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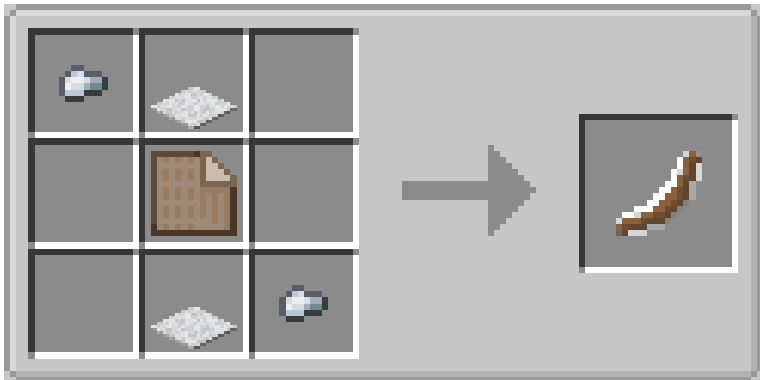
English Girth Straps come in 2 colors - black and brown.

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

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.**

Tack

Stats

@ SWEM Horse

RileyCasper

Jump I: 0/4000

Speed I: 0/4000

Health I: 20.0/20

Reluctant: 100/500

FOOD

WATER

ALL

Inventory

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

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
Created 15 April 2021 22:14:01
Updated 20 August 2023 04:03:01 by Delphi