

# Paris Hotel Installs High Performance BRICOR 1.5 GPM Showerheads



**“The majority of Park Place guest-rooms are now equipped with water saving toilets, faucets and shower-heads. The new Bricor shower and sink fixtures installed at the Paris Las Vegas will conserve an estimated 22 million gallons of water annually.”**

**Source - Excerpt from Hospitality net**

## **BRICOR** Water & Energy Technology The Best Low-Flow Shower Head in the World

**On average energy and water savings result in a return of investment in less than a year!**

### How does it work?

Water enters our patented vacuum flow “booster” valve where it is aerated and “compacted” under pressure. Due to the intense force of the vacuum chamber, the aerated water “explodes” as it exits the shower head, creating a powerful shower stream at very low flow rate (1.5 gallons per minute or less.)

### Saves Water and Energy

Bricor’s patented VACUUM Flow Restriction significantly reduces your water, gas and electrical consumption while simultaneously improving the quality of the shower stream. You can save thousands of dollars per year while at the same time improving the quality of your bathrooms shower.

### Self Cleaning

When water enters the vacuum chamber the droplets are large and relatively slow-moving. Under the intense vacuum force the water droplets are compacted and highly energized. As they exit the vacuum chamber the smaller droplets both expand and vibrate rapidly. This combination of this vibration, smaller-sized droplets and increased velocity Dramatically reduces the formation of mineral crystals (scaling)

## Other Prestigious hotels using Bricor Showers include:

Ceasars Palace - Las Vegas  
Park Hyatt - Vail  
Hyatt Tech Center - Denver  
Westin - Seattle  
Hyatt - Houston  
Sylvia Hotel - Vancouver



**Let us calculate how much money you can save by installing Bricor shower-heads in your hotel.**

**For information in Canada please contact: Source West at 1-800-480-2888  
[www.sourcewest.ca](http://www.sourcewest.ca)**