



**151C DICKINS Drive
Fort McMurray, Alberta**

MLS # A2256572



\$215,000

Division:	Dickinsfield		
Type:	Residential/Four Plex		
Style:	2 Storey		
Size:	1,204 sq.ft.	Age:	1982 (44 yrs old)
Beds:	3	Baths:	1 full / 1 half
Garage:	Off Street, Stall		
Lot Size:	-		
Lot Feat:	Back Yard, Cleared, Greenbelt, See Remarks		

Heating:	Forced Air	Water:	-
Floors:	Ceramic Tile, Vinyl Plank	Sewer:	-
Roof:	Asphalt Shingle	Condo Fee:	\$ 262
Basement:	Full	LLD:	-
Exterior:	Mixed, Vinyl Siding, Wood Frame	Zoning:	R3
Foundation:	Poured Concrete	Utilities:	-
Features:	See Remarks		
Inclusions:	N/A		

Welcome to this beautifully renovated 3-bedroom, 1.5-bath condo located in the community of Dickensfield. This home has seen extensive updates, including fresh paint throughout, new luxury vinyl plank flooring, and modern lighting and fixtures that elevate every room. The kitchen features crisp white cabinets paired with stylish backsplash tiles, creating a clean, contemporary look that's both functional and inviting. The main floor offers a bright and open living space where the dining room flows seamlessly into the living room, making it perfect for entertaining or relaxing. Large patio doors flood the space with natural light and lead out to a private deck and fenced backyard—ideal for enjoying peaceful evenings with no neighbors behind you. Upstairs, you'll find three well-appointed bedrooms, including a spacious primary suite with direct access to the full bathroom. The layout is thoughtfully designed to offer comfort for families or guests. Downstairs, the finished basement completes the home with a versatile rec room that's perfect for a game room, theatre space, or cozy retreat, along with plenty of extra storage. Located close to schools, trails, parks, playgrounds, and a wide range of amenities, this condo offers the perfect blend of convenience, style, and comfort. Whether you're a first-time buyer, downsizing, or looking for a family-friendly home in a fantastic neighborhood, this property is ready to impress. Nothing left to do here but unpack!