

HDC300 Technical Bulletin

Safety check for oil level and correction method.

Some HDC300 brakes can have a 'soft lever' feel in which the brake lever travels too far, contacting the riders fingers or handlebar grip. This is a case of too little oil in the reservoir. To check your HDC300, squeeze the brake lever with one finger. Using a finger on your other hand, if the lever can contact your finger with normal brake force, then more oil is needed in the reservoir.

Be sure to check both front and rear brakes.

DO NOT RIDE A BIKE WITH BRAKES IN THIS CONDITION.



The 'finger test' method of checking oil fill in the brake

Correcting the oil fill level

Tools required:

- 5mm hex wrench
- T15 Torx driver
- Tektro Mineral Oil
- Syringe or dropper
- Lint-free towel
- Isopropyl alcohol for cleaning.

1. Position the brake lever horizontal with the ground.
 2. Remove the reservoir bleed screw.
 3. Using the syringe or dropper, add 5-6 drops of Tektro hydraulic mineral oil.
 4. Squeeze the lever multiples to remove air bubbles.
 5. If the level drops, add more oil. Squeeze the lever a few more times to release air bubbles and draw oil into the reservoir. Repeat this step until the oil level returns to the same height after releasing the brake lever.
 6. Top off with oil. Replace the reservoir bleed screw and tighten to 0.5-0.6 Nm, (4.4-5.3 in-lbs.) Ensure that the o-ring around the screw does not get pinched.
 7. Clean with a lint free towel and alcohol.
 8. Recheck the lever pull with the 'finger test' method. The lever should feel solid and not contact a finger placed on the handlebar grip.
- If it does contact, repeat the above steps.



Position the lever horizontal - parallel with the ground.



Add oil 5-6 drops at a time, pump lever and top off with oil.



Brake lever should not contact finger after oil fill procedure.

For questions about setup, usage or general inquiries, please contact Tektro USA by e-mail at info@trpbrakes.com or by phone toll free in US, 877-807-4162 or outside US 1-801-648-7079.