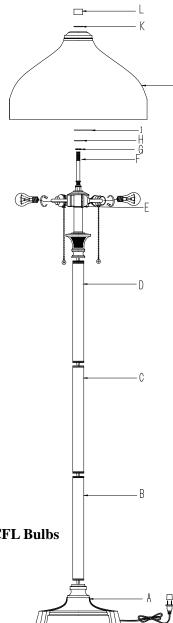


ASSEMBLY INSTRUCTIONS:

Item No: Z17-52FL/Z17-53FL

FOR RETURN SHIPPING PURPOSES: PLEASE RETAIN ORIGINAL PACKAGING TO MINIMIZE DAMAGE.

- 1. Place the base (A) on a level surface.
- 2.Pull balance of cord through base to tighten the excess.
- 3. Screw the lower column(B)into the lamp base(A).
- 4. Screw the center column(C)into the lower column(B).
- 5. Screw the upper column (D) into the center column (C).
- 6. Screw socket assembly (E) into upper column (D).
- 7. Screw the threaded rod (F) into the socket assembly (E).
- 8. Place one screw(G), metal washer (H) and square meal washer(I) over the threaded rod.
- Place the shade (J) rubber washer (K) onto the threaded rod and tighten with the finial (L) securing the shade in place.
- 10. Install the bulbs into bulb sockets.



Uses (3) maximum 100 Watt Type "A" Bulbs or (3) maximum 23Watt CFL Bulbs (Bulbs not included).

Cleaning of your lamp.

Unplug lamp, wipe with a damp cloth. Do not use abrasives.

Important Safety Instructions

This portable lamp has a polarized plug (one blade is wider than the other) as a safety feature to reduce the risk of electric stock. This plug will fit in a polarized outlet only one way. If it does not fit, contact a qualified electrician. Never use with an extension cord unless the plug can be fully inserted.

Instrucciones Importantes de Seguridad

Esta Lampara Portatil tiene un enchufe polarizado (una punta es mas ancha que otra), Como una manera de seguridad para reducir el riesgo de una descarga electrica. Este enchufe podra ser conectado a un receptor polarizado de una sola manera si no logra conectar completamente el enchufe, reinviertalo para ponerlo en la posicion correta. Si despues de voltearlo aun no logra conectarlo. favo de contactar con un electricista con licencia (Calificado) nunca utilizar la lampara con una extencion de cordon electrico a menos de que el enchufe de la coneccion es completamente introducida.

*SAVE THESE INSTRUCTIONS FOR FUTURE REFERENCE.

Made in China Revision -06/03/14