



Matt Porcari



# MEMORIAL HOSE RACE

at the Owego Strawberry Festival



## LADDER, WYE, STRAIGHT LAY, AND HOSE CART RACES

*Saturday, June 15th*

*Owego Central Fire Station, North Ave.*

*Captains' Meeting at 1PM*

*Hose Races immediately following*



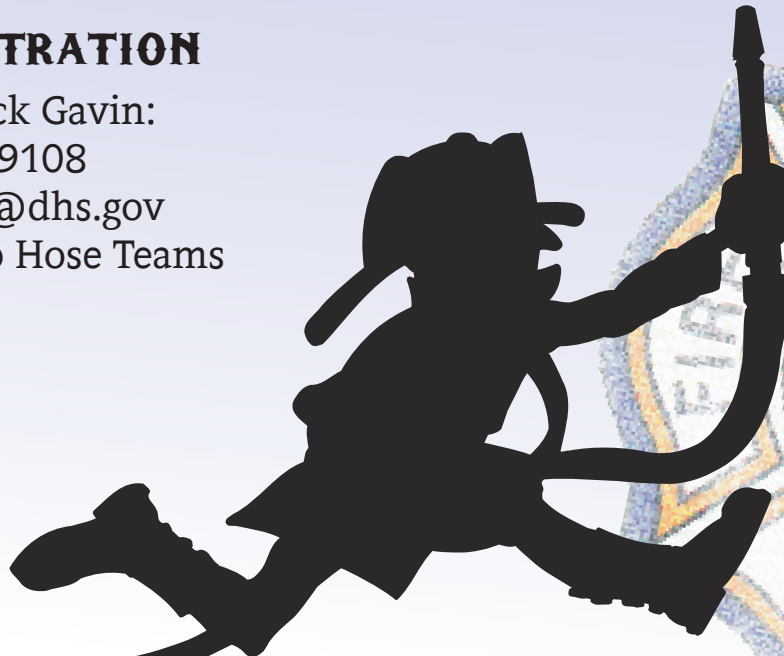
### TEAM REGISTRATION

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Facebook: Owego Hose Teams



# HOSE RACING 101

A guide to successful firematic hose racing.

3/31/09

## Overview

Firematic Hose Racing carries on a tradition as old as firefighting itself. Ever since the beginning, when ladders, hoses - and even buckets - were invented as a way to extinguish fires, there was always a spirit of competition among firefighters as to who could be the first "team" to extinguish the fire. Even today, there is a healthy competition to get "first water" on a fire between engine companies within a department. In the early days, a monetary reward was paid to those who were able to extinguish a fire. Out of this spirit of competition grew a unique form of racing called hose racing.

What began long ago as simple, unsophisticated footraces have evolved into season-long competitions in some areas of the country between numerous rival racing teams, with several different classes of competition, along with officiating and modern equipment.

In Central New York the primary hose racing event is the Central New York Races held each summer at the Central New York Fireman's Convention. The Central New York Association is comprised of 20 counties to include Broome; Cayuga; Chemung; Chenango; Cortland; Delaware; Herkimer; Madison; Oneida; Onondaga; Ontario; Otsego; Schoharie; Schuyler; Seneca; Steuben; Tioga; Tompkins; Wayne; and Yates. Three races are held at this event including the ladder, wye, and 5 man straight lay races. The five man straight lay recently replaced the motor hose race.

## Points/Scoring

The races are timed and points are awarded to the teams with the fastest times. An Overall Points Winner is declared at the conclusion of the three races. The highest possible point total is 15 points. Point scoring for Overall Trophy shall be 5 for 1<sup>st</sup>, 4 for 2<sup>nd</sup>, 3 for 3<sup>rd</sup>, 2 for 4<sup>th</sup>, and 1 for 5<sup>th</sup>. In the event of a tie for place, points for that place and next lower place shall be added and averaged. Each team shall receive average points. There is usually \$500 worth of prize money and trophies.

### Points Scale (For each race)

- 1<sup>st</sup> – 5 Points
- 2<sup>nd</sup> – 4 Points
- 3<sup>rd</sup> – 3 Points
- 4<sup>th</sup> – 2 Points
- 5<sup>th</sup> – 1 Point

## Judges

There will be one starter and 2 timers. Starter shall time five minute set up. Timers shall record a time in each contest completed. The selection of judges shall be under the jurisdiction of the Official Starter. There shall be one Tournament Secretary to be appointed by the Official Starter who shall make a record of all races, recording all finishes of all teams, and their times so that a record may be kept thereof. He may

appoint any assistant he may need to cover all events. Extra judges may be used to watch for rule violations at the discretion of the Official Starter. No more than a total of 15 judges shall be used.

The Starter will convene a Captain's meeting prior to the races. Drawing for positions will be held at the Captain's meeting. There will be no entries after the drawing except for reasons suitable to the judges and a majority of team captains participating. There will be no contest unless two or more teams participate. When drawing for place in contest is held, the contesting teams will run in order as per number drawn.

**General Rules (Complete rules accompany this document)**

- All contestants shall wear satisfactory protective headgear (fire, construction, or hockey helmets) from starting signal to the completion in each contest. Otherwise, they may be clothed as they see fit.
- Five team contestants shall participate in each event.
- Every team competing shall be ready to start when called unless competing in another event and shall be debarred if not ready.
- Any team, contestant, company or department wetting the judges or displaying flagrant conduct will be disqualified from any prizes or winnings in the three contests. The use of foul language by any contestant may be considered unsportsmanlike conduct by the judges.
- A penalty of one second per each full turn on couplings not set hand-tight is added to each race time. Any unconnected coupling or cross thread shall disqualify the team in the event they are competing in.

**LADDER CONTEST - 1<sup>st</sup> RACE**

**Equipment Required**

1. Three 50-foot 1 ½ inch lengths of hose.
2. Hydrant wrench.
3. 1 ½ shutoff nozzle.
4. 16 foot, one-piece, side rail ladder.
5. 2 ½ to 1 ½ inch hydrant adapter.
6. 12 foot horizontal bar arch with 2 safety stops.
7. 30 square inch target.

**Course Setup**

Each team shall be allowed 5 minutes to drain hose, lay out equipment and be on the starting line ready to run. The three lengths of hose are individually rolled to drain. The hose must be "hand un-rolled" NOT thrown. After the hose is drained, three 50-foot lengths of 1 ½ inch hose shall be coupled with each open end on the hydrant line, together with hydrant wrench, shutoff nozzle, and 16-foot, one-piece, straight side rail ladder centered lengthwise on line with top toward target. The hose must lay flat on the street when set up. The ladder usually is marked to indicate where it is to be placed on

the starter line. Open couplings may be in any position on hydrant line and hose shall be within boundary of course between hydrant line, ladder arch, and sidelines which will be no more than 24 feet wide. The hose is laid out in a bottom eight figure shape with the female end closest to the hydrant, male end at the opposite end of the starting line. The male hose line is on TOP at the eight cross. Starting line will be 3 feet behind hydrant line.

### **Lineup**

The team lineup along the starter line should be as follows: Cap person closest to hydrant, hose/hydrant hookup person, hydrant person, ladder person, nozzle person.

### **Race**

Once the team assembles on the starting line the judge will ask the team captain if the team is ready. Once the team captain verbally signals the team is ready the judge starts the race with flag and verbal command to start. At starting signal, contestants will couple hose to hydrant, attach nozzle, set (not throw) ladder against arch 125 feet from hydrant and climb same. Ladder shall be set in safe position with the tip of each side rail over the horizontal bar of the arch and between the safety stops. Shutoff nozzle has to remain closed until tip of the nozzle is placed between ladder side rails higher than the arch. The time for the race is to be taken from starting signal to when solid stream of water makes a direct hit on target 25 feet beyond arch.

### **Team Assignments**

**Cap Person** – The cap person starts closest to the hydrant on the starting line. Upon the starting signal the cap person spins the 1 ½ cap off of the hydrant then runs down the street to assist the nozzle person up the ladder. The cap person should try and grab the hose ¾ the way down the street and shuttle the hose up the ladder while the nozzle person climbs the ladder.

**Hydrant Hookup Person** – The hydrant hookup person is second in line on the starting line and hooks the 1 ½ female end of the hose to the hydrant after the cap person spins the cap off. Upon the starting signal, the hydrant hookup person grabs the hose, comes into position on both knees, square to the hydrant, and hooks the hose up to the hydrant. Knee pads are not required but a good idea. The hydrant hookup person should be low enough to the ground so the hydrant person can turn the hydrant on. The coupling should be attached all the way to the hydrant. Any “turns” on the coupling result in a second penalty per turn. The hydrant hookup person should verbally tell the hydrant person they “are on” once the hose is connected so the hydrant person can begin turning the hydrant on and flowing water.

**Hydrant Person** – The hydrant person is third in line on the starting line. Upon the starting signal the hydrant person grabs the hydrant wrench, places the wrench on the hydrant, and turns the hydrant on after the hydrant hookup person says they are on. The hydrant person turns the hydrant off after the target is knocked down.

Ladder Person – The ladder person is fourth in line on the starting line. Upon the starting signal the ladder person grabs the ladder and runs down the street. The ladder person places the ladder on the arch at an angle at least two ladder rungs above the arch top beam. The ladder person then braces the ladder while nozzle person climbs the ladder.

Nozzle Person – The nozzle person is fifth in line on the starting line, farthest away from the hydrant. Upon the starting signal the nozzle person connects the 1 ½ nozzle to the 1 ½ male hose end and runs down the street. While running the hose should be placed over the shoulder. The nozzle should be brought down to the waist level after connected while running. While running the nozzle person should align themselves with the ladder person and climb the ladder. The nozzle can not be opened until it is past the top arch beam or the team will be disqualified. The nozzle must be placed between the ladder rungs above the arch top beam, opened, and water stream directed at the target. Any “turns” on the nozzle/coupling connection result in a second penalty per turn.

A good Ladder Contest time is between 10 and 15 seconds depending upon water pressure. An example of this race can be found at:

<http://www.youtube.com/watch?v=aBrM1Pk1KR0>

## **WYE CONTEST - 2<sup>nd</sup> RACE**

### **Equipment Required**

1. Three 50-foot 2 ½ inch lengths of hose.
2. Hydrant wrench.
3. 2, 2 ½ inch straight type nozzles.
4. 2 ½ inch hydrant cap.
5. Female swivel end wye.
6. 2, 30 square inch targets.

### **Course Setup**

Each team shall be allowed 5 minutes to drain hose, lay out equipment and be on the starting line ready to run. The three lengths of hose are individually rolled to drain. The hose must be “hand un-rolled” NOT thrown. After the hose is drained, three 50-foot lengths of 2 ½ inch hose shall be coupled and laid in a straight line flat on the running course. Open female coupling shall be at hydrant line mark in center of course. Hose may be folded at hydrant line. Hydrant wrench, female swivel end wye and two straight-type nozzles to be placed on starting line 25 feet from hydrant.

### **Lineup**

The lineup along the starting line should be as follows: Nozzle Person 1, Wye Person, Hydrant Person, Nozzle Person 2 (without nozzle), Drag Person (with nozzle).

### **Race**

Once the team assembles on the starting line the judge will ask the team captain if the team is ready. Once the team captain verbally signals the team is ready the judge starts

the race with flag and verbal command to start. At starting signal, contestants shall carry hydrant wrench, wye and nozzles, couple hose to hydrant, break hose and put in wye at first coupling, couple two lengths to wye and put on nozzles. The time for the race is to be taken from starting signal to when each individual stream has made a direct hit on a separate target 125 feet from hydrant with a solid stream of water. Coupling, hydrant, nozzle connection progress must be stopped as soon as the targets are knocked down.

### **Team Assignments**

**Nozzle Person 1** – Nozzle Person 1 is first on the starting line closest to the hydrant. Upon the starting signal nozzle person 1 grabs the nozzle and runs down the street to the second set of couplings. Nozzle person 1 breaks the hose with Drag person at the second couplings. Nozzle person 1 faces the targets during the break. Nozzle person one then connects the 2 ½ nozzles to the male 2 ½ hose ends, connecting to the drag line second. Nozzle person 1 then uses the drag line to spray down the target. Any “turns” on the nozzle/coupling connections result in a second penalty per turn.

**Wye Person** – The wye person is second on the starting line. Upon the starting signal the wye person grabs the wye and runs down the street to the first set of couplings. The wye person breaks the couplings with the nozzle person 2 facing the targets. After the break the wye person places their knee directly behind the male coupling on the hose and connects the wye. Once the connection is started they tell the nozzle 2 person they are on. The wye person finishes their connection as well as the nozzle 2 person connection. Any turns on any of the wye connects result in a second(s) penalty.

**Hydrant Person** – The hydrant person is third on the starting line in the middle of the street. Upon the starting signal the hydrant person grabs the hydrant wrench, runs to the female end of the hose on the hydrant line, grabs the hose and proceeds to the hydrant. The hydrant person then spins the 2 ½ cap off of the hydrant and connects the hose. The hydrant person then “floods” the first length of hose by turning the hydrant on slowly. When the drag man indicates they are connected to the wye at the first couplings by yelling “water” the hydrant man turns the hydrant on the rest of the way. The hydrant person turns the hydrant off after the target is knocked down. Any turns on the hydrant hose connection result in a second(s) penalty.

**Nozzle Person 2** – The nozzle person 2 is fourth on the starting line away from the hydrant. Upon the starting signal nozzle person 2 runs down the street to the first couplings and breaks with the wye person with their back to the targets. After the wye person connects the wye to the first length of hose and says they are “on” the nozzle person 2 connects the female end of the 2<sup>nd</sup> length of hose to the wye, opposite of where the drag person is coming into the wye. The connection should be made about half way. After connected half way, nozzle person 2 leaves the wye and runs down the street to the second set of couplings, takes the nozzle and sprays down the target.

**Drag Person** – The drag person is fifth on the starting line farthest away from the hydrant. Upon the starting signal the drag person takes the nozzle and runs down the street to the second couplings and breaks with nozzle person 1 with their back to the targets. After

the break the drag person “drags” the third hose length between their legs to the wye and connects the female end of the hose to the wye. Once connected they yell for water and finish their connection. Any turns on any of the wye connects result in a second(s) penalty.

A good Wye Contest time is between 20 and 25 seconds depending upon water pressure. An example of this race can be found at:

<http://www.youtube.com/watch?v=NvHskBZThSM>

## **FIVE-MAN STRAIGHT LAY CONTEST - 3<sup>rd</sup> RACE**

### **Equipment Required**

1. Three 50-foot 2 ½ inch lengths of hose.
2. Hydrant wrench.
3. 1, straight type nozzle.
4. 2 ½ inch hydrant cap.
5. 1, 30 square inch target.

### **Course Setup**

Each team shall be allowed 5 minutes to drain hose, lay out equipment and be on the starting line ready to run. The three lengths of hose are individually rolled to drain. The hose must be “hand un-rolled” NOT thrown. After the hose is drained, three 50-foot lengths of 2 ½ inch hose shall be donut rolled and placed on the hydrant line. Open female couplings shall face hydrant side of course. Hydrant wrench and straight type nozzle to be placed on starting line 25 feet away from the hydrant line.

### **Lineup**

The lineup along the starting line should be as follows: Hydrant person (closest to hydrant), hydrant hookup person, connector 1 person, connector 2 person, nozzle person (farthest from hydrant).

### **Race**

Once the team assembles on the starting line the judge will ask the team captain if the team is ready. Once the team captain verbally signals the team is ready the judge starts the race with flag and verbal command to start. At starting signal, contestants shall couple hose to hydrant, couple remaining 2 ½ hose lines, stretch donut rolled hose lines the length of the course, and put on nozzle. Thread penalty turns shall NOT be counted in this race. The time for the race is to be taken from starting signal to when individual stream has made a direct hit on a target 175 feet from hydrant with a solid stream of water.

### **Team Assignments**

Hydrant Person – The hydrant person is first on the starting line closest to the hydrant. Upon the starting signal the hydrant person grabs the hydrant wrench and runs to the hydrant. They place the wrench on the ground and proceed to spin the 2 ½ cap off the

hydrant so the hydrant hookup person can connect the hose to the hydrant. Once the hydrant hookup person is connected and sat they are “on” the hydrant person turns the hydrant on. The hydrant person turns the hydrant off after the target is knocked down.

Hydrant Hookup Person – The hydrant hookup person is second in line on the starting line and hooks the 2 ½ female end of the hose to the hydrant after the hydrant person spins the cap off. Upon the starting signal, the hydrant hookup person grabs the hose, comes into position on both knees, square to the hydrant, and hooks the hose up to the hydrant. Knee pads are not required but a good idea. The hydrant hookup person should be low enough to the ground so the hydrant person can turn the hydrant on. The coupling should be attached all the way to the hydrant. Any “turns” on the coupling result in a second penalty per turn. The hydrant hookup person should verbally tell the hydrant person they “are on” once the hose is connected so the hydrant person can begin turning the hydrant on and flowing water.

Connector 1 Person – The connector 1 person is third on the starting line. Upon the starting signal the connector 1 person runs to the hydrant line and connects the first and second lengths of hose. Once connected they yell (1) and proceed to stretch the first hose length down the street. They should be careful not to pull the length out of the hands of the hydrant hook up person.

Connector 2 Person – The connector 2 person is fourth on the starting line. Upon the starting signal the connector 2 person runs to the hydrant line and connects the second and third lengths of hose. Once connected they yell (2) and proceed to stretch the second hose length down the street. They should be careful not to pull the length out of the hands of the connector 1 person.

Nozzle Person – The nozzle person is fifth in line on the starting line, farthest away from the hydrant. Upon the starting signal the nozzle person connects the 2 ½ nozzle to the 2 ½ male hose end and runs down the street. While running the hose should be place under the arm. They should be careful not to pull the length out of the hands of the connector 2 person. The nozzle person then sprays a stream of water knocking the target down.

A good 5 Man Straight Lay Contest time is between 15 and 20 seconds depending upon water pressure. An example of this race can be found at:

[http://www.youtube.com/watch?v=i9rhzsuBE\\_M](http://www.youtube.com/watch?v=i9rhzsuBE_M)

**Contact for more information:**

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**Owego Fire Department**

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**202-494-9108 cell**





## Tournament & Contest Rules:

Rule 1. The contest shall be open all fire companies and departments.

Rule 2. The qualification of a company or department entered in for competition shall be determined by the Official Starter. There may be more than one entry from a department or company. Drawing for positions will be held at the Captain's meeting as determined by the Official Starter. There will be no entries after the drawing except for reasons suitable to the judges and a majority of team captains participating.

Rule 3. There will be no contest unless two or more teams participate.

Rule 4. When drawing for place in contest is held, the contesting teams will run in order as per number drawn.

Rule 5. No contestant shall be allowed to compete in any contest unless they are a member in good standing of a fire company or department.

Rule 6. All contestants shall wear satisfactory protective headgear from starting signal to the completion in each contest. Otherwise, they may be clothed as they see fit.

Rule 7. Five team contestants shall participate in each event.

Rule 8. Every team competing shall be ready to start when called unless competing in another event and shall be debarred if not ready.

Rule 9. Hose and race course shall be wet before the running of the first team.

Rule 10. Each competing team shall break each coupling, drain each length of hose by rolling and re-couple all couplings hand-tight before making its run; All couplings shall be checked by judges. Rolled hose will be unrolled in such a way that the coupling will not be damaged or that it becomes a hazard to safety.

Rule 11. In all contests, a target of not less than 30 inches square shall be used.

Rule 12. Any team, contestant, company or department wetting the judges or displaying flagrant conduct will be disqualified from any prizes or winnings in the three contests. The use of foul language by any contestant may be considered unsportsmanlike conduct by the judges.

Rule 13. Any team leaving a charged line unattended or undermanned so that it becomes a hazard to safety, shall be disqualified from the event by the decision of the judges of the event. When hydrant pressure presents a hazard to safety, the nozzleman on 2 ½ contests will have backup as determined by the Official Starter.

Rule 14. All protests must be made immediately to the judges involved. If denied, a written protest must be given to the official in charge

of the tournament immediately following the denial. If the protest is against a team, that team captain must be notified by the protesting team. The official and the judges involved will immediately decide on the protest. If the judges allow a second run, it shall be run at the end of the contest. The second run will be the official time.

Rule 15. In no contest shall any allowance be made for any accidents, mistakes or nonperformance of the full requirements, in every particular, except in an accident caused by outside interference or by breaking down of anything furnished. The team so hindered shall be permitted a re-run in regular drawn position. In all events, a team is allowed one false start if no connections have been made.

Rule 16. Except in case of a re-run, no contestant shall be allowed to compete twice in any contest. Runoff of ties shall be considered part of the official contest.

Rule 17. If two or more teams are tied for a prize-winning position, the prize money for that position and any lesser position involved shall be divided equally among the tying teams.

Rule 18. No prizes shall be presented unless approved by the majority of judges.

Rule 19. If the timers' watches do not agree in any contest, the average time to the nearest 1/100<sup>th</sup> second shall be taken as official time.

Rule 20. The decision of the judges on all matters shall be final.

Rule 21. The races shall start promptly as determined by the Official Starter.

Rule 22. After a team has completed its run in each contest, all couplings shall be connected and tight set. Run shall be considered completed after judges have marked and checked all couplings. Team captains only may remain on the course after couplings have been checked. There shall be no interference with judges from starting signal until they announce time of run.

Rule 23. Point scoring for Overall Trophy shall be 5 for 1<sup>st</sup>, 4 for 2<sup>nd</sup>, 3 for 3<sup>rd</sup>, 2 for 4<sup>th</sup>, and 1 for 5<sup>th</sup>. In the event of a tie for place, points for that place and next lower place shall be added and averaged. Each team shall receive average points.

Rule 24. All contestants shall use the same equipment. It shall be the decision of the judges involved on replacement of equipment that breaks down after contests have started. No contestants hands shall touch any equipment prior to the starting signal. All snap and link connections are barred in these contests. No kinking by any means or device of any kind

may be used. No contestant shall in any way apply lubricants, tamper with or alter any equipment furnished.

Rule 25. Any contestant receiving any injury of any type shall report the injury to the Tournament Secretary or the Official Starter.

#### Officials:

Rule 1. There will be one starter and 2 timers. Starter shall time five minute set up. Timers shall record a time in each contest completed. The selection of judges shall be under the jurisdiction of the Official Starter.

Rule 2. There shall be one Tournament Secretary to be appointed by the Official Starter who shall make a record of all races, recording all finishes of all teams, and their times so that a record may be kept thereof. He may appoint any assistant he may need to cover all events.

Rule 3. Extra judges may be used to watch for rule violations at the discretion of the Official Starter. No more than a total of 15 judges shall be used.

#### Penalties:

1. A penalty of one second per each full turn on couplings not set hand-tight.
2. Any unconnected coupling or cross thread shall disqualify the team in the event they are competing in.
3. Any team tampering any connection after targets have been hit will be disqualified.
4. For each minute or portion thereof, over the allotted preparation time in each contest, a second penalty shall be added to the running time.
5. If a contestant loses his headgear and he takes any action toward completing the contest before replacing it, the team shall be disqualified from that event.

## Contests and Rules:

### LADDER CONTEST - 1<sup>st</sup> RACE

1. Each team shall be allowed 5 minutes to drain hose, lay out equipment and be on the starting line ready to run. Time to start when judge signals the course is clear.
2. Three 50-foot lengths of 1 ½ inch hose shall be coupled with each open end on the hydrant line, together with hydrant wrench, shutoff nozzle, and 16-foot, one-piece, straight siderail ladder centered lengthwise on line with top toward target.
3. Open couplings may be in any position on hydrant line and hose shall be within boundary of course between hydrant line, ladder arch, and sidelines which will be no more than 24 feet wide.
4. Starting line will be 3 feet behind hydrant line. Horizontal bar of arch to be approximately 12 feet above ground line and shall have safety stops 2 ½ feet each side of center and extending at least 1 ½ inch out from bar.
5. At starting signal, contestants will couple hose to hydrant, attach nozzle, set (not throw) ladder against arch 125 feet from hydrant and climb same. Ladder shall be set in safe position with the tip of each siderail over the horizontal bar of the arch and between the safety stops. Shutoff nozzle to remain closed until tip is placed between ladder siderails higher than the arch.
6. Time to be taken from starting signal to when solid stream of water makes a direct hit on target 25 feet beyond arch.

### WYE CONTEST - 2<sup>nd</sup> RACE

1. Each team shall be allowed 5 minutes to drain hose, lay out equipment and be on the starting line ready to run. Time to start when judge signals the course is clear.
2. Three 50-foot lengths of 2 ½ inch hose shall be coupled and laid in a straight line flat on the running course. Open female coupling shall be at hydrant line mark in center of course. Hose may be folded at hydrant line.
3. Hydrant wrench, female swivel end wye and two straight-type nozzles to be placed on starting line 25 feet from hydrant.

4. At starting signal, contestants shall carry hydrant wrench, wye and nozzles, couple hose to hydrant, break hose and put in wye at first coupling, couple two lengths to wye and put on nozzles.
5. Time to be taken from starting signal to when each individual stream has made a direct hit on a separate target 125 feet from hydrant with a solid stream of water.

#### FIVE-MAN DONUT-ROLL LAY CONTEST - 3<sup>rd</sup> Race

1. Each team shall be allowed 5 minutes to drain hose, lay out equipment and be on the starting line ready to run. Time to start when judge signals the course is clear.
2. Three 50-foot lengths of 2 ½ inch hose shall be donut rolled and placed on the hydrant line. Open female couplings shall face hydrant side of course. Hydrant wrench and straight type nozzle to be placed on starting line 25 feet from hydrant line.
3. At starting signal, contestants shall couple hose to hydrant, couple remaining 2 ½ hose lines, stretch donut rolled hose lines the length of the course, and put on nozzle. Thread penalty turns shall NOT be counted in this race.
4. Time to be taken from starting signal to when individual stream has made a direct hit on a target 175 feet from hydrant with a solid stream of water.

Equipment required:

### LADDER CONTEST - 1<sup>st</sup> RACE

1. Three 50-foot 1 ½ inch lengths of hose.
2. Hydrant wrench.
3. 1 ½ shutoff nozzle.
4. 16 foot, one-piece, siderail ladder.
5. 2 ½ to 1 ½ inch hydrant adapter.
6. 12 foot horizontal bar arch with 2 safety stops.
7. 30 square inch target.

### WYE CONTEST - 2<sup>nd</sup> RACE

1. Three 50-foot 2 ½ inch lengths of hose.
2. Hydrant wrench.
3. 2, 2 ½ inch straight type nozzles.
4. 2 ½ inch hydrant cap.
5. Female swivel end wye.
6. 2, 30 square inch targets.

### FIVE-MAN LAY CONTEST - 3<sup>rd</sup> RACE

1. Three 50-foot 2 ½ inch lengths of hose.
2. Hydrant wrench.
3. 1, straight type nozzle.
4. 2 ½ inch hydrant cap.
5. 1, 30 square inch target.

Central will provide all necessary equipment for the races the day of the competition.