

Tips for Selling Carpets in need of a tune-up? Try these ideas



Quick fixes for new-looking carpets

- First, to really get it clean, sweep the carpet with a broom, which will make the nap stand up and loosen embedded dirt. Next, vacuum the carpet. Your carpet should show a noticeable improvement just from taking these two steps.
- If you have pets and need help neutralizing strong odors, mix one cup Borax with two cups cornmeal. Sprinkle the carpet with this mixture. Let stand one hour, then vacuum. To freshen the carpet, combine three-quarters of a cup baking soda, two tablespoons cornstarch, and one-quarter cup perfumed talcum powder. Sprinkle on dry carpet, let stand five to 15 minutes, then vacuum.

Spot-cleaning tips

DO

- Use a clean white, absorbent terry towel
- Blot or tamp the spot
- Pretest the carpet in an inconspicuous area
- Clean the stain from the edge to the center
- Apply cleaner to the towel
- Clean with modest amounts of cleaning solution
- Adhere to product safety guidelines and general instructions
- Remove the stain as soon as it is noticed
- Remove the dirty excess before cleaning
- Use cleaning compounds at lukewarm temperature

DON'T

- Saturate the carpet with cleaning compounds
- Apply heat or vigorously scrub the stain
- Leave the stain until later
- Fail to remove dried excess stain prior to cleaning
- Forget to pre-test the carpet or stain

Follow these tips, and your carpet will look good as new again in no time.

For more information about Texas REALTORS® or buying or selling a home in Texas, visit TexasRealEstate.com.

Rich Patterson
Licensed Texas REALTOR®
RE/MAX Urban
1001 Ross Avenue
Suite 114
Dallas, Texas 75202



www.richpatterson.net
rich@richpatterson.net

214.563.1667.m
214.853.9497.f



TEXAS REALTORS®
WORKING FOR YOU!

This information is brought to you by a proud member of the Texas Association of REALTORS®. Whenever you buy, sell, or lease real estate, make sure your agent is a REALTOR®.
© 2004 by the Texas Association of REALTORS®. All rights reserved.