Which Pool is Right For You?

	OUR Fiberglass Pools	Other Fiberglass Pools	Vinyl Liner Pools	Gunite Pools
Warranty	Lifetime structural warranty no less than 35 years.	Lifetime structural warranty based on state definition of a lifetime or a prorated warranty.	Liner seams only and limited wall warranty.	Dependent upon contractor – usually no more than 5 years.
Osmosis Warranty	Lifetime osmosis warranty in writing.	N/A	N/A	N/A
Install Time	7-10 Day Install Time	7-10 Day Install Time	10-15 Day Install Time	4-8 Week Install Time
Structure	Made with full vinyl ester resin for 100% waterproofing of each layer. Closed beam construction and boxing all 90 degree angles. Centurion Core for additional strength.	Made with Polyester resins and one coat of Vinylester resin only back side is waterproofed.	Built on site dependent on the installer and the quality of the vinyl kit.	Built on site dependent on the installers quality of work.
Quality Control	Manufactured in controlled environment with highest quality control standards.	Manufactured in controlled the environment.	Built on site dependent on installer and the quality of the vinyl kit used.	Built on site no additional control measures taken.
Surface Finish	Highest quality gelcoat, imported from Nu-plex. Climate controlled to keep integrity of product.	Domestic Gel-coats	Vinyl liner, prone to tears, very slippery, algae forms easily.	Plaster Finish, rough with very high Maintenance, prone to stains.
Surface Finish	Solid surface finish 25 to 30 mil solid color.	Some solid and top coat or 3 part finishes.	N/A	N/A
Renovation	None	None	Liner replacement every 7-8 years with \$3,000 to \$5,000 cost.	Resurface every 8-10 years with a \$10,000 to \$12,000 cost.
Chemical Usage	Uses less than other types of inground pools.	Uses less than other types of inground pools.	Fewer than Gunite but substantially more than fiberglass.	High chemical use needed.
Maintenance Time	Less than 20 minutes per week.	Less then 20 minutes per week.	1 - 2 hours per week.	3 - 4 hours per week.

