

House Hunting Checklist



Fidelity Nat'l Home Warranty
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THE BASICS

Property address _____

Price _____

Number of bedrooms—minimum _____

Number of bathrooms—minimum _____

Garage—number of cars _____

Lot size _____

Age of house _____

Square feet of house _____

Style of house _____

Number of floors _____

NOTES

THE HOME

	POOR	AVERAGE	GOOD
Exterior appearance, condition	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Practicality of floorplan	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Interior walls condition	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Closet/storage space	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Basement	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Fireplace	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Cable TV	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Lawn/yard space	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Fence	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Patio or deck	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Roof: Age and condition	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Gutters and downspouts	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

NEIGHBORHOOD

	POOR	AVERAGE	GOOD
Appearance/condition of nearby homes/businesses	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Traffic	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Noise level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Safety/Security	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Age mix of inhabitants	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Number of children	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garbage service	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Parking	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Neighborhood restrictions/covenants	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Fire protection/police	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

SCHOOLS

	POOR	AVERAGE	GOOD
Age/condition	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Reputation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Play areas	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Curriculum	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Class size	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CONVENIENCE TO:

	POOR	AVERAGE	GOOD
Supermarket	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Schools	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Work	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Shopping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Child care	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Hospitals	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Recreation/parks	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Restaurants/entertainment	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Public transportation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>