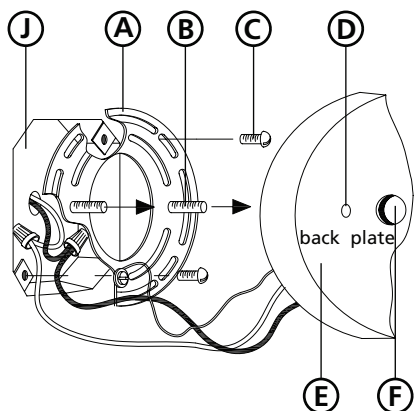


Family: Dwell | Item No. 1326



**Drawing 1 - Fixture Mounting**



▼ start here

**1**

1. Find a clear area in which you can work.
2. Unpack fixture and glass from carton.
3. Carefully review instructions prior to assembly.

**\*\*\* The construction of this fixture will be accomplished by first mounting the mounting strap to the junction box, making all necessary electrical connections, mounting the fixture to the wall, and then lamping the fixture.**

**2**

1. Prepare mounting strap (A) by threading the two 1 1/4" long mounting screws (B) into the back of the mounting strap (A) - see **Drawing 1**.
  - Be sure the holes into which the screws are threaded match the spacing of holes (D) in the backplate (E).
2. Attach mounting strap (A) to junction box (J) using two 1" screws (C).

**SAFETY WARNING: READ WIRING AND GROUNDING INSTRUCTIONS (I.S. 18) AND ANY ADDITIONAL DIRECTIONS. TURN POWER SUPPLY OFF DURING INSTALLATION. IF NEW WIRING IS REQUIRED, CONSULT A QUALIFIED ELECTRICIAN OR LOCAL AUTHORITIES FOR CODE REQUIREMENTS.**

**3**

Make electrical connections from supply wire to fixture lead wires. Refer to instruction sheet (I.S. 18) and follow all instructions to make all necessary wiring connections. Then refer back to this sheet to continue installation of this fixture.

**4**

1. To mount fixture, slip the two mounting screws (B) through the two mounting holes (D) in the backplate (E) - see **Drawing 1**.
2. While holding fixture in place, thread the two ball knobs (F) on to the end of the mounting screws (B), and tighten.

**5**

1. Fixture can now be lamped accordingly.
2. Remove screws (4) from under crossbar (3) - see **Drawing 2**.
3. Slip one end of glass cylinder (2) into upper cap (1).
4. Take crossbar (3) and slip the glass (2) over pegs (A) and hold glass (2) and crossbar (3) in position.
5. Thread screws (4) back into fixture to secure crossbar (3) and the glass (2).

Note: Maximum wattage for 1326 fixture is 60 watts bulb.

8.11.10

**Drawing 2 - Fixture Assembly**

