## 35 Frank Cowley Drive, Glenella, Qld 4740 House For Rent



Tuesday, 25 June 2024

35 Frank Cowley Drive, Glenella, Qld 4740

Bedrooms: 4 Bathrooms: 2 Parkings: 4 Area: 808 m2 Type: House



Hayley Beatty 0438745332

## \$650 per week

This spacious family home is set back in a quiet estate, situated nearby the local Magpies Sporting Club, schools, shops and so much more! This home features: - Four bedrooms, three with built-in-robes & two with air-conditioning- Main bedroom has a walk-in-robe & ensuite - Spacious kitchen with island bench & dishwasher - Two family rooms plus separate dining area- Air-conditioning to the main living area/kitchen- Security screens and fans installed throughout -Numerous storage cupboards throughout home-Fenced back yard with lawn locker-Spacious outdoor entertainment area- Rear of house overlooks greenery and local walking track\*Pets will be considered on application\*Tenants are responsible to pay excess water usage\*Tenants are responsible to maintain yard and gardens\*We accept EasyBond payments for your bond paymentPhone our Leasing Consultant on 0438 745 332 to arrange your viewing. Here is the link to our Application Form - https://www.360pm.com.au/rental-application-formIMPORTANT: Due to the COVID-19 pandemic, we are limited to the number of people we can have at inspections. Our priority is the safety and wellbeing of our clients and staff and the general public. At all inspections, please: 1.2 Maintain at least 1.5 m distance 2.2 Avoid touching surfaces 3.2 Wash your hands before entering Please do not book an inspection if you: 1.2 Are or have been unwell with cold or flu like symptoms 2. Phave been in contact with any suspected or confirmed cases of COVID -19\* To book an inspection of this property please click 'Book an Inspection Time' and follow the prompts. If no times are available you will be notified as soon as one becomes available. Disclaimer: The Agent does not give any warranty as to errors or omissions, if any, in these particulars, which they believe to be accurate when compiled.