

Bandido creates products that generate harmony and warmth in each space where they are present. We hope you enjoy your new product and exceeds all your expectations.

You can get more information about the maintenance of your product and warranty by scanning the following **QR Code**.



1 x lamp LED GU10 Bulb 7 W
100 V ~ 130 60 Hz 7 W LED 0.07 - 0.05 A
Included
7 Wh

Indoor Use

Distrito Bandido

RFC: DBA200515RT3
Callejón del Cristo 2 - 6A
Col. San José del Puente
C.P. 72150. Puebla, Puebla

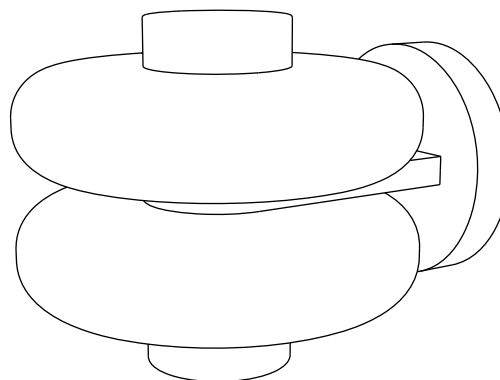
+52 (222) 688 8442
www.bandidostudio.com

B

DUO

Sconce Lamp

Instructions

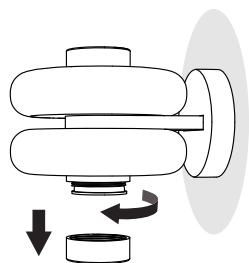


Bandido

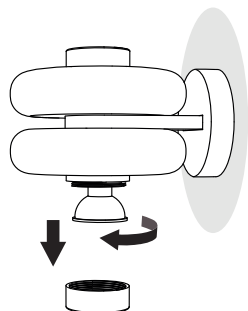
Bulb Replacement

Tutorial

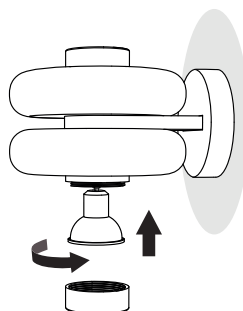
1



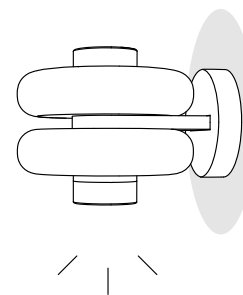
2



3



4



Handle with care, fragile materials.



Use only LED bulb

Installation Guide

Sconce Lamp

We suggest that any electrical work should be performed by a qualified electrician.

Parts included.



Body
(1 pc.)




Hexagonal Screw
(2 pcs.)




GU10 Bulb
(1 pc.)

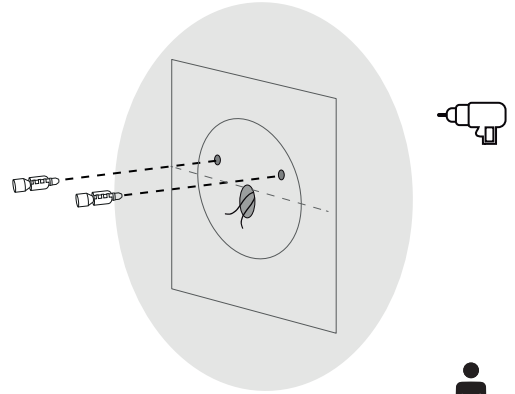


Wall Plug
(2 pcs.)

 **CAUTION: Turn off the power supply before executing any electrical installation.**

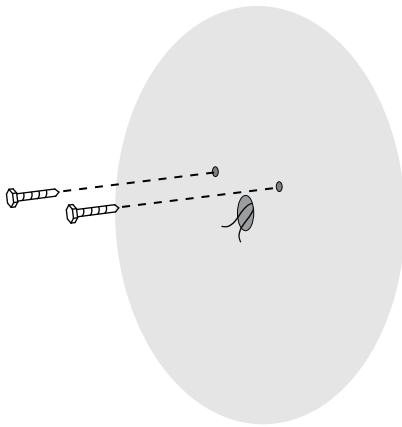
 **We recommend incorporating structural reinforcement elements in drywall or comparable wall and ceiling finishes.**

1 Before drilling, use the **Fixation Template** to mark the screw positions, ensuring they are aligned, level, and horizontal.



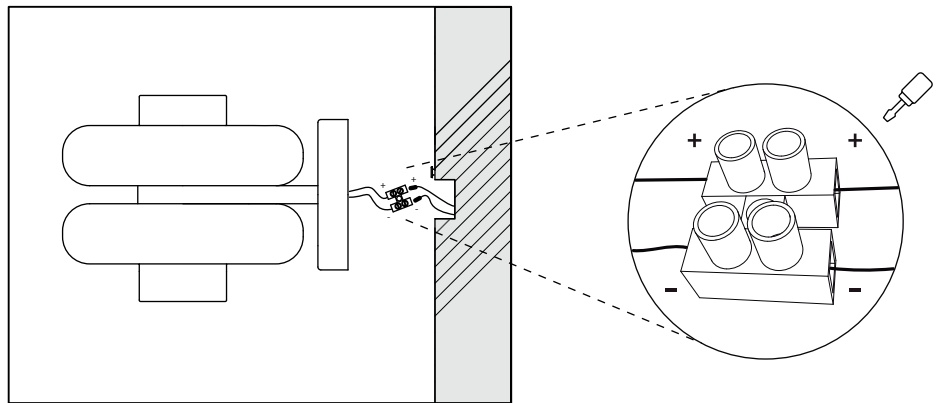
The installation should be done by two people.

2 Placement of hexagonal screws.

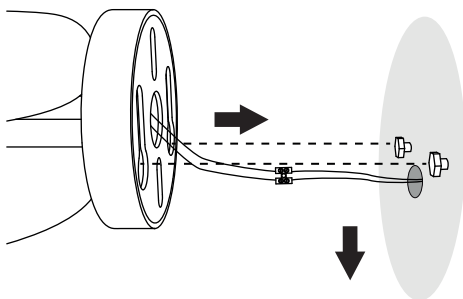


*Leave 2-3 mm separation from wall.

3 Connect wires through the connector.



4 Carefully align the fixture body and position it onto the hexagonal screws.



*Place cables through the hole on wall.

 **Handle with care, fragile materials.**

TEMPLATE

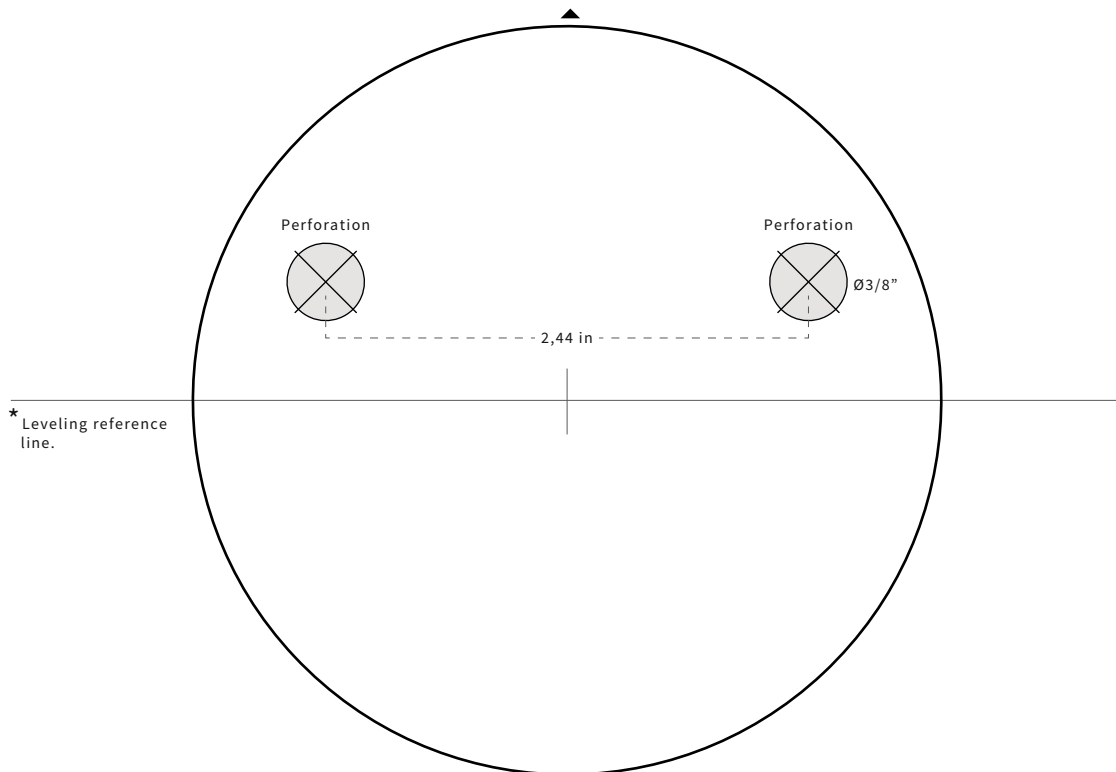
PL01

Sconce Lamps

Assembly Instructions

1. Place template on the surface where the sconce lamp will be installed.
2. Align and level the template using reference line.
3. Mark drilling holes with guide bit.
4. Drill using a 3/8" bit.

Scale 1:1



* Leveling reference line.

Bandido