

# POOL DOSE CARD — HOW MUCH TO ACTUALLY ADD

KEEP IT BY THE PUMP  
CHLORINE & SALTWATER POOLS

## 1 · YOUR TARGETS

| Free chlorine                  | pH                     | Total alkalinity | Calcium hardness | Cyanuric acid              | Salt (salt pools)                     |
|--------------------------------|------------------------|------------------|------------------|----------------------------|---------------------------------------|
| 1–3 ppm<br>2–4 with stabiliser | 7.2–7.8<br>aim 7.4–7.6 | 80–120 ppm       | 200–400 ppm      | 30–50 ppm<br>outdoors only | check your maker<br>often 2,700–3,400 |

**CORRECT IN THIS ORDER → 1. Total alkalinity 2. pH 3. Calcium hardness 4. Cyanuric acid 5. Chlorine**

Alkalinity holds pH still. Chlorine added to badly balanced water is chlorine wasted.

## 2 · BALANCING DOSES, BY POOL SIZE

| To do this                      | Use                    | 5,000   | 10,000   | 15,000   | 20,000   | 25,000   | 30,000 gal |
|---------------------------------|------------------------|---------|----------|----------|----------|----------|------------|
| Raise alkalinity <b>+10 ppm</b> | Baking soda            | 11 oz   | 1.4 lb   | 2.1 lb   | 2.8 lb   | 3.5 lb   | 4.2 lb     |
| Raise pH <b>+0.2</b>            | Soda ash               | 3 oz    | 6 oz     | 9 oz     | 12 oz    | 15 oz    | 18 oz      |
| Lower pH <b>–0.2</b>            | Muriatic acid (31–35%) | 6 fl oz | 12 fl oz | 18 fl oz | 24 fl oz | 30 fl oz | 36 fl oz   |
| Lower pH <b>–0.2</b>            | Dry acid               | 8 oz    | 1.0 lb   | 1.5 lb   | 2.0 lb   | 2.5 lb   | 3.0 lb     |
| Raise hardness <b>+10 ppm</b>   | Calcium chloride (77%) | 10 oz   | 1.2 lb   | 1.8 lb   | 2.4 lb   | 3.0 lb   | 3.6 lb     |
| Raise stabiliser <b>+10 ppm</b> | Cyanuric acid          | 6.5 oz  | 13 oz    | 1.2 lb   | 1.6 lb   | 2.0 lb   | 2.4 lb     |

**Add half, run a full circulation, retest, then add the rest.** Do not raise alkalinity more than about 50 ppm at a time, and never more than about one quart of muriatic acid per 10,000 gallons in one dose. Calcium hardness, cyanuric acid and salt cannot be lowered by adding anything — the only way down is to drain water and replace it.

## 3 · CHLORINE

| Routine top-up <b>+1 ppm</b> | Cal-hypo 67% | Liquid 12% | Shock <b>+10 ppm</b> | Cal-hypo 67% | Liquid 12% |
|------------------------------|--------------|------------|----------------------|--------------|------------|
| 5,000 gal                    | 1 oz         | 5 fl oz    | 5,000 gal            | 10 oz        | 1.7 qt     |
| 10,000 gal                   | 2 oz         | 11 fl oz   | 10,000 gal           | 1.3 lb       | 3.3 qt     |
| 15,000 gal                   | 3 oz         | 16 fl oz   | 15,000 gal           | 2.0 lb       | 5.0 qt     |
| 20,000 gal                   | 4 oz         | 21 fl oz   | 20,000 gal           | 2.6 lb       | 1.7 gal    |
| 25,000 gal                   | 5 oz         | 27 fl oz   | 25,000 gal           | 3.3 lb       | 2.1 gal    |
| 30,000 gal                   | 6 oz         | 32 fl oz   | 30,000 gal           | 3.9 lb       | 2.5 gal    |

Shock in the evening with the pump running — sunlight destroys unstabilised chlorine. Cal-hypo adds calcium. Dichlor and trichlor add cyanuric acid, roughly 9 ppm of it for every 10 ppm of chlorine. Liquid chlorine adds neither but degrades in storage. **Pool not on the list?** amount = figure for 10,000 gallons × (your gallons ÷ 10,000).

## 4 · YOUR GALLONS, IN FIVE MINUTES

**Rectangle:** length × width × average depth × 7.5 | **Round:** diameter × diameter × average depth × 5.9 | **Oval:** length × width × average depth × 5.9  
Average depth = (shallow + deep) ÷ 2. Measure to the **water line**, not the top of the wall. If you cannot measure it, estimate and round **up** — under-treating costs a retest, over-treating can cost a water bill.

## 5 · WHEN SOMETHING IS WRONG — DO THIS FIRST

| What the water is doing                     | The one thing to do before anything else                                                                                                               |
|---------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Green</b> , tint to swamp                | Test pH before you shock — shock in badly balanced water is mostly wasted. Then brush, shock hard in the evening, and run the pump continuously.       |
| <b>Cloudy</b> , not green                   | Check the filter run time and the filter pressure before you touch a chemical. Most cloudy water is a circulation problem wearing a chemistry costume. |
| <b>Smells of chlorine</b> , stings eyes     | That smell is chloramine. It means you need <b>more</b> chlorine, not less — take free chlorine to about ten times the combined reading.               |
| <b>Chlorine reads zero</b> whatever you add | Test cyanuric acid before adding another ounce. Above roughly 60–70 ppm nothing else will work and the fix is to dilute.                               |
| <b>White crust</b> on tile                  | Calcium, not dirt. Bring pH and alkalinity down first or it comes straight back. Never anything abrasive on vinyl.                                     |
| <b>Flat coloured stains</b>                 | Identify before treating. Lightens under a chlorine tablet = organic. Lightens under vitamin C = metal, and chlorine will make it worse.               |
| <b>Freeze forecast</b> , pool open          | Run the pump and keep it running. Moving water is what protects the plumbing. Do not switch it off to save electricity.                                |

**THE LABEL ON YOUR CONTAINER IS THE INSTRUCTION. THIS CARD IS THE ARITHMETIC.**

Concentrations differ by brand and by year, so confirm the amount on the label before it goes in the water. Never mix chemicals — chlorine with any acid releases chlorine gas, and cal-hypo with trichlor can ignite. Always add chemical to water, never water to chemical. Nobody swims until you have retested.