

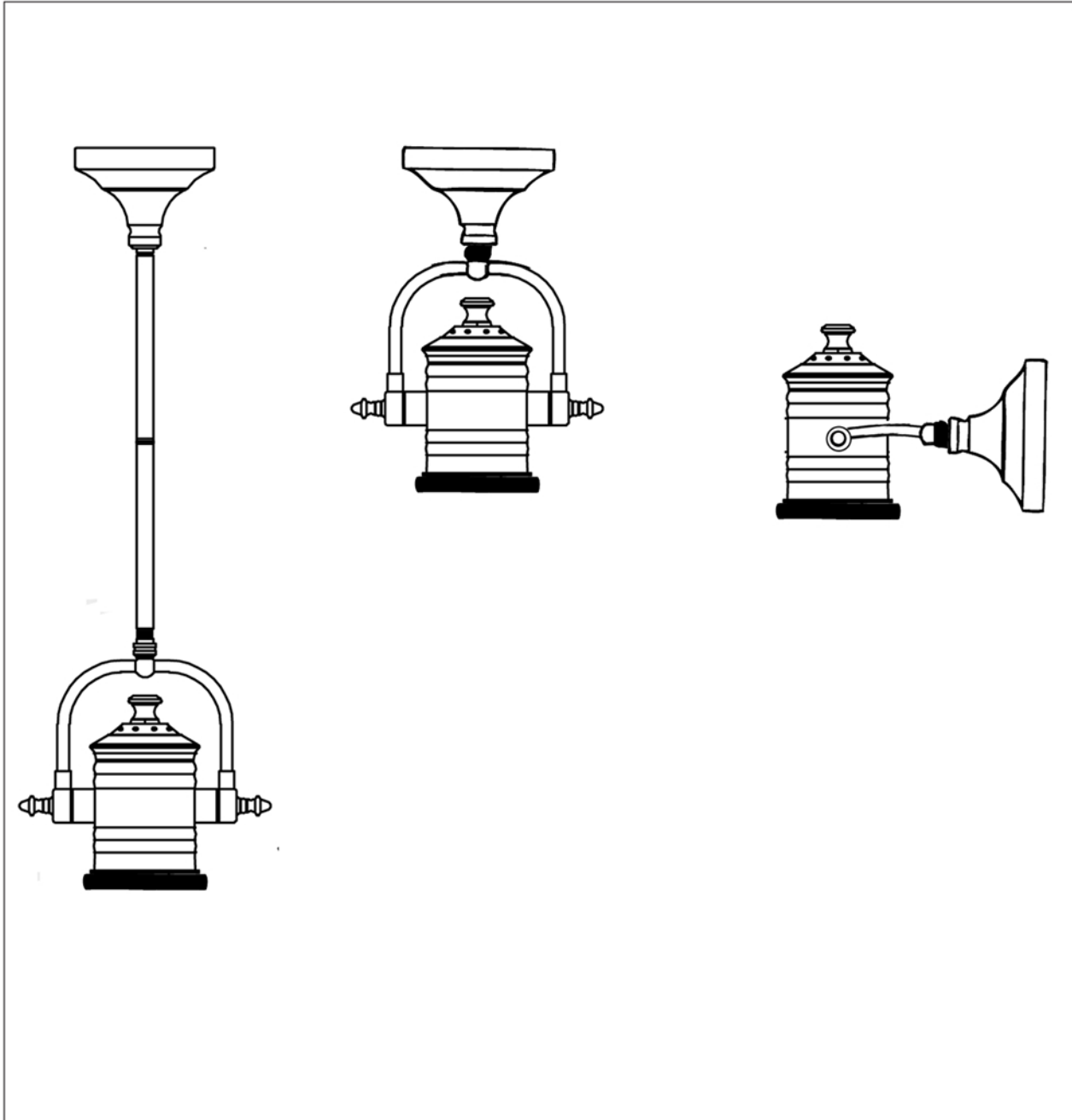


PRODUCT NAME: Maxim Lighting Hi-Bay 1-Light Pendant/Wall Sconce/Semi-Flush

ITEM NUMBER: 25125FTPN / 25125FTSN / 25125FTBZ

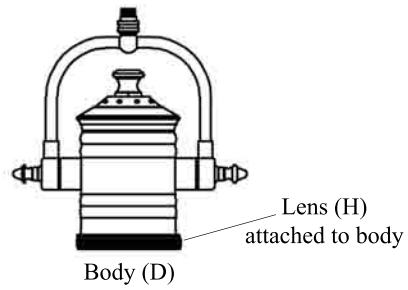
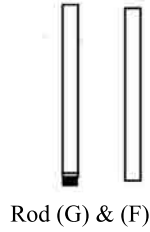
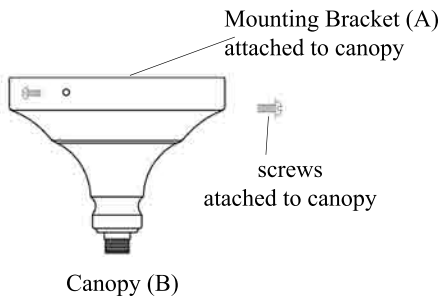
DIMENSIONS OF ITEM ASSEMBLED: 14.5" x 10" Max Overall Height: 45.5" Wire Length: 72"

**Please consult your electrician for hanging fixture and wiring.**



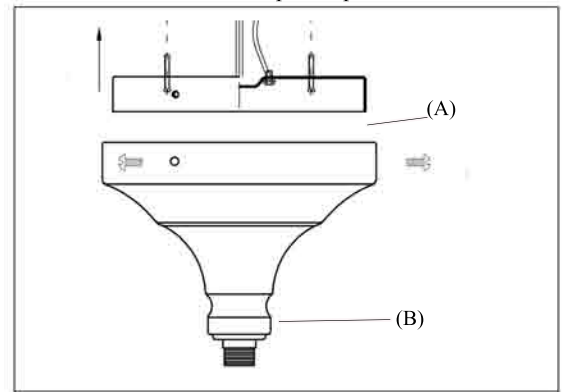
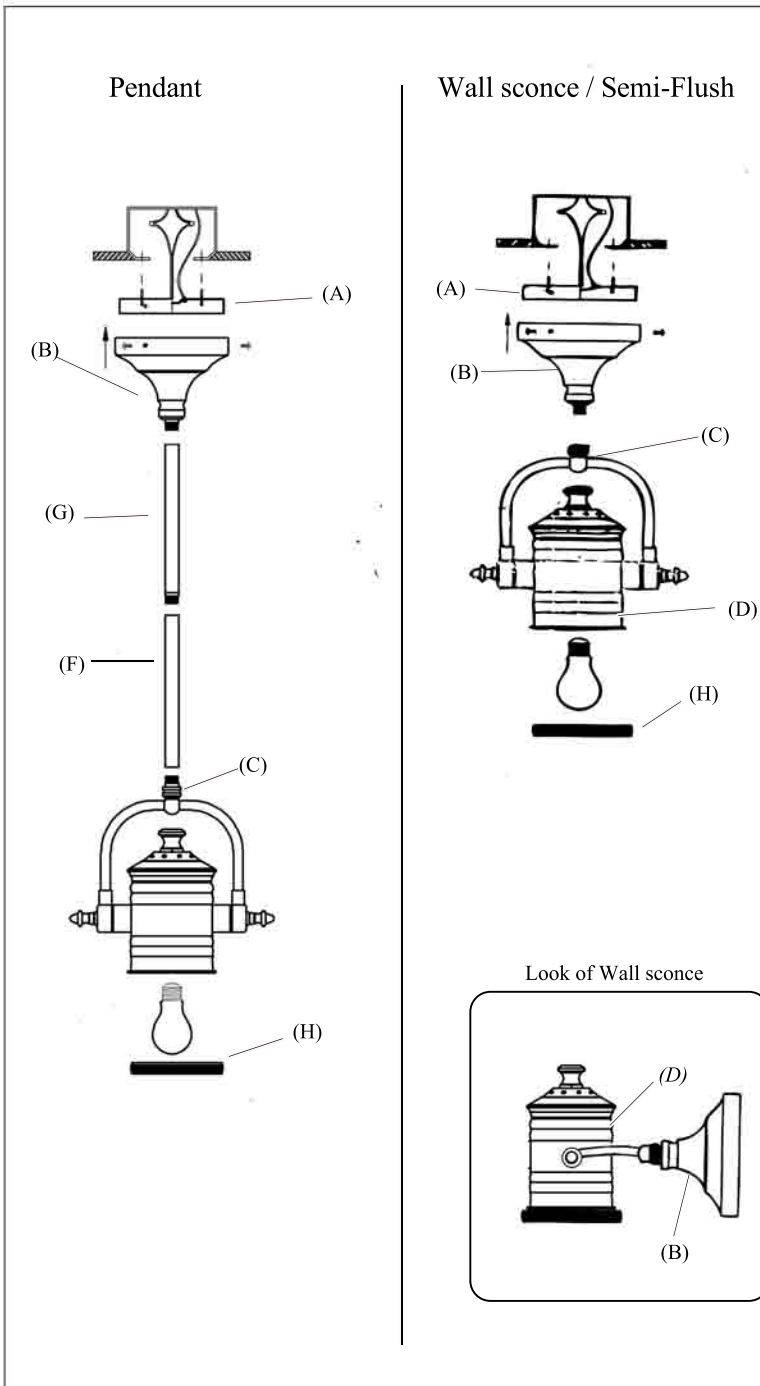
**Bulb (not included): 60 Watt Max Base Bulb**  
- 50WPAR20 or 50WR20 recommended.

**IMPORTANT: Turn off the power at the main fuse or circuit breaker box before starting installation**

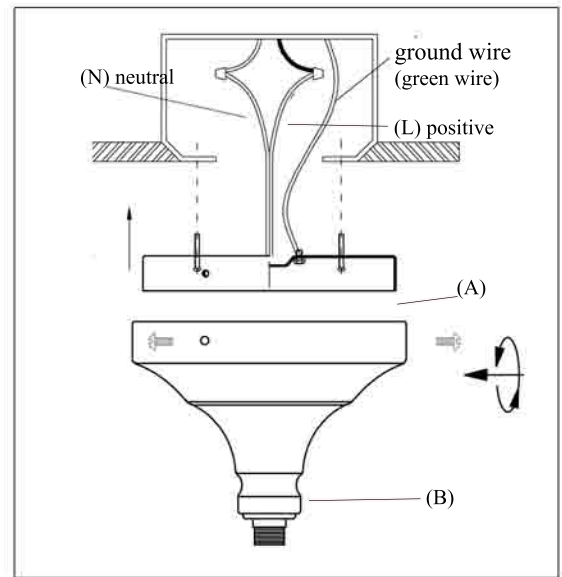


**Locate all hardware & components before discarding packaging**

*Steps 1 & 2 apply to fixture as a Pendant, Semi-Flush and Wall Sconce.  
For Pendants continue to Step 3. Wall Sconce and Semi-flush  
should skip to Step 7*



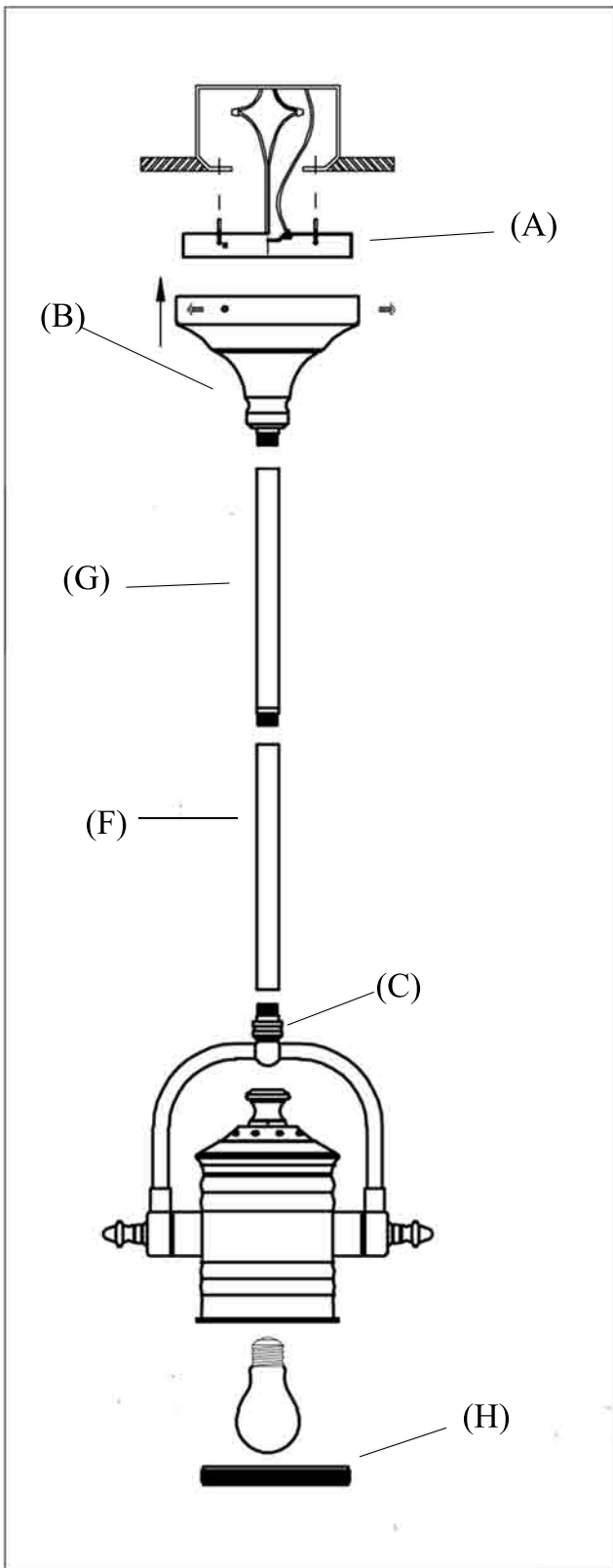
Remove mounting bracket (A) from Canopy (B) to install to electrical box



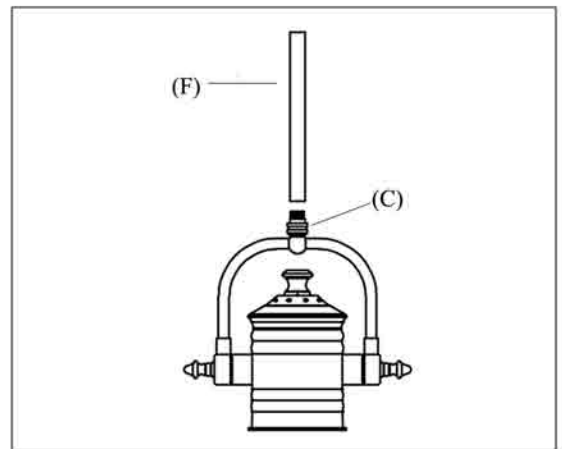
-Take Smooth Wire (L) from the lamp body and connect to (+) wire in electrical source  
-Take the Ribbed Wire (N) and connect to (neutral) wire of electrical source.

## Assembly for Pendant

*This Fixture can be assembled as a Pendant, Wall Sconce or Semi-Flush.  
For Wall Sconce or Flush Mount please skip to step 7. Pendant is complete after Step 6*

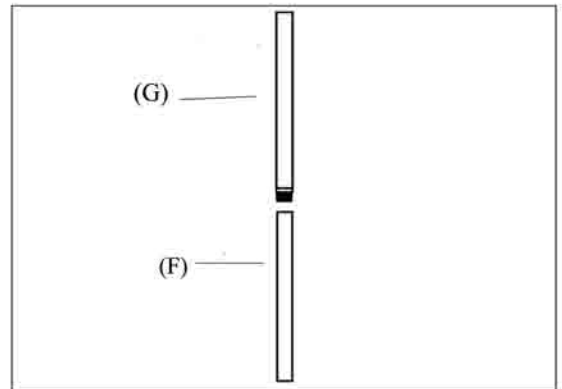


3.)



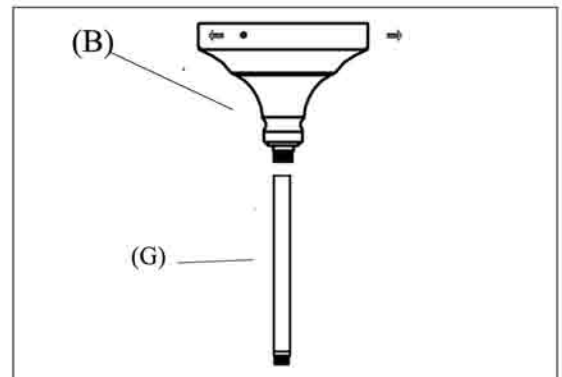
Thread Rod (F) to Coupler (C)

4.)



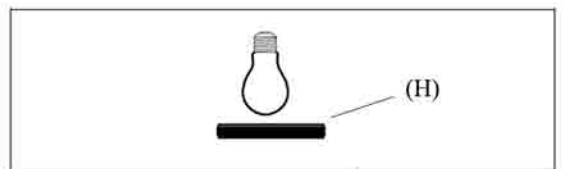
Thread Rod (G) to Rod (F)

5.)



Screw rod (G) to canopy (B)

6.)

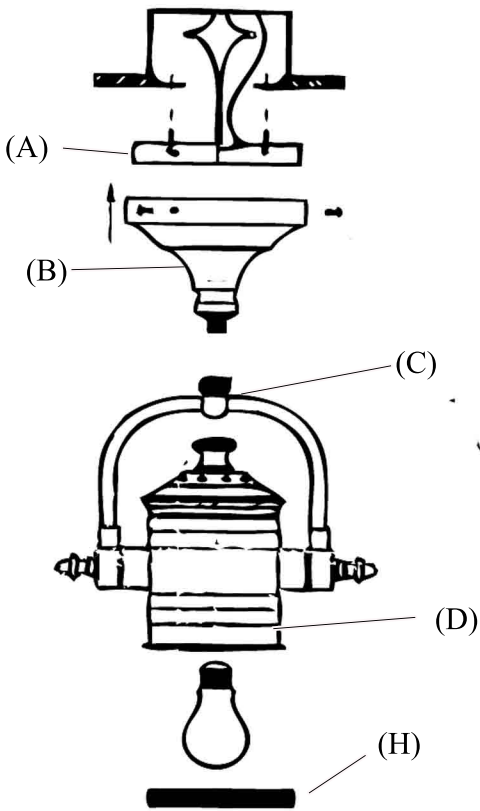


Screw in Lens (H) to cover light bulb

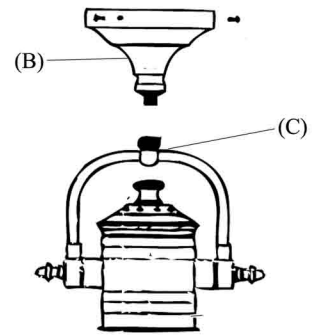
## Assembly for Wall Sconce and Semi-Flush

*This Fixture can be assembled as a Pendant, Wall Sconce or Semi-Flush.*

*For Pendant please go back to Step 3. Wall Sconce and Semi-Flush directions start at Step 7*

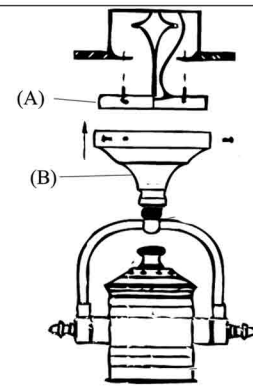


7.)



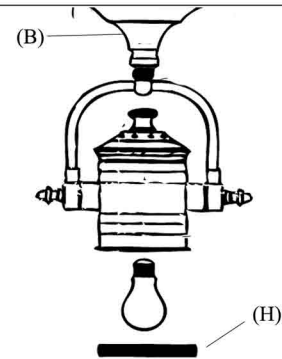
Screw fixture coupler (C) to canopy (B)

8.)



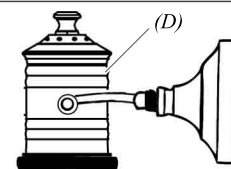
Install fixture to Mounting Bracket (A) with screws in Canopy (B) - tighten rings where fixture meets wall/ceiling.

9.)



Screw in Lens (H) to cover light Bulb

10.)



*For wall mount just rotate Body (D) down*