

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

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