

AutoHoot Mk3

Pre-programmed sequences

No.	Name
1	"Rule 26 1.5s rep no delay"
2	"Rule 26 1.5s no delay"
3	"Rule 26 1.5s rep 10s delay"
4	"Rule 26 1.5s 10s delay"
5	"Rule 26 2.5s rep no delay"
6	"Rule 26 2.5s no delay"
7	"Rule 26 2.5s rep 10s delay"
8	"Rule 26 2.5s 10s delay"
9	"Rule 26 2.5s 10min rep no delay"
10	"Rule 26 2.5s 10min rep 10s delay"
11	"3,2,1(long),0 rep no delay"
12	"3,2,1(long),0 no delay"
13	"3,2,1(long),0 rep 10s delay"
14	"3,2,1(long),0 10s delay"
15	"5 min hoots"
16	"4 min hoots"
17	"3 min hoots"
18	"2 min hoots"
19	"1 min hoots"
20	"5 min count-down"
22	"3 min count-down (Appx S)"
24	"1 min count-down"
26	"3 min team race"
27	"3 min team race rep 3:30"
28	"3 min team race rep 4min"
29	"3 min team race rep 5min"
30	"3 min team race rep 6min"
31	"7min match race, 5 min rep"
32	"Olympic start sequence"
33	"Olympic medal race sequence"
34	"App B3 reaching starts"
36	"fog horn powered underway"
37	"fog horn sailing"
38	"Radio Sailing E3.4(a) rep 2min"
39	"Radio Sailing E3.4(a) rep 3min"
40	"Alarm Clock 7am"

65% used

As new sequences are requested or developed this list is subject to change. AutoHoot Mk3 is fully programmable, and the user can add or amend sequences as required.

1/10/24