

Important: Read all instructions prior to installation.

WSR-LRR

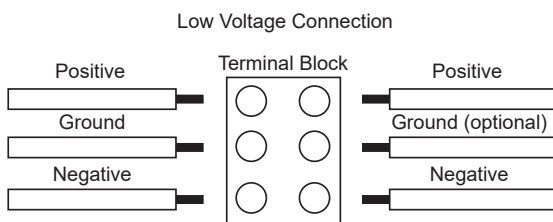
LED-Ready Mini Wall Sconce



Safety and Notes

- Product should be installed and serviced in accordance with applicable national, state, and local building and electrical codes.
- To reduce the risk of electric shock, ensure that the main power source and circuit breakers are switched off before performing any installation or wiring procedures.
- Avoid looking directly into lamp when illuminated.
- Ensure all mounts are securely attached and will support the weight of the fixture. Failure to properly support fixture may result in damage or injury, for which the manufacturer does not assume responsibility.
- Connect to voltage corresponding to the bulb used with the fixture.
- The included ground wire is for optional use when connecting to a transformer or system that supports grounding, primarily for metal-housed fixtures.

Wiring Diagram



Specifications

Model	WSR-LRR
Compatible Bulb Type	MR16 (GU5.3 base)
Environmental Rating	Suitable for wet locations

Installation

1. Turn Off Power: Ensure power to the circuit is disconnected to prevent electrical shock.
2. Detach Mounting Plate: Unscrew the two nuts securing the mounting plate to the fixture and set the fixture aside.
3. Route Wiring: Thread the supply wires through the strain relief on the mounting plate.
4. Make Electrical Connections: Connect the supply wires to the terminal block, ensuring proper polarity (e.g., positive to positive, negative to negative). If a ground wire is present, connect it to the terminal labeled "Ground" (optional for low-voltage systems).
5. Secure Mounting Plate: Fasten the mounting plate to the desired surface using appropriate screws and anchors (not included). Ensure it is stable and level. Align the fixture with the mounting plate and secure it using the two nuts.
6. Install Bulb: Unscrew the lens, insert a compatible MR16 bulb, and reattach the lens securely.
7. Restore Power: Turn the circuit power back on and test the light.

