

Abram Moving Day Checklist (Free PDF)

Print this before moving day in Abram. It covers the Wigan Council parking rules, the access quirks of the local stock (Two-up two-down colliery terraces off Warrington Road, postwar council semis around Bickershaw and small modern estates built on reclaimed pit land) and the sign-off steps most people forget.

Four weeks before — book and confirm

- ☐ Confirm the move date and slot for your Abram address in writing.
- ☐ Book the van size against your property type — Two-up two-down colliery terraces off Warrington Road, postwar council semis around Bickershaw and small modern estates built on reclaimed pit land.
- ☐ Check whether Wigan Council needs a parking dispensation or suspended bay on your street.
- ☐ Tell your landlord or agent the exact handover date and key-return time.
- ☐ Book any end-of-tenancy or pre-move-in clean for the day either side of the move.
- ☐ Start using up freezer food, cleaning products and anything that cannot travel.

Two weeks before — paperwork and access

- ☐ Apply for the Wigan Council permit or bay suspension (allow 5-10 working days).
- ☐ Book the lift or service entrance if your building near Abram Flashes and the Three Sisters Recreation Area nearby has one.
- ☐ Redirect post and update your address on the WN2 electoral roll, bank and insurance.
- ☐ Notify energy, water, broadband and council tax with opening and closing dates.
- ☐ Register with a new GP, dentist and vet if you are leaving the area.
- ☐ Arrange school transfers or nursery notice periods.

One week before — pack room by room

- ☐ Label every box with the destination room, not the room it came from.
- ☐ Pack a 'first night' box: kettle, mugs, chargers, bedding, toilet roll, medication.
- ☐ Photograph the back of the TV and any flat-pack you are dismantling.
- ☐ Drain the washing machine and fit its transit bolts.
- ☐ Dispose of paint, oils and garden waste through the Wigan Council tip — the crew cannot legally load them.
- ☐ Set aside valuables, passports and jewellery to travel with you.

The day before — final prep

- ☐ Charge phones and keep a paper copy of the crew's number and the new address.
- ☐ Defrost the fridge-freezer and towel it dry.
- ☐ Take meter readings at the old property and photograph them.
- ☐ Put cones or bins out to hold the loading space if Abram parking is tight.
- ☐ Bag bedding and clothes, and strip the beds you are taking.
- ☐ Confirm arrival window with the crew and the key-collection time with the agent.

Moving day — loading

- ☐ Walk the crew through the property and flag fragile and do-not-load items.
- ☐ Protect carpets, stair noses and door frames before the first box moves.
- ☐ Load heavy furniture first, boxes second, soft furnishings last.
- ☐ Keep the first-night box and paperwork with you, not in the van.
- ☐ Check lofts, sheds, the garden and every cupboard before the van leaves.
- ☐ Final meter readings, lock up and hand back keys.

Moving day — unloading and sign-off

- ☐ Direct each box to its labelled room as it comes off the van.
- ☐ Build beds first so the day can end even if boxes are still packed.
- ☐ Test the boiler, hot water, smoke alarms and the consumer unit.
- ☐ Take arrival meter readings and photograph them.
- ☐ Check items against your inventory and report damage before the crew leaves.
- ☐ Break down boxes and book a recycling collection or clearance slot.

Abram local notes (WN2)

- ☐ Housing stock: Two-up two-down colliery terraces off Warrington Road, postwar council semis around Bickershaw and small modern estates built on reclaimed pit land.
- ☐ Access landmark for the crew: Abram Flashes and the Three Sisters Recreation Area nearby.
- ☐ Council for permits and waste: Wigan Council.
- ☐ Local context: Village south-east of Wigan beside the flashes left by mining subsidence.
- ☐ Busy times to avoid: school runs and events around: Abram Bryn Gates Primary, angling clubs and the flashes' birdwatchers.

Need a crew in Abram? Get a free fixed quote at
helloservices.co.uk/moving-services/greater-manchester/abram