

Brakes

BRAKE FLUID

WARNING

Brake fluid is highly toxic - keep containers sealed and out of the reach of children. If accidental consumption of fluid is suspected, seek medical attention immediately.

If brake fluid should come into contact with the skin or eyes, rinse immediately with plenty of water.

Take care not to spill fluid onto a hot engine - a fire may result.

Do not drive the vehicle with the fluid level below the MIN mark.

Caution: Brake fluid will damage painted surfaces; soak up any spillage with an absorbent cloth immediately and wash the area with a mixture of car shampoo and water.

Check

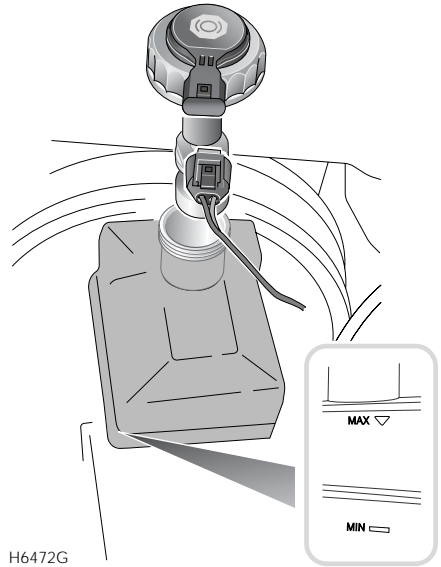
The fluid level may fall slightly during normal use as a result of brake pad wear but should not be allowed to fall below the **MIN** mark. Any substantial drop in fluid indicates a leak in the system, in which case the vehicle must not be driven and you should contact your Land Rover Dealer.

WARNING

Contact your Dealer/Authorised Repairer immediately if brake pedal travel is unusually long or if there is any appreciable drop in brake fluid level.

With the vehicle on level ground, check the fluid level at least every week (more frequently in high mileage or arduous operating conditions). Check the level visually through the side of the transparent reservoir without removing the filler cap.

Top-up



Wipe the filler cap clean before removing to prevent dirt from entering the reservoir. Unscrew the cap (1/8 turn) and top-up the reservoir to the **MAX** mark using brake fluid conforming to DOT 4 specification. See **LUBRICANTS AND FLUIDS, 294**, for a full specification.

Use only new fluid from an airtight container (old fluid from opened containers or fluid previously bled from the system will have absorbed moisture, which will adversely affect performance, and must not be used). **Do not overfill.**

Brake fluid must be completely renewed at regular intervals, regardless of distance travelled. See **Service Portfolio** book.

Brake pedal free travel: No adjustable free travel.