# MINI-PENDANT FIXTURE 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.

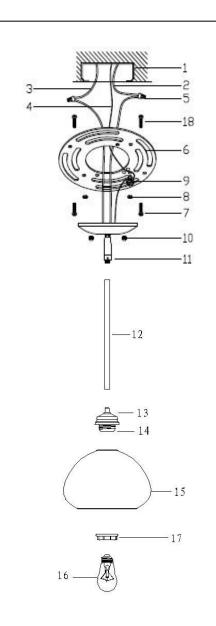
Remove the fixture and the mounting package from the box and make sure that no parts are missing by referencing the illustrations on the installation instructions.

#### ASSEMBLY AND INSTALLATION

- 1. Thread the Tubes(12) onto fixture Nipple(13), then thread the tube with the swivel(11).
- 2. Thread two Screw(18) to the Mounting bar(6) and secure with the Hex nut(8).
- 3. Secure the Mounting bar(6) with Mounting screw(7) to the Outlet box(1).
- 4. 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(6) with a Green screw(9)
- 5. Attach the fixture canopy against the Outlet box(1), secure with the Ball nut(10)
- 6. Attach the Glass(15) to the Glass Holder through Socket(14), then secure by Socket ring(17)
- 7.Install bulbs:(bulbs not include)

(Please don't exceed the maximum capacity that recommended on the sockets).

# INSTALLATION IS NOW COMPLETED



- 1. OUTLET BOX
- 2. WHITE WIRE
- 3. BLACK WIRE
- 4. GROUND WIRE
- 5. WIRE CONNECTOR
- 6. MOUNTING BAR
- 7. MOUNTING SCREW
- 8. HEX NUT
- 9. GROUND WIRE SCREW
- 10. BALL NUT
- 11. SWIVEL
- 12. TUBES
- 13. NIPPLE
- 14. SOCKET
- 15. GLASS OR SHADE
- 16. BULB
- 17. SOCKET RING
- 18. MOUNTING SCREW