

# Saddle

**Description:** A Saddle is an item that can be placed on tamed SWEM Horses. It comes in English, Western, Adventure, and 4 special variants.

**Details:**

	<b>Rarity color:</b>	Common
	<b>Renewable:</b>	Yes
	<b>Stackable:</b>	No
	<b>Durability:</b>	None


## Obtaining

**Crafting**

English Saddle

English Saddles come in 2 colors - black and brown.

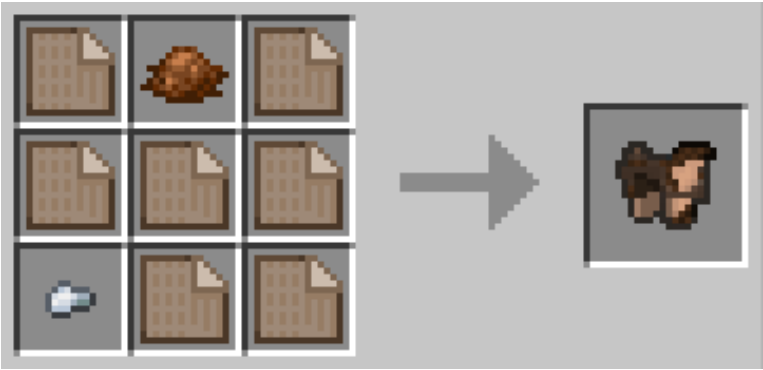
An English Saddle is crafted with 1 Tripwire Hook, 5 Refined Leather, and either 1 Black Dye or 1 Brown Dye.

A 3x3 crafting grid with a grey background. The grid contains: Top row: empty, a dark blue horse head icon, and a brown leather icon. Middle row: three brown leather icons. Bottom row: a Tripwire Hook icon, a brown leather icon, and an empty slot. A large grey arrow points from the grid to a square frame containing the finished English Saddle icon, which is a dark horse head with a saddle.

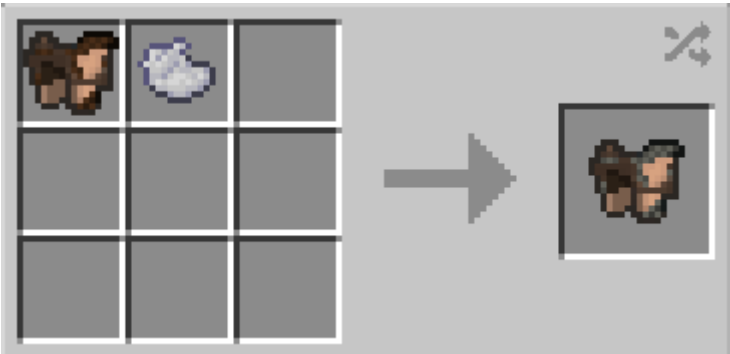
Western Saddle

Western Saddles come in 16 Minecraft colors.

A Western Saddle is crafted with 1 Iron Nugget, 7 Refined Leather, and 1 Corresponding Dye.



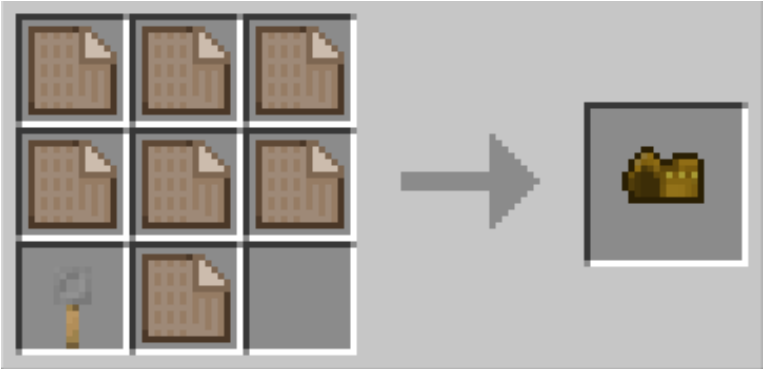
A Western Saddle can be redyed with 1 Dye of the chosen color.



**Adventure Saddle**

Adventure Saddles come in 1 (brown) color.

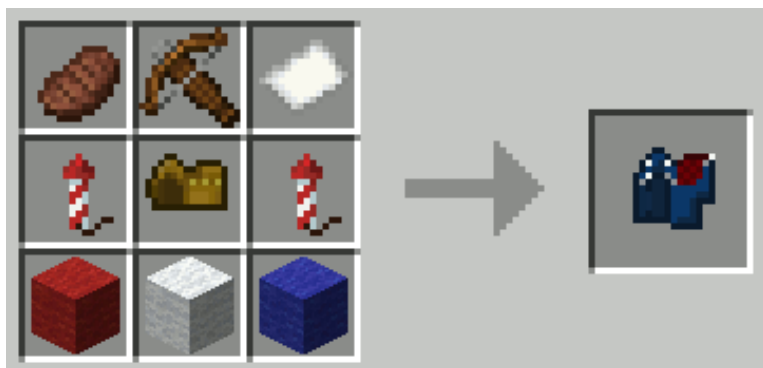
An Adventure Saddle is crafted with 1 Tripwire Hook and 7 Refined Leather.



**USA Saddle**

USA Saddles come in one (red, white & blue) color.

A USA Saddle is crafted with 1 Steak, 1 Crossbow, 1 Paper, 2 Rocket Fireworks, 1 Red Wool, 1 White Wool, 1 Blue Wool and 1 Adventure-type saddle.



## Usage

This saddle functions the same as any other saddle, but is textured to match the USA [Horse Armor](#).

### Copper Saddle

Copper Saddles come in one (tan) color.

A Copper Saddle is crafted with 1 Copper Ingot and 1 Adventure-type saddle.

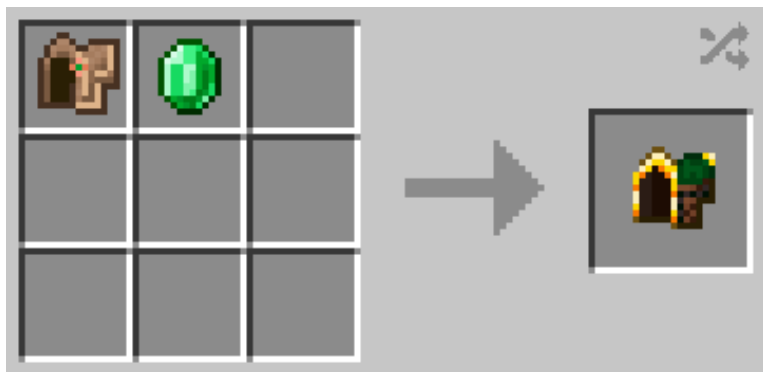


## Usage

This saddle functions the same as any other saddle, but is textured to match the Copper [Horse Armor](#).

### Emerald Saddle

Emerald Saddles come in one (gold, brown & green) color.  
An Emerald Saddle is crafted with 1 Emerald and 1 Adventure-type saddle.



## Usage

This saddle functions the same as any other saddle, but is textured to match the Emerald [Horse Armor](#).

### Netherite Saddle

Netherite Saddles come in one (black) color.  
A Netherite Saddle is crafted with 1 Netherite Ingot and 1 Adventure-type saddle.



## Usage

This saddle functions the same as any other saddle, but is textured to match the Netherite [Horse Armor](#).

## Usage

Saddles are part of a tack set required to ride tamed [SWEM Horses](#). Using a saddle is the third tack item, and requires a blanket (saddle blanket) to be equipped.

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

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



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

### **Girth Strap**

A saddle requires a [Girth Strap](#) to remain equipped - if there is no girth strap the saddle has a 20% chance of falling off every second. When a saddle falls off, the player will be dismounted. When untacking, if the saddle is removed before the girth strap it will fall to the ground.

### **Breastcollar**

When untacking, if the saddle is removed before the [Breast collar](#) it will fall to the ground.



## 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!

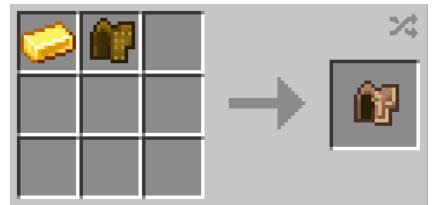
- [-] USA Saddle variant is missing a crafting recipe, or recipes for converting into other special-variant saddles.

## 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	1.18.2-1.3.0	<div>Removed glow adventure saddle recipe, Adventure saddle now uses glow model but core adventure saddle recipe. Glow functions (glow string) cancelled.</div> <div><div>[Deprecated Recipe]</div><div><div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div><div></div><div><div></div></div></div><div><div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div><div></div><div><div></div></div></div></div>

1.16.5

[Deprecated Recipe]



## Data values

swem:english\_saddle\_black  
swem:english\_saddle\_brown  
swem:western\_saddle\_white  
swem:western\_saddle\_light\_gray  
swem:western\_saddle\_gray  
swem:western\_saddle\_black  
swem:western\_saddle\_blue  
swem:western\_saddle\_cyan  
swem:western\_saddle\_light\_blue  
swem:western\_saddle\_purple  
swem:western\_saddle\_magenta  
swem:western\_saddle\_pink  
swem:western\_saddle\_red  
swem:western\_saddle\_orange  
swem:western\_saddle\_yellow  
swem:western\_saddle\_brown  
swem:western\_saddle\_green  
swem:western\_saddle\_lime  
swem:adventure\_saddle

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