

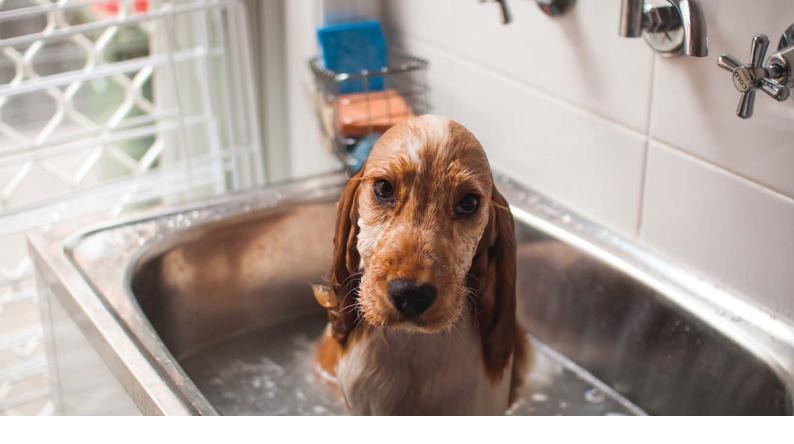
SAVING WATER IN THE LAUNDRY

- 15-20% of all water consumed in the home is used in the laundry. In addition to water, washing machines also use large amounts of energy and detergents.
- By law, all washing machines must carry a WELS label (The Water Efficiency Labelling and Standards Scheme) which gives a star rating for the machine's water efficiency. The more stars, the less water the machine uses per wash. The label also provides water consumption in litres for each cold and warm wash. All machines will also display a label for energy efficiency. To minimise your total running costs, you should select a model within your budget that is high in both water and energy efficiency.

Selecting a washer

- 1 Choose a water efficient front loading washing machine.
- 2 Check the water efficiency performance of any product before buying.
- 3 Look for washing machines that have a four or more WELS star rating.





Using your washer

- To save water and energy, always run your washing machine on full load. Wash with a full load and you will save 10 litres of water each wash.
- Adjust the water level to suit the size of the wash load some new water efficient models will do this automatically.
- Washing in cold water saves energy and may not compromise the quality of the wash.
- Use the sud-saver option if your machine has one when you have several loads to wash.

Other laundry tips

- Leaking taps can usually be fixed with a new washer, this is easy to do. Just remember to turn the water off at the mains before you start.
- If the tap still drips, call a plumber. The cost incurred will save you money on your water bills in the long run.
- Insulate hot water pipes, this avoids wasting water while waiting for hot water to flow through and saves energy.
- Make sure your hot water system thermostat is not set too high ideally no higher than 60°C.
 Adding cold water to cool very hot water is a waste.
- lnstall water efficient tapware or retrofit old tapware with aerators or flow control valves.





