Bridle

Description: A bridle is an item that can be placed on tamed SWEM Horses to steer them. It comes in English, Western, and Adventure variants.

Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (16)
Durability:	None

Obtaining

Crafting

English Bridle

English Bridles come in 2 colors - black and brown.

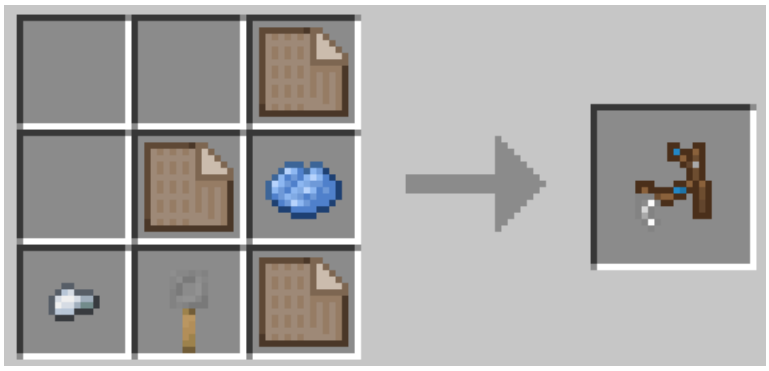
An English Bridle is crafted with 1 Tripwire Hook, 1 Iron Nugget, 2 Refined Leather, and either 1 Black Dye or 1 Brown Dye.



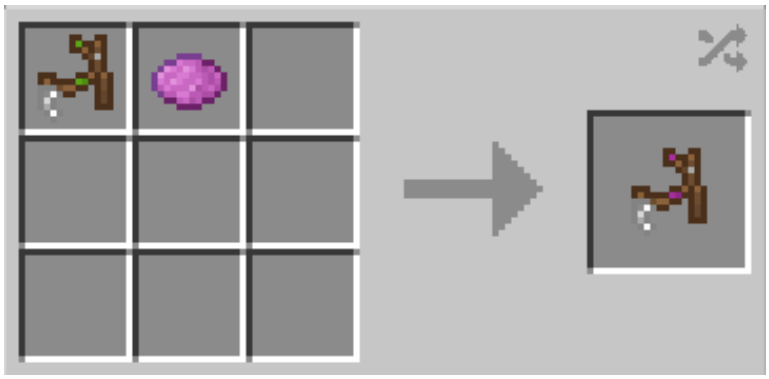
Western Bridle

Western Bridles come in 16 Minecraft colors.

A Western Bridle is crafted with 1 Tripwire Hook, 1 Iron Nugget, 3 Refined Leather, and 1 Corresponding Dye.



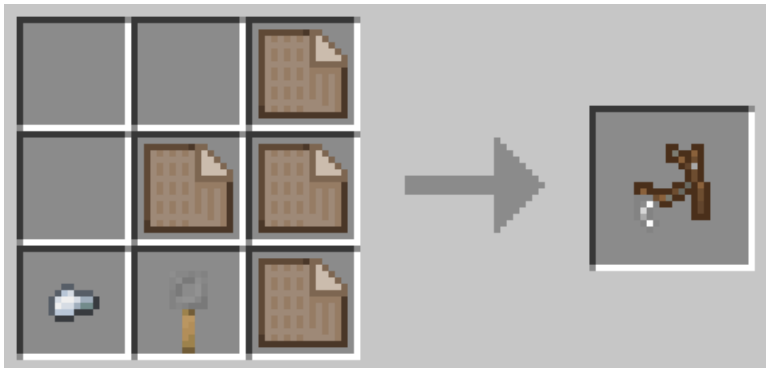
A Western Bridle can be redyed with 1 Dye of the chosen color.



Adventure Bridle

Adventure Bridles come in 1 (brown & gray) color.

An Adventure Bridle is crafted with 1 Tripwire Hook, 1 Iron Nugget and 4 Refined Leather.



Usage

Bridles are part of a tack set required to control (ride) tamed SWEM Horses. Using a bridle is the first tack item that can be used prior to any other tack pieces. It is placed in a slot that is also used by the Halter - both items cannot be used at once.

Right click a tamed SWEM Horse with a bridle in hand to equip it - or open the horse's GUI menu (shift + right click with an empty hand) to place the item in the designated tack spot. If a horse already has a bridle or Halter on, you can easily 'hotswap' it for another by shift + right-clicking with the new bridle in hand.

> Tack-equip order: Bridle > Blanket > Saddle > Girth Strap. Optional: Breast collar, Leg Wraps, Horse Armor, Saddle Bag

Bridles do not offer any perks or buffs but are required to steer the horse. You can use any bridle with any other riding tack pieces to mix English, Western & Adventure. The only exception is Adventure Bridles require a full matching set to use Horse Armor, but once the armor is put on the bridle can be 'hotswapped' out for different versions.

Leading
SWEM Bridles have reins that can be used as a normal minecraft lead so never need to worry about forgetting your lead on an adventure. To use the reins as a lead, shift + left click a bridled SWEM Horse with an empty hand - doing so will instantly put them on lead and remove the reins from their neck. To put the reins back over their neck, right click the horse OR shift + left click them again and they will no longer be on a lead.

Other
Prior to 1.20, Horses cannot eat while wearing a bridle, but can still drink. Hitched horses can do neither interaction.
Bridles also prevent the horse from lying down to sleep at night, and wake them up if equipped while they are sleeping.

Gallery



Shown: Adventure (1) > English (2) > Western (16) variant bridles.

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!

- `1.6.11` Tack unrenders (invisible) on reloading the game or chunks. **Bug Report**

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`	`1.6.3`	**Bug Fix:** Lead connections disconnect (snap) after a few seconds.
		Bug Fix: Unable to use ground tie (ring hitch anywhere) function.
`1.20.1`	`Unknown`	Bridles no longer prevent horses from eating food. **TBC**
`1.18.2`	`1.2.7`	Bridles prevent horses from eating food, and wake up sleeping horses.

Data values

swem:english_bridle_black
swem:english_bridle_brown
swem:western_bridle_white
swem:western_bridle_light_gray
swem:western_bridle_gray
swem:western_bridle_black
swem:western_bridle_blue
swem:western_bridle_cyan
swem:western_bridle_light_blue
swem:western_bridle_purple
swem:western_bridle_magenta
swem:western_bridle_pink
swem:western_bridle_red
swem:western_bridle_orange
swem:western_bridle_yellow
swem:western_bridle_brown
swem:western_bridle_green
swem:western_bridle_lime
swem:adventure_bridle

Revision #31
Created 2021-03-16 23:23:39 UTC
Updated 2026-07-10 14:55:06 UTC by Delphi