\$345,000 - 680 32nd Street C409, Bellingham

MLS® #2287592

\$345,000

2 Bedroom, 2 Bathroom, 850 sqft Residential on 0.00 Acres

Sehome, Bellingham, WA

Picture yourself coming home to a space that's been thoughtfully updated, where new carpet and lighting create a warm, inviting atmosphere. After a day of classes at Western or a productive day at work, you'II park in your dedicated, covered spot, knowing your bike is stored securely in the covered racks nearby. Catch up with friends in the open and bright living space, this condo is all about making life simple and comfortable. Everything you need is within easy reachâ€"grab a workout at the on-site gym, or relax in the green spaces around the complex. With easy access to downtown Bellingham, Fairhaven, and trails for those weekend adventures, this home offers both convenience and a sense of calm. Start building your future!



Built in 2007

Essential Information

 MLS® #
 2287592

 List Price
 \$345,000

 Sale Price
 \$340,000

 Price Per SqFt
 \$400

 Bedrooms
 2

 Bathrooms
 2

Full Baths 2
Square Footage 850
Acres 0.00

Year Built 2007

Type Residential Sub-Type Condominium

Status Sold

Community Information

Address 680 32nd Street C409

Area 860 - Bellingham

Subdivision Sehome
City Bellingham
County Whatcom

State WA Zip Code 98225

Amenities

Parking Spaces 1

Parking Carport, Off Street

Interior

Interior Features Balcony/Deck/Patio, Ceramic Tile, Cooking-Electric, Dryer-Electric,

Fireplace, Wall to Wall Carpet, Water Heater

Appliances Dishwasher(s), Dryer(s), Disposal, Microwave(s), Refrigerator(s),

Stove(s)/Range(s), Washer(s)

Fireplace Yes

of Fireplaces 1

Fireplaces Electric

of Stories 4

Exterior

Exterior Features Cement Planked, Wood Products

Lot Description Curbs, Paved, Sidewalk

School Information

District Bellingham

Elementary Buyer To Verify
Middle Buyer To Verify
High Buyer To Verify

Additional Information

Days on Market 354

Cumulative Days on Market 354

Days on Website 331
HOA Fees \$396
HOA Fees Frequency Monthly