

# What to Know During the Walk-Through

The walk-through is an exciting time because it means you are just about to close. This day is usually scheduled on the day before your settlement. Just like it sounds, a "walk-through" is when you and your REALTOR® walk through the home one last time to make sure its condition matches what is specified in your contract. You'll probably be looking at it through a whole new lens – after all, it's no longer a product, but your soon-to-be home. And while you're likely excited, there are still some key things you need to keep in mind.

## When should I schedule my walk-through?

The walk-through is typically the day before you close. You want to try to see the home as close to settlement as possible. If you were to see it further in advance and a terrible storm damages the home two days before closing, you wouldn't necessarily know. And once you close, those damages become fully your responsibility to repair.

## What should I expect during the walk-through?

If you requested repairs, you'll want to check that those meet your satisfaction. Also, you may have requested certain items to convey like window treatments so you'll want to be sure those are there. You should see if any items were left behind by the seller that you don't want such as heavy bookcases. It is their responsibility to remove those. You should also test appliances to be sure they work. Your REALTOR® will accompany you on the walk-through and answer any remaining questions you have.

## What do I do if there is a problem?

If the property is not in the condition you expect or the seller has not fulfilled their agreements on the contract, you will need to consider if the problem is worth disputing. For example, a newly discovered leak in the bathroom could be costly to repair, but a burned-out bulb in the garage is likely not worth arguing over. Your REALTOR® can provide guidance on how to proceed. In some cases, you may even need to consider delaying your closing if you need to continue negotiations.