Horse Welfare Standards

Welfare Regulations

These requirements are enacted to help players adapt to standards that will be mandatory on SWE servers. These standards are not only representative of good welfare for horses, but could potentially be integrated as systems impacting horse health and happiness in the mod for future releases.

Note: SWE/M Horses will be mentioned as "horses", while vanilla horses are mentioned as "ponies". This page does not cover pony care.

Building / Barn Principles

> Official SWE servers do not permit the use of barrier blocks in building to secure clear structural escape points.

The following should always be considered for SWEM horses:

Doorways - 2B+ Wide and 4B+ tall (minimum)
Walkways - 5B+ Wide and 5B+ tall (4.5 optional on edges for detailing if using stairs or slabs) (minimum)
Secure - It is recommended:

- All barn areas or property access routes have a secure gate to prevent escape.
- Make walls or barriers tall enough to avoid escape, check perimeter for blocks they can use to jump over!
- Avoid using scalable blocks that horses can hop over (unless 2B+): single blocks, glass pane, bars.
  - Non-scalable blocks are 1.5B and include walls and fences.
  - Horses cannot jump on troughs or feeders **unless** another block or high shavings level allows them to step up.

Food & Water

Horses should always have reasonable access to:

Water - As either a replenishing (infinite) water source or adequately filled water container (trough, half barrel).

Food - As either forage (grazing on grass) or feed ([quality bale, timothy, alfalfa](#) or [sweet feed](#))

Stalls

Stall requirements are implemented for welfare and safety of both horse and rider. A good sized stall allows a horse space to turn around in, lay down (future feature) and decreases the chances of them getting stuck in walls (small stalls). It allows space for a rider to provide unobstructed feed items, bedding, and to safely interact with and maneuver a horse into and out of the stall.

Fundamentals (Information)

	Fundamentals - Stalls
Location	Horses must always be housed above ground - completely underground stalls are never permitted as they prohibit fresh air, natural light, and are threat to flood. Minimum 50% above ground.
Purpose	Stalls should be a safe, secure and sheltered area with food, water, dry and soft footing.
Height	Stalls must be 5 blocks in height (floor to ceiling) excluding 4.5 being permitted at edges for decor.
Width / Length	Stalls must be 5B+ in both width and length to allow turning, lying down, movement and handling.
	Stalls must have a turnout (paddock) if they are not 7x7 or 6x8 or larger.
Floorspace	Stall floorspace (blocks) only counts usable area **including** feeders etc but **excluding** walls/doorways.
Footing	Stall footing must be clean, soft and non-slip such as rubber matting or shavings.
Sunlight	Stalls should be well lit with **indirect** natural lighting through windows, bars, half slabs or trapdoors.
	Stalls should not feature skylights (roof windows) that exceed 25% or more of that stall's roof area.
Airflow	Stalls should be well ventilated with features permitted to encourage airflow (bars, half slabs etc)
Secure	Stalls must be secure with no escape points such as step ups to get over walls/gates etc.
Occupancy	Stalls should not be merged for multiple occupancy unless access can be divided as needed.

> **Foaling Stalls** are an exception to this rule - dam and foal may share occupancy of a single stall.

Recommended sizings are SWEM defaults and the size(s) that have been used regularly by beta testers and staff builders. It offers a functional space for the horse, neither too large or too small for the average barn, that looks good and works well with most styles and shapes of barns. We cap the maximum size of stalls an an unrealistic standard or use of space, plus the thermal inefficiency of such spaces (poor at retaining heat or cool).

Note: Foaling stalls are intentionally larger for both realism and safety of foal during growth (risk of suffocation in walls). These sizes do not prevent that risk entirely, but do decrease the chances of it happening due to the increased usable area.

	4	5	6	7	8	9	10	11	12		INDEX
4	16	20	24	28	32	36	40	44	48		Not permitted (too small/large)
5	20	25	30	35	40	45	50	55	60		Not permitted (poor use of space)
6	24	30	36	42	48	54	60	66	72		Permitted **with** a paddock (5x5+)
7	28	35	42	49	56	63	70	77	84		Permitted
8	32	40	48	56	64	72	80	88	96		Recommended sizing
9	36	45	54	63	72	81	90	99	108		Foaling stall (Minimum recommended sizes)
10	40	50	60	70	80	90	100	110	120		Foaling stalls are for pregnant mares (V2) and mares with nursing foals. These stalls are expected to be larger than standard regulations for comfort and safety.
11	44	55	66	77	88	99	110	121	132		
12	48	60	72	84	96	108	120	132	144		

Paddocks

Paddocks are fenced in attachments to a stall, which can offer limited grazing space or just outdoor access with soft footing for horses with restricted (small) stall areas. They might also be referred to as a 'run' or a 'walkout'.

Fundamentals - Paddocks

Requirements	Paddocks are required **unless** a stall meets or exceeds 6x8 or 7x7 sizing requirement, then it is optional.
Purpose	Paddocks extend the floorspace area of smaller stalls, or provide a walkout into fresh air and sunlight.
	Paddocks are not substitute for pasture turnout for grazing, exercise +/- socialization with others.
Access	Paddock areas should always be accessible (open) **if** the stall is smaller than 6x8 or 7x7 sizing.
	Paddock areas can be closed off **temporarily** for tacking, feeding, mucking out or isolating horses.
Width / Length	Paddocks must be 5B+ in both width and length to allow turning, lying down, movement and handling.
Floorspace	Paddock area (blocks) only counts usable space **including** feeders etc but **excluding** walls/fences etc.
Footing	Paddock footing must be clean, soft and natural - grass or dirt is recommended.
Terrain	Paddocks should not have extreme terrain - instead level or gently sloping (1:3 grade) for 75%+ area.
Sunlight	Paddock areas should be uncovered by all but a **one block** overhang from roofing etc.
Secure	Paddocks must be secure with no escape points (breaks in fences, step ups to get over the fence).
Occupancy	Paddocks can be merged together between stalls, provided the capacity meets min. 5x5B **per horse.**

All paddocks must be at least 5X5, but it is recommended to use the width of the stall, such as a 6X6 stall having a 6X5 paddock.
It is not recommended to make paddocks larger than 3x the capacity of the stall as this will create very long, thin runs.

Paddock Size Chart (Min/Max)

Minimum		Maximum	
Stall Size	Paddock Size		Stall Size	Paddock Size	
5 x 5	5 x 5	5 x 15	
5 x 6	5 x 5	5 x 18	6 x 15

5 x 7	5 x 5	5 x 21	7 x 15
5 x 8	5 x 5	5 x 24	8 x 15
5 x 9	5 x 5	5 x 27	9 x 15
5 x 10	5 x 5	5 x 30	10 x 15
5 x 11	5 x 5	5 x 33	11 x 15
6 x 6	6 x 5	6 x 18	
6 x 7	6 x 5	6 x 21	7 x 18
6 x 8	6 x 5	6 x 24	8 x 18
6 x 9	6 x 5	6 x 27	9 x 18
6 x 10	6 x 5	6 x 30	10 x 18
6 x 11	6 x 5	6 x 33	11 x 18
7 x 7	7 x 5	7 x 21	
7 x 8	7 x 5	7 x 24	8 x 21
7 x 9	7 x 5	7 x 27	8 x 21
7 x 10	7 x 5	7 x 30	8 x 21
7 x 11	7 x 5	7 x 33	8 x 21
8 x 8	8 x 5	8 x 24	
8 x 9	8 x 5	8 x 27	9 x 24
8 x 10	8 x 5	8 x 30	10 x 24
8 x 11	8 x 5	8 x 33	11 x 24
9 x 9	9 x 5	9 x 27	
9 x 10	9 x 5	9 x 30	10 x 27
9 x 11	9 x 5	9 x 33	11 x 27
10 x 10	10 x 5	10 x 30	

10 x 11	10 x 5	10 x 33	11 x 30
11 x 11	11 x 5	11 x 33	

Pastures

Pastures (by SWE's definition) differ to paddocks as they are generally larger and intended for sustainable, longer-term grazing, exercise, and solo or group turnout of several horses at a time.

Fundamentals - Pastures	
Pastures are differentiated from paddocks by their size and either being separate from, or closed of to, stalls.	
Purpose	Paddocks offer horses a larger and more enriching turnout space to graze, exercise and socialize.
Access	Pasture entrances (gates) must be a minimum of 2 block wide and 4 block tall (headspace).
Area	Pastures must offer a **minimum** 120B (~11x11) per horse, plus an additional 240B **per** 10 horse capacity.
Width / Length	Pastures must be 11B+ in both width and length - avoid extremely thin pastures which restrict movement.
Floorspace	Pasture area (blocks) only counts usable space **including** feeders etc but **excluding** walls/fences etc.
Footing	Pastures should have soft, natural footing with mostly soil-type blocks (grass, dirt etc).
Terrain	Pastures should not have extreme terrain - instead level or gently sloping (1:3 grade) for 50%+ area.
Grazing	Pastures should offer mostly grass, but dry lots (no grass) are permitted **if** bales are provided at all times.
Water	Pastures should have water via troughs or natural sources sufficient to meet the maximum capacity.
Shelter	Pasture shelter should offer 3x3B per horse with protection from elements such as sun, rain, wind or snow.
	Pasture shelters must have 2-3+ edges weather protection (walls etc) and be 5B+ from floor to ceiling.
	Pasture shelter may be substituted for natural shelter (trees) if there is sufficient coverage and density!
	Boarding facilities **must** offer full-capacity structure shelters instead of natural shelter.

Secure	Pastures must be secured with 1.5-2B+ fences/walls and no escape points (step ups to get over fences).
Occupancy	Pastures can only accommodate as many horses as it can (sustain) grazing **and** shelter for.

Calculating Pasture Requirements

Pastures need a **minimum** of 120B+ per horse (~11x11) + 240B **additional** <u>per</u> 10 horses. We recommend 225B per horse (15x15) for either solo or higher capacity pastures for a good balance of space and grazing.

Work out pasture area: Multiply the long edge (# blocks) by the short edge = area. This is the inner space **excluding** fences.
Work out pasture capacity: Divide the pasture area by 120 = approximate capacity, or **use our quick reference chart below!**
--- Example: 980B area divided by 120 = 8 Horses. That is 8.1 rounded down to 8 as you cannot accommodate 0.1 of a horse.
Work out pasture length: If you know one edge and the capacity, divide capacity by the length and you'll get the width.
--- Example: 700 required capacity divided by 30B on one edge = 24B (23.3) width.

Pasture Size Chart			
Number of horses	**Base requirement (120/h)**	**10+ horse add-on (240/10h)**	**Total**
1	120	0	120
2	240	0	240
3	360	0	360
4	480	0	480
5	600	0	600
6	720	0	720
7	840	0	840
8	960	0	960
9	1080	0	1080

10	1200	240 (1 x 240)	1440
11	1320	240	1560
12	1440	240	1680
13	1560	240	1800
14	1680	240	1920
15	1800	240	2040
16	1920	240	2160
17	2040	240	2280
18	2160	240	2400
19	2280	240	2520
20	2400	480 (2 x 240)	2880
21	2520	480	3000
22	2640	480	3120
23	2760	480	3240
24	2880	480	3360
25	3000	480	3480
26	3120	480	3600
27	3240	480	3720
28	3360	480	3840
29	3480	480	3960
30	3600	720 (3 x 240)	4320

Treatment

Our server is deeply rooted in respect for animals and their welfare. This does not just include their amenities in stalls, provision of needs via food, shelter and turnout. It also includes their overall treatment. We encourage (and * enforce) the following:

- * Horses should have safe, secure and welfare standard accommodation(s).
- * Horses should have reliable access to food and water.
- * Horses should have routine cleaning of stall and turnout spaces.
- * Horses should be untacked when the owner is offline, or do not require the horse for an extended period of time.
- * Horses should not be left tethered when the owner is offline - as they will be unable to attend to their needs.
- * Horses should not be harmed or killed inhumanely by any player.
- Owners should take every effort to keep their horse safe while riding (see below).
- Owners should treat their horse with respect; avoiding derogatory language, abuse, or abandonment.

Safety

Always nametag and have an EXACT copy of your horses name noted down. If lost, Mods+ can search for them by name.

We regret that we cannot return or replace lost horses at this time - please be careful and avoid danger wherever possible.

Horses are susceptible to a number of dangers - many of which are core Minecraft mechanics, and others that are specific to the nature of mods and modded entities. Making our horses more resilient to damage is something under constant adaptation.

- Do not plot fly when leading - horses may kick when hurt on landing, the combination of fall + kick damage is deadly.
- Do not attempt to jump or gait up in close proximity to players or horses - kick refusals can harm nearby players/horses.
- Do not hit or harm a horse in close proximity to players or horses - horses may kick when harmed, causing a kick-off.
- Do not let horses roam around saplings - on growth these can suffocate a horse. Hitch your horse up safely outside of the growth zone and well away from potential expansion areas.
- Do not let horses roam or ride on lava or magma blocks - unless wearing diamond armor this will harm them.
- Do not let horses roam or ride into cactus or (grown) sweetberries - unless wearing iron armor this will harm them.
- Do not ride if your horse is starving or critically thirsty- neglect depletes their maximum health down to 6 HP (❤❤❤)

- Avoid frostwalking during lag and at higher gaits - horses may suffocate in ice if they fall into the water.
- Avoid riding quickly over terrain where you might fall into ravines - horses take fall damage down to 6 HP (❤❤❤)
- Avoid or dismount and move away from your horse if targeted by ranged hostile mobs such as Skeletons or Witches.
  You can die and come back, unfortunately your horse cannot (currently). It's better to not risk their life.
- Be cautious with foals + dams sharing stalls, on growth they may suffocate in walls.
  This is due to hitbox sizes. We recommend using large foaling stalls, or even keeping dams and foals out to pasture.
- Avoid taking your horse into PVP zones where they might get caught in the crossfire.
  On SWE servers, targeting another player's horse is NOT permitted, but accidents can happen.
  If **you** target someone while on your horse, do not expect them not to attack back when you are the aggressor.
- Avoid taking your horse into dangerous dimensions such as the Nether or Wilds if you do not need to.
  If you must do so, wear high-level armor or even hitch up your horse at a safe spot and travel by foot occasionally.

You can apply to get a booster shot, which adds 20HP (❤❤❤❤❤❤❤❤❤❤) **temporarily** to their health.

Rescue and Destroying

Please do not destroy (kill) horses yourself on SWE servers - mercy blades will not work on horses anymore, so there is no insta-destroy option short of commands. If you no longer want them, turn them into the rescue and we will handle it humanely, or rehome the horse to someone that does want them.

Rescue
Horses can be surrendered to the Rescue via the Lost & Found pasture. Place them in **Pasture A** and complete a **Forfeit Horse** form - this is found in the Rescue office. The form is just 2 questions and will not take long. A Rescue worker will process the horse and tag in Discord when complete. Please see the Rescue Board in-game for more detail. Note, once surrendered you forfeit all claims to that Horse, and it become property of the rescue. Where possible, surrendered horses will be rehomed - if up for adoption you can apply to readopt. We are unable to guarantee that all horses will be placed up for adoption, as population management or demand does not always permit this.

Sale or Rehome
You can privately sell or rehome (give away) your horse to another player if you so choose. On doing so, you will be responsible for the agreement of any exchanged funds, items **and** the transfer of ownership via commands. We will NOT transfer a horse between you and another player unless you give your express consent to do so, please be sure to have a clear trail of communication via in-game chat or (preferred) DM screenshots in case this ever needs to be

disputed. Once you - and only you as the owner can transfer besides moderators - transfer ownership to another player, you forfeit ALL claims to that horse. Do not do so lightly, if you change your mind the new owner is fully within their rights to refuse resale or return.

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