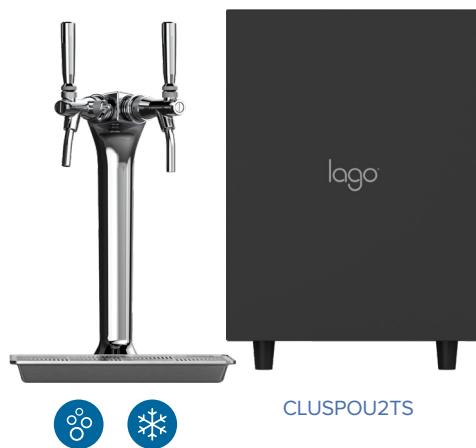


lago®



UNDERSINK 2 & 3 TAP SPARKLING SYSTEMS

Compact and discreet, Undersink 2 & 3 Tap Sparkling Systems take up little space and come with stainless steel taps and a drip tray. Plus, they reliably provide sparkling, cold, and ambient water for an array of applications.

2-TAP SYSTEM KEY FEATURES:

- Dispenses sparkling and cold water
- Stainless steel body
- Carbonation level control

- 2 Stainless steel taps + drip tray
- Leak protection

3-TAP SYSTEM KEY FEATURES:

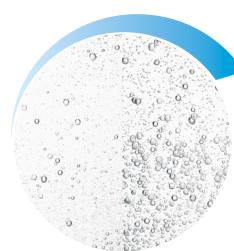
- Dispenses sparkling, cold, and ambient water
- Stainless steel body
- Carbonation level control

- 3 Stainless steel taps + drip tray
- Leak protection



Control Carbonation Level

Easily change the level of carbonation to achieve the perfect amount of bubbles.



ICE BANK COOLING TECHNOLOGY

Quickly and efficiently chills water for delicious cold refreshment on demand.



Restaurants
& Lounge Bars



Hospitality
& Spas



Company
Breakrooms



Corporate
Offices



Premium Quality

Black stainless steel pairs beautifully with corrosion-resistant nickel faucets for an elegant look.



Leak Protection

Efficient WaterBlock technology reliable protects system against water leaks.



Environmentally Friendly

Reduces waste by eliminating single-use plastic water bottle waste.

2-TAP SPECIFICATIONS:

| Item No. | CLUSPOU2TS |
|--------------------------|---------------------------|
| Flow Rate* | 0.66 GPM |
| Dimensions (W x D x H) | 12.6" x 24.7" x 20" |
| Max. Chill Capacity | 9.25 gallons per hour |
| Inlet Pressure PSI (Bar) | 40-100 PSI (2.75-6.9 Bar) |
| Weight | 55 lb |

3-TAP SPECIFICATIONS:

| Item No. | CLUSPOU3TS |
|--------------------------|---------------------------|
| Flow Rate* | 0.66 GPM |
| Dimensions (W x D x H) | 26.4" x 17.7" x 20" |
| Max. Chill Capacity | 9.25 gallons per hour |
| Inlet Pressure PSI (Bar) | 40-100 PSI (2.75-6.9 Bar) |
| Weight | 75 lb |

*Flow rate and capacity are dependent upon inlet water quality, TDS level, water temperature, and quality of water pre-treatment.