ASSEMBLING & INSTALLATION INSTRUCTIONS PRODUCT# 4220 For Wall Mount Light Fixture

WARNING! SHUT POWER OFF AT FUSE OR CIRCUIT BREAKER.

MOUNTING THE FIXTURE

Installation (see fig.1)

- 1. Disconnect power at main electrical panel before installation.
- 2. Thread the two mounting screws about 1/4" into the pre-drilled holes in the mounting plate, spaced about the same distance apart as the holes in the fixture back plate. Attach the mounting plate to the junction box using two junction box screws. The side of the mounting plate marked "GND" must face out.
- 3. Attach the arm (A) to the backplate (D), aligning the screw of arm with mounting hole, then lock it with the hex nut (B). Place lock hex nut (G) over end of nipple(I), using the nipple (I) through the shim (H), glass (F) and cover (J), then lock it with finial (K).
- 4. Raise the assembly glass (F) to the backplate (D), aligning the end thread hole of arm (A) with glass (F) hole of side, attach the plastic shim to the knob screw (E), then lock it securely with knob screw (E).
- 5. Guide fixture wires through hole in center of mounting plate. Follow wiring instructions carefully (see fig.2)
- 6. Attach the socket sleeve (C) onto the socket. Place the fixture body over the mounting plate, aligning the hole with mounting screw, then screw the ball nuts (L) onto the mounting screws.
- 7. Install the light bulbs in accordance with the fixture's specifications. DO NOT EXCEED THE MAXIMUM WATTAGE RATING!

Wiring (see 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 wire (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.





