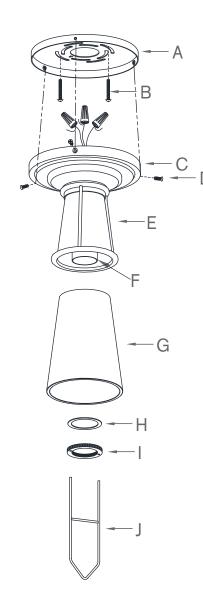
## **ASSEMBLY INSTRUCTIONS**



## Robinson Small Flush Mount Item # TOB 4751

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.

Carefully remove all parts from the carton.

1.

- 2. Remove mounting plate (A) from base of light fixture (C) by removing base screws (D).
- 3. Affix mounting plate (A) to ceiling outlet box with mounting screws (B) provided.
- 4. Attach ground (green or green/yellow) wire to ground wire from wall outlet box (usually green or copper in color), fasten together with a plastic wire connector. Tightly wrap the wire connector with electrical tape. so the end of the connector is sealed. IT IS IMPERATIVE THAT THE OUTLET BOX IN YOUR HOME BE PROPERLY GROUNDED.
- Connect the neutral (white ) fixture wires coming from fixture base to neutral (usually white ) outlet wire. Fasten the wires together with a plastic wire connector and tightly wrap the wire connector with electrical tape.
- Repeat the same procedure with the hot (black) wires. Always make sure that no wire strands lreeft outside the connectors. DO NOT REVERSE THE HOT AND NEUTRAL CONNECTIONS OTHERWISE SAFETY WILL BE COMPROMISED.
- 7. Attach fixture base (C) to the affixed mounting plate (A) and secure with base screws (D).
- Remove socket ring (I) and washer (H) from the threaded section of sokcet (F), attach shade (G) to shade holder (E), let the socket pass through the center hole of shade (G) and secure with washer (H) and socket ring (I). Tighten with wrench (J).
- 9. Insert light bulb (not included) into the socket.
- 10. Restore power and test fixture. Installation is complete.

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

VISUAL COMFORT & CO. est 1987