

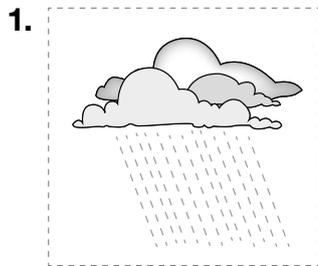


# Water

Let's be sustainable

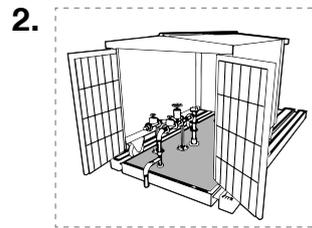
[www.kesab.asn.au/sawater](http://www.kesab.asn.au/sawater)

## Bore-to-tap sequence 1 (with reverse osmosis) solutions



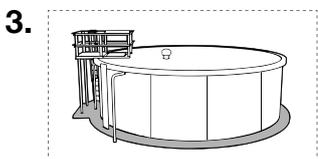
### Rain

When it rains, some of the water soaks through the ground into underground aquifers. This water is called groundwater.



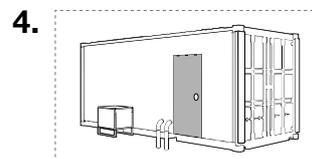
### Supply Bore

Large pipes are drilled into the ground to the aquifers. The groundwater can then be pumped up to the surface so it can be used.



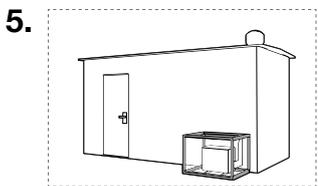
### Ground Tank

Water is stored in large tanks on the ground. These act as a holding area for the water before treatment. They have a sensor inside to tell when more water needs to be pumped from the supply bore.



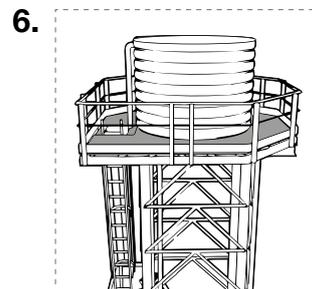
### Reverse Osmosis

Reverse osmosis cleans the water by passing it through a filter, like a piece of material. All the clean water gets through, but the tiny bugs and dirty, salty parts are stopped. This makes the water very clean.



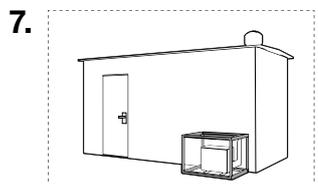
### Transfer Pump

The transfer pump forces the clean water from the ground holding tank up into the overhead tank.



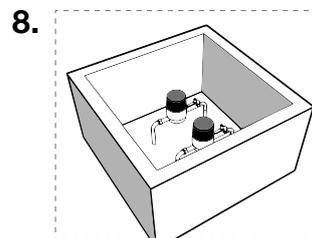
### Overhead Tank

The water is held in the overhead tank until it is needed. The overhead tank is up in the air so that the clean water can automatically run down the pipes for UV disinfection before flowing into the houses, school and clinic.



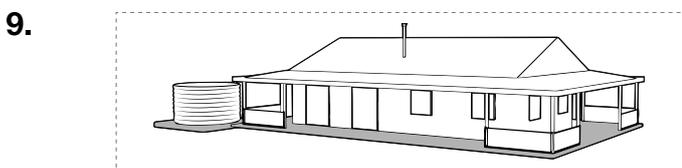
### UV Disinfection

The UV system helps make the water safe to drink. It has tubes with very strong lights inside, like the light from the sun. The light is strong enough to kill any tiny bugs in the water that could make you sick.



### Meter

Meters are small machines that are connected to the water pipes and record how much water is being used. The meters can help show if there are leaks in the pipes and give information on the way water is used.



### Using Water - Drinking

In the house, school or clinic, the water from the extra tap on the sink is very clean. It is the best water to use for drinking and cooking.