

\$525,000 - 8162 Skagit Way, Blaine

MLS® #2312658

\$525,000

2 Bedroom, 1.5 Bathroom, 1,074 sqft

Residential on 0.26 Acres

Birch Bay Village, Blaine, WA

This charming, single story 1,074 sq. ft. home offers 2 bedrooms and 1.5 baths and sits on a large 11,326 sf lot with room to expand. it's perfect for comfortable living with a very efficient floorplan, and a newly installed gas furnace with AC. Beautiful hardwood floors run throughout, complemented by a cozy wood fireplace (with gas hookup) granite countertops, new stainless appliances, and large pantry. The insulated garage provides secure storage or working space, and the fenced backyard offers a private outdoor retreat or area to garden. Located in a gated community with 24-hour security, residents enjoy access to a pool, golf course, clubhouse, playground, boat launch, and marina, catering to a variety of activities and lifestyles.



Built in 1992

Essential Information

MLS® #	2312658
List Price	\$525,000
Sale Price	\$510,000
Price Per SqFt	\$475
Bedrooms	2
Bathrooms	1.5
Full Baths	1
Half Baths	1
Square Footage	1,074
Acres	0.26

Year Built	1992
Type	Residential
Sub-Type	Single Family Residence
Status	Sold

Community Information

Address	8162 Skagit Way
Area	880 - Blaine/Birch Bay
Subdivision	Birch Bay Village
City	Blaine
County	Whatcom
State	WA
Zip Code	98230

Amenities

Parking Spaces	2
Parking	Attached Garage, Off Street
Garage Spaces	2

Interior

Interior Features	Bath Off Primary, Ceiling Fan(s), Ceramic Tile, Double Pane/Storm Window, Fireplace, Walk-In Pantry
Appliances	Dishwasher(s), Dryer(s), Microwave(s), Refrigerator(s), Stove(s)/Range(s), Washer(s)
Fireplace	Yes
# of Fireplaces	1
Fireplaces	See Remarks, Wood Burning

Exterior

Exterior Features	See Remarks
Lot Description	Paved
Foundation	Poured Concrete

School Information

District	Blaine
Elementary	Blaine Elem
Middle	Blaine Mid
High	Blaine High

Additional Information

Days on Market	252
Cumulative Days on Market	252
Days on Website	177
HOA Fees	\$180
HOA Fees Frequency	Monthly