

**ELKAY**

# Vandal-resistant Mechanical Bottle Filling Stations and Fountains



## **Keep Your School Hydrated, Even When the Power Goes Out**

Give your students and staff a better on-the-go hydration experience with Elkay's bottle filling stations. Not only are they easy to install, but they're also durable for high-traffic areas and continue working when the power goes out. Upgrade your units to include one or two fountains with coolers and a bottle filling capability that teaches children how to practice greener living by reducing the use of single-use, plastic bottles.



#### VANDAL RESISTANT

##### Push Buttons

Durable push buttons that activate bottle filler and water cooler are designed to resist damage.

##### Bubbler

Chrome-plated integral hood guard helps prevent contamination from other users, airborne deposits and tampering.



#### REAL DRAIN SYSTEM



Keeps water flowing into the cooler's basin, eliminating standing water.

#### LAMINAR FLOW



Provides clean and fluid fill into bottle with minimal splash.



#### MECHANICAL OPERATION

Bubbler and bottle filler push buttons continue to supply water in the event of power outages.

#### CUSTOM BACK PANELS AVAILABLE



Cover up wall imperfections caused by old fountain removal with custom backplate; allows for easy hook up to plumbing and electric.

SKUs: VRCTLDDWSC & VRCWSK

## SPECIAL ORDER MODELS



### Vandal-resistant Mechanical Bottle Filling Station and Fountain, Non-filtered, Non-refrigerated

**VRCDWS:** Water Fountain

**VRCWSX:** Mechanical Bottle Filling Station

**List Price:** \$2,605.00

[Specification Sheet](#)



### Vandal-resistant Mechanical Bottle Filling Station and Bi-Level Fountain, Non-filtered, Non-refrigerated

**VRCTLDDWSC:** Bi-level Water Fountain

**VRCWSX:** Mechanical Bottle Filling Station

**List Price:** \$3,399.00

[Specification Sheet](#)

**Contact your nearest ElKay Sales Representative to find the best solution for your needs: [elkay.com/sales-rep-locator](http://elkay.com/sales-rep-locator).**

