

## IN21143

# INSTALLATION INSTRUCTIONS

Please read carefully and save these instructions, as you may need them at a later date.

### CAUTION

**WARNING:** Risk of Fire. Consult a qualified electrician to ensure correct branch circuit conductor. Min 90°C supply conductors.

Turn off the main power at the circuit breaker before installing the fixture, in order to prevent possible shock.

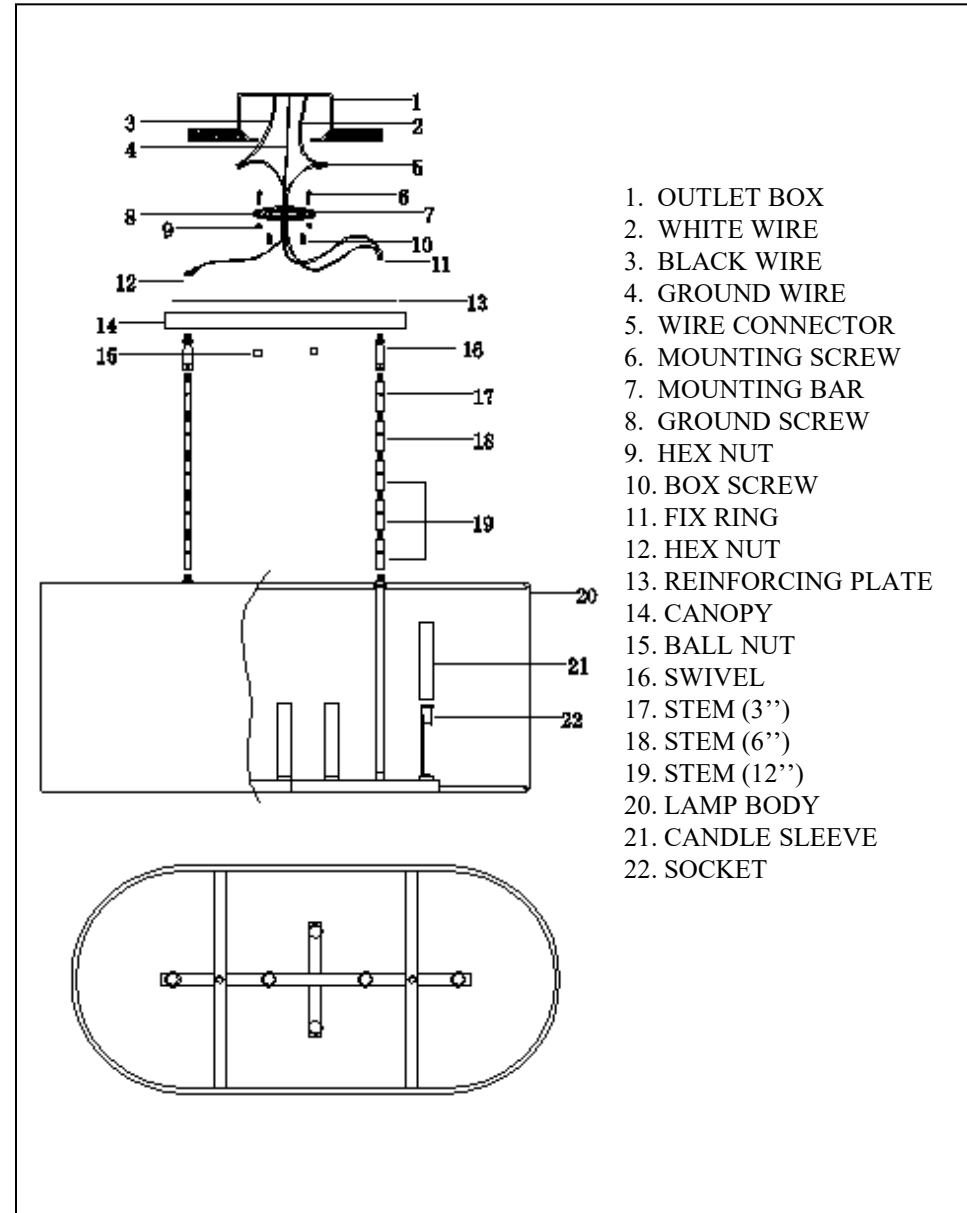
### GENERAL

All electrical connections must be in accordance with local and National Electrical Code (N.E.C.) standards. If you are unfamiliar with proper electrical wiring connections obtain the services of a qualified electrician.

Remove the fixture and the mounting package from the box and make sure that no parts are missing by referencing the illustrations on the installation instructions.

### ASSEMBLY AND INSTALLATION

- Put reinforcing plate (13) against canopy (14), then put swivel (16) through the holes on canopy (14) and secure with hex nut (12).
- Connect stems (17)(18)(19) one by one, then attach them into lamp body (20) and thread the stem (17) with swivel (16).
- Thread two mounting screws(6) to the mounting bar(7) and secure with the hex nut(9).
- Secure the mounting bar(7) with box screws(10) to the outlet box(1).
- Pull out the outlet wire and ground wire from the outlet box(1). Make wire connections
  - Ribbed wire (w/o marking) from light to White wire(2) from power source.
  - Smooth wire (w/o marking) from light to Black wire(3) from power source.
  - Loop the ground wire(4) to mounting bar(7) with a ground screw(8).
- Secure the canopy(14) against the outlet box(1) with the ball nut(15).
- Put candle sleeves (21) over sockets (22).



1. OUTLET BOX
2. WHITE WIRE
3. BLACK WIRE
4. GROUND WIRE
5. WIRE CONNECTOR
6. MOUNTING SCREW
7. MOUNTING BAR
8. GROUND SCREW
9. HEX NUT
10. BOX SCREW
11. FIX RING
12. HEX NUT
13. REINFORCING PLATE
14. CANOPY
15. BALL NUT
16. SWIVEL
17. STEM (3'')
18. STEM (6'')
19. STEM (12'')
20. LAMP BODY
21. CANDLE SLEEVE
22. SOCKET

INSTALLATION IS NOW COMPLETED