

It's an exciting time at The Fairmont Kea Lani, Maui! Our renovations are in full swing and current guests are enjoying swimming and relaxing around the first two newly enhanced pools, the adults-only pool and lower lagoon pool.

All three main swimming pools are receiving a complete renovation by replacing the pool decks with quartzite, a naturally beautiful stone that is kinder to the touch than other materials. This durable stone also has a high traction surface to ensure safer footing. Quartzite now surrounds the adults-only and lower lagoon pool and is currently being installed around the upper lagoon pool and at Polo Beach Grille and Bar.

The waterslide, lagoon pool, upper whirlpool, and Polo Beach Grille and Bar are closed and blocked off to allow the crew to complete their work and to ensure safety for all our guests. Tasteful, temporary enclosures surround all work areas. Work for the pool enhancement is scheduled through October 31, 2010 between the hours of 9:00 am – 4:30 pm Monday through Saturday.

All services at The Fairmont Kea Lani including the front desk, bell desk, concierge, retail stores, and Spa Kea Lani remain open during normal business hours. And all restaurants except Polo Beach Grille and Bar are open. Both the adults-only and lower lagoon pools offer food and beverage service and 24-hour in-suite dining will continue as well.

In addition to remodeling the three main swimming pools, all 413 one-bedroom suites and 37 2 and 3-bedroom villas are getting a make-over with new furniture and amenities including 50" flat screen HD televisions. A very limited number of remodeled suites have recently been made available for guests and the feedback has been spectacular! All suites and villas are scheduled to be remodeled in time for the holidays. We are thrilled with the opportunity to offer newly improved guest rooms and swimming pools and look forward to welcoming you to The Fairmont Kea Lani very soon.

Updated October 13, 2010. Check back for the latest news regarding renovations.