

Horse Stats and Progression

Horses on Pinecraft Equestrian develop over time.

They are not static mounts. Riding, jumping, care, race preparation, breeding plans, and market decisions all depend on understanding a horse's stats.

Where To View Stats

Open the horse panel with:

```
/h  
/h panel  
/horse panel
```

Then click on the saddle icon (**My Horses**) and choose a horse.

The details shown when hovering over the horse include:

- horse ID
- name
- breed
- sex
- coat or pattern
- height
- health
- energy
- Speed XP
- Jump XP
- parent information
- date of birth or creation details
- spawn state
- feeding status

Speed XP and Jump XP

Two of the progression values are:

- **Speed XP (how fast a horse can go)**
- **Jump XP (how high a horse can jump)**

You can watch these levels increase at the top of your screen while riding your horse or using jump or speed boosts.

Races may require a specific range of xp in both of these categories.

Race Eligibility

Races can have entry requirements based on Speed XP and Jump XP.

Some races are designed for newer horses. Others are aimed at more developed and experienced horses.

A horse can be too inexperienced for one race and too advanced for another if the race has both minimum and maximum XP requirements.

1. Rookie: 1.00-1.50
 - 1. Remember not to use a speed or jump boost on a base horse or that horse will be ineligible for this race!!***
2. Breeding Cup: 2.50-4.00
3. Open Class: no requirements
4. Advanced: 1.51-2.50

Energy

A horse may be blocked from riding, racing, or breeding if it is exhausted.

You can feed a horse wheat, haybales, apples, golden apples, enchanted golden apples, carrots, golden carrots, and sugar to fulfil the energy bar.

You must feed adopted foals milk buckets!

To check which horses need feeding, do one of the following commands.

```
/h feeding  
/h needsfeeding  
/h feedstatus
```

All three commands do the same thing.

The feeding day uses UTC, so it may not match your local timezone.

Health

A horse may be blocked from riding, racing, or breeding if it is badly hurt.

You can heal a horse by leaving it spawned or by click on it with equine wound treatment (25% heal), veterinary dressing (50% heal), and divine equine ambrosia (100% heal). All of these can be found at /warp vetclinic. You can also use a shard of equine invulnerability to keep a horse invulnerable for 24 real life hours.

Breeding Potential

Progression can matter when thinking about breeding.

Foals have traits from their parents. An average of the speed and jump values is given to the foal. (For example, if the mare has a 1.50 speed and the stallion has a 2.00 speed, then the foal will have a 1.75 speed value when born.)

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