



HOW TO RENT ONE OF OUR PROPERTIES

If you think you are interested in any of our available properties, we will be more than happy to assist you in finding a home that meets your needs. All our available properties can be found on our website (www.bwerealty.com), and each listing provides all available information on the property. We update our website frequently to maintain the accuracy of each of our property listings. Most updates to the website take place at the beginning of the month. If you decide you would like to view the interior of one of our available homes or condos, the following applies...

1. You must first drive by the property on your own to ensure that you are comfortable with the property's appearance, location, and surrounding areas.
2. Once you have seen the exterior of the property on your own, you can schedule a showing with the property manager for a particular home.
3. To schedule a showing, you can contact our Leasing Office via phone (615-262-0441) or email (christi@615pig.com).
4. When scheduling a showing, please allow 24 hours for a return phone call. Once you have seen the interior of the property, if you decide you want to pursue the property further, you must apply via our online application system.
5. Once we have received your application, we will call you back once a decision is made. Please note that YOUR APPLICATION WILL NOT BE PROCESSED WITHOUT A SIGNATURE, the appropriate application fees paid and an application submitted for every person over the age of 18 residing in the home. The only way to reserve a property is to submit the security deposit online via a resident portal and signing a lease for that property.

***** NOTE: Simply applying for a property, even if your application has been approved, does not reserve the property for you. The only way to reserve a property is to submit the deposit for that property in full via your online portal. Priority will be given to the applicant who pays the security deposit first, not the applicant who applied first.*****