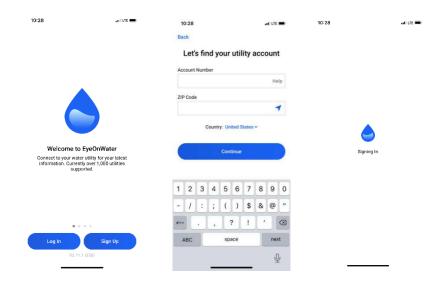
Conserving Water With EyeOnWater – Step-by-Step Instructions

Step-by-Step Instructions

- Locate the EyeOnWater® app in the App Store or Google Play and click to download.
 - a. NOTE: EyeOnWater is a free app and does not require payment.



- 2. Once the app has downloaded, click **Sign Up** to establish your EyeOnWater account (or **Log In** if you already have one). You will need this information to create an account:
 - a. Zip Code
 - b. Account Number or Access Code
 - c. Email Address and Password



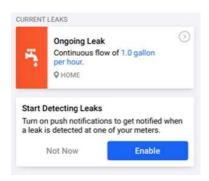
3. Once you've entered the information, click **Continue**. A confirmation email will be sent to your inbox. Click the link to verify your email and start monitoring your consumption!



For more detailed sign-up instructions, visit our EyeOnWater Help website for assistance with the smartphone app and online portal.

What You Can Do With EyeOnWater

Detect Leaks – Watch for notifications of ongoing water usage that alert you of leaks in your home.



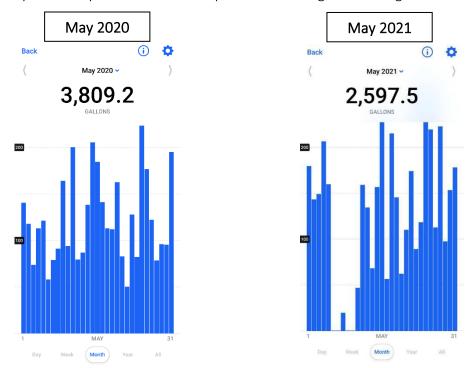
Monitor Current Usage – View your current water usage in a weekly view and comparison view to ensure your use is trending downward. You can also view your 30-day average.



View Usage History – Usage history is available in daily, weekly, monthly and yearly views with leak notifications indicated with a red dot so you can see when leaks began and how long they've been occurring.



Compare Year-Over-Year Usage — Users can easily access past data to compare their water consumption year-over-year and assure they are maintaining or reducing use to save on bills.



Receive Recommendations – EyeOnWater also provides recommendations based on your home to help you conserve water. Recommendations can include fixing present leaks, installing highefficiency plumbing fixtures or repairing dripping faucets. Each of these seemingly minor adjustments can make a big difference in saving water and lowering water bills. Click on the recommendations you would like to complete to see how much these changes can save you.

