

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:

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

Obtaining

Crafting

English Girth Strap

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

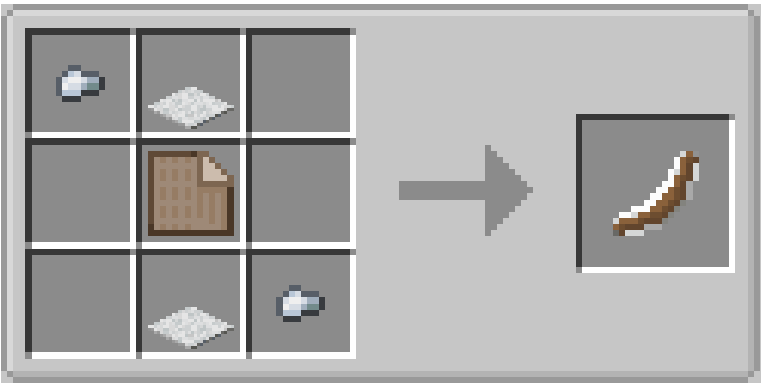
An English Girth Strap is crafted with 2 Iron Nuggets, 2 [Refined Leather](#), and either 1 Black or 1 Brown Carpet.

A 3x3 crafting grid with a grey background. The top-left cell contains a small grey icon of a horse head. The top-middle cell contains a brown carpet tile. The middle-middle cell contains a black carpet tile. The bottom-middle cell contains a brown carpet tile. The bottom-right cell contains a small grey icon of a horse head. A large grey arrow points from the grid to a square box on the right, which contains a question mark icon.

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



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

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
```

Revision #22

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