

**60, 41513 Highway 771**  
**Rural Lacombe County, Alberta**

**MLS # A2264113**



**\$329,000**

<b>Division:</b>	Birch Bay		
<b>Type:</b>	Residential/Manufactured House		
<b>Style:</b>	Acreage with Residence, Mobile Home-Single Wide		
<b>Size:</b>	1,203 sq.ft.	<b>Age:</b>	1995 (30 yrs old)
<b>Beds:</b>	3	<b>Baths:</b>	2
<b>Garage:</b>	Off Street		
<b>Lot Size:</b>	0.24 Acre		
<b>Lot Feat:</b>	Back Yard, Backs on to Park/Green Space, Environmental Reserve, Garden,		

<b>Heating:</b>	Forced Air, Natural Gas	<b>Water:</b>	Well
<b>Floors:</b>	Carpet, Tile, Vinyl Plank, Wood	<b>Sewer:</b>	Holding Tank
<b>Roof:</b>	Asphalt Shingle	<b>Condo Fee:</b>	-
<b>Basement:</b>	None	<b>LLD:</b>	33-41-1-W5
<b>Exterior:</b>	Manufactured Floor Joist, Vinyl Siding	<b>Zoning:</b>	8
<b>Foundation:</b>	Piling(s)	<b>Utilities:</b>	-
<b>Features:</b>	Ceiling Fan(s), Closet Organizers, No Smoking Home, Skylight(s), Soaking Tub, Storage, Tile Counters, Vaulted Ceiling(s), Vinyl Windows		

**Inclusions:** Fridge, Stove, Dishwasher, Microwave, Washer, Dryer, Window Coverings, Workshop, Shed, Attached Shelving in Workshop, Air Conditioners X 2, Workshop Heater.

**ESCAPE TO THE LAKE!** Nestled in the quiet community of Birch Bay, Gull Lake, this is a beautifully renovated 3 bedroom, 2 bathroom home on a large lot! This home has been substantially renovated over the years, including: new siding on both house and workshop, roof replaced - 5 yrs, hot water tank-4 yrs, renovated entry way, beautifully renovated owner's suite and gorgeous ensuite bathroom. The home has two large decks overlooking the manicured yard. There's extensive flower bed and garden space for the green thumb in the family. You'll love the heated workshop and shed for wood work and storage. All appliances are included. This home is MOVE-IN READY and very affordable lake living. Birch Bay has its own Marina, Boat Launch, Children's Playground and Volleyball Court. The community has seasonal parties and neighbourhood gatherings. It's close to Bentley and Sylvan Lake for amenities!