

16 Milroy Street, Willagee, WA 6156



House For Rent

Wednesday, 3 April 2024

16 Milroy Street, Willagee, WA 6156

Bedrooms: 4

Bathrooms: 2

Parkings: 2

Type: House



Property Manager Assistant

0484527433

\$800 per week

A tiled lobby and timber-floored sitting room, and flows through to open-plan living, dining and very generous family kitchen. There's a long island bench with pendant lighting, plenty of pale timber cabinetry, stainless steel dishwasher, induction cooktops, walk-in pantry and a stylish mix of subway tiles and glass splashbacks. Entry from the big double garage brings you straight into the kitchen to unload the shopping, and there's an additional garage entry to a wide paved area at the side of the home. The living area maximises the north-south orientation, opening to the covered alfresco for outdoor dining and barbecues. The timber floors and neutral decor continue in all four bedrooms and two bathrooms: a master bedroom with walk-in robe and ensuite, second bedroom with walk-in-ropes, a third with built-in-ropes and great natural light from a big northern window, and a fourth bedroom currently configured as the ideal study or home office. The family bathroom features pale timber cabinetry and bath, and the laundry has good storage and separate toilet. With evaporative and split-system air-conditioning, alarm system, two garden sheds and security screens to all doors and windows. Close to public transport, with parks all around, primary school and shopping in walking distance and within the catchment area for Melville Senior High School, this is a great way to join the Willagee community and enjoy all the convenience of a central location between Fremantle and Perth city. FEATURES:> Contemporary brick-and-tile in elevated corner location> Very spacious kitchen and two living areas> North-south orientation> Low maintenance> Neutral decor> Air-conditioned> Higher than standard ceilings> Excellent security> Two garden sheds> Close to parks, shopping, schools> Melville Senior High catchment zone