



## CUSTOMER INFORMATION

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### FITTING & MAINTENANCE INSTRUCTIONS FOR MARBLE FLOATING SPHERES

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Unpacking and transporting **DO NOT** place the sphere on any rough surface as this may cause scratching and damage. It is advisable to place it on a blanket or similar medium.

Although the sphere and cup of the stone will have been cleaned and treated before leaving our warehouse, it is advisable to make sure there is no debris in the cup and for pipe before commencing set-up and give the sphere and cup a further treatment with Tenax maintenance liquid. If transporting the base and ball together, place a piece of cardboard between the base and sphere to prevent damage to the ball and/or cup

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#### SET - UP

Make sure you use a pump of suitable size to commence rotation. **IT IS IMPORTANT** that the pump is fitted with a filter as any debris entering the cup will prevent the sphere from turning. Do not expect the ball to work effectively in dirty/gritty water - as you will have problems with debris entering the cup. Your ball will work effectively on a suitable sump. However, if using pebbles as a decorative cover **MAKE SURE** these are washed through thoroughly before placing on the sump as any grit can get drawn up into the cup. To remove debris from the cup, lift the ball for a few seconds until the water runs clean.

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#### LEVELLING

To run effectively the cup in which the sphere sits **MUST** be level.

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**NOTE:** the cup and base are not necessarily machined to the same level, as the base is a natural stone. If at some point you experience irregular spurting water to one side of the sphere, this may indicate that it is not completely level in the cup and the base needs to be tilted slightly towards the spurt of water (small wedges can be used to make this minor adjustment). Alternatively, there could be debris in the system.

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If at first your sphere runs intermittently, and needs a help to start. this will normally be self-correcting after a day or two of run-in time, so long as the sphere has been set-up correctly. Fitting involves a certain amount of "trial & error" to achieve a perfectly working Floating Sphere.

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