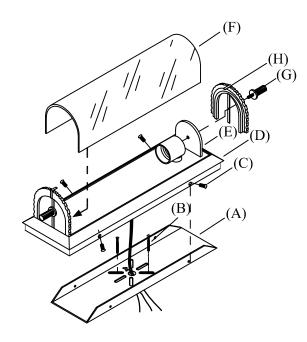
TOB2184

ASSEMBLY & INSTALLATION GUIDE



WE RECOMMEND INSTALLATION OF THIS LIGHTING FIXTURE BE DONE BY A LICENSED ELECTRICIAN.

WARNING *** SWITCH OFF THE MAIN ELECTRICAL SUPPLY FROM THE MAIN FUSE BOX/CIRCUIT BREAKER BEFORE INSTALLATION.

INSPECT ITEM CAREFULLY BEFORE ATTEMPTING TO INSTALL. IF THERE IS ANY DAMAGE OR OBVIOUS DEFECT, DO NOT INSTALL.

ITEM MAY NOT BE RETURNED ONCE IT HAS BEEN INSTALLED.

- Attach ground (green) wire to ground wire from wall outlet box (usually green or copper in color), fasten together with
 a plastic wire connector. Tightly wrap the wire connector with electrical tape so the end of the connector is sealed. IT
 IS IMPERATIVE THAT THE OUTLET BOX IN YOUR HOME BE PROPERLY GROUNDED.
- 2. Connect neutral (white) fixture wire coming from fixture base to neutral (usually white) outlet wire. Fasten both wires together with a plastic wire connector and tightly wrap the wire connector with electrical tape.
- Repeat the procedure with the hot (black) wires. Always make sure that no wire strands are left outside
 the connectors. DO NOT REVERSE THE HOT AND NEUTRAL CONNECTIONS OR SAFETY WILL BE
 COMPROMISED.
- 4. Remove mounting plate (A) from fixture base (D) by removing base screws (C).
- Position the mounting plate (A) vertically so that the holes of mounting plate (A) and the wall outlet are aligned.
 Tighten the mounting plate (A) onto the wall outlet by mounting screws (B) provided.
- 6. Attach fixture base (D) onto the affixed mounting plate (A) and secure with base screws (C).
- 7. Insert light bulb Type T, maximum 60 watt into socket.
- 8. Remove part (H) from support tab (E) by unscrewing thumbscrew (G).
- 9. Place glass shade (F) to fixture base (D), follow with part (H), aligning hole on part (H) with hole on support tab (E), inserting thumbscrew (G) to secure glass shade (F) to fixture base (D).
- 10. TO CHANGE LIGHT BULB:

Hold glass shade (F), remove thumbscrew (G) and (H), and take out glass shade (F). Use light bulb into socket.

Replace glass shade (F) to fixture base (D).