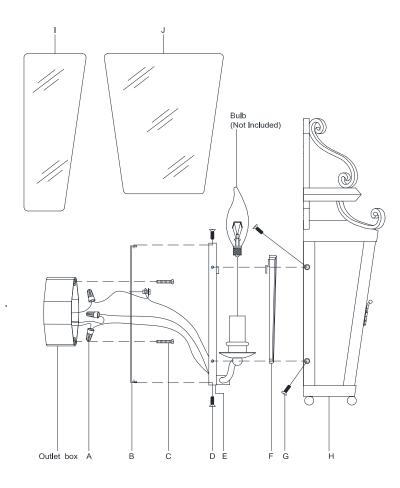
ASSEMBLY INSTRUCTIONS





Lafayette Small 1/2 Wall Lantern

Item # NW 2706

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.

NOTE: CAREFULLY UNPACK EACH PIECE IN TOP LAYER OF PACKING PRIOR TO REMOVING. RETAIN ALL PACKING MATERIAL UNTIL INSPECTION AND INSTALLATION ARE FINAL.

- 1. Carefully remove all parts from the box.
- 2. Remove the backplate (E) from the metal frame (H) by loosening the side screws (G).
- 3. Remove the mounting plate (B) from the backplate (E) by loosening the top and bottom screws (D).
- 4. Affix mounting plate (B) onto the outlet box and secure with mounting screws (C).
- 5. Connect the fixture Ground (bare) wire with the ground wire from the outlet box using wire nut (A). If your house does not have ground wire, then attach this wire to the green grounding screw inside of the outlet box.
 - IT IS IMPERATIVE THAT THIS FIXTURE BE GROUNDED.
- Connect the fixture Neutral wire (WHITE) with the neutral wire (White) from the outlet box using wire nut (A).
- Connect the fixture Hot wire (BLACK) with the hot wire (Black) from the outlet box using wire nut (A).
- DO NOT REVERSE THE HOT AND NEUTRAL CONNECTIONS OR SAFETY WILL BE COMPROMISED.
- 8. Attach the backplate (E) to the mounting plate (B) and secure with top and bottom screws (D).
- 9. Hang the reflector (F) to the backplate (E).
- 10. Attach the glass panels (I & J) on the frame and secure by bending the metal tabs.
- 11. Insert bulbs (not included) into the sockets.
- 12. Attach the metal frame (J) to the backplate (G) and secure with side screws (I).
- 13. Installation is complete, turn on power at fuse or circuit breaker.

^{***}Clean with a dry, soft cloth only. Use no harsh abrasives or chemical agents.

