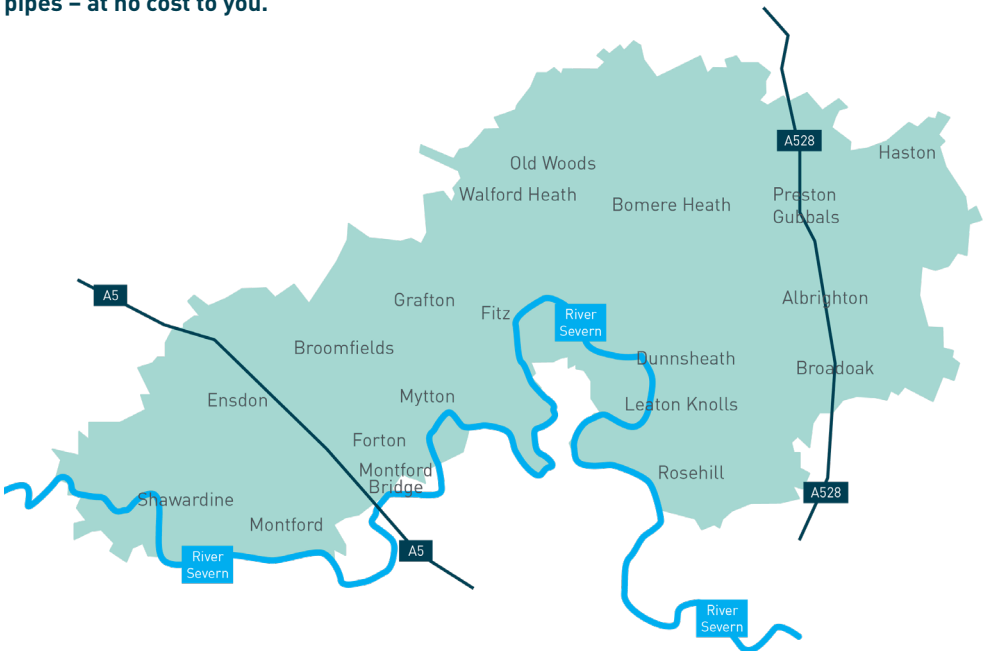


REPLACING LEAD WATER PIPES IN THE BOMERE HEATH AREA

DOING RIGHT BY YOUR WATER

We want you and your neighbours to have the best quality drinking water. So that's why we're upgrading the water network in Bomere Heath and the surrounding areas.

If you live in this area, we'll be replacing any customer-owned lead water supply pipes – at no cost to you.



What are we doing?

Your supply pipe links your home to our water mains and belongs to you (or your landlord if you rent). If your home was built before 1970, your supply pipe might be made from lead.

From March 2023 we're replacing these lead water supply pipes with a new, industry-standard plastic pipe. Normally this might cost you around £3,000, but we're offering to do it at no cost to you.



Why are we doing it?

- Fewer leaks means less water wasted and a more reliable water supply for you and your household.
- We want to make sure everyone is using safe, modern pipes, so removing old lead pipes is a great step forward.

How to find out if you have lead water pipes

In 1969, building regulations changed. Part of these changes meant that it became illegal to use lead pipes in water supplies.

If your house was built in or after 1970, you shouldn't have lead pipes. If your house is older than that, you might need to check the pipes. To do this:

- Find where the mains water pipe enters your property. (it's usually under your kitchen sink, in the downstairs toilet or under the stairs)
- Scrape the pipe gently with a coin. If you see a shiny, silver-coloured metal underneath you'll know it's a lead pipe.

Scratching lead pipes can produce some small amounts of lead dust. Lead dust can be harmful if breathed in, so please take care if you carry out this pipe test. We would recommend wearing a face mask if you can.

What should I do next?

Look out for a letter or email from us in the coming months with more information.

If you'd like to pre-register your interest in this no-cost pipe upgrade, just visit; stwater.co.uk/bomere-flyer

