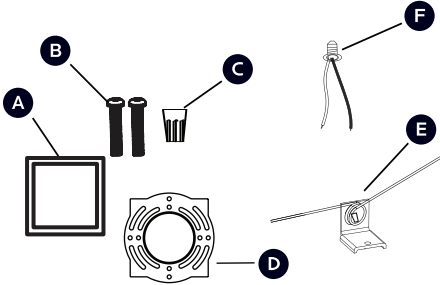


9" SURFACE MOUNT SLIM SQUARE - 5CCT SELECTABLE LR23555

PACKAGE CONTENTS



PART	ITEM NAME	QTY.	NOTE
A	LED Low Profile Flushmount	1	
B	Mounting Screws	2	
C	Wire Nut	3	
D	Mounting Plate	1	
E	Springs	2	Optional
F	E26 Lamp Holder	1	Optional

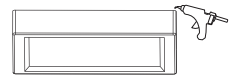
TOOLS AND MATERIALS REQUIRED



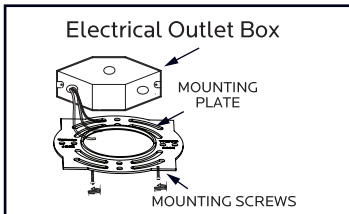
*Wiring supplies as required by the Canadian Electrical Code and/or the Quebec Electrical code.

SAFETY PRECAUTIONS

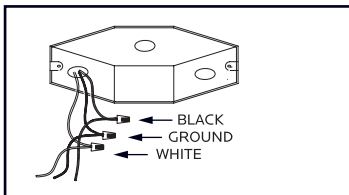
1. TURN OFF ELECTRICAL POWER BEFORE STARTING INSTALLATION OF LIGHT FIXTURE.
2. THIS PRODUCT MUST BE INSTALLED IN ACCORDANCE WITH THE APPLICABLE INSTALLATION CODE BY A PERSON FAMILIAR WITH THE CONSTRUCTION AND OPERATION OF THE PRODUCT AND THE HAZARDS INVOLVED.
3. CAUTION, RISK OF FIRE. CONSULT A QUALIFIED ELECTRICIAN TO ENSURE CORRECT BRANCH CIRCUIT CONDUCTOR.
4. FOR EXTERNAL USE ONLY, RECOMMEND APPLYING WATERPROOF SILICONE TO SEAL AROUND TRIM AND CEILING.



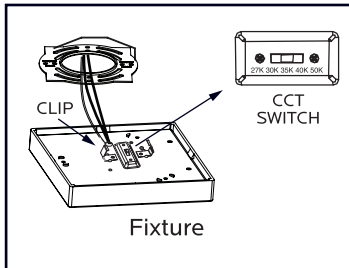
OPTION #1: FLUSH MOUNT



1. Prior to installation, install mounting plate into the electrical outlet box with mounting screws. Drive screws completely to the end of the junction box.

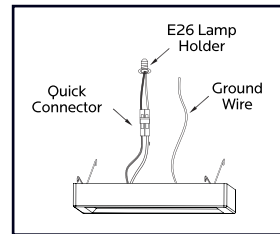


2. Connect supply wires to wires on fixture with wire nuts or push wires into Quick Connector. Connect white to white, black to black, and copper wire to copper wire as grounding connection.

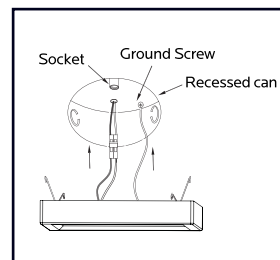


3. Completing the installation by pushing the fixture into the mounting plate.

OPTION #2: RETROFIT A RECESSED CAN

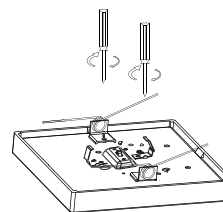


1. Insert wires into Quick Connector. Black to black and white to white.
2. Attach ground wire to ground screw in recessed can.

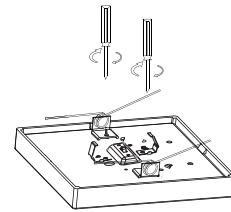


3. Turn E26 lamp holder into socket base.
4. Connect Quick Connectors
5. Tuck all wires into recessed can.
6. Squeeze springs and push up into recessed can.

5 Inch Housing Position



6 Inch Housing Position



MADE IN CHINA

CAUTION: RISK OF ELECTRIC SHOCK
DISCONNECT POWER BEFORE CONNECTING THE FIXTURE.
FAIL TO DO SO MAY PERMANENTLY DAMAGE THE LEDS.

WARNING:
DO NOT REMOVE OR ATTEMPT TO REMOVE LEDS.