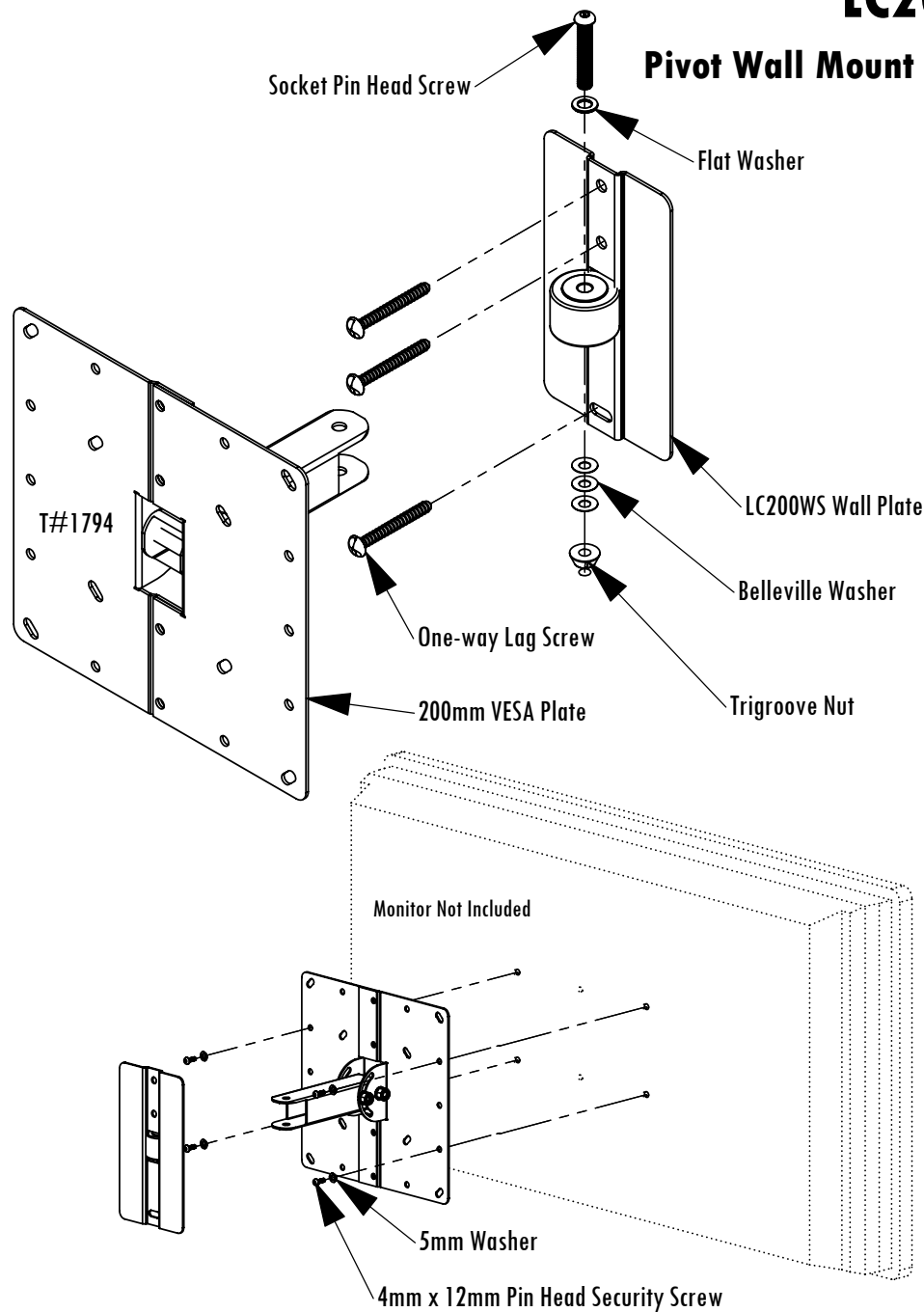


# LC200WS

## Pivot Wall Mount with Security Screws



Installation and monitor removal require special security hardware tools sold separately as part number LCDSTK. Do not attempt installing this mount without this tool kit.

4mm x 12mm pin head security screws are provided for monitor attachment. Contact Lucasey Manufacturing if a different size of security screw is needed.

Security Lag Screws are provided for wood stud installations. Double check the monitor mounting location before using these screws. They require a grinder or screw removal tool to remove once tightened.

1. Remove the Socket Pin Head Screw from the LC200WS Wall Plate. Keep the Washers and Nuts oriented the same for re-assembly.
2. Find a wood stud in the wall. Determine the best possible viewing location for the monitor. Making sure the LC200WS Wall Plate is level. Use it as a template to mark and drill three 1/8" pilot holes, 2-3/4" deep.
3. Attach the LC200WS Wall Plate to the wall using the provided One-way Lag Screws.
4. Attach the 200mm VESA Plate to the Monitor using the pin head security screws and washers.
5. Apply one drop thread locking agent to the threads of the Socket Pin Head Screw.
6. Attach the LC200WS Wall Arm with attached monitor to the LC200WS Wall Plate with the hardware removed in step 1.
7. Check the mount for stability and make sure all the fasteners are secure and tight.
8. Adjust the tension on the pivot and tilt to fix the monitor in the desired viewing position.
9. If the screen is not level, loosen the Monitor Attaching Screws, adjust the monitor to level and re-tighten the screws.

### Assembly Hardware

- 2 .. 5/16-18 x 2" Button Pin Head Screws
- 5 ... 5/16" Belleville Washers
- 2 ... 5/16" Flat Washers
- 2 ... 5/16-18 Trigroove Nuts
- 1 ... 1/4-20 x 2" Button Head Screw
- 4 ... 1/4" Belleville Washers
- 2 ... 1/4" Flat Washers
- 1 ... 1/4-20 Nylock Nut

### Hardware Kit

- 3 ... #14 x 2-1/2" One-way Lag Screws
- 4 ... 4mm x 12mm Pin Head Screws
- 4 ... 5mm Washers
- 1 ... 1/2ml Tube HM128 Thread Locking Agent