LAMP ASSEMBLY INSTRUCTIONS for ROOMS TO GO

VENDOR # VT00725117

SKU # 90137300

MODEL # 0730

Important Safety Instructions:

- ·For safety purposes, this lamp is equipped with a polarized plug (one blade is wider than the other). 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.
- •These instructions are provided for your safety. It is important that they are read carefully and completely before assembling fixture.
- ·This fixture has been rated for up to (1) 100-watt TYPE A standard bulb (not included). To avoid the 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 light bulb.
- •Do not touch bulb when fixture is turned on. Do not look directly at lit bulb.
- ·Keep flammable materials away from lit bulb.

Pre-assembly:

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

Parts enclosed:

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

A G B C E E

Assembly Instructions:

- 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 extends through the hole at the top of the shade.
- 3. Attach the finial (A) and tighten to secure the shade.
- 4. Insert a bulb Max 100 Watt (Type A) Standard (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.