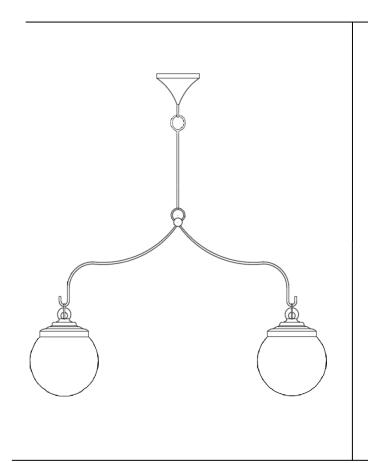
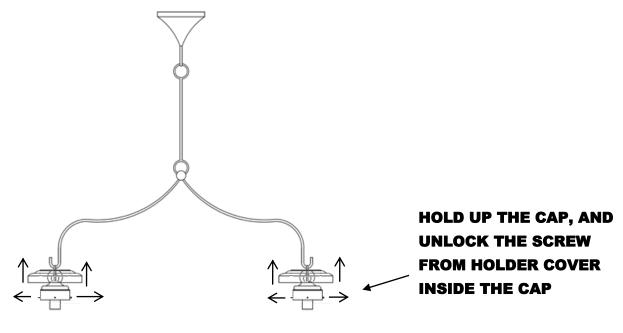
## **ASSEMBLY INSTRUCTIONS**

## **CHERISE CHANDELIER**

Thank for your purchasing this quality product. Be sure to check all packing material carefully for small parts which may have come loose inside the carton during shipment. Identify and count all parts and compare with the parts list below.

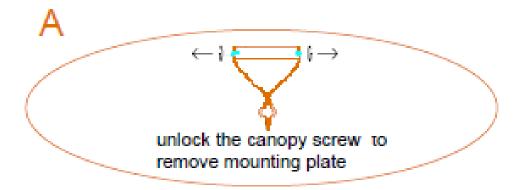


HARDWARE LIST			
Α		CANOPY	01
В		MOUNTING PLATE	01
С		BODY	01
D		BULB (NOT INCLUDED)	02
Е	J	ALLEN KEY M2	01
F		PIPE 6"	02
G	8	PIPE 12"	02
Н		PIPE 18"	02
I		GLASS GLOBE	02

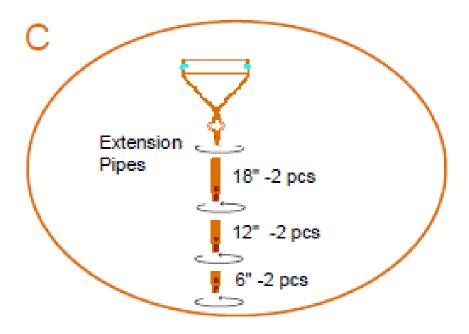


# **ASSEMBLY INSTRUCTIONS**

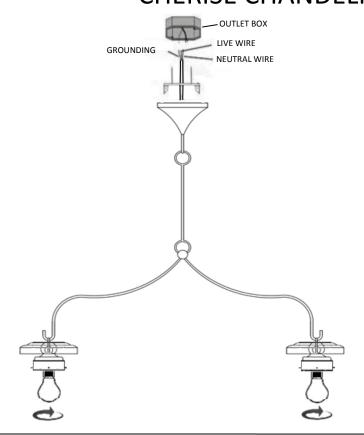
# **CHERISE CHANDELIER**



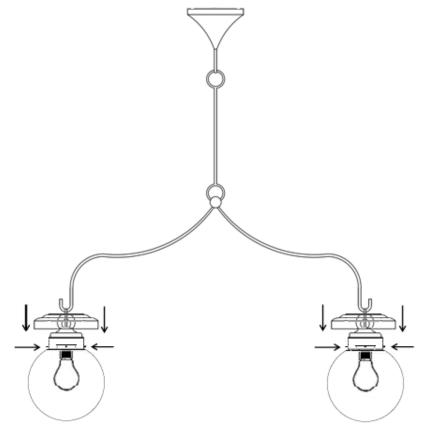




# ASSEMBLY INSTRUCTIONS CHERISE CHANDELIER



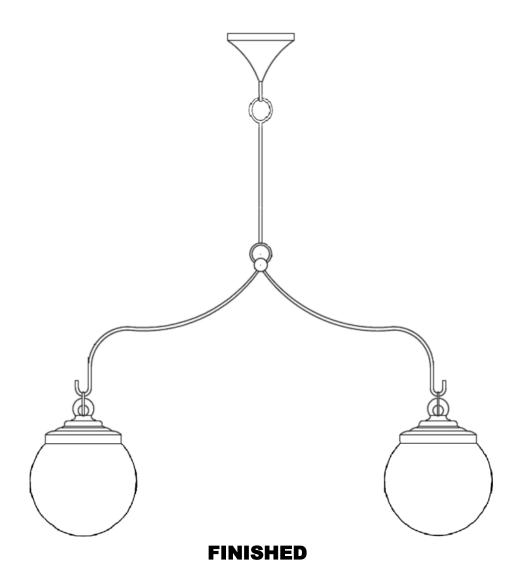
## **INSERT THE BULB**



TIGHTEN EACH GLASS GLOBE WITH SCREWS AND CLOSE THE CAP

# **ASSEMBLY INSTRUCTIONS**

# CHERISE CHANDELIER



# ASSEMBLY INSTRUCTIONS CHERISE CHANDELIER

#### WIRING CONNECTIONS

- 1. Shut down the power at the breaker panel.
- 2. Connect wires:

Ground wire: Connect fixture ground wire to supply ground wire

Neutral wire: Connect fixture neutral wire (ribbed/white) to supply neutral wire

Hot wire: Connect fixture hot wire (unribbed/black) to supply hot wire

3. Make sure all connections are tight, then carefully tucked into the junction box

### IMPORTANT SAFETY INSTRUCTIONS

Use an authorized and certified electrician for consultation and installation. Electrician must be familiar with commercial-type applications of chandeliers.

It is recommended to use 2 x 25 watt maximum type B standard Bulb

### **WARNINGS**

All wires are connected. When unpacking, be careful not to pull wires, as a bad connection may result. Do not connect electricity until your fixture is fully assembled. Do not touch or look directly at the Bulb when fixture is illuminated. Keep flammable materials away from lit Bulb.

THIS PRODUCT IS NOT A TOY AND HAS NO PLAY VALUE.

### STRANGULATION HAZARD

Keep cord at least 3 feet away from cribs, bassinets, and toddler beds. Keep out of reach of children under 3 years of age.