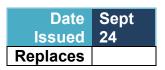


# Helpful Information for You and Your Pool



## POOL WATER BALANCE - QUICK REFERENCE SHEET

LSI Targets for Different Pool Surfaces (Australia & NZ)

**Goal:** Keep LSI between **-0.3 and +0.3**, with a "sweet spot" depending on the surface.

#### PLASTER / PEBBLECRETE

Ideal LSI: 0.0 to +0.2

Calcium Hardness: 250-400 ppm

**Target pH:** 7.6–7.8

Total Alkalinity: 70-90 ppm

**CYA:** 30–60 ppm

**Watch for:** Etching, roughness, scale on steps and SWG cells. **Tips:** Avoid low calcium, avoid long-term tablet use, test CH monthly.

### **TILED POOLS (Ceramic/Glass with Cement Grout)**

Ideal LSI: -0.1 to +0.1

Calcium Hardness: 200-350 ppm

**Target pH:** 7.4–7.8 **TA:** 80–100 ppm **CYA:** 30–60 ppm

**Watch for:** Grout erosion, staining, scale lines. **Tips:** Maintain calcium even with tiles; protect grout.

#### **FIBREGLASS**

**Ideal LSI:** -0.2 to 0.0

Calcium Hardness: 150-250 ppm

**Target pH:** 7.4–7.6 **TA:** 70–90 ppm **CYA:** 30–60 ppm

**Watch for:** Chalkiness, fading, heater scale. **Tips:** Avoid high pH and massive acid dumps.

#### VINYL LINER

Ideal LSI: -0.3 to 0.0

Calcium Hardness: 100-200 ppm

**pH:** 7.4–7.6 **TA:** 80–100 ppm **CYA:** 30–60 ppm

Watch for: Wrinkles, fading, foamy water.

**Tips:** Don't let pH drop too low; vinyl hates acidity.

## PAINTED POOLS (Epoxy Fluoropolymer & Rubber)

Ideal LSI: -0.2 to +0.1

Calcium Hardness: 150-250 ppm

**pH:** 7.4–7.6 **TA:** 70–90 ppm

Watch for: Chalkiness, blistering, peeling.

Tips: Keep water gentle; avoid extreme highs/lows.

#### **SPAS & HOT TUBS**

**Ideal LSI:** -0.2 to 0.0 **CH:** 150-250 ppm **pH:** 7.4-7.6 **TA:** 60-80 ppm

**Tips:** Everything happens faster in hot water — test often.

#### **GOOD HABITS FOR ANY POOL**

- Test pH, TA & chlorine weekly, CH monthly, CYA every 4–8 weeks.
- Adjust slowly avoid big swings.
- For salt/mineral pools, expect pH creep; control gently.
- For trichlor/dichlor pools, watch for falling TA and rising CYA.
- Maintain your LSI close to zero and equipment will last longer.