

## LARGE WAVING SANTA INSTRUCTIONS

Please check that you have all parts. (Located in attached bag)

- 1 pkg of asst. color clips (replacement)
- 1 wing bolt
- 2 ground stakes
- 1 black 2 point controller (may be already attached)

Unfold display being careful not to stretch any attached wires. Attach two small metal plates at hinges together by screwing wing bolt into metal plates to hold up display. Make sure bolt is on opposite side of the nut which is attached. Do not screw bolt into the side with the nut first.

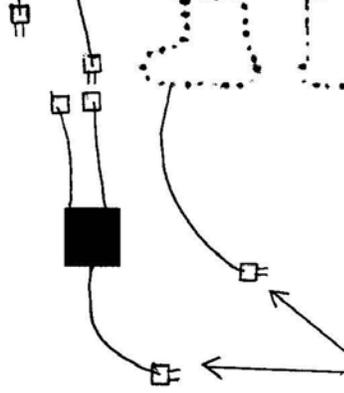
Push ground stakes gently into the ground. You can do this with your foot and using a back and forth motion to inch each side gradually into the ground. Santa may possibly need extra support which is not included. You can do this with an extra stakes placed behind the display, driven into the ground, and tied to the frame using a twist tie or a cable tie.

1. First plug the body of Santa (non- animated) part to an extension cord (not included).
2. Plug in controller to an extension cord.
3. Each arm has a male plug which labeled either Green 1 or Red 2. \*\*\*see below about polarization.
4. Plug the Green 1 into the Green 1 on the controller. Plug the Red 2 into the Red 2 on the controller. Adjust speed to your liking

\*\*\* If you plug any of these into the controller and the light does not come on, for example, you plug up Green 1 to Green 1 and the lights do not come on, you need to turn that plug around.

Some controllers have a polarity issue. IF the polarity is crossed it will not light. So by turning the prongs around, it will line up the polarity and the lights will come on. We have also placed a dot on the controller plug and a dot on the decoration plug. If you line these dots up, then it will keep the polarity straight.

For the best look, straighten clips. Also, if you live in an area with lots of rain or snow, you may want to take extra precaution to cover your controllers. See our website for ideas on how to protect your controller.



Plug to extension cord