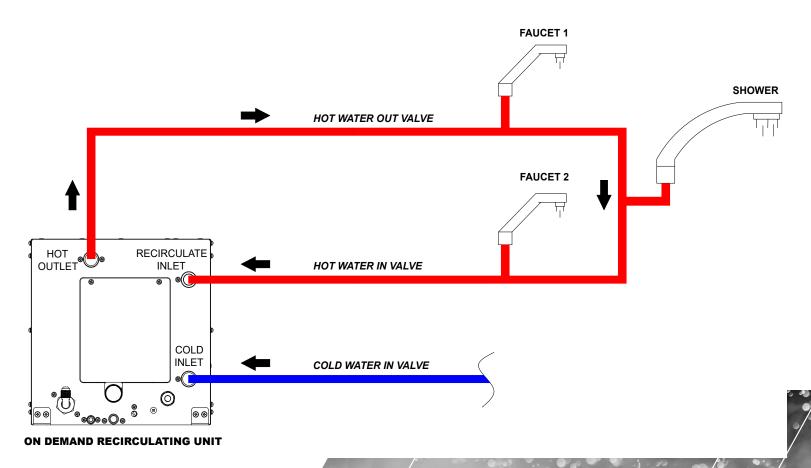
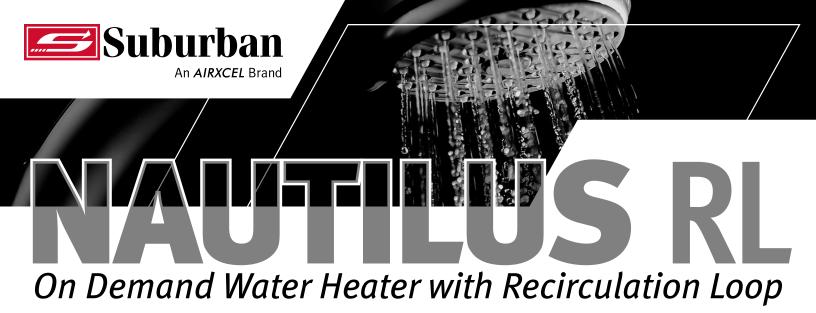


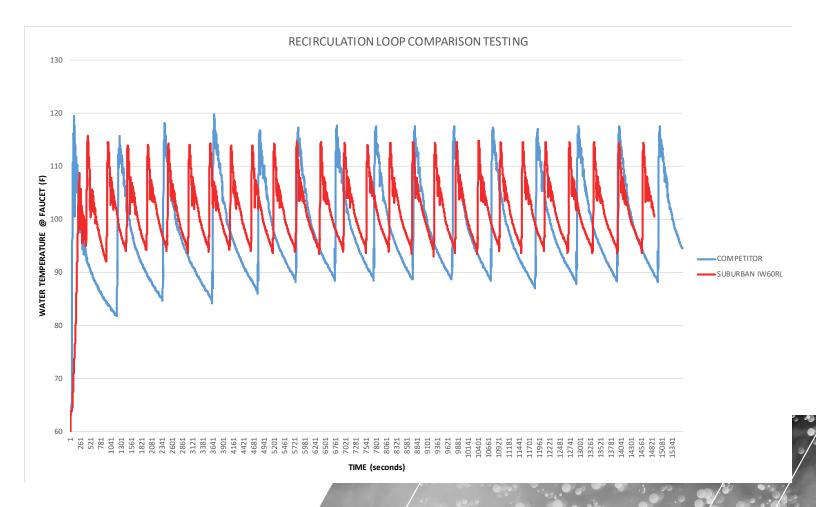
## **NAUFFICIES RL** On Demand Water Heater with Recirculation Loop

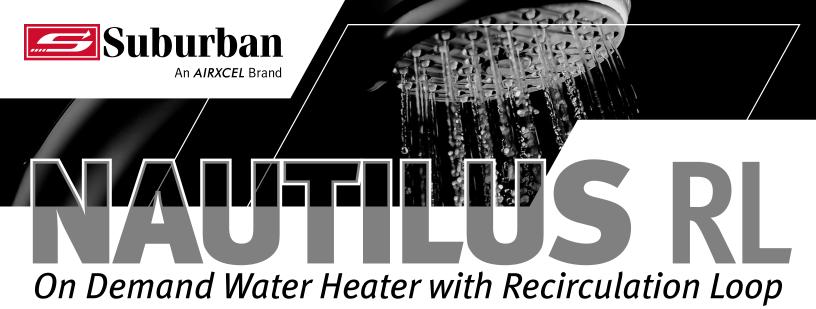
RL – Recirculation loop feature makes hot water available nearly instantly at all faucets stopping the waste of gallons of water with conventional tanked or demand systems.



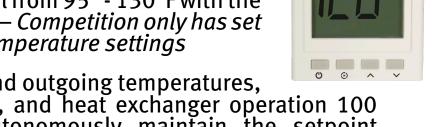


Recirculaiton loop engaged sooner than competitors by 28%. Measures temperature more frequently - keeps required set temperature closer than competition



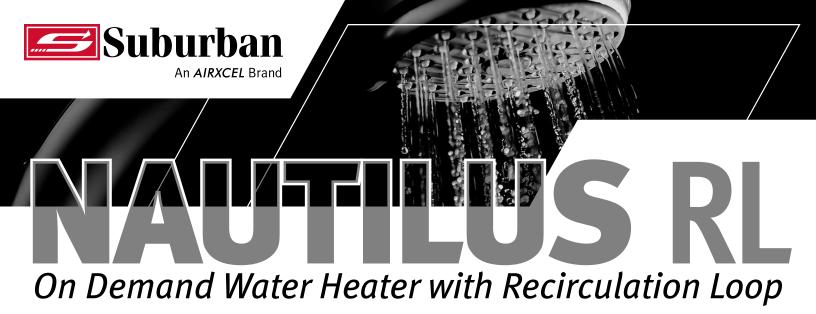


- Microprocessor controlled self-modulating operation from 15,000 - 60,000 Btu/h. Specific fuel consumption for required needs. Not "ALL ON – ALL OFF"
- Industry leading 60,000 Btu/h input
- Precise temperature control from 95° 130°F with the On Demand Control Center – *Competition only has set "themes" not individual temperature settings*



- Unit measures incoming and outgoing temperatures, combustion air fan speed, and heat exchanger operation 100 times per second to autonomously maintain the setpoint temperature
- Virtually silent pump operation
- Two built-in Freeze Protection features:
  - Powered (both gas and electric supply required) pump will run to move water at 40°F until temp reaches 50°F
  - Non-powered mechanical valve at 34°F the drain will open and release any water in the unit protecting the system





- Weight savings 44lbs dry, 48lbs running. *Comperable: 12 gallon tank heater 140+lbs running*
- Input of 60,000 Btu/h vs tank input of 12,000 Btu/h
- Fuel consumption 1-1.5lbs per 24 hours on standby set temperature 130f results vary based on conditions
- Ideal GPM to maximize performance 1.5 2.0/2.5gpm. Above 2.5 GPM performance will reduce. Example – at 3.0 GPM set temperature of 130°F will reach 105°F. Still enough input for a good shower but the mixer valve will not need any "cold" input
- Additional benefit: hot water lines will warm any space they are routed through bathroom, storage, below the sinks, and can keep towels warm...



SCAN this QR Code to view the NAUTILUS RL video.

