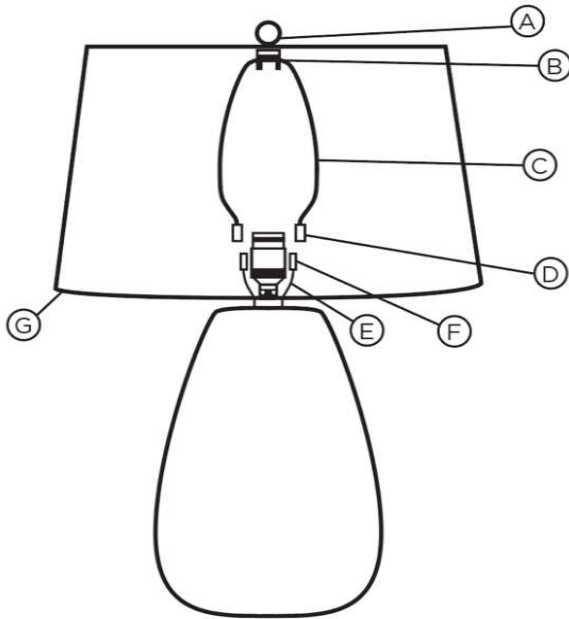


ASSEMBLY INSTRUCTIONS

ITEM DESCRIPTION:

ITEM NO.: PTC30-167	NAME: DiMaggio Lamp
MATERIAL TYPE: Ceramic	FINISH: Glacial Reactive
SOCKET TYPE: E26	SOCKET QTY: 1
BULB WATTAGE: 150W/35W CFL/28W LED	
VOLTAGE: 110-120V	ITEM NET WEIGHT: 9.5 LBS



PARTS INCLUDED:

Finial (A)	Qty: 1
Harp Top (B)	Qty: 1
Harp (C)	Qty: 1
Harp Caps (D)	Qty: 2
Socket (E)	Qty: 1
Saddle (F)	Qty: 1
Shade (G)	Qty: 1

PRE-ASSEMBLY:

- Remove all parts and hardware from box along with any plastic protecting packaging
- Do not discard any contents until after assembly is complete to avoid accidentally discarding small parts or hardware.



TO ASSEMBLE:

1. Insert the harp (C) into the saddle (F) and lower the two harp caps (D) until they cover the two pronged saddle.
2. Unscrew the finial (A) from the harp top (B). Place shade (G) over the assembled harp, making sure the top of the harp extends through the hole at the top of the shade. Attach the finial (A) and tighten to secure the shade.
3. Insert correct bulb (not included) into the socket (E).

CARE INSTRUCTIONS:

- Clean with soft, dry cloth.
- Always avoid the use of harsh chemicals or abrasive cleaners as they may cause damage to the lamp.

IMPORTANT SAFETY INSTRUCTIONS:

For safety purposes, this lamp is equipped with a polarized plug (one blade is wider than the other) (For North America Customers Only). If the plug does not fit securely into your outlet, do not force it – contact a professional electrician. Use the plug with an extension cord only if it can be fully inserted into the cord's socket. Never alter the plug in any way. This instruction is provided for your safety. It is important that it is read carefully and completely before assembling the fixture.

To avoid risk of fire, do not exceed the recommended wattage.

WARNING:

- To reduce the risk of fire, electrical shock, or personal injury, always turn off and unplug lamp and allow it to cool prior to replacing the bulb.
- Do not touch bulb when fixture is turned on. Do not look directly at lit bulb.