HII EZ Clip Liners / Tips & Tricks

 HII manufactures oval pools true to size. On oval pools, the measurement between face of buttress to face of buttress on straight sides will be a bit smaller, however, the bottom rails between buttresses are scalloped which increases the total width measurement of the pool.

**(It is important to remember to use the Tips & Tricks below in conjunction with the assembly guide included with your pool)**

**When installing EZ Clip (beaded) liners need to remember the following three important points;**

**1.)** **Liner** **Positioning** / Be sure liner's bottom edge seam is equal distance to the pool wall completely around the pool prior to adding water.

      "***Just because you have the liner inserted into the EZ Clip Receiver does not mean that you are ready to add water!!!"***

It is imperative that you take the time to make any necessary liner adjustments both around the top of the liner to assure that there is even tension all the way around the pool, and to be SURE that the floor of the liner is centered (both width and length on ovals) prior to adding water.

VERY IMPORTANT NOTE*: “Once you have added 2" of water onto the pool floor.......that is it......no more adjustments can be made.”*

(Tip/Trick: prior to inserting the liner into the receiver, adding a bead of a dish soap solution into the entire receiver will help when adjusting the position of the liner. )

**2.) Weather** / If attempting to install in cool weather (70 degrees or less) the installer needs to take into serious consideration, the height of the pool floor and height of the pool cove. If necessary, raising the height of both will increase the level of success of the liner install in cool weather.

**3.) Sunshine /**HII liners are manufactured to a much higher quality than competitor's, therefor, it is proven to be very helpful during the install process to have sunshine on the liner. This will increase the elasticity of the liner and will greatly improve the final results of the liner install.