

LANDLORD Responsibilities

When you own a buy-to-let property, you have a responsibility to ensure the safety of your tenants and the safety of your investment. Take a look at the following obligations you will be taking on.

Health & Safety



You may have bought the property in a good condition, but you need to make sure it remains this way, with no risk to your tenant's health or safety. You need to:

- Have smoke & carbon monoxide alarms
- Check that all sofas, beds, wardrobes etc meet fire safety regulations (if you provided them)
- Get an engineer to check the gas supplies and piping once a year
- Check electrical appliances are safe for use
- Check the quality of the water

Fit for Purpose



Is the property habitable?
Your property must:

- Be prepared where necessary
- Have no damp
- Have natural light
- Have proper ventilation
- Have electricity & water supply
- Have cooking and toileting facilities
- Have proper drainage & disposal facilities

Financial



If you want to make this buy-to-let property a success you need to manage your finances well. Your costs include:

- Mortgage – monthly payments
- Certification – gas, electric, fire & deposit protection
- Legal fees
- Maintenance & repairs
- Insurance – landlord & buildings insurance
- Council tax (depends on what band you sit in)
- Tax –20% of your rental income
- Utility bills
- Ground rent & buildings maintenance if you're buying an apartment
- Letting agent – management fee
- Landlord deposit scheme

Please be aware that this property will form part of your estate and may be subject to Inheritance Tax (unless borrower is a Limited Company or LLP). There could also be a potential liability for Capital Gains Tax when you come to sell the property. It is your responsibility to declare to Her Majesty's Revenue and Customs (HMRC) any income you receive from your Buy to Let property. Income is taxable as earned income and could put you into a higher tax band. Business Buy to Let mortgages are not regulated by the Financial Conduct Authority.