## **LED Exterior Wall Sconce**

## EW71211 INSTALLATION SHEET

## START FROM HERE

- Make sure power is completely off at the fuse box.
- Have your fixture installed by a qualified licensed electrician
- Prepare everything in a clear area.
- Wear gloves at all times during this installation.
- Read instructions carefully before you start assembly.
- Keep this instruction sheet for future reference.

Technical Support: 1-877-452-6858

## Remove the fixture from its original packaging. Remove the mounting plate (1c) from within the canopy (2b) by unthreading three set screws (2a). Attach this mounting plate (1c) to the electrical junction box (1a), using screws (1d) provided in the hardware package.

2. Attach the canopy backplate to the mounting plate, which is attached to the electrical junction box on the wall. First connect all wires correctly G ground to ground, N neutral wire (white to white), L live wire (black to black) with provided marettes (1b) from the hardware package. Now place the canopy (2b) onto the mounting plate (1c). As you move the canopy, align the holes to the holes on the mounting plate (1c). Secure the canopy by using all three set screws (2a) with the allen key provided in the hardware package.

- Please Note:
- All Kuzco LED fixtures come with pre-wired LED module(s).
- Unless instructed to do so, please do not touch any part of the LED module(s) as any unnecessary contact with the module could cause permanent damage.
- For dimming, an ELV (Electronic Low Voltage) type of dimmer is required.
  - **3.** To prevent moisture from entering the outlet box and causing a short, seal around the top and side perimeter between the fixture and the wall surface with weather resistant caulking (illustration 1). The space at bottom should be left un-caulked to prevent moisture build-up. Apply a small amount of weather resistant caulking around the side perimeter between the cap nut and mounting plate.
  - **4.** You have now completed the installation of your fixture, please enjoy.

Caulking

