

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.

A 3x3 crafting grid with a grey background. The ingredients are: Top row: empty, empty, Refined Leather; Middle row: empty, Refined Leather, Iron Nugget; Bottom row: Tripwire Hook, empty, empty. A grey arrow points from the grid to the resulting English Bridle item, which is a brown leather bridle with a bit.

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.



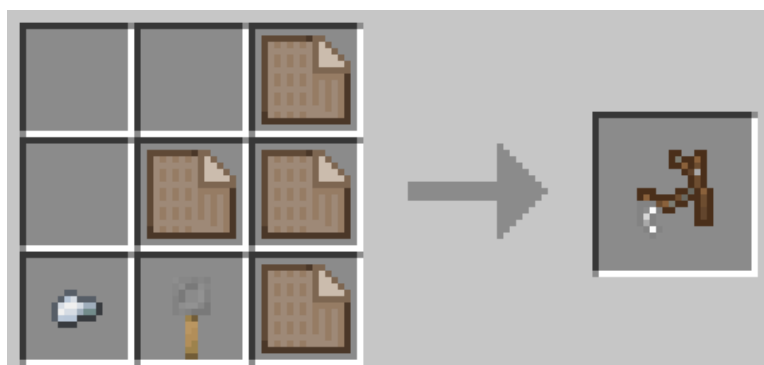
A Western Bridle can be redyed with 1 Dye of the chosen color.



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

Make sure to untack your horse when they are not being ridden. Horses wearing a bridle cannot eat food, though they can still drink. If hitched, they will not be able to do either. 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!

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
1.18.2	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 #28

Created 16 March 2021 14:23:39

Updated 19 August 2023 19:10:01 by Delphi