



MODELS OAS-3L & OAS-2L

Data Sheet & Operations Manual

The Oasis Models OAS-3L (3 liter) and the OAS-2L (2 liter) drinking systems help keep you hydrated in the most extreme conditions found inside a race car at its most demanding moments. An insulated soft container keeps liquids cool longer to help deliver cool liquids to your body. A 90° bite valve is connected to a 69” drinking tube to maximize placement inside the car.

The Oasis drinking systems include a light weight silver powder coated mounting plate and features a wide mouth for easy filling of liquids.



**OAS-3L
OAS-2L**

Features	Specifications	
<ul style="list-style-type: none"> • 3 or 2 liter capacity • Insulated • Mounting plate • Installs with cable ties • Long 69” tube • 90° bite valve • Quick disconnects • Wide mouth for easy fill 	<p>OAS-3L Capacity: 3 liter Tube Length: 69” Dimensions: 20” X 6.75” X 4.0” Weight: 2.75 lbs (1.25 kg) Warranty: 1 year</p>	<p>OAS-2L Capacity: 2 liter Tube Length: 69” Dimensions: 20” X 6.75” X 4.0” Weight: 2.75 lbs (1.25 kg) Warranty: 1 year</p>

Installation

Installation works best if you can find someone to assist you. Carefully choose the mounting location and measure to ensure that the extended drinking tube is accessible and comfortable during use. Sit in the drivers seat and have someone try different mounting positions to find the best location. Take note of routing the tubing so that nothing interferes with its operation or that it doesn't interfere in the operation of anything else during race conditions. Using the slots at the top of the mounting plate, install and secure the Oasis™ mounting plate with wire ties included in the mounting kit, or some other flexible attachment method. The insulated containers can be hung on the mounting tabs and then secured to the mounting plate using the included wire ties.

Ordering Information

- OAS-3L** 3 liter Personal Hydration System
- OAS-2L** 2 liter Personal Hydration System

Related Products

- OAS-KIT** Oasis Driver Hydration System Cleaning Kit