

Mounting the 881 bender using the Model # 881A adapter

Caution:

Do not mount the 881 Bender directly to the Bendcart

The 881A adapter consists of 2 side bar supports

The initial assembly is best done with two people and requires that the bender be completely disassembled. Once the bender is assembled on the Bendcart it should never have to be removed and the changes required for different sizes of conduit can be easily handled by one person.

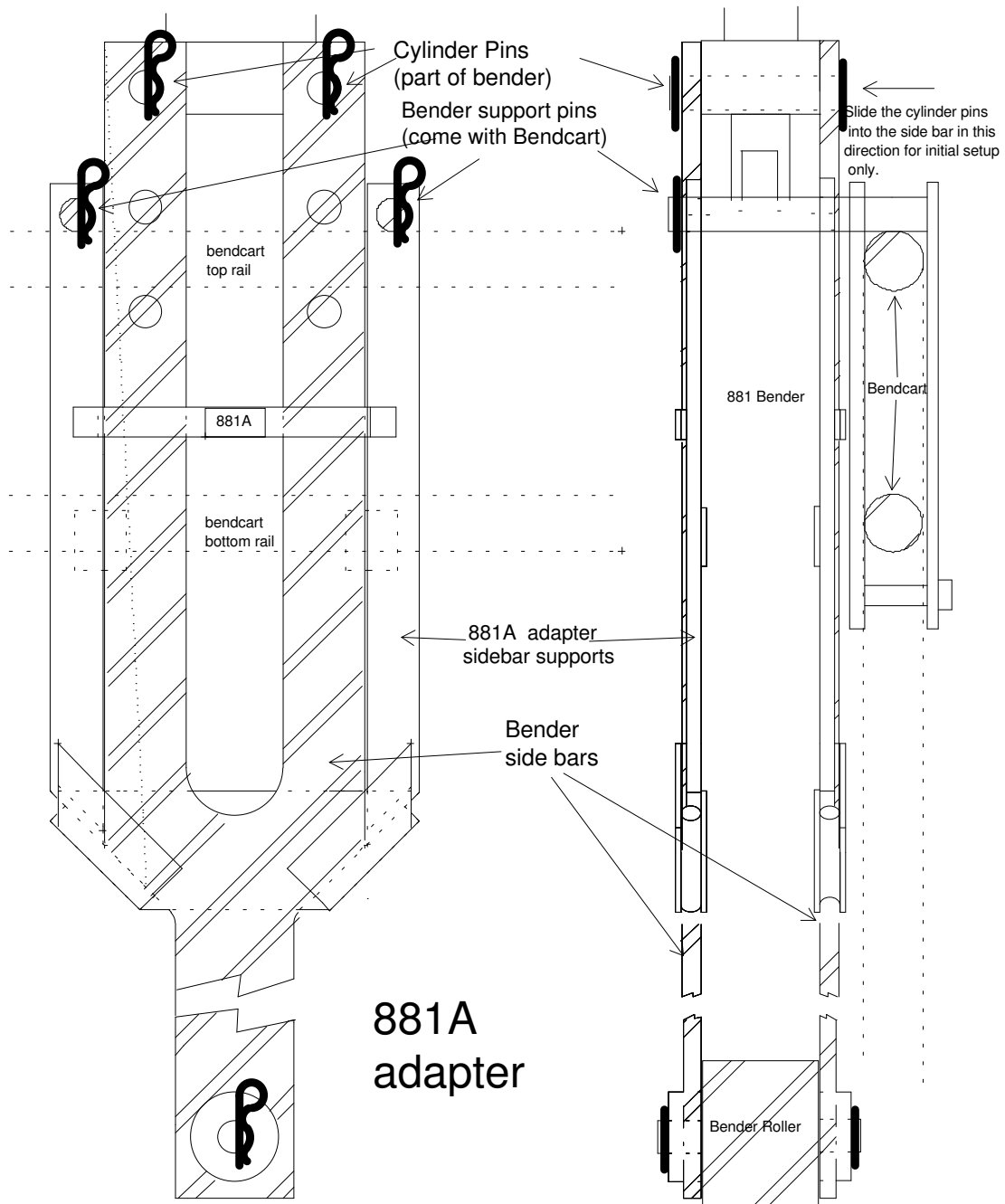
Refer to the drawings on page 6 and 7.

1. Slide the 2 bender side bars into the 881A adapter sidebar supports.
2. Slide one of the assembled sidebar supports onto the two bender support pins(they should already be mounted on the Bendcart as part of its assembly).
(There are 2 sets of holes in the newer sidebar supports. The upper set of holes should permit the Bendcart to go thru most doorways without lowering the cylinder. Using the lower holes raises the bender 4", making it a little easier to work on and to bend offsets. It also makes the Bendcart more top heavy and may require lowering the cylinder in certain instances to pass thru doorways.)
3. Install the two cylinder pins thru the bender side bar (once the bender is completely assembled these pins can be inserted from either side).
4. Slide the cylinder onto the two cylinder pins. One person needs to hold the cylinder square with bender while the second sidebar support is mounted. Install the hairpins in the bender support pins(2)
5. Install the follow bar roller between the bender side bars
6. Be sure that all hair pins are installed in the bender support pins(2), the cylinder pins(2) and the roller pin(1 each side).
7. Follow the instructions that come with the bender as to how to raise and lower the cylinder using the hydraulics.

Return to page 1 for more setup, bending instructions and tips

Be sure all pins and hairpins are properly installed before operating the bender

Associated Electric Products, Inc.
Longmont, CO
(303)-776-9344



881A adapter

Bendcart BC100 w/881A Adapter

