

Horse • [Edit article feedback](#)

v t [For other uses, see *Horse \(disambiguation\)*.](#)



This article would benefit from the addition of isometric renders.

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The specific instructions are:

Add bedrock renders of horses

A **horse** is a passive mob that can be ridden when tamed and saddled, and can wear horse armor. Different horses have different run speeds, jump heights and health points, and these attributes can be inherited and improved through breeding.

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Horse	
<u>Adult</u> <u>Saddled</u> <u>Armored</u> <u>Baby</u>	
	<u>Java Edition</u>
	<u>Bedrock Edition</u>
	View all renders
<u>Health points</u>	15 ( × 7.5) to 30 ( × 15)
<u>Armor points</u>	0 () See horse armor
<u>Behavior</u>	Passive
<u>Mob type</u>	 Animal

History

- [Development](#)
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Issues

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References

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See also

Navigation

Spawning

Horses spawn in [plains](#) and [savannas](#) in herds of 2–6. For horses, all combinations of color and markings are equally likely. All members of the herd have the same color, but markings may vary. 20% of all individual horses spawn as babies. In [Java Edition](#), all individual horses spawn as adults when using spawn eggs.^[1]

[Villages](#) naturally generate with stables and animal pens containing horses.

Horse spawns in: [\[hide\]](#)

In [Java Edition](#):

Adult:

Height: 1.6 blocks
Width: 1.3965 blocks

Baby:

Height: 0.8 blocks
Width: 0.6982 blocks

In [Bedrock Edition](#):

Adult:

Height: 1.6 blocks
Width: 1.4 blocks

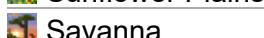
Baby:

Height: 0.8 blocks
Width: 0.7 blocks

Hitbox size



[Plains](#)



[Sunflower Plains](#)



[Savanna](#)



[Savanna Plateau](#)



[Windswept Savanna](#)



[Villages](#)

Spawn



[Saddle](#)



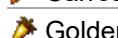
[Horse Armor](#)



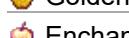
[Lead](#)



[Shears](#)



[Sugar](#)



[Wheat](#)



[Apple](#)



[Carrot](#)



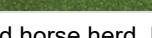
[Golden Carrot](#)



[Golden Apple](#)



[Enchanted Golden Apple](#)



[Hay Bale](#)



Naturally spawned horse herd. Notice the same color but different markings.

Category: Creature	Java Edition			Bedrock Edition	
Spawn area	Spawn weight	Spawn chance	Group size	Spawn weight	Group size
Plains	$\frac{5}{46}$	10.87%	2–6	4	2–6
Sunflower Plains	$\frac{5}{46}$	10.87%	2–6	4	2–6
Windswept Savanna	$\frac{1}{52}$	1.92%	2–6	1	2–6
Savanna	$\frac{1}{52}$	1.92%	2–6	1	2–6
Savanna Plateau	$\frac{1}{68}$	1.47%	2–6	1	2–6

Appearance

Each horse variant has unique features and markings, and a baby version. Adult horses are 1.4 blocks wide and long, and 1.6 blocks high. Baby horses start at half the size of adults, and in *Bedrock Edition*, get progressively bigger as they age. Unlike *wolves* and *cats*, horses do not change appearance once they have been tamed, although tamed horses may be differentiated by giving them equipment.

Horses can have 1 of 7 base colors: white, creamy, chestnut, brown, black, gray, and dark brown; and 1 of 5 marking patterns: *no markings*, *white stockings and blaze*, *white field*, *white spots* and *black dots*. In total, there are 35 possible horse coat combinations.

Horse colors and markings



All 35 colorations of horses. Base colors, from left to right: white, creamy, chestnut, brown, black, gray, and dark brown. Markings, from bottom to top: none, white stockings and blaze, white field, white spots, and black dots.

Markings (identifier)	Colors						
	White white	Creamy creamy	Chestnut chestnut	Brown brown	Black black	Gray gray	Dark brown darkbrown
None							
White stockings and blaze white							
White field whitefield							
White spots whitedots							
Black dots blackdots							

Drops

Breeding

1–7 upon successful breeding.

On death

Java Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
Icon	Name	Min	Max	Avg	Min	Max	Avg	Min	Max	Avg	Min	Max	Avg
	Leather	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50

Bedrock Edition:

Decimal Fraction Distribution Expectation

Item		Quantity / Chance / Average											
		Default			Looting I			Looting II			Looting III		
Icon	Name	Min	Max	Avg	Min	Max	Avg	Min	Max	Avg	Min	Max	Avg
	Leather	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00

- 1–3 exp. when killed by a player or tamed wolf.
- Horse armor if the horse was already equipped
- Saddle if the horse was already equipped.

Killing a baby horse yields neither items nor experience.

Behavior

Horses wander aimlessly, occasionally stopping to rear, flick their tails, or lower their heads as though eating the grass. Unlike sheep, the eating animation does not actually cause any grass to be consumed. If a player comes near, the horses may turn to look at them. Any horse, even a wild or undead horse, can be attached to a lead without protest. Horses remain passive, even when hit.

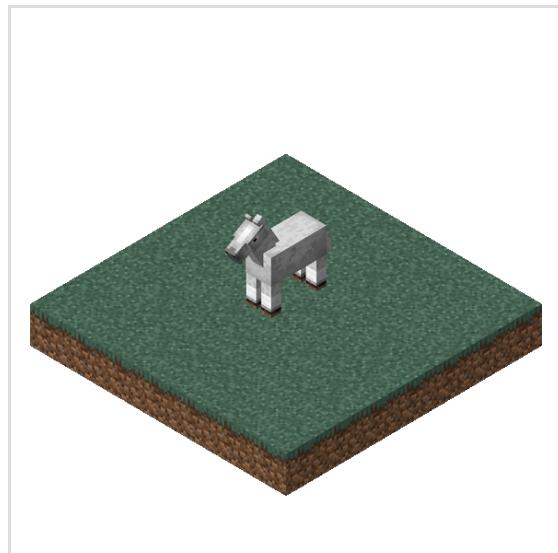
Horses make neighing and whinnying sounds.

Adult horses cannot ride a boat, though babies can.

Horses can safely fall 7 blocks before they begin to accumulate fall damage, unlike most mobs, which can only safely fall 3 blocks. Horses also take half of the normal fall damage (rounded up) that most other mobs take ($0.5 (\heartsuit \times 0.25)$ damage per block over the safe distance instead of 1 (\heartsuit)). If an entity is riding a horse, they take fall damage as normal, counting from the entity's safe fall distance; however, they also safely fall 7 blocks without taking damage.

Horses have a $\frac{1}{900}$ chance to regenerate 1 (\heartsuit) health point each game tick.

Horses can be led by a player holding a golden carrot, golden apple, or enchanted golden apple. Baby horses follow adult horses.



A horse eating grass.

A horse with a rider can be pulled by a lead, and can even be lifted into the air.



A horse rearing.

Taming

Taming a horse is required to breed it, to give it equipment, or to control it while riding.

In *Java Edition*, a player mounts a horse by pressing use on it *with an empty hand*. In *Bedrock Edition*, the player can also hold an object that cannot be used on a horse. An adult horse can be tamed by repeatedly mounting it until the horse stops bucking the player off. Taming depends on the horse's "temper". Horses begin with a temper of 0 out of 100. When a player first mounts the horse, a random taming threshold 0–99 is chosen. The horse becomes tame if the temper exceeds this threshold. Otherwise, the player is bucked off and the temper is increased by 5, to be compared against the threshold the next time the player mounts the horse. Temper can also be increased by feeding the horse.

After repeated mountings, hearts appear above the horse, indicating that it is tamed.

In *Bedrock Edition*, like all tame animals, a death message is displayed to every player when a horse is killed.

Breeding

Feeding two tamed horses golden apples or golden carrots activates love mode, causing them to mate and produce a baby. The baby appears more spindly than adult horses and in *Bedrock Edition*, will visibly grow in stages to full size with time. The baby can be fed to make it mature faster.

Depending on the variations of the parent horses, the offspring can be one of several types.

- Bred with a horse: breeding two horses produces a baby horse. Usually, the new baby has the color and markings of one of its parents, although there is a $\frac{13}{45}$ chance of having a random color/markings (which may still end up being the same as one of the parents).
- Bred with a donkey: cross-breeding a horse with a donkey creates a baby mule. Mules cannot breed. This unlocks the Artificial Selection achievement. [*Bedrock Edition only*]

This is a table representing the probabilities of the color and markings of the baby horse when breeding two horses A and B.

	Color of A	Color of B	Random color	Total
Markings of A	17.78%	17.78%	4.44%	40%
Markings of B	17.78%	17.78%	4.44%	40%
Random markings	8.89%	8.89%	2.22%	20%
Total	44.44%	44.44%	11.11%	

Food

Feeding a horse food can alter its behavior, increase its temper (if untamed), cause it to grow (if it is not yet an adult; baby horses normally take 20 minutes to fully mature if not fed), and/or restore its health. The table below lists the effects of the various foods horses can eat.

To feed a horse, hold a valid food item and press Use on the horse.

Food	Heals	Speeds growth by	Increases temper	Notes
Sugar	1 (❤)	30 sec (600 ticks)	+3	
Wheat	2 (❤)	20 sec (400 ticks)	+3	
Apple	3 (❤️)	1 min (1200 ticks)	+3	
Carrot				
Golden carrot	4 (❤️)	1 min (1200 ticks)	+5	Activates <u>love mode</u> in tamed horses.
Golden apple	10 (❤️❤️❤️)	4 min (4800 ticks)	+10	Activates <u>love mode</u> in tamed horses.
Enchanted golden apple				
Hay bale	20 (❤ × 10)	3 min (3600 ticks)	N/A	In <u>Bedrock Edition</u> , untamed adult horses with full health cannot be fed.

In Java Edition, tamed horses cannot be fed when at full health, but they can be fed in Bedrock Edition.

In Bedrock Edition, the health of baby horses cannot be restored by feeding.

In Bedrock Edition, while temper is at max value, untamed horses with full health can be fed any food except hay bales.

In Java Edition, tamed horses with full health cannot be mounted while holding a food item.

Statistics

See also: [Tutorial:Horses](#)

All horses have three "equine stats" that vary from horse to horse: health, (maximum) movement speed, and jump height. These stats are created once the horse is born or spawned, and are not affected by food.

Spawned values

When spawned in any way except breeding – for instance, using commands, spawning naturally, spawning as part of a skeleton trap, or using spawn eggs – horses are assigned their stats within certain ranges.

Health

Horse's health points range from 15 (❤ × 7.5) to 30 (❤ × 15), with an average of 22.5 (❤ × 11.25). A horse with an odd number of health points does not show the last half-heart. So if a horse has 15 health (❤️❤️❤️❤️), its health bar will only display 14 health (❤️❤️❤️). And if the horse took 3 (❤️) damage, it would have 12 health left (❤️❤️), but it would seem like it only took 2 (❤), since the bar only shows 2 points of damage.

Movement speed

Horse's movement speed ranges from 0.1125–0.3375 in internal units, with an average of 0.225. For reference, the player's normal walking speed is 0.1. The speed listed does not include any status effect that affects the speed of the horse or the player.

The conversion factor between internal units and blocks/sec is roughly 43.17, putting the best horse's maximum speed at about 14.57 blocks/second, and the average horse's speed at about 9.71 blocks/sec.

- Minimum: 4.86 blocks/sec.
- Player speed (walking): 4.317 blocks/sec.
- Player speed (sprinting): 5.612 blocks/sec.

See also [transportation methods](#) to compare the speeds of various transportation methods.

Jump strength

Horse's jump strength ranges from 0.4–1.0, with an average of 0.7 in internal units.

The minimum jump strength of 0.4 is enough to clear 1.153 blocks, while the maximum of 1.0 is enough to clear 5.9197 blocks. The calculation, however, is not linear with the average jump strength of 0.7 favoring the lower side with the value of 3.124 blocks.^[2]

Bred values

When breeding two horses, or a horse and a donkey, the baby's stats are determined by the following formula, run for each stat individually:

1. Get the absolute difference of the attribute value of both parents
2. Add 30% of the total value range to the result of step one
3. Compute a value between -0.5 and 0.5 (the distribution is not equally likely)
4. Multiply the result of step two with the random value from step three
5. Add the average of the two parents' attribute values to the result

If the resulting value is

- greater than the allowed maximum,
- or smaller than the allowed minimum,

the difference towards that allowed extreme is respectively subtracted/added from/to the value.

Although the game performs these operations on the internal attribute values, they can just as well be applied to the in-game values for movement speed and jump height.

A pseudocode implementation might look like this, wherein MIN and MAX represent the extremes Minecraft allows the attribute to assume. Additionally, x and y represent the values the parents hold.

```
base = (| x - y | + (MAX - MIN) * 0.3) * ((rand(0,1) + rand(0,1) + rand(0,1)) / 3 - 0.5) + (x + y) / 2
if base > MAX:
    base = 2 * MAX - base
if base < MIN:
    base = 2 * MIN - base
return base
```

A baby horse has an 11% chance to be a random base color and a 20% chance to have random markings. Otherwise, it chooses the values from one of its parents.

Usage

See also: [Transportation](#)

Tamed and [saddled](#) horses can be used as a means of [transportation](#). When ridden, they are able to move faster and jump higher than a normal player. Horses can be used to climb hills and jump fences, as some can jump high enough to clear up to five block heights, versus the player's maximum of about one (without jump boost).

Horses can be pulled along and tied up using a [lead](#). They can be towed behind a [boat](#) by using a lead.

Equipment

Tamed horses have two equipment slots:

-  Saddle slot: for equipping a [saddle](#).
-  Horse armor slot: for equipping [horse armor](#).

Baby horses cannot be equipped, as they cannot be ridden.

Equipment can be placed on a horse by holding it and then [using](#) on the horse, or by accessing its inventory. A horse's inventory can be accessed by mounting the horse and using [inventory control](#), or by [sneaking](#) and then [using](#) or pressing the "open inventory" button [[Bedrock Edition only](#)] on the horse. The player cannot open their inventory while on an untamed horse, though they can open containers.



The equipment can be removed by two methods:

- Removing the equipment from their slots in the horse's inventory.
- [Using shears](#) on the horse. If both a saddle and horse armor are equipped, they are removed one at a time. The first use removes the horse armor, and a second use removes the saddle.

Riding

Main article: [Riding](#)

Once a horse is tamed and saddled, the player can control it with standard directional controls, [jump](#), and the mouse. The player dismounts using the [dismount](#) control. Like riding other entities, it is impossible for a player to use a [nether portal](#) or [end portal](#) while on a horse. [[Bedrock Edition only](#)]

A ridden saddled horse automatically runs up any one block high slope. The horse and rider can safely fit through a space as low as 2.75 blocks high. Lower clearance risks suffocating the rider if the rider's head enters a non-transparent block. The horse itself can enter gaps as low as 1.625 blocks high, but may itself take suffocation damage when clearance is less than 1.75 blocks. Horses cannot fit through a 1-block-wide gap.

The maximum speed of horses varies between 4.74 blocks/second and 14.23 blocks/second (compared to the player's walking speed, which is about 4.317 blocks/second). About 82% of horses are able to go faster than a minecart. Horses move backward slowly, about as fast as the player when moving sideways. A horse's speed can also be affected by potions. Speed has no relation to a horse's outward appearance. However, how fast a horse walks on its own while not being ridden can be an indication of its Speed. This can be useful to determine whether or not a horse is fast without first having to tame it.

A ridden saddled horse can be made to jump by pressing the jump control. Holding the jump control fills a jump charge bar allowing for a higher jump when released relative to how much the bar was filled. In *Java Edition*, when the player rides a horse, the experience bar on HUD is replaced by a jump bar and the player's hunger bar is replaced by the horse's health bar. In *Bedrock Edition*, the player's health bar and hunger bar are displayed while riding a horse and the player's experience bar is replaced by the horse's jump bar when the jump control is activated. During the jump control activation the number denoting the player's experience level is still displayed above the jump bar. Horses are not affected by jump boost beacons.

Sounds

Java Edition:

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Horse neighs	Friendly Mobs	Randomly	entity.horse.ambient	subtitles.entity.horse.ambient	0.8	0.8-1.2 (Baby: 1.3-1.7)	16	
	Horse neighs angrily	Friendly Mobs	When a player is bucked off a horse or fails to interact with an untamed horse	entity.horse.angry	subtitles.entity.horse.angry	0.8	0.8-1.2 (Baby: 1.3-1.7)	16	
	Horse armor equips	Friendly Mobs	When armor is equipped to a horse	entity.horse.armor	subtitles.entity.horse.armor	0.5	1.0	16	
	Horse breathes	Friendly Mobs	Randomly while a horse is galloping	entity.horse.breathe	subtitles.entity.horse.breathe	4×Block-Dependent [sound 1]	Block-Dependent [sound 1]	16	
	Horse dies	Friendly Mobs	When a horse dies	entity.horse.death	subtitles.entity.horse.death	0.8	0.8-1.2 (Baby: 1.3-1.7)	16	
	Horse eats	Friendly Mobs	When a horse eats an item	entity.horse.eat	subtitles.entity.horse.eat	1.0	0.8-1.2	16	
	Horse gallops	Friendly Mobs	While a horse is galloping	entity.horse.gallop	subtitles.entity.horse.gallop	Block-Dependent [sound 1]	Block-Dependent [sound 1]	16	
	Horse hurts	Friendly Mobs	When a horse is damaged	entity.horse.hurt	subtitles.entity.horse.hurt	0.8	0.8-1.2 (Baby: 1.3-1.7)	16	
	Horse jumps	Friendly Mobs	When a horse begins a leap	entity.horse.jump	subtitles.entity.horse.jump	0.4	1.0	16	
	Something fell	Friendly Mobs	When a horse falls from more than 1 block	entity.horse.land	subtitles.entity.generic.big_fall	0.4	1.0	16	
	Footsteps	Friendly Mobs	While a horse is walking	entity.horse.step	subtitles.generic.block.footsteps	Block-Dependent [sound 1]	Block-Dependent [sound 1]	16	
	Footsteps	Friendly Mobs	While a horse is walking on wood or is being ridden	entity.horse.step_wood	subtitles.generic.block.footsteps	Block-Dependent [sound 1]	Block-Dependent [sound 1]	16	
	Saddle equips	Friendly Mobs	When a saddle is equipped to	entity.horse.saddle	subtitles.entity.horse	0.5	1.0	16	

			a horse		.saddle				
	Saddle snips away	Friendly Mobs	When saddle is removed from a horse using shears	item.saddle.unequip	subtitles.item.saddle.unequip	0.5	1.0	16	
	Horse armor snips away	Friendly Mobs	When armor is removed with shears	item.item.horse_armor.unequip	subtitles.item.horse_armor.unequip	1.0	1.0	16	

1. See [block sound type](#)

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Friendly Mobs	Randomly	mob.horse.idle	?	0.8	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a player is bucked off a horse	mob.horse.angry	?	0.8	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When armor is equipped to a horse	mob.horse.armor	?	0.6	1.0	
	?	Friendly Mobs	<i>Unused sound event</i> [sound 1]	mob.horse.armor	?	1.0	0.8-1.2	
	?	Friendly Mobs	Randomly while a horse is galloping	mob.horse.breath	?	0.7	1.0	
	?	Friendly Mobs	When a horse dies	mob.horse.death	?	0.8	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a horse eats an item	mob.horse.eat	?	0.5-1.5	0.8-1.2	
	?	Friendly Mobs	While a horse is galloping	mob.horse.gallop	?	0.45	0.9-1.1	
	?	Friendly Mobs	When a horse is damaged	mob.horse.hit	?	0.8	0.8-1.2 (Baby: 1.3-1.7)	
	?	Friendly Mobs	When a horse begins a leap	mob.horse.jump	?	0.4	1.0	
	?	Friendly Mobs	When a horse falls from more than 1 block	mob.horse.land	?	0.4	1.0	
	?	Friendly Mobs	While a horse is walking	mob.horse.soft	?	0.45	0.9-1.1	
	?	Friendly Mobs	While a horse is walking on wood [sound 2] or is being ridden	mob.horse.wood	?	0.45	0.9-1.1	
	?	Friendly Mobs	When a saddle is equipped to a horse	mob.horse.leather	?	0.6	1.0	
	?	Friendly Mobs	When saddle is removed from a horse using shears	mob.unsaddle	?	1.0	1.0	
	?	Friendly Mobs	When armor is removed with shears	mob.horse.horse_armor_unequip	?	1.0	1.0	

1. This sound event is assigned to the horse for adding a chest, but is not called by the game

2. Except for stems, Nether wood, cherry wood, and bamboo wood due to [MCPE-165012](#)

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
🐴 Horse	horse	can_equip_saddle can_wear_horse_armor dismounts_underwater followable_friendly_mobs	entity.minecraft.horse

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
🐴 Horse	horse	23	horse mob	entity.horse.name

Entity data

Horses have entity data associated with them that contain various properties.

Java Edition:

Main article: Entity format

Entity data

Additional fields for mobs that can breed

Tags common to all entities

Tags common to all mobs

Bred: 1 or 0 (true/false) – Unknown. Remains 0 after breeding. If true, causes it to stay near other horses with this flag set.

EatingHaystack: 1 or 0 (true/false) – true if the mob is eating grass.

Owner: The [UUID](#) of the entity that tamed the mob, stored as four ints. Has no effect on behavior. Does not exist if there is no owner.

Tame: 1 or 0 (true/false) – true if the mob is tamed.

Temper: Ranges from 0 to 100; increases with feeding. Higher values make a mob easier to tame.

Variant: The variant of the horse. Determines colors. Stored as baseColor | (markings << 8). Unused values lead to white horses.

White	Creamy	Chestnut	Brown	Black	Gray	Dark Brown	[Expand]
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Variant names taken from the names of the texture file they correspond to.

Summoning a horse without specifying the Variant value results in a white horse. Summoning a horse with a correct color byte but an incorrect marking byte results in a horse of the corresponding color but no markings. Summoning a horse with a correct marking byte but an incorrect color byte results in a white horse with the corresponding markings.

Bedrock Edition:

See [Bedrock Edition level format/Entity format](#).

Achievements

[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Cow Tipper	Harvest some leather.	Pick up leather from the ground or via fishing .	15	Bronze
		Artificial Selection	Breed a mule from a horse and a donkey .	—	30	Bronze
		Saddle Up	Tame a horse .	—	20	Bronze
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon . Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[show]

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	It Spreads	Kill a mob near a Sculk Catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon . Mobs that drop no experience are ignored for this advancement.	
	The Parrots and the Bats	Breed two animals together	Breed a pair of <i>any</i> of these 27 animals: [show] A mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.	
	Best Friends Forever	Tame an animal	Tame <i>one</i> of these 11 tameable animals: Cat Donkey Horse Llama Mule Nautilus Parrot Trader Llama Wolf Zombie Horse Zombie Nautilus Skeleton Horse can be tamed in the same way as a regular horse to gain this advancement with the ride command.	
	Two by Two	Breed all the animals!	Breed a pair of <i>each</i> of these 26 animals: [show] A trader llama does not count as a llama, and a mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.	

Advancements that apply to all mobs:

[\[show\]](#)

History

i This section is missing information about: Did saddles always show up on invisible horses? If not, when did this change? Remember to include any relevant bug reports.
Please expand the section to include this information. Further details may exist on the [talk page](#).

Development

April 4, 2013 (https://twitter.com/jeb_/status/319937646673674241)

Jeb hinted at adding horses when *Minecraft* hit 10,000,000 sales.

Java Edition

		<i>Java Edition</i>	[hide]
<u>April 1, 2013</u>		 Added horses and ponies to the April Fools update, Minecraft 2.0 . Horses are actually retextured cows and ponies are actually retextured pigs.	
1.6.1	<u>13w16a</u>	 	Added horses.
			Horses have been assisted by DrZhark (John Olarte), creator of the Mo' Creatures mod, whose horses are a baseline for Minecraft's horse models . ^[4]
			Added leads, which can be used to leash tamed horses.
	<u>13w16b</u>	Horses are now slower.	
		The gliding of horses has been reduced.	
	<u>13w18a</u>	Horse saddles have been removed. Horses are now controlled using saddles .	
	<u>13w21a</u>	A new GUI for horses has been added, to control saddles/armor/inventory .	
1.7.2	<u>13w22a</u>	New sound effects have been added to horses.	
		Untamed horses can now be leashed.	
	<u>release</u>	Horses can now be fed with golden carrots in addition to both types of golden apples.	
	<u>13w36a</u>	Horses now spawn in savannas.	
1.8	<u>14w26c</u>	Horses can no longer be fed bread for taming, healing, or growing.	
		Wheat's acceleration of baby horse growth has been reduced.	
	<u>14w28b</u>	Baby horses appear adult sized.	
1.8.1	<u>pre1</u>	Baby horses no longer appear adult sized unless they are fed. Reloading the world makes them appear as babies again.	
1.9	<u>15w47a</u>	Feeding baby horses no longer makes them appear adult sized. This also means that horses now no longer gradually grow in size as they age.	
	<u>15w47b</u>	Sounds for horses eating food given by a player have been added.	
1.13	<u>17w45a</u>	 	The models of horses have been simplified to be more consistent with other mobs.
			Horses (and all variants) no longer open their mouth when emitting sounds.
	<u>17w46a</u>	 	The new models of horses have been slightly tweaked. The position of the nose has moved up to one pixel.

		
	<u>18w03a</u>	 <p>The models of horses have been changed, once again. The texture has also been slightly altered and their nose height has increased by one pixel.</p>
	<u>18w22a</u>	<p>The texture of creamy horses has been changed, which has changed the texture from  to .</p>
<u>1.14</u>	<u>18w43a</u>	<p>The textures of horses have been changed.</p>
		<p>Horses can now wear <u>leather horse armor</u>.</p>
		<p>Horse armor no longer flashes red when the horse takes <u>damage</u>.</p>
	<u>19w08a</u>	<p>Horse armor no longer turns invisible when the horse has the <u>Invisibility effect</u>.</p>
		<p>Horses can now use the <u>Thorns</u>, <u>Feather Falling</u>, <u>Depth Strider</u>, <u>Respiration</u>, <u>Protection</u>, <u>Fire Protection</u>, <u>Projectile Protection</u> and <u>Blast Protection</u> enchantments via <u>horse armor</u> if the enchantments were added using an anvil in creative mode.</p>
<u>1.15</u>	<u>19w37a</u>	<p>Horses no longer drop their <u>horse armor</u> if it was enchanted with <u>Curse of Vanishing</u> using an anvil in creative mode.</p>
<u>1.16</u>	<u>20w15a</u>	<p>Tamed horses can now be saddled by <u>dispensers</u>.</p>
		<p>Dispensers can now put <u>horse armors</u> on tamed horses.</p>
<u>1.18</u>	<u>experimental snapshot 6</u>	<p>Horses now follow players that are holding <u>golden carrots</u>, <u>golden apples</u>, or <u>enchanted golden apples</u>.</p>
<u>1.19.3</u>	<u>22w45a</u>	<p>Horses can no longer suffocate in the obsidian frame after going through nether portals.^[5]</p>
<u>1.19.4</u>	<u>23w07a</u>	<p>When breeding horses and the like, the babies' speed, jump height, and health are now a variation of the average of the parents' stats. Previously, it was an average of the parents' stats plus a random imaginary horse's stats, which caused babies' stats to be biased toward the average.^[6]</p>
<u>1.20.5</u>	<u>24w05a</u>	<p>Horses can no longer use the <u>Depth Strider</u> and <u>Respiration</u> enchantments via <u>horse armor</u>.</p>
<u>1.21</u>	<u>24w18a</u>	<p>Players in survival or adventure mode no longer remove <u>horse armor</u> with the <u>Curse of Binding</u> enchantment from horses.</p>
<u>1.21.2</u>	<u>24w36a</u>	<p><u>Horse armor</u> now shows the <u>enchantment glint</u> on the horse when enchanted.^[7]</p>
<u>1.21.5</u>	<u>25w03a</u>	<p>The horse's saddle is now an overlay texture, separate from the horse main texture.</p>
		<p>Saddles now show up on <u>invisible horses</u>.^[8]</p>
		<p>Saddles now show the <u>enchantment glint</u> on the horse when enchanted.</p>
		<p>The unused saddlebag of the horse's texture has been removed.</p>
<u>1.21.6</u>	<u>25w20a</u>	<p>Saddles and horse armor can now be removed from horses using shears.</p>
	<u>25w21a</u>	<p>Horses can now be fed <u>carrots</u> for taming, healing, and growing.</p>
<u>1.21.11</u>	<u>25w44a</u>	<p>Horses no longer sink in water when ridden by a player.</p>
	<u>25w46a</u>	<p>Horses no longer panic if controlled by other mobs.</p>
	<u>pre3</u>	<p>Tamed horses no longer run into <u>cactus</u> or <u>sweet berry bushes</u>.</p>

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.15.0	build 1	 	Added horses.
v0.16.0	build 1	Horses can now be fed using enchanted golden apples.	
Bedrock Edition			[hide]
1.2.5	release	Horses no longer follow players that are holding food.	
1.2.6	beta 1.2.6.2	 	The models of horses have been changed to the (Java Edition 17w45a) models.
1.2.9		Horses no longer open their mouths when bucking the player off or taking damage.	
1.10.0	beta 1.10.0.3	The model and textures of horses have been changed.	
1.11.0	beta 1.11.0.1	Horses now spawn in village stables and animal pens.	
1.13.0	beta 1.13.0.16	The horses no longer use the old models. Prior, old horses sometimes appeared.	
1.19.70	Preview 1.19.70.23	When breeding horses and the like, the babies' speed, jump, height, and health are no longer biased toward the average.	
1.20.10	Preview 1.20.10.20	Horses now follow players that are holding golden carrots, golden apples, or enchanted golden apples.	
1.21.90	Preview 1.21.90.25	Saddles and horse armor can now be removed from horses using shears.	
	Preview 1.21.90.26	A sound now plays when removing a saddle or horse armor from a horse using shears. Horses can now be fed carrots for taming, healing, and growing.	
1.21.120	Preview 1.21.120.24	The horse's saddle is now an overlay texture, separate from the horse main texture. [verify] The unused saddlebag of the horse's texture has been removed.	
1.21.130	Preview 1.21.130.24	Horses no longer sink in water while being ridden by a player.	
Upcoming Bedrock Edition			[hide]
26.0	Preview 26.0.23	Horses now no longer gradually grow in size as they age, matching Java Edition.	

Legacy Console Edition

Legacy Console Edition								[hide]			
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch					
TU19	CU7	1.12	1.12	1.12	Patch 1	1.0.1	    <p>Added horses.</p>				
							Quick move has been added to the horse inventory.				
							Baby horse growth can now be accelerated using wheat.				
							Sounds for horses have been added.				
TU60	CU51	1.64	1.64	1.64	Patch 30	1.0.11	    <p>The models of horses have been changed.</p>				
							The textures of horses have been changed.				
							1.90				

New Nintendo 3DS Edition

New Nintendo 3DS Edition								[hide]
0.1.0								

Data history

Java Edition			[hide]
1.11	16w32a	The NBT HasReproduced, Type and Saddle has been removed	
1.13	17w47a	Horses now have different IDs: horse, donkey, mule, zombie_horse and skeleton_horse Note: Unused Variant IDs now result in a white horse rather than an invisible one.	
1.20.5	24w05a	Replaced ArmorItem tag with body_armor_item.	
1.21.5	25w03a	Replaced body_armor_item tag with equipment.body. Unified the NBT SaddleItem into the new equipment.saddle slot.	

Issues

Issues relating to "Horse" or "Foal" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%20AND%20summary%20~%20%22-Zombie%20-Skeleton%20-undead%22%20AND%20%28summary%20~%20%22Horse%22%20OR%20summary%20~%20%22Foal%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery

Renders

 **This section would benefit from the addition of more images.**

Please remove this notice once you have added suitable images to the article.

The specific instructions are: *copper and netherite horse armor and update leather armor*

[Show all renders](#) [show]

Mojang images



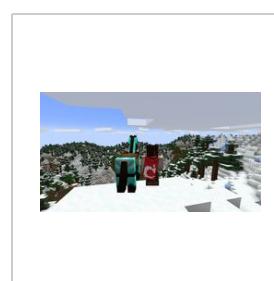
A horse.



The current horse model.



A horse in the mountains.



A horse on a mountaintop.



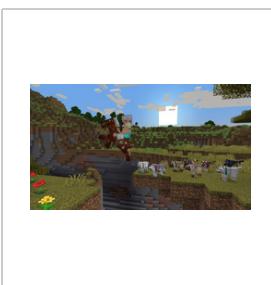
A horse sinking into snow.



Sunny riding a horse.



Several horses being housed in a warped forest.^[9]



"Ari is jumping over a ravine in a Savanna on a brown Horse with white spots. A big pack Tamed Wolves of different variants is following them."^[10]

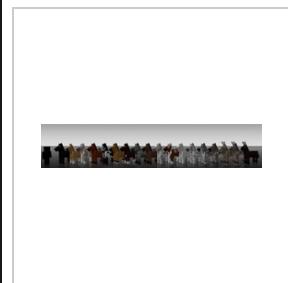


Horse on a Minecraft world.



A horse through a peephole.

Development images



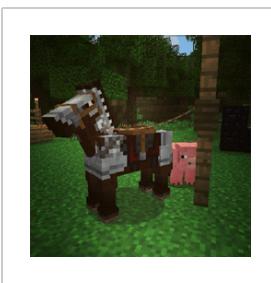
The original horses from Dr. Zhark's Mo' Creatures mod.



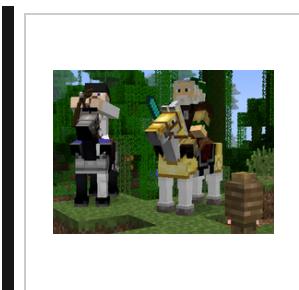
Jeb posted this horse photo on Twitter shortly before the mob was revealed.



An image posted by Jeb on Instagram. Note the saddle usage.^[11]



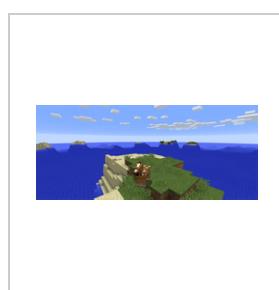
Horses can wear armor and can be bound to fence posts.^[12]



Jeb and Dinnerbone riding horses. [1.6](#) banner.



First image of horses in *Pocket Edition*.



The horse model in [17w45a](#).

Screenshots



A herd of various horses.



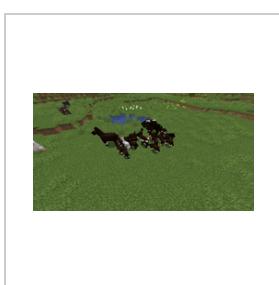
A dying horse [mob](#).



Horses getting attacked by the [wither](#).



A spotted baby horse.



Showing the result of right-clicking a spawn egg on a horse while mounted.



Showing the faint markings on a white tobiano. A bay tobiano is in the background for comparison.



A herd of [donkeys](#) and horses spawned next to each other.



A horse with [golden horse armor](#) on.



A comparison between a horse, a [zombie horse](#), and a [skeleton horse](#).

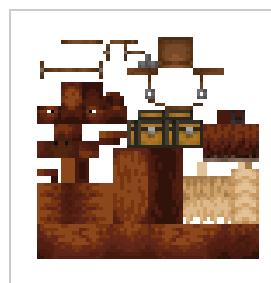
Textures



Black horse texture file.



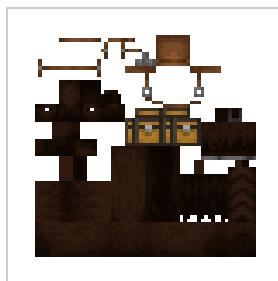
Brown horse texture file.



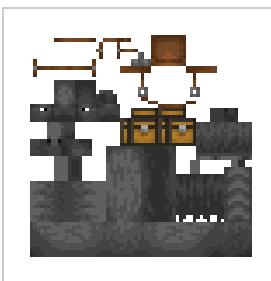
Chestnut horse texture file.



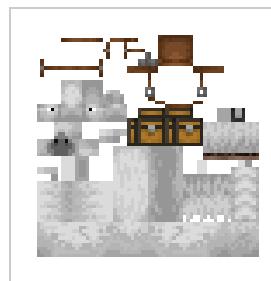
Creamy horse texture file.



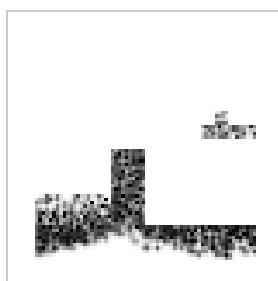
Dark brown horse texture file.



Gray horse texture file.



White horse texture file.



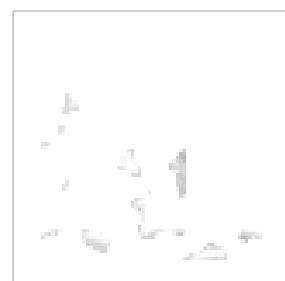
Black dots markings texture file.



White markings texture file.

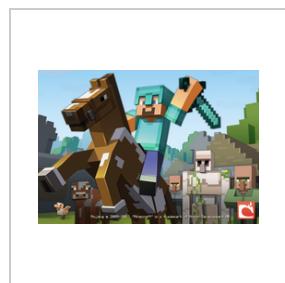


White dots markings texture file.



White field markings texture file.

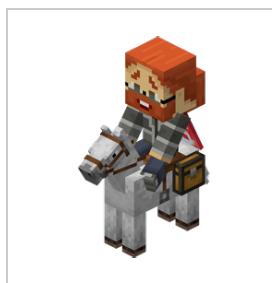
In other media



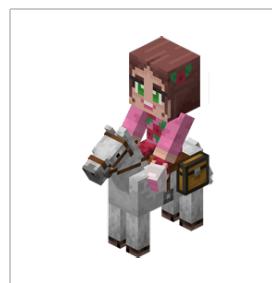
Horses shown in the [Horse Update](#) artwork.



Artwork of the original horse model used for the 10th anniversary. [13]



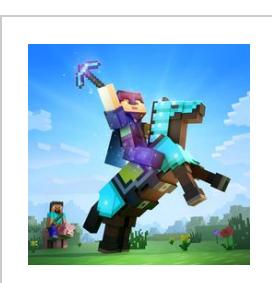
Jens riding a horse in the [Minecraft Legends Live Event](#). [13]



Hannah riding a horse in the [Minecraft Legends Live Event](#).



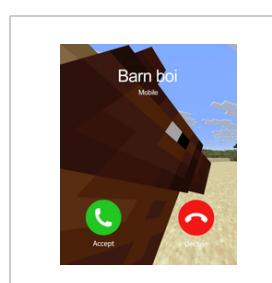
[LEGO Minecraft](#) Horse.



[Alex](#) riding a Horse.



Horse but with pants on.



References

1. MC-160945 — resolved as "Works As Intended".
2. ["horse_jump.py"](#) (<https://gist.github.com/Micalobia/f61c902d0c76d582865e8470b0fc4757>) by Micalobia.
3. [https://www.reddit.com/r/Minecraft/comments/14zdge0/statistics_and_psuedocode_for_the_new_horse/](#)
4. "Also big thanks to @DrZhark, the creator of Mo' Creatures, that have assisted us to make it happen!" (https://twitter.com/jeb_/status/319938276003827712) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), April 4, 2013
5. MC-80032 — resolved as "Fixed".
6. MC-16533 — Horse Breeding never exceeds egg/spawn horse attributes — resolved as "Fixed".
7. MC-16829
8. MC-13738
9. "Bats, Pots, and Competitions" (<https://www.minecraft.net/en-us/article/bats-pots-and-competitions>) by Sophie Austin – [Minecraft.net](#), December 5, 2023.
10. "Minecraft Java Edition 1.20.5" (<https://www.minecraft.net/en-us/article/minecraft-java-edition-1-20-5>) by Java Team – [Minecraft.net](#), April 23, 2024.
11. "#Minecraft (PC version) has reached 10,000,000 sold copies! This pic is from the next (1.6) update" (<https://www.instagram.com/p/XszMhppMMd/>) @jebkhaile on Instagram
12. "Yes, armor, and you can bind them to fences. Instagram filter for fun, (ping @DrZhark)" (https://twitter.com/jeb_/status/322020745754583042) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), April 10, 2013
13. "Celebrate with Us" (<https://www.minecraft.net/en-us/10th-anniversary>) – [minecraft.net](#).

External links

- "Meet The Horse" (<https://www.minecraft.net/en-us/article/meet-horse>) by Emily Richardson – Minecraft.net, October 2, 2017.
- "Mob Menagerie: Horse" (<https://www.minecraft.net/en-us/article/mob-menagerie--horse>) by Duncan Geere – Minecraft.net, March 9, 2023.

See also

- [Tutorial:Horses](#)
- [Donkey](#)
- [Mule](#)
- [Zombie Horse](#)
- [Skeleton Horse](#)

Navigation

Entities														[hide]
Mobs														[hide]
Passive	Alay	Armadillo	Axolotl	Bat	Camel	Camel Husk	Cat							
	Chicken	Cod	Copper Golem	Cow	Donkey	Frog	Glow Squid							
	Happy Ghast	Horse	Mooshroom	Mule	Ocelot	Parrot	Pig							
	Rabbit	Salmon	Sheep	Skeleton Horse	Sniffer	Snow Golem								
	Squid	Strider	Tadpole	Tropical Fish	Turtle	Villager								
	Wandering Trader	Zombie Horse												
	<i>BE & edu only</i>													
	Agent	NPC												
Neutral	Bee	Cave Spider	Dolphin	Drowned	Enderman	Fox	Goat							
	Iron Golem	Llama	Nautilus	Panda	Piglin	Polar Bear	Pufferfish							
	Spider	Trader Llama	Wolf	Zombie Nautilus	Zombified Piglin									
	Blaze	Bogged	Breeze	Creaking	Creeper	Elder Guardian								
	Endermite	Evoker	Ghast	Guardian	Hoglin	Husk	Magma Cube							
Hostile	Parched	Phantom	Piglin Brute	Pillager	Ravager	Shulker								
	Silverfish	Skeleton	Slime	Stray	Vex	Vindicator	Warden							
	Witch	Wither Skeleton	Zoglin	Zombie	Zombie Villager									
Bosses	Ender Dragon	Wither												
Mob types	Animal	Aquatic	Arthropod	Illager	Monster	Undead								
	Jockey	(Camel Husk)	Chicken	Hoglin	Ravager	Skeleton Horseman								
Other	Spider	Strider	Zombie Horseman	Zombie Nautilus	Mob variants									
	Mob conversion													
	<i>Other entities</i>													
													[show]	
	<i>Unimplemented</i>													
													[show]	
	<i>Joke</i>													
														[show]

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