■ Home Project Planning & Product Selection Guide

Presented by Blizzard Building Supply

It's easy to be wowed by product displays — every finish, texture, and color can catch your eye. But one of the most overlooked steps in planning any home project is **taking good notes**. Keeping a record of what you liked, what's available, and what fits your timeline will save you time and stress later.

Use the checklist below to jot down key details for your top product choices — aim for a **primary and a secondary option** for each category. Product availability and delivery times can vary, and having a backup plan helps your project stay on schedule.

Category	Primary Choice	Secondary Choice	Notes
Exterior Doors			
Windows			
Siding			
Roofing			
Countertops			
Flooring			
Interior Doors			
Decking			
Railings			
Outdoor Accessories			

Notes:			

DIY or Hire a Professional?

If you're not tackling the project yourself, **procuring a reliable home improvement specialist or contractor** is essential to making your vision come to life within your targeted timeline. Ask for references, verify licensing, and review similar completed projects before signing any contract.

Expect Disruption — Plan for Routines & Comfort

Major remodeling can temporarily disrupt daily routines. Thinking through the impact up front — and building small buffers into your schedule — keeps stress low and the project on track.

Project Wrap-Up Checklist:

- Verify all products are installed as ordered.
- Check finishes, colors, and alignment.
- Confirm warranty information is recorded.
- Take final photos for reference.
- Schedule a follow-up for any touch-ups.

Final Note from Blizzard Building Supply

Whether you're replacing a door, building a deck, or planning a full home makeover, staying organized and realistic about schedules will make your project smoother. Our team can help match you with reliable materials and trusted contractors to keep your project moving forward.

Visit Blizzard Building Supply — where better building begins.