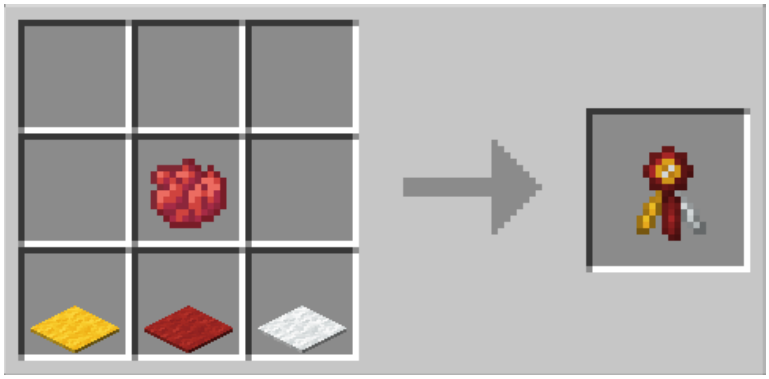
Two-tailed Ribbons come in all 16 base Minecraft colors.
1 Two-tailed Ribbon can be crafted with 2 Carpet (any) and 1 Dye of the chosen color.



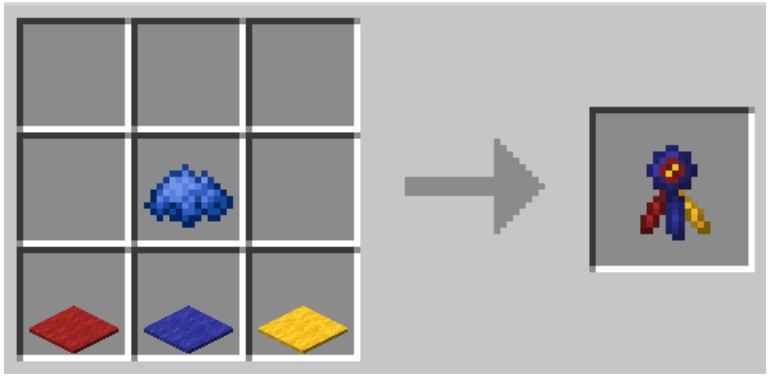
Three-tailed Ribbons come in all 16 base Minecraft colors.
1 Three-tailed Ribbon can be crafted with 3 Carpet (any) and 1 Dye of the chosen color.



Reserve Champion Ribbons come in a single (Red, White & Yellow) color.
1 Reserve Champion Ribbon can be crafted with 1 Red Dye and 1 Yellow, Red and White Carpet.



Champion Ribbons come in a single (Blue, Red & Yellow) color.
1 Champion Ribbon can be crafted with 1 Blue Dye and 1 Red, Blue and Yellow Carpet.

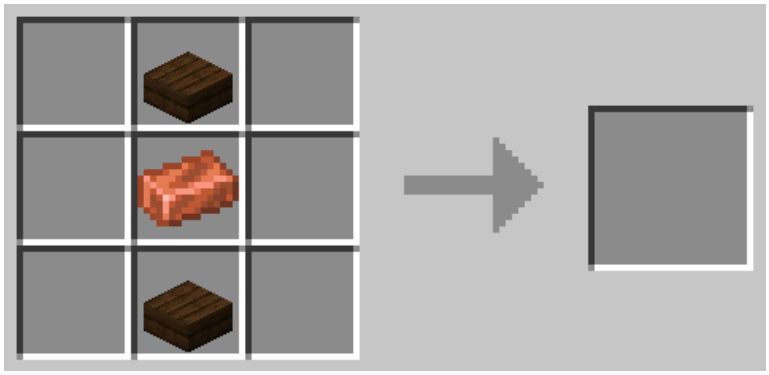


Plaques

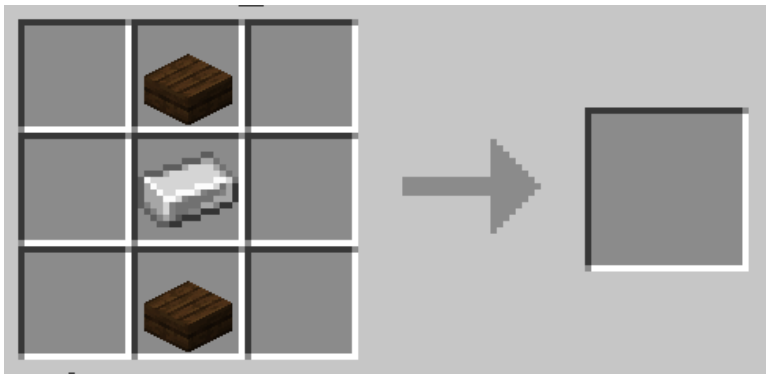
> Plaques **cannot** be crafted in survival by default - this can be configured in the recipe config.
> *Plaques are automatically set to creative or command obtaining only - this is intended for servers who want to restrict awards to be purchased or from approved / server*

hosted events. In this way, having a plaque holds genuine prestige.

Crafting
Plagues come in Bronze, Silver and Gold variants.
A bronze plaque can be crafted with 2 Wood Slabs (any) and 1 Copper Ingot.



A iron plaque can be crafted with 2 Wood Slabs (any) and 1 Iron Ingot.



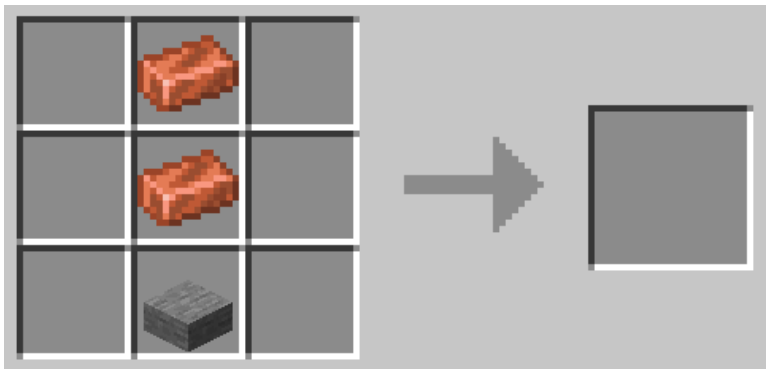
A gold plaque can be crafted with 2 Wood Slabs (any) and 1 Gold Ingot.



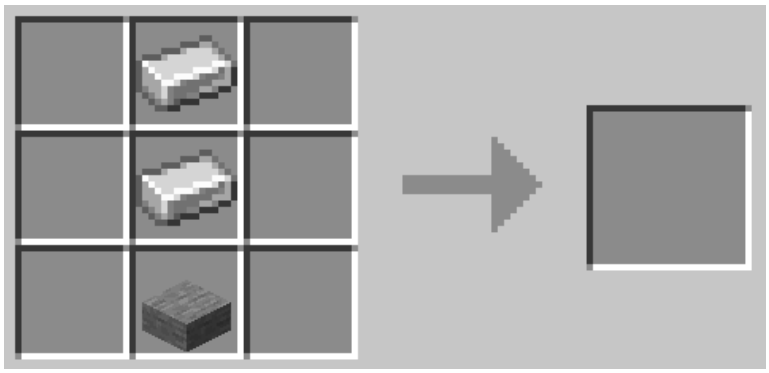
Trophies

> Trophies **cannot** be crafted in survival by default - this can be configured in the recipe config.
> *Trophies are automatically set to creative or command obtaining only - this is intended for servers who want to restrict awards to be purchased or from approved / server hosted events. In this way, having a trophy holds genuine prestige.*

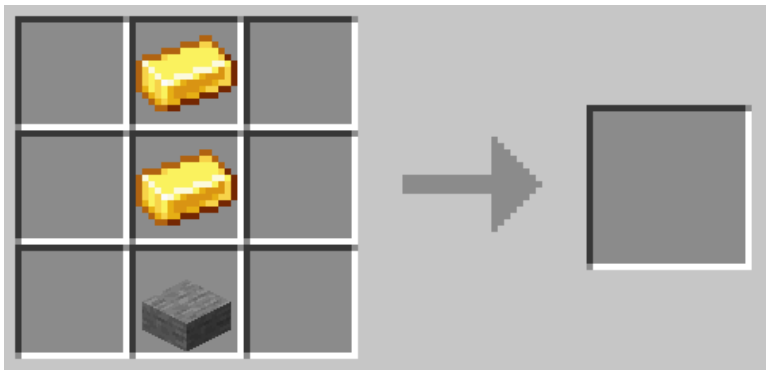
Crafting
Trophies come in Bronze, Silver and Gold variants.
A bronze trophy can be crafted with 2 Copper Ingots and 1 Stone-type Slab (any).



A silver trophy can be crafted with 2 Iron Ingots and 1 Stone-type Slab (any).



A gold trophy can be crafted with 2 Gold Ingots and 1 Stone-type Slab (any).



Usage

> Currently all Rosettes & Ribbons are non-functional decor items - they cannot be displayed on a horse for now.

Right-click a vertical block surface with a Rosette, Ribbon or Plaque in hand to place it, or a horizontal block surface for Trophies. Awards can be used for many stable decoration and RRP purposes, we suggest:

- To create awards display cases for your RRP or earned victories
- Decorate stable walls or achievement / memory nooks
- Decorate the front of a successful horse's stall

Naming
You can rename Rosettes, Ribbons, Plaques and Trophies as with any other item in an anvil to denote the event name or placing etc, however this will be **reset** on placing the item unless it is in an **item frame.**

Giftbags
When configured to allow specific items, such as Ribbons, the Star Worm Economy Mod can be used to bundle goodies into an award. This is useful for event hosts to package up prizes within an award - on right clicking the winner will receive all items contained within. **Read more about giftbags in the SWEconM wiki.**

Award	Placement	Description
Rosette	Wall	A wall-mounted rosette without ribbons (streamers) in 16 solid colors variations.
Two-tail Ribbon	Wall	A wall-mounted rosette with two ribbons (streamers) in 16 solid colors variations.
Three-tail Ribbon	Wall	A wall-mounted rosette with three ribbons (streamers) in 16 solid colors variations.
Champion Ribbons	Wall	A wall-mounted rosette with three ribbons (streamers) in popular champion/reserve champion tri-color variations.
Plaques	Wall	A wall-mounted metal on wood base plate plaque in bronze, silver and gold variations.
Trophies	Surface	A large standing trophy with a black base in bronze, silver and gold variations.

Gallery



Shown: Reserve & Champion Ribbons, Plaques and Trophies.

Trivia

Ribbons vary a lot, and there seems to be no concrete standards for coloring or features across all countries, events or disciplines. There was some evidence to suggest a basic color theme (see below) for placing 1-8, though this could be customized by the event hosting organisation, the discipline or even the country it was hosted in (such as USA western events popularly using Red, White and Blue, often with stars). For SWEM, the logical decision for inclusive representation of various sports and specialties was to provide all 16 Minecraft colors as standard for basic tiered Rosettes and Ribbons. It would be impossible to do the same for tri-color champion variants, so two very popular color combinations were selected for these.



Shown: Standard US placing colors. Credit: Learning Horses

Known Issues

If you find an issue, please report it to our bugs channel on **Discord**. We ask that you look to see if your issue was reported first!

- **[-]** Config does not enable crafting recipe for Plaques and Trophies.

Changelog

View Changes

> This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
`1.21.1`	`1.6.8`	**Bug Fix:** Crash when breaking Championship Ribbons.
`1.20.1`	`1.5.0`	**Bug Fix:** Awards lose custom name and lore when placed as a block.
`1.18.2`	`1.0.0`	Awards require configurable values to be crafted in survival.
		Rosettes, Ribbons, Plaques and Trophies added.

Data Values

swem:ribbon_two_white
swem:ribbon_two_light_gray
swem:ribbon_two_gray
swem:ribbon_two_black
swem:ribbon_two_blue
swem:ribbon_two_cyan
swem:ribbon_two_light_blue
swem:ribbon_two_purple
swem:ribbon_two_magenta
swem:ribbon_two_pink
swem:ribbon_two_red
swem:ribbon_two_orange
swem:ribbon_two_yellow
swem:ribbon_two_brown
swem:ribbon_two_green
swem:ribbon_two_lime
swem:ribbon_three_white
swem:ribbon_three_light_gray
swem:ribbon_three_gray

swem:ribbon_three_black
swem:ribbon_three_blue
swem:ribbon_three_cyan
swem:ribbon_three_light_blue
swem:ribbon_three_purple
swem:ribbon_three_magenta
swem:ribbon_three_pink
swem:ribbon_three_red
swem:ribbon_three_orange
swem:ribbon_three_yellow
swem:ribbon_three_brown
swem:ribbon_three_green
swem:ribbon_three_lime
swem:ribbon_rchampion
swem:ribbon_champion
swem:plaque_bronze
swem:plaque_silver
swem:plaque_gold
swem:trophy_bronze
swem:trophy_silver
swem:trophy_gold

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