



Built for a lifetime of relaxation.®

1 - 2 - 3 SPA CARE with BaquaSpa Accolade

INTRODUCE ALL WATER CARE PRODUCTS IN TO FILTER COMPARTMENT.

START UP/REFILL Have fresh water and a **new filters or filters cleaned** in BaquaSpa Filter Cleaner.

- **Test water** and begin to balance pH and Calcium Hardness. Generally, you will have to significantly increase Calcium hardness, adding about 2 ozs of hardness increaser per 100 gallons. Add both the hardness increaser and pH decreaser in small increments (no more than 1 oz per 100 gallons at a time), running the jets for 15 minutes between doses, and retesting. (Refer to page 4 and 5 of the Baqua spa care guide)
- **A) pH 7.2 – 7.8. (B) Calcium Hardness 200 – 400 PPM**
- **Add consecutively WATER LINE CONTROL (1), and SHOCK (2).** Run jets for 20 minutes (for amounts refer to chart below)
- **Add SANITIZER with STAIN CONTROL (3).** Run jets 20 minutes.

SPA MODEL	Approx Spa Gallonage	(1) WATERLINE CONTROL (Ozs)	(2) SHOCK (Ozs)	Circulate for 20 Minutes	(3) SANTIZER w/Stain & Scale Control (Ozs)
Sovereign	350	3-1/2 oz <i>Wipe off any waterline that may develop from impurities pulled from the water</i>	7	YES	2oz

ONCE A WEEK

- **Test water.** If needed, Adjust pH
- **EACH WEEK** – add consecutively: 1-3/4oz. Waterline Control (1), and (2), 3-1/2 oz. ** SHOCK. If the spa is heavily used or the water is slightly cloudy, add more shock, up to 7 ozs.
- **IF NEEDED:** add SANITIZER with Stain & Scale Control (3) **BASED ON TEST READING.** MAINTAIN @ 30 – 50 ppm. Run jets for 10-20 minutes. (Sanitizer requirement will be 1-1/3 and 2 Ozs.)

Clean filter(s) monthly by spraying with hose and / or soaking in the Baqua filter cleaner. Every four months, drain the spa and clean the filter(s) with the Baqua Filter Cleaner. Refill per the above start-up guide.

**NOTE: The BaquaSpa system is not compatible with bromine or chlorine. DO NOT mix with other spa sanitation products.

PLEASE REVIEW YOUR BACQUASPA CARE GUIDE AND VIDEO FOR DETAILS OF WATER BALANACE AND MAINTENANCE