



ASSEMBLING & INSTALLATION INSTRUCTIONS

The drawing shown may not exactly match the product enclosed.
However, the installation instructions do apply to this product.

*****WARNING! SHUT POWER OFF AT FUSE OR CIRCUIT BREAKER.**

*****ATTENTION! COUPER LE COURANT AU FUSIBLE OU UN DISJONCTEUR.**

ASSEMBLING THE FIXTURE (Fig.1)

1. Shut off the power at the circuit breaker box. Remove old fixture and all hardware from Junction Box. Carefully unpack your new fixture and lay out all the parts on a clear area. Take care not to lose any small parts necessary for installation.
2. Thread the two mounting screws into the pre-drilled holes in the crossbar, spaced about the same distance apart as the holes in the fixture back plate. Attach the crossbar to the junction box using two junction box screws as shown. The side of the mounting plate marked "**GND**" must face out. **The junction box is not included.**
3. Insert the bulb(E) into the lamp holder(F).
4. Place the glass(A) on the (B) "L" box and secure the glass with the "L" shaped tool(C).
5. Attach the back plate(D) of the lamp body (B) onto the junction box, and lock it securely with the Mounting Screw.

CONNECTING THE WIRES (Fig.2)

1. Connect the electrical wires as follows. Connect the Black wire from the fixture to the black house (hot) Wire. Connect the white wire from the fixture to the white (neutral) house wire. Make sure all wire nuts are secured. You may wrap the connections with electrical tape. If your outlet box has a ground wires (green or bare copper) connect fixture's ground wire to it. Otherwise attach the bare copper fixture wire to the green ground screw on the mounting plate.
2. Tuck the wire connections neatly into the wall junction box.

Your installation is now complete. Return power to the junction box and test the fixture.

FIG.1

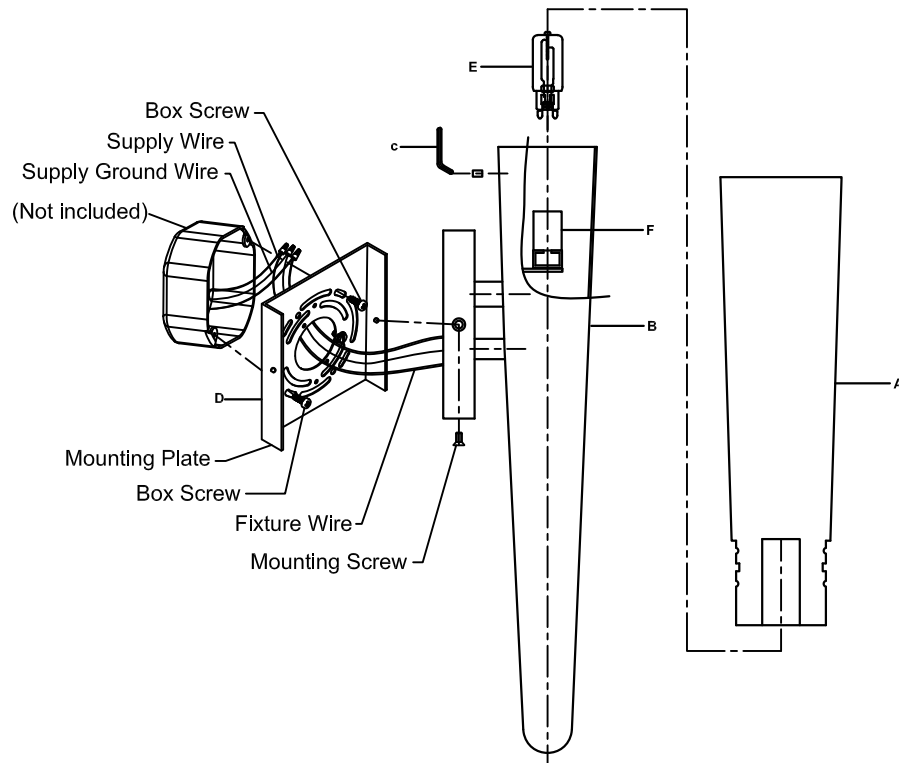


FIG.2

FIXTURE WIRES
Black or Smooth



HOUSE WIRES
Black(Hot)

FIXTURE WIRES
White or Ribbed



HOUSE WIRES
White
(Neutral)

FIXTURE WIRES
Bare Copper
(Ground)



HOUSE WIRES
Green or Bare
Copper(Ground)

