Vehicle battery



Do not attempt to open or remove the top from an AGM battery.

In hot climates more frequent checks of the low maintenance battery electrolyte level and condition are required. If necessary, the battery cells can be topped up using distilled water.

CONNECTING JUMP LEADS

- Rotating parts of the engine can cause serious injury. Take extreme care when working near rotating parts of the engine.
- Before attempting to start the disabled vehicle, make sure that the parking brake is applied, or suitably chock the wheels. Make sure that Park is selected or the manual gearbox is in neutral.
- Always wear appropriate eye protection when working with batteries.
- Never jump start, charge, or try to start a vehicle with a frozen battery. Doing so can result in an explosion.
- During normal use, batteries emit explosive gas sufficient to cause severe explosions and capable of causing serious injury - keep sparks and naked lights away from the engine compartment.
- Make sure there is no physical contact between the donor and disabled vehicles other than the jump leads.
- Make sure that the slave battery or starting aid is a 12 volt device.

Disconnect the jump leads prior to operating any electrical equipment.

Note: Before connecting jump leads make sure the battery connections on the disabled vehicle are correct and that all electrical equipment has been switched off.



 Connect the positive (Red) jump lead to the recommended positive (+) boost terminal on the donor vehicle.

Note: Refer to the donor vehicle's handbook for the recommended positive boost terminal.

- Connect the other end of the positive (Red) jump lead to the positive (+) terminal on the discharged battery.
- **3.** Connect the negative (Black) jump lead to the recommended negative (-) boost terminal of the donor vehicle.

Note: Refer to the donor vehicle's handbook for the recommended negative boost terminal.

4. Connect the other end of the negative (Black) jump lead to the earth point on the disabled vehicle (as illustrated).