

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:

Rarity color:	Common
Renewable:	Yes
Stackable:	No
Durability:	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.

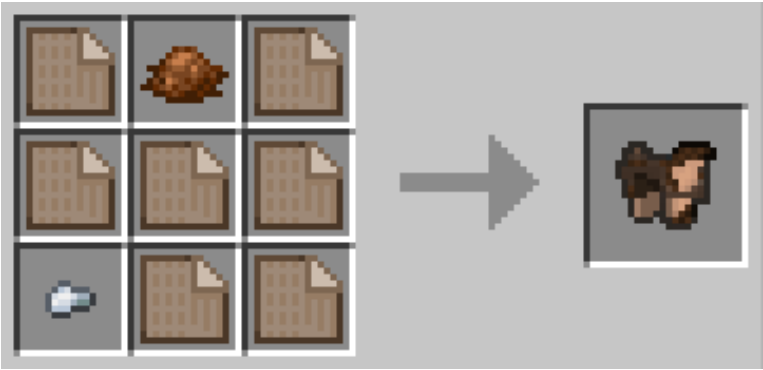


The crafting grid is a 3x3 grid. The top row contains a grey square, a black saddle icon, and a brown leather icon. The middle row contains three brown leather icons. The bottom row contains a Tripwire Hook icon, a brown leather icon, and a grey square. A large grey arrow points from the grid to the resulting black saddle icon in a square frame.

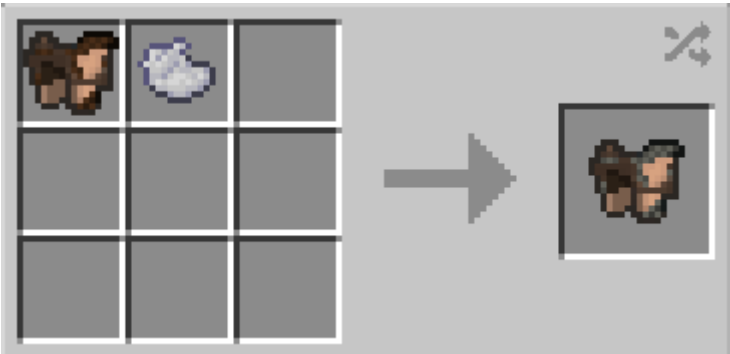
Western Saddle

Western Saddles come in 16 Minecraft colors.

A Western Saddle is crafted with 1 Iron Nugget, 7 [Refined Leather](#), and 1 Corresponding Dye.



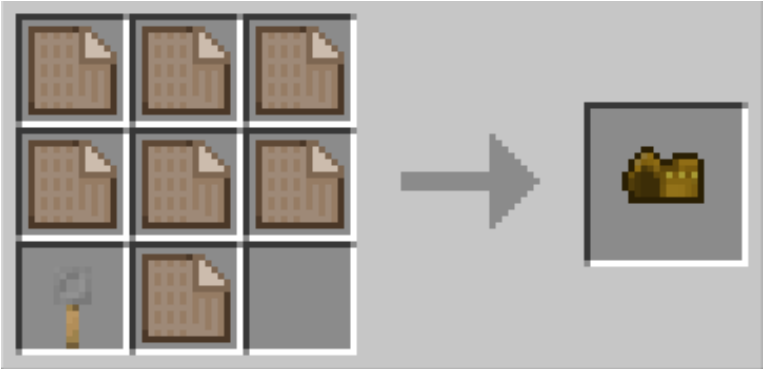
A Western Saddle can be redyed with 1 Dye of the chosen color.



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.

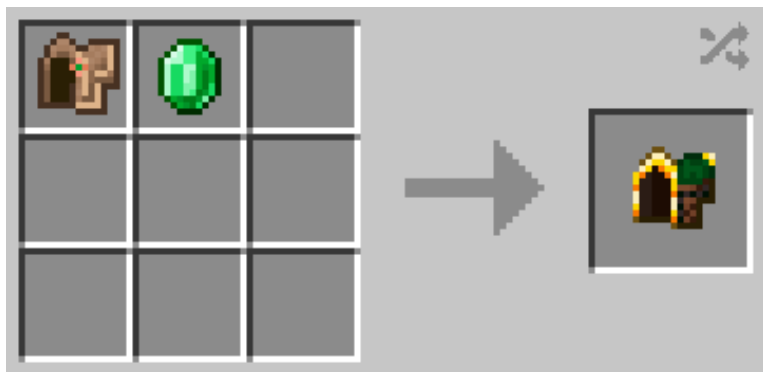


Usage

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

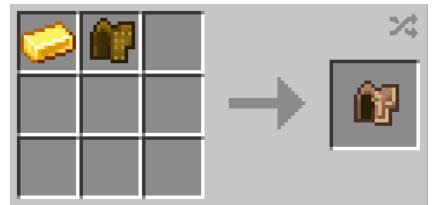
View Changes

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

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

Revision #27

Created 16 March 2021 15:25:33

Updated 19 August 2023 19:05:18 by Delphi