

Item	Part No	Description	Qty
1	390/143814	Handle with banjo housing and screw cap (with Sealey logo)	1
2	390/143201	Plastic container	1
3	390/143800	Silencer	1
4	390/143206	O-Ring Ø55x4	1
5	390/143816	Clear plastic hose with rubber pipe	1
6	390/143207	Plastic container with screw cap	1
7	390/143213	Magnet	1
8	390/143215	Syringe 20ml	1

Original Date: 17/11/97  
Issue Date: 17/11/97  
Version No: 0  
Date Modified: N/A

**IMPORTANT! READ BEFORE USE! DO NOT DISCARD! KEEP WITH PRODUCT!**

**INSTRUCTIONS FOR USE**

*Please refer to the vehicle manufacturer's instructions for brake bleeding before proceeding.* If no specific instructions from the vehicle manufacturer exist, then follow the instructions herein.

1. Fill the white replenishment container with brake fluid.
2. Put the magnet in the bonnet and place the container upside-down in the vehicle's brake fluid reservoir (fig. 1).

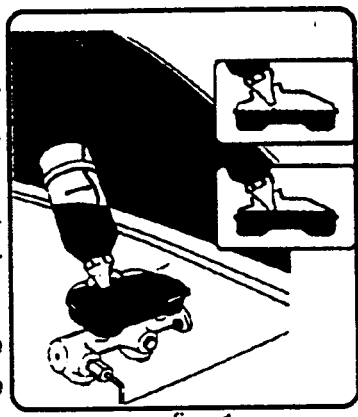


fig. 1

3. Apply copper grease around the brake nipple and its thread (fig. 2).

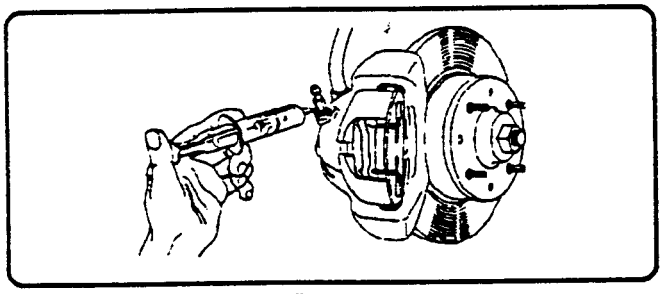


fig. 2

4. Place the rubber pipe over the brake nipple and release the nipple (fig 3).

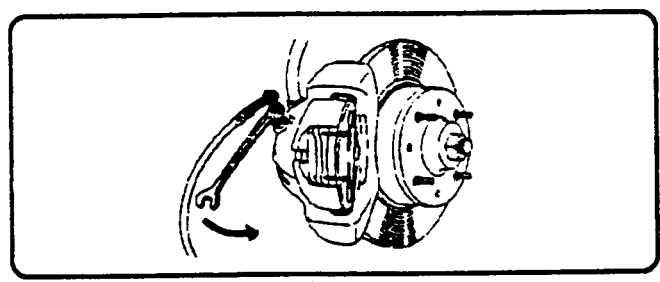


fig. 3

5. Activate the Brake Bleeder. The vacuum created will draw the brake fluid out of the vehicle's brake system.

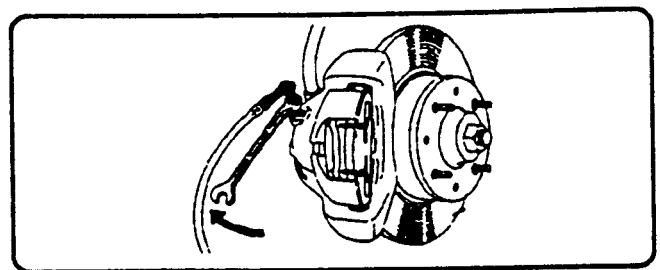


fig. 4

6. When the new brake fluid is visible in the clear PVC hose, tighten the nipple again (fig. 4).
7. Repeat the above procedure at every wheel. Note any specific procedures and instructions from the vehicle's manufacturer.

**HINTS AND ADVICE**

- Copper grease should be applied **before and after** the brake bleeding. This will eliminate the risk of breaking the brake nipple during future bleeding.
- Before driving, check the brakes and the level of brake fluid in the vehicle's reservoir.
- **WARNING: Do not touch the vehicle's brake pedal while bleeding the brakes.**

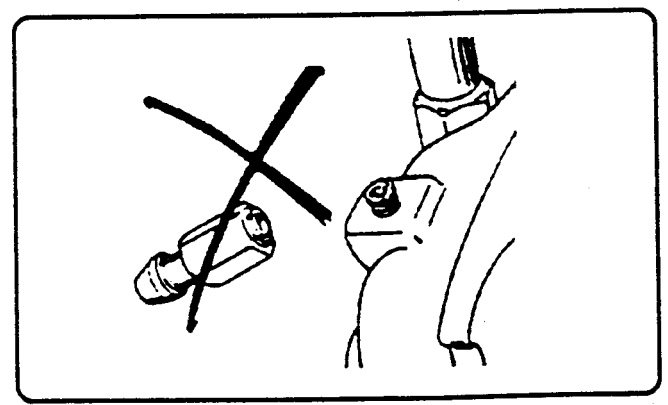


fig. 5

**SPECIFICATIONS**

Inlet Air Pressure:	6-12 bar (87-174 psi)
Air Consumption:	180 l/min.
Thread Connection:	1/4" female BSP
Container Capacity:	0.75 litres
Vacuum:	60%