# Coolant Check and Top-Up

This guide outlines the steps necessary to check the coolant level in a vehicle and refill it if the levels are low. It covers the procedure from locating the coolant reservoir to adding coolant safely.

### Step 1: Safety First

Ensure the car is parked on a level surface, the engine is turned off, and it has cooled down completely to avoid burns from hot components or fluids.

### Step 2: Locate Reservoir

Find the coolant reservoir under the hood. It's usually a translucent plastic container with a hose leading to the radiator, often labeled with 'coolant' or marked with symbols.

### Step 3: Check Level

Examine the side of the reservoir to locate the 'Full' and 'Low' level markings. Observe if the coolant level is between these two marks.

### Step 4: Remove Cap

Slowly twist the reservoir cap counter-clockwise to remove it. Ensure no pressure is released as you do this, which could indicate the system is still hot.

### Step 5: Add Coolant

If the level is below the 'Low' mark, add a mixture of coolant and distilled water—usually in a 50/50 proportion—until it reaches the 'Full' mark.

### Step 6: Replace Cap

After refilling, securely replace the cap on the coolant reservoir by twisting it clockwise.

### Step 7: Check for Leaks

Start the engine with the hood open and allow it to run for a few minutes, then inspect around the reservoir and hoses for any leaks.

### Step 8: Dispose Properly

If you have excess coolant or need to dispose of old coolant, do so at an appropriate facility. Coolant is toxic and should not be poured down the drain or onto the ground.

## General Notes

### Engine Temperature

Only check the coolant level when the engine is cold to avoid injury from hot fluids or steam.

### Coolant Type

Use the type of coolant recommended by your vehicle's manufacturer to avoid damage to the engine or cooling system.

### Regular Checks

Regularly check your coolant levels and top-up if necessary, especially before long trips or in extreme weather conditions.