



"Get with the program!"



Jack's stain program™

step
2

REMOVAL

Stain Solution #1 Treatment (the iron, cobalt & spot etching stuff™)

Treatment Prerequisites

- Properly balanced water (for stain treatment). Note: In this treatment pH must be 7.2 or lower.
- Positive reaction for this treatment with Jack's Magic Stain ID Kit
- Turn pool pump on and chemical feeder (i.e. chlorinator, brominator, salt generator, etc.) off.
- **PLEASE NOTE:** This treatment has a special Total Available Chlorine (TAC) requirement (less than 1 ppm).

1. Lower (total) chlorine level to less than 1 ppm.

TIP: Jack's Magic **after shock**™ will accomplish this quickly; add (directly through skimmer) 1 ounce of **after shock**™ per 7,500 gallons of pool water to lower chlorine level by 1 ppm; **IMPORTANT:** Do not overdose.

2. Add Jack's Magic **the blue stuff**® at a rate of 1 quart (32 ounces) per 10,000 gallons of pool water.
3. Add Jack's Magic **STAIN SOLUTION #1** at a rate of 2 pounds per 12,000 gallons of pool water; broadcast over stained area.

TIP: With salt (chlorine generator) systems or high TDS (over 1,200 ppm), substitute Jack's Magic **the purple stuff**® at a rate of 1 quart (32 ounces) per 10,000 gallons of pool water.

4. Circulate pool for 24 hours.

TIP: Use **Purifiber**® to increase filtration in a sand or cartridge filter for a more efficient removal.

5. Clean filter and 24 to 48 hours later, slowly begin re-chlorination (or other sanitizer) and rebalancing of Total Alkalinity (TA) (use sodium bicarbonate only).
6. **IMPORTANT:** DO NOT SHOCK for at least 1 week after removal. May cause re-staining of any metals / minerals that are still in solution.

Swimming???

No, there is no swimming during a Stain Solution #1 treatment. The product itself would not bother you, but with the sanitizer level being low for the treatment, any swimmers would quickly use up that sanitizer, leaving the water in an unhealthy state.