

UG7096-BK
OPERATIONS MANUAL

Instruction

Assembly & installation instructions

Dear Customer :

Thank you for choosing us!

We appreciate your business. Should you have any questions or encounter any issues, please don't hesitate to contact us. You can reach us via email at support@lightingcare.us . Our team is dedicated to ensuring your complete satisfaction with your purchase. We value your feedback, as it helps future customers in making informed decisions. We encourage you to share your experience by leaving a brief product review on the platform where you made the purchase.

Once again,
thank you for choosing us!

Best regards!

[Support Team]

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

SAVE THESE INSTRUCTIONS:

Note: This Luminaire is designed for use with 9-15 volt landscape systems. Connection to other systems may cause premature failure or non-intended operation.

LUMINAIRE MOUNTING: (for typical ground stake mounting)

1. To prevent electrical shock, disconnect transformer from electrical supply before installation or service.
2. Run wire from Luminaire through mounting hole in top of ground stake.
3. Attach Luminaire to ground stake by threading to the mounting hole in stake until it fits snugly against the bottom of stem.
4. Place stake in desired position and insert into ground until the flange of stake is flush with ground.
5. Strip the two wire leads from the luminaire and connect to the main supply wire using the provided silicone filled wirenut. silicone filled nuts are intended for one-time use. wire nut capacity -2 pcs 18 awg 2 pcs 12 awg

The main low voltage cable from the luminaire is to be:

1. protected by routing in close proximity to the luminaire or fitting, or next to abuilding structure such as a house or deck.
2. the main secondary wire is intended for shallow burial-less than 6 inches(15.2cm)
- in order to connect to the main low voltage cable.

FIG.1

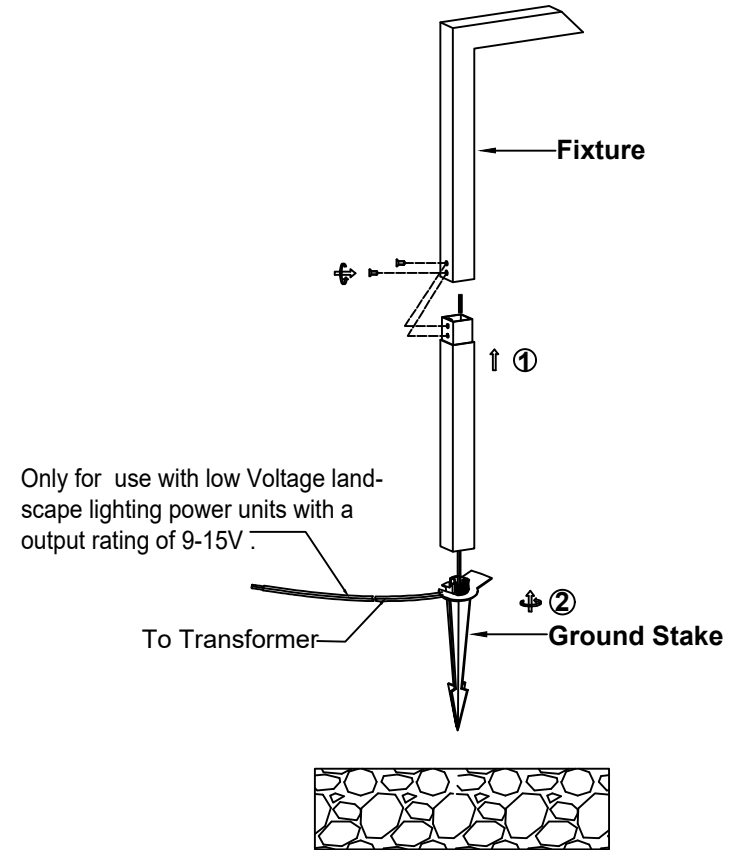


FIG.2

