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.

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