

Dale Stone Installation Overview – Pool Bullnose

Our Pool Bullnose pavers are crafted for beauty and comfort — but their impact depends on proper installation. Whether you're a seasoned landscaper or a hands-on homeowner, here's how to get the best result.

🐪 Installation Tips

- 1. Surface Preparation
- Ensure the substrate is clean, level, and free of debris
- For concrete pools: apply a bonding agent or thin-set mortar
- For fibreglass pools: use a flexible adhesive suitable for movement

2. Setting the Bullnose

- Lay out all pieces dry first to confirm spacing and mitred corners
- Apply mortar or adhesive evenly across the back of each paver
- Press firmly into place, ensuring the bullnose edge overhangs the pool shell slightly for a clean finish

3. Corners

- We do not manufacture pre-cut corners
- For a professional mitred corner, order 2 pieces per corner and cut to fit at a 45° angle

4. Grouting & Sealing

- Use a flexible outdoor grout suitable for pool environments
- Seal the pavers with a breathable, UV-stable sealer to protect colour and texture

5. Curing & Cleaning

- Allow adhesive and grout to cure fully before use
- Clean with pH-neutral products to preserve the Reef finish

Recommended Tools & Materials

- Wet saw or angle grinder for mitres
- Notched trowel for adhesive
- Rubber mallet for gentle placement
- Spirit level and string line for alignment
- Flexible grout and breathable sealer

P Dale Stone Design Tip

For a seamless pool surround, pair your bullnose with matching Dale Stone paving slabs in the same colour. Add stepping stones or cladding in complementary tones to create visual flow across your outdoor space

Need Further Help?

If you have questions or need installation advice, we're here to help:

- Email: Julie@dalestone.com.au
- Phone: 0406 664 550
- Facebook: Dale Stone Paving where you'll find inspiration, tips, and customer projects
- Explore More: Visit our Resource Page and blog for installation guides, design ideas, and expert advice tailored to WA conditions