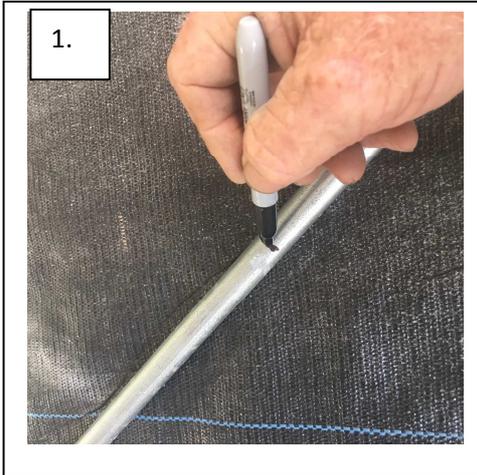


LT-Series Low Tunnel Hoop Benders

From L.C.G.S. llc

The Original Hoop Benders, Others Are Just Copies



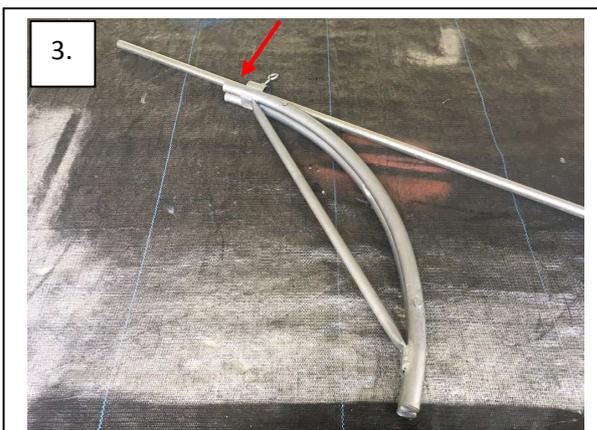
Mark each 10' length of tubing at 5' (center) Also using the table below for your model bender-mark each tube at the prescribed distance from each end.

Model LT-3 Mark Ends 30"

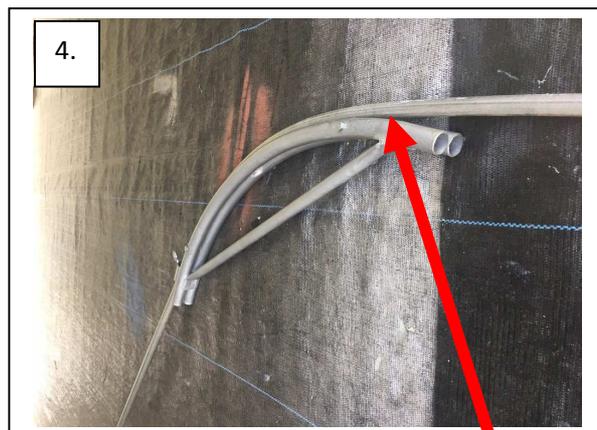
Model LT-4 Mark Ends 21"

Model LT-6 Mark Ends 2"

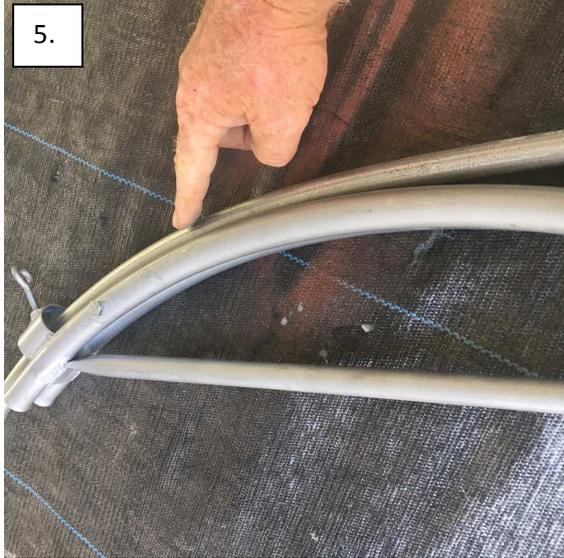
Back set screw out for enough to easily slide tubing through clamp. The clamp is not for tightly holding the tubing so keep it loose enough to freely slide through clamp.



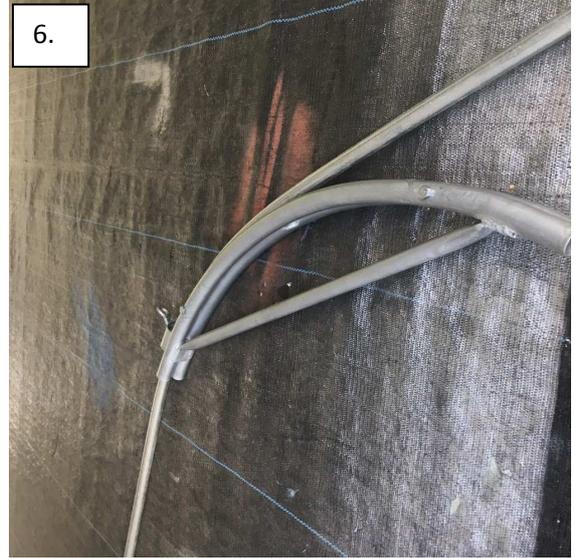
Position tubing with end mark just showing through the clamp



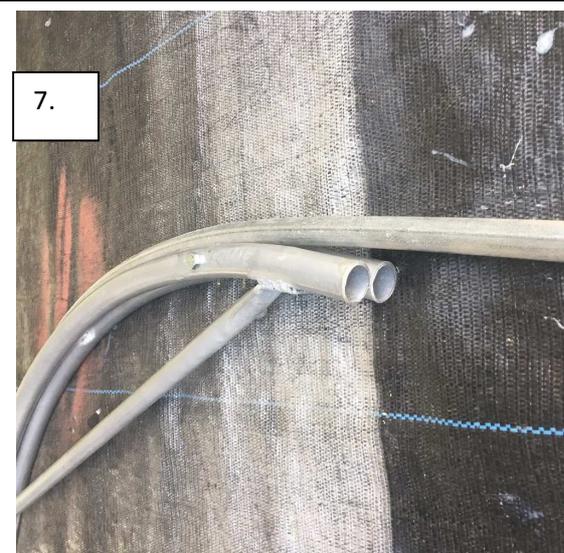
Pull tube around the bender stopping 4" before reaching end of the bender.



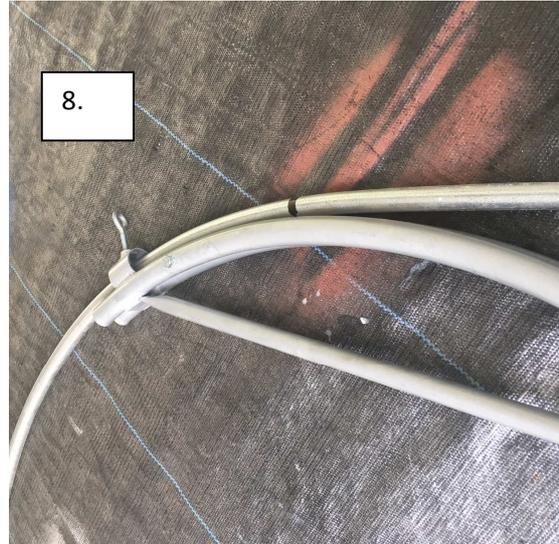
5. Release pressure & slide the bent portion through the clamp. Make sure to leave 7" or 8" of the bent portion on operators side of the clamp before beginning the second bending stroke.



6. This is what it should look like before starting the pull for the second stroke. In this photo there is no pressure applied, tubing is laying on the table

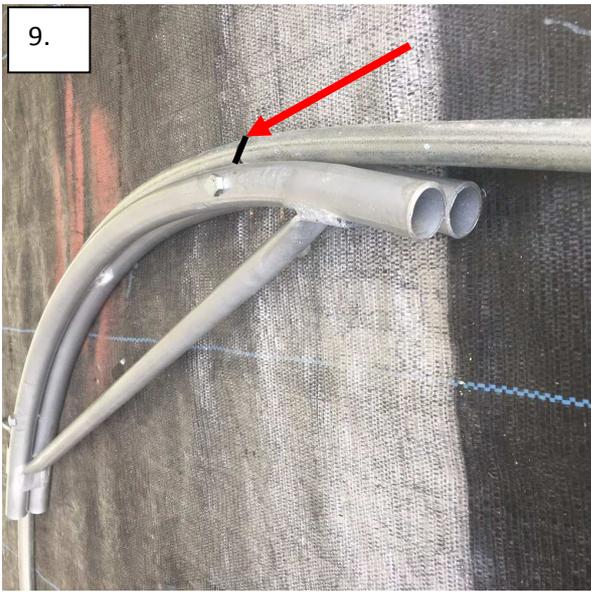


7. Second stroke is finished.



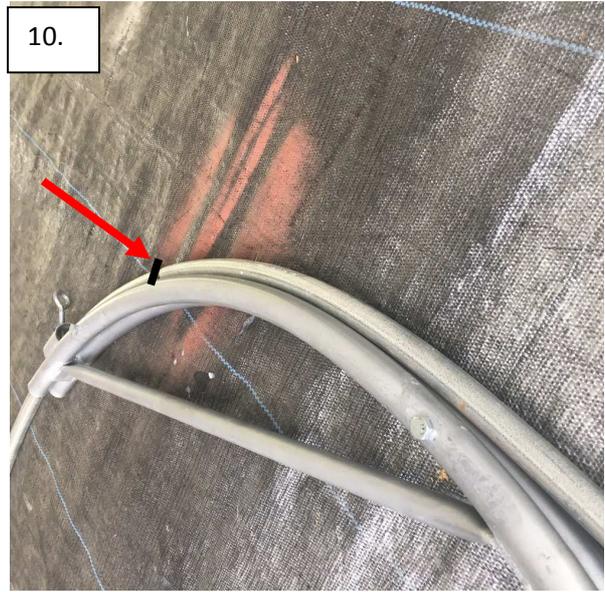
8. Repeat steps 5,6 &7 for a third stroke. You can see that we are approaching the 5' mark

9.



In this photo you can see the 5' mark. And because I want to bend the tubing a few more inches past this mark I release the pressure, slide tubing through the clamp another 8" to 10" then make a short quick third stroke as seen in photo #10.

10.



After pushing the bent tubing through the clamp another 8" or 10" and bending that short third stroke, you can see how much closer the 5' mark is to the clamp than in photo #9. Now remove the entire tube from the bender.

11.



Flip the tubing end for end (change ends) and slide the other end through the clamp, stopping at the prescribed distance as for your model on the other end of tubing.

12.



The completed hoop is still in the bender. This one was bent on our LT-4 bender. However the bending steps are always the same except the distance from the end you start bending.