

FREEFORM POOL MEASURING GUIDELINES: HOW TO FILL OUT YOUR FREEFORM FORM!

Read instructions fully and carefully both here and on your Freeform Measurements form. Liners are non-refundable and an error in measuring can be costly. This guide is provided to you to help answer any questions that you may have and to make this process smooth and simple! As always though if you have any questions, our team is readily available at support.royalswimmingpools.com. Let's get started!

The first three pages of your measurement form are fairly self-explanatory. Here's what you can expect!

1. The first page of your form will cover some basic information, instructions, and require you to fill out your information as well as provide your signature. Read this page thoroughly. (SCREEN SHOT OF FIRST PAGE) It also provides the information for how you submit your form.

2. The second page of your form asks for the following:

- New liner pattern and thickness (Mil)
- New liner type (ex, Standard bead, low hung bead, overlap, etc. If overlap you'll need to provide how many extra inches you will need for the overlap.)
- Do you have a cove in your pool? If this applies to your pool (uncommon) then you will be asked for this measurement on page 3.
- Finally, there is a mandatory measuring tip on this page as well. Make sure to follow it moving forward!

3. The third page requires the measurements for your hopper type. Pictures are provided showcasing the most common types of hoppers and where to measure to get each requested distance. Check the box indicating your pool's hopper type and then on the bottom of page 3, provide the measurements for your hopper. This is also where you will provide your cove measurements, if applicable.

The rest of the guide will go into detail on how to get the required measurements to fill out pages 4 and 5 on your form! An A-to-B measurement is a very easy and relatively quick (usually less than one hour) way to define the shape of your pool accurately! The following steps will be referenced on your form.

STEP 1: DETERMINE YOUR AB REFERENCE POINTS

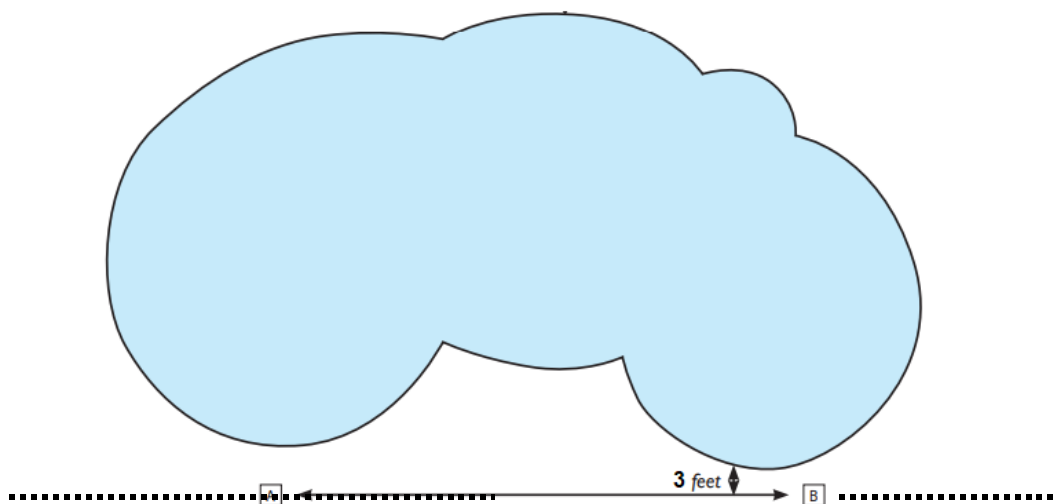
Using masking tape or pencil marks, plot a line at least 3 feet from your pool's edge. A and B will be the two ends of this line.

Your line needs to be at least $\frac{2}{3}$ rd the length of your pool with A and B no less than 10 feet apart.

TIP! Typically, a 15-foot AB reference line works for most pools.

Your line should not intersect the pool at any point (even if it were to continue the entire length of the pool as shown with the dotted line).

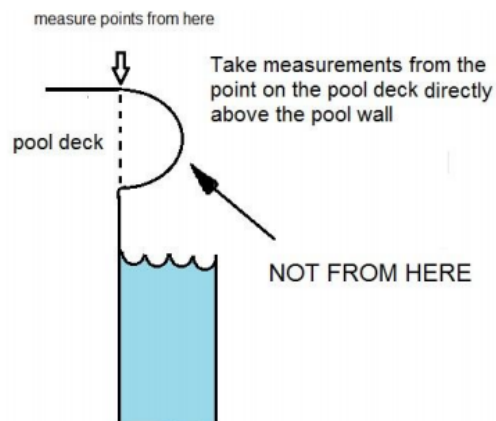
Measure the distance from point A to point B. This measurement will be asked for on page 6 of your form.



STEP 2: MARK YOUR POOL'S PERIMETER POINTS

Next you'll be using a pencil to go around the perimeter of the pool marking the coping every 2'. See the diagram to the right for where to mark your coping.

Marks can be less than 2' apart, but never further.

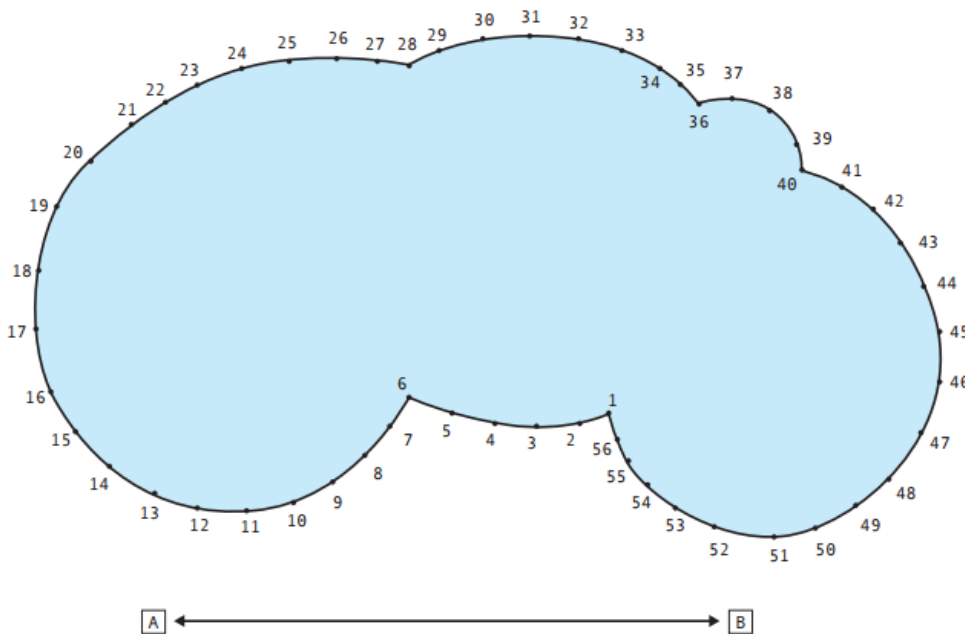


STEP 2: CONTINUED

We recommend starting at the shallow end break with Point One.

Locate point #1 and use your pencil to mark and label the spot "1".

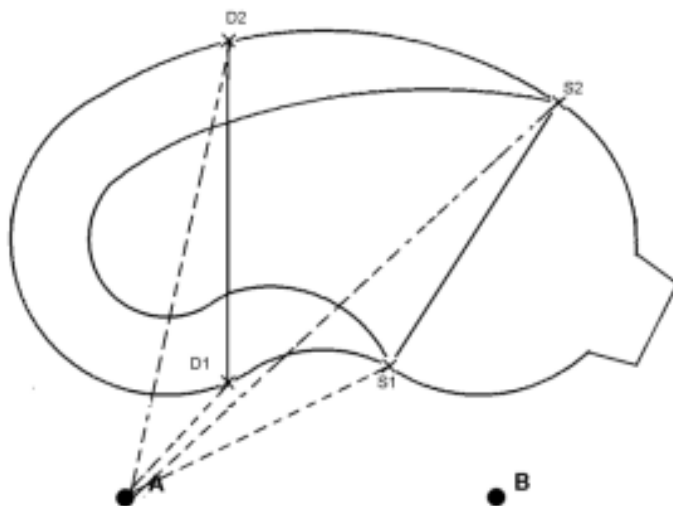
Labeling your points now will save time attempting to count them later and potentially making an error on your form. Once you have point 1, measure 2' to left (following the edge of your pool tightly) and mark/label point 2. Measure 2' to the left of point 2 and mark/label point 3. Continue in this fashion until you have gone around the entire perimeter of your pool and are back at Point 1!



TIP!

When tight curves, steps, waterfalls or similar obstructions are encountered, mark your points at 1' intervals.

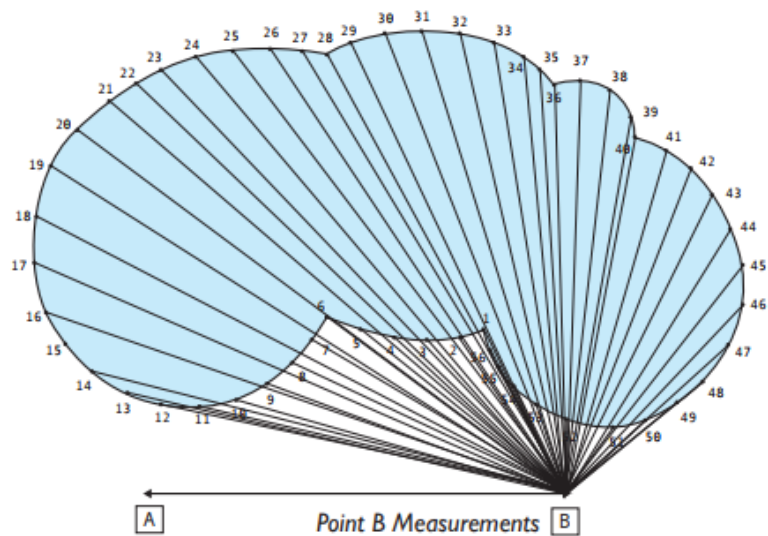
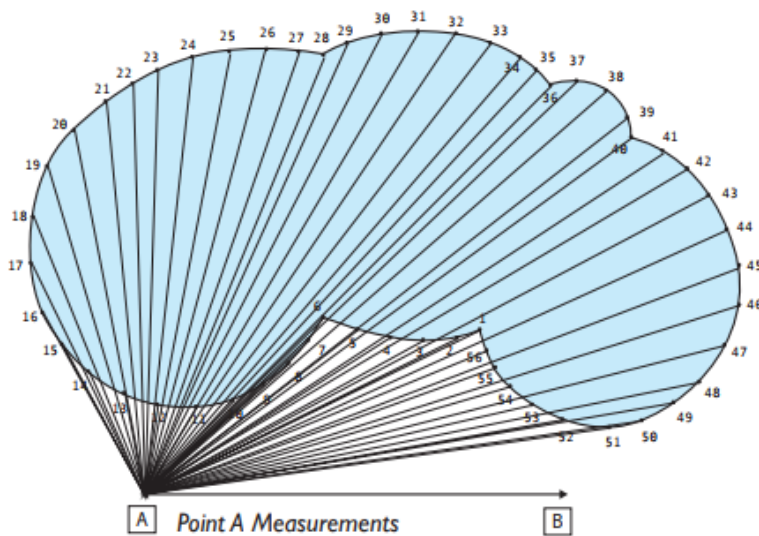
If your pool has any straight edges, like a flat back kidney shape, you do not need to measure every 2' along the straight edge. Simply mark your next point at the start of the straight edge and the following point at the end of the straight edge.



While making marks along your coping, look for the shallow end and deep end break points (the start and end of your slope). If a mark is close to a break line go ahead and place the mark AT the break line. Be sure to note these points as there will be asked for on page 6 (S1 and S2 for the Shallow end break points {your point 1 should be S1 if you followed the guidelines here}; D1 and D2 will be the deep end break points).

STEP 3: MEASURING YOUR POINTS TO A AND B

Attach or have a partner hold one end of a tape measurer at Point A. Measure to each point, (starting at point one) and record the distance on page 4 of the measuring form. Continue measuring the distance of each point to A around the pool perimeter and record each measurement. Repeat the process from B for each perimeter point.



TIP! It's okay if you do not use all the points given on page 4 of the form. If you need more point, please use page 7 to indicate the remaining point distances from both A and B.

STEP 4: REMAINING POINTS & SKETCH

You should have already obtained the remaining requested points from the Hopper measurements on page 3 of your form, aside from the pool perimeter. When measuring the pool perimeter, measure from the bead receiver all the way around the pool. If there is a step, do not include the distance from one side of the step to the other in the perimeter.

Use Page 7 of your form to provide a sketch of your pool's shape, indicating any steps, ladders, etc. as well the location of A and B. Label which end is the deep end and which is the shallow end. We strongly recommend taking and sending in photographs of your pool from different angles; deep end view, shallow end view, and as close to bird's eye view as possible, if possible.

COMMON "AB" MISTAKES

- Points not taken at the beginning, middle, and end of a radius corner.
- Not labeling the Deep End or Shallow End of a pool sketch.
- Not labeling your AB stakes.
- The distance between A & B stakes are incorrect.
- Measuring tapes not being pulled in a straight line.
- Not Measuring Perimeter and Widths.

TIP! If you have any questions during this process, please contact a team member at suport.royalswimmingpools.com!

