

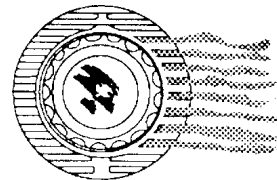


For use with the Aqua-Luminator® Light and Water Flow for Aboveground Pools

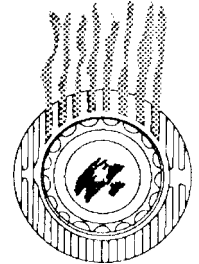
INSTRUCTIONS

1. Determine which side of the Flow Director the water is jetting from. **(Fig. #1)**
2. Turn the pump off.
3. Rotate the “Flow Director” pointing the flow of water upwards. **(Fig. #2)**
4. Check the back of fountain attachment to ensure that the lock is in the unlocked position. **(Fig. #3)**
5. Snap fountain into position on the Flow Director allowing the ribs on the Fountain to fit into the slots in the Flow Director.
6. Turn the lock as indicated. **(Fig. #4)** If the fountain is positioned properly, the lock will turn freely.
7. Open by-pass fully. **(Fig. #4)**
8. Direct the fountain head toward the center of the pool (away from under the top rail). **(Fig. #4)**
9. Turn the pump on.
10. Adjust spray distance and height by pivoting fountain top and / or by adjusting the bypass valve.

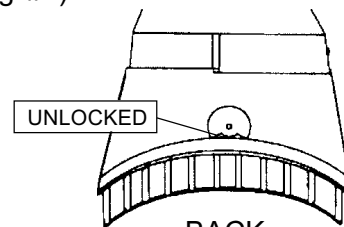
FLOW DIRECTOR



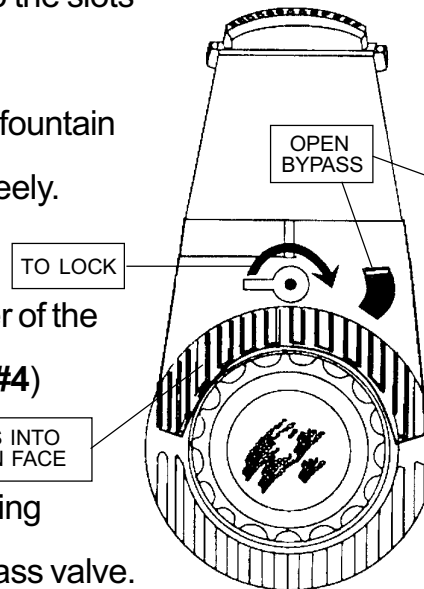
(Fig. #1)



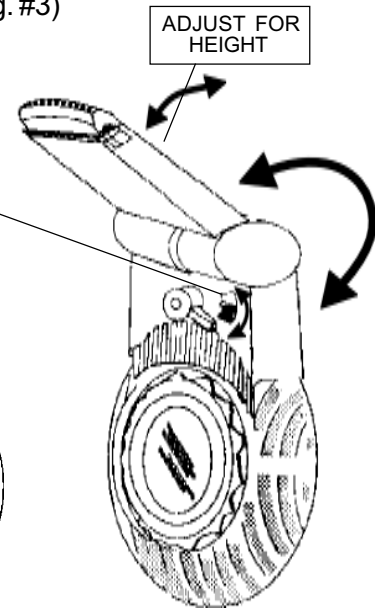
(Fig. #2)



BACK
(Fig. #3)



(Fig. #4)



(Fig. #5)

(Fig. #5)



⚠ WARNING

RISK OF BODILY INJURY! DO NOT USE THIS DEVICE AS A STEP OR HAND HOLD. USING THIS DEVICE AS A STEP OR HAND HOLD CAN RESULT IN BODILY INJURY OR PROPERTY DAMAGE.

Pentair Water Pool and Spa, Inc.
1620 Hawkins Ave., Sanford, NC 27330 • (919) 566-8000
10951 West Los Angeles Ave., Moorpark, CA 93021 • (805) 553-5000
Visit us on the Internet at: www.pentairpool.com or www.staritepool.com

© 2006 Pentair Water Pool and Spa Inc. All rights reserved. This document is subject to change without notice.

Trademarks and Disclaimers. The Pentair Water Pool and Spa logo is a trademark of Pentair Water Pool and Spa, Inc. AquaLuminator is a registered trademark of Pentair Water Pool and Spa, Inc. Other trademarks and trade names may be used in this document to refer to either the entities claiming the marks and names of their products. Pentair Water Pool and Spa Inc. disclaims any proprietary interest in trademarks and trade names other than its own.

