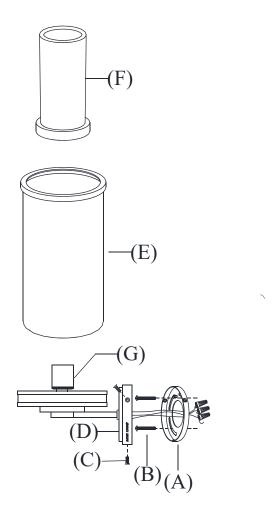
## **ASSEMBLY INSTRUCTIONS**



## RALPH LAUREN

## Modern Hurricane Sconce

Item # RL 2530

## NOTICE:

This light fixture should be installed in accordance with all applicable, local installation codes, and by a person familiar with the construction and operation of it, as well as the hazards involved. Inspect item and contents carefully. If any damage or defect is found, do not install. Retain all packaging material until installation is complete and approved.

- 1. Carefully remove all parts from the box. Place on a clean, soft surface.
- 2. Remove mounting plate (A) from base of light fixture (D) by removing base screws (C) in counter-clockwise direction.
- 3. Affix mounting plate (A) to wall outlet box with mounting screws (B) provided.
- 4. Attach ground (green) wire to ground wire from wall outlet box (usually green or copper in color), fasten together with a plastic wire connector. Tighten 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
  - IT IS IMPERATIVE THAT THE OUTLET BOX IN YOUR HOME BI PROPERLY GROUNDED.
- Connect neutral (white ) fixture wire coming from fixture base to neutral (usually white ) outlet wire. Fasten both wires together with a plastic wire connector and tightly wrap the wire connector with electrical tape.
- Repeat the procedure with the hot (black) wires. Always make sure that no wire strands are left outside the connectors.
   DO NOT REVERSE THE HOT AND NEUTRAL CONNECTIONS OTHERWISE SAFETY WILL BE COMPROMISED.
- 7. Attach fixture base (D) to the affixed mounting plate (A) and tighten with base screws (C).
- 8. Insert light bulb into socket.
- 9. Carefully insert outer glass shade (E) into the metal base, srcew glass cylinder with threaded ring underneath (F) onto the threaded collar under of socket (G) to secure outer glass shade (E) to the lamp.

**Care Instructions:** Clean only with a soft dry cloth or feather duster. Do not use abrasive or chemical agents.





