10. Racing

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

- Racing Overview
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Racing Overview

Joining a Race

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

You can see when a race is happening in /warp InfoCenter on the first floor and in the lobby (/warp Lobby)

```
/joinrace
```

Requirements to Race

The horse must be the following to be eligible to race:

1. Well fed
2. Healthy
3. Have the correct Speed and Jump stats *(as stated in chat)*
4. You must have permission to race the horse

You must meet the follow to be eligible to race:

1. Be the correct rank *(as stated in chat)*
2. Have the correct crop *(as stated in chat)*

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

You cannot join a race if it hits 10 seconds before the start. There will be several messages in chat reminding players about the race.

If the joining closes, you will need to wait for another race.

Riding Crops

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

A race may require:

1. a Riding Crop
2. a Pro Riding Crop
    1. *The pro riding crop acts the same as the riding crop but adds a feature to gain a temporary speed boost when actioned in return for energy.*
3. either crop type

Keep the required crop in your main hand the entire time, or you will be disqualified.

Race Classes Guide

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.

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/players avoid being thrown straight into the toughest competitions.

Race Classes

- Rookie Class:
  - Speed/Jump Stats: 1.00-1.50
  - Normal Crop
  - Any Rank
  - First place prize: 1st place ribbon, points, tokens, voucher for plot claims or breeding potions
- Advanced Derby
  - Speed/Jump Stats: 1.51-2.50
  - Normal Crop
  - Any Rank
  - First place prize: 1st place ribbon, points, tokens, voucher for server perks
- Breeders Cup
  - Speed/Jump Stats: 2.50-4.00
  - Normal Crop
  - Any Rank
  - First place prize: 1st place ribbon, points, tokens, voucher for horse eggs, breeding potions, or plot claims
- Elite League
  - Speed/Jump Stats: 2.50-4.00
  - Pro Crop
  - Apprentice Rank and Above

    - First place prize: 1st place ribbon, points, tokens, voucher for server perks
- Open Class
    - Speed/Jump Stats: 1.00-6.00
    - Normal Crop
    - Any Rank
    - First place prize: 1st place ribbon, points, tokens, voucher for server perks