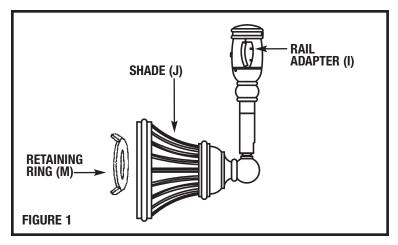
INSTALLATION AND SAFETY INSTRUCTIONS



IMPORTANT SAFETY INSTRUCTIONS

- Be sure the electricity to the system you are working on is turned off; either the fuse removed or the circuit breaker set at off.
- For use with the 120V Transitions track series by Sea Gull Lighting.
- Use of other manufacturers components will void warranty, listing, and create a potential safety hazard.
- If you are unclear as to how to proceed, contact a qualified electrician.
- Minimum distance from the front of the lamp to combustible surfaces is 8".
- Make sure all connections are tight.
- · Dimming halogen lamps greatly reduces lamp life.
- Turn off and allow to cool before replacing lamp.
- Lamp gets HOT quickly! Contact switch only when turning on.
- Do not touch hot lens, guard, or enclosure.
- Do not touch the lamp at any time. Use a soft cloth. Oil from skin may damage lamp.
- Do not operate the luminaire fitting with a missing or damaged shield.
- Save these instructions.

INSTALLATION

- 1. Remove retaining ring (M) from socket (H).
- 2. Install shade (J) over socket (H) and secure by threading retaining ring (M) onto socket (H).
- 3. Unthread cap from rail adapter (I).
- **4.** Making sure contacts (A) will align with conductors (B) on rail, set the bottom of the rail adapter (I) to the bottom of the rail and "roll" rail adapter (I) up onto the rail.
- **5.** Close hinged side of rail adapter (I) up onto rail and thread cap back onto rail adapter (I).
- 6. When using optional reflector (H) only: Remove glass enclosure screws (K) from glass enclosure (E). Take enclosure base (L) and place in center of reflector. When using an MRC16 lamp, snap reflector arm into reflector (G). Thread glass enclosure screws (K) through reflector (G), enclosure base (L), and glass enclosure (E). Glass enclosure (E) should be secured to reflector (G) and be able to swivel freely.
- 7. Install lamp (F). Thread glass enclosure (E) (and reflector (G), if applicable) over lamp (F).

CORRECT CONTACTS (A) CONDUCTOR (B) CONDUCTOR (B) CONDUCTOR (B)

