

## 10 Tatton Stile Knutsford WA16 7HQ



£295,000









## THREE BEDROOMS, THREE RECEPTION ROOMS, CUL DE SAC LOCATION, GREAT FAMILY HOME, GOOD SIZED GARDEN, QUIET SOUGHT AFTER LOCATION.

Situated in a quiet cul de sac in the sought after village of Mobberley this three bedroom mid mews property offers good sized accommodation over two floors and would be an ideal family home.

The current vendor has the property configured as; Entrance porch opening into a welcome entrance hallway with useful recessed storage. There is a good sized lounge with large windows offering an abundance of natural light, separate dining room and garden room to the rear that's currently used as a play room with direct access to the garden.

The ground floor is completed with a fully fitted modern kitchen and a separate utility room.

To the first floor are three well proportioned bedrooms including two double bedrooms and a good sized single. The master bedroom also benefits from a full wall of fitted wardrobes and all bedrooms are served by the three piece bathroom

Externally the property is set well back from the road and has a pathway leading to the porch with adjacent lawn set behind a dwarf brick wall.

The rear garden is enclosed and is mainly laid to lawn with a patio entertaining area. There is gated access to the rear.

PLEASE NOTE: The property has council approval for a dropped kerb to provide parking at the front.







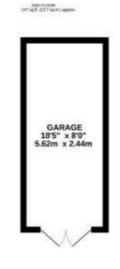












TOTAL FLOOR AREA: 1156 sq.ft. (107.4 sq.m.) approx.

TOTAL FLOUR AREA: 1105 SQ.II. (107.4 SQ.III.) approx. gpt has been made to ensure the accuracy of the footplant contained here, measurement in, rooms and any other items are approximate and co responsibility is taken for any error, statemere. This plan is for illustrative purposes only and should be used as such by any sever. The involves, systems and applicances shown have not been leated and no guarante as to their operability or efficiency can be given. Made set Manages (2004).

GROUND FLOOR STERLE (RELIN) Approx