

10. Racing

Joining races, requirements, classes, rewards, and leaderboards. (Picture shows an advanced race podium with players Rhino, Skee, and Snoop!)

- [Racing With Your Horse](#)
- [Racing Overview](#)
- [How Racing Works](#)
- [How to Join a Race](#)
- [Race Classes and Entry Rules](#)
- [Race Rewards and Prizes](#)

Racing With Your Horse

Races are custom events with entry requirements. Not every horse can join every race.

Joining a Race

To join a race, mount a ModN Equine horse while a race is open and use:

```
/joinrace
```

Leaving a Race

If you need to leave a race, dismount from your horse.

You will be returned to the location where you were when you used `/joinrace`.

Join Window

Joining closes **10 seconds before the race starts**.

A countdown begins **5 seconds before the race starts**.

If joining has already closed, you will need to wait for another race.

Basic Race Requirements

A race may require:

- a ModN Equine horse
- permission to race that horse
- enough horse energy
- Speed XP within the race's allowed range
- Jump XP within the race's allowed range

- a required player rank
- a required riding crop type

If you do not meet the requirements, the race system will stop you from joining.

Energy

Your horse must have enough energy to join the race.

Feed and check your horse before race time if it is low on energy.

Speed XP and Jump XP

Some races are designed for newer horses, while others are designed for more developed horses.

Race requirements may include minimum and maximum Speed XP or Jump XP values.

This means a horse can be too inexperienced for one race but also too advanced for another.

Riding Crops

Races require you to hold a riding crop in your **main hand**.

A race may require:

- a Riding Crop
- a Pro Riding Crop
- either crop type

Keep the required crop in your main hand from joining until the race ends.

If you put it away during the race, you may be disqualified.

Staying Mounted

Stay mounted if you want to continue racing.

Dismounting leaves the race and returns you to your join location.

Race Access

You cannot race every horse automatically.

If the horse is not yours, the owner must give you permission to race it. Ride access and race access may be managed through friend permissions.

Why You Might Not Be Able to Join

Common reasons include:

- there is no race open
- joining has closed
- you are not mounted
- the mount is not a ModN Equine horse
- you do not have race permission for that horse
- your horse does not have enough energy to enter
- your horse does not meet Speed XP requirements
- your horse does not meet Jump XP requirements
- you do not meet the rank requirement
- you are not holding the required riding crop
- the race is full

Race Preparation Checklist

Before race time:

- feed and check your horse
- make sure your horse has the right XP range
- bring the correct crop type
- keep the crop in your main hand
- check you have permission to race the horse
- join before the 10-second close point

Racing Overview

Racing is one of the core activities on the SMP server.

For the full horse-focused racing guide, start here:

- [Racing With Your Horse](#)

This section gives a shorter overview of race timing, entry rules, classes, and rewards.

To join a race, you normally need to be mounted on an eligible ModN Equine horse and use:

```
/joinrace
```

Race entry can depend on energy, Speed XP, Jump XP, crop type, rank, and permission to race the horse.

How Racing Works

Races are scheduled events on the SMP.

For the full guide, see [Racing With Your Horse](#).

Scheduled Races

Races take place at specific times and are announced in-game.

Before a race begins:

- announcements tell players a race is coming up
- a join window opens
- players can enter with `/joinrace` while mounted on an eligible horse

Entry Requirements

A race may require:

- a ModN Equine horse
- permission to race that horse
- enough horse energy to enter
- Speed XP within the race's allowed range
- Jump XP within the race's allowed range
- a required Riding Crop or Pro Riding Crop
- a required player rank

Join Timing

Joining closes **10 seconds before the race starts**.

A countdown begins **5 seconds before the race starts**.

During the Race

Stay mounted and keep the required crop in your main hand until the race ends.

If you need to leave, dismount from your horse. You will be returned to the location where you used `/joinrace`.

How to Join a Race

To join a race, you must be mounted on an eligible ModN Equine horse while the race join window is open.

For the full guide, see [Racing With Your Horse](#).

Step 1: Watch for a Race Announcement

Races are scheduled and announced in-game.

The announcement tells players that a race is coming up and gives time to prepare.

Step 2: Prepare Your Horse

Before joining, check:

- you are mounted on the horse you want to race
- you have permission to race that horse
- your horse has enough energy to enter
- your horse meets the race's Speed XP and Jump XP requirements
- you meet any rank requirement
- you are holding the required Riding Crop or Pro Riding Crop in your main hand

Step 3: Join the Race

When the join window is open, use:

```
/joinrace
```

Joining closes **10 seconds before the race starts**.

Step 4: Stay Ready

A countdown begins **5 seconds before the race starts**.

Keep the required crop in your main hand until the race ends.

Leaving a Race

To leave a race, dismount from your horse.

You will be returned to the location where you were when you used `/joinrace`.

Race Classes and Entry Rules

Not every race is the same.

On Pinecraft Equestrian, races are divided into different classes so that horses compete in fairer and more suitable events.

Why Race Classes Exist

Race classes help make competition more balanced.

Instead of every horse entering every race, classes are used to group entries by things like:

- Speed XP
- Jump XP
- required riding crop
- player rank in some higher-level events

This helps newer horses avoid being thrown straight into the toughest competitions.

Horse XP Requirements

Many races require your horse to fall within a specific XP range.

This means:

- some races are designed for newer horses
- some are aimed at more developed horses
- some allow a much wider range of entries

A race can have minimum and maximum Speed XP or Jump XP requirements. This means a horse can be too inexperienced for one race but too advanced for another.

Riding Crop Requirements

Some races require a certain kind of riding crop.

Depending on the race, this may mean:

- a Riding Crop
- a Pro Riding Crop
- either crop type

You must hold the required crop in your **main hand** when joining and keep it there until the race ends.

Energy Requirements

Your horse must have enough energy to join the race.

Feed and check your horse before race time if it is low on energy.

Join Timing

Joining closes **10 seconds before the race starts**.

A countdown begins **5 seconds before the race starts**.

Join promptly once the race opens.

Rank Requirements

Some advanced races also require the player to hold an appropriate rank.

This is used for certain higher-level events and helps keep top competitions meaningful.

Joining the Right Race

Before using `/joinrace`, check that:

- you are mounted on a ModN Equine horse
- the race join window is still open
- you have permission to race that horse
- your horse has enough energy
- your horse matches the Speed XP and Jump XP requirements
- you are holding the correct crop in your main hand
- you meet any rank requirement if the event has one

Preparing properly gives you the best chance of a smooth and successful race entry.

Race Rewards and Prizes

Races can award prizes based on the event and placing.

Reward details may vary by race, so check the in-game race messages and any prize information shown for the event.

Possible Rewards

Depending on the race, rewards may include:

- points
- trophies
- vouchers
- race ribbons
- other event prizes

After a Race

After racing, check your inventory, messages, and any race result information shown in-game.

If you believe a reward did not apply correctly, contact staff with:

- your username
- the race name or time
- your horse name or ID
- your placing if known
- any message shown in chat

Racing Etiquette

Racing is competitive, but it should stay friendly and respectful.

Prepare well, follow the race rules, and be kind to other players.