

# Girth Strap

**Description:** A Girth Strap is an item that can be placed on tamed [SWEM Horses](#) to keep the [Saddle](#) from falling off. It comes in English, Western, and Adventure variants.

**Details:**

<b>Rarity color:</b>	Common
<b>Renewable:</b>	Yes
<b>Stackable:</b>	Yes (16)
<b>Durability:</b>	None

## Obtaining

**Crafting**

**English Girth Strap**

English Girth Straps come in 2 colors - black and brown.

An English Girth Strap is crafted with 2 Iron Nuggets, 2 [Refined Leather](#), and either 1 Black or 1 Brown Carpet.

A crafting grid diagram for an English Girth Strap. It shows a 3x3 grid of ingredients on the left, a right-pointing arrow in the center, and a single output slot on the right containing a question mark icon. The ingredients in the 3x3 grid are: Iron Nugget (top-left), Refined Leather (top-middle), empty (top-right), empty (middle-left), Black Carpet (middle-middle), empty (middle-right), empty (bottom-left), Refined Leather (bottom-middle), and Iron Nugget (bottom-right).

**Western Girth Strap**

Western Girth Straps come in 16 Minecraft colors.

A Western Girth Strap is crafted with 2 Iron Nuggets, 1 [Refined Leather](#), and 2 Carpets of the corresponding color.



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



### Adventure Girth Strap

Adventure Girth Straps come in 1 (brown & gray) color.

An Adventure Girth Strap is crafted with 2 Iron Ingots and 3 [Refined Leather](#).



## Usage

Girth straps are part of a tack set required to ride tamed [SWEM Horses](#). A girth strap is the forth tack item that can be used following a bridle; by default you cannot place a girth on unless the horse has a saddle on. A girth strap is a requirement prevent a saddle from falling off.

Right click a tamed [SWEM Horse](#) with a girth strap 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 girth strap on, you can easily 'hotswap' it for another by shift + right-clicking with the new girth strap in hand.

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



Girth straps do not offer any perks or buffs, and you can use any girth strap with any other riding tack pieces to mix English, Western & Adventure. The only exception is Adventure Girth require a full matching set to use [Horse Armor](#), but once the armor is put on the girth strap can be 'hotswapped' out for different versions.

Without a Girth, the [Saddle](#) has a 20% chance of falling off every second. **When it does, the player will be dismounted.**



## Gallery



## 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

## Data values

swem:english\_girth\_strap\_black

swem:english\_girth\_strap\_brown

swem:western\_girth\_strap\_white

swem:western\_girth\_strap\_light\_gray

swem:western\_girth\_strap\_gray

swem:western\_girth\_strap\_black

swem:western\_girth\_strap\_blue

swem:western\_girth\_strap\_cyan

swem:western\_girth\_strap\_light\_blue

swem:western\_girth\_strap\_purple

swem:western\_girth\_strap\_magenta

swem:western\_girth\_strap\_pink

swem:western\_girth\_strap\_red

swem:western\_girth\_strap\_orange

swem:western\_girth\_strap\_yellow

swem:western\_girth\_strap\_brown

swem:western\_girth\_strap\_green

swem:western\_girth\_strap\_lime

swem:adventure\_saddle  
swem:adventure\_saddle\_glow  
swem:adventure\_saddle\_usa  
swem:adventure\_saddle\_copper  
swem:adventure\_saddle\_emerald  
swem:adventure\_saddle\_netherite

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