



Berger Realty, Inc. 3160 Asbury Avenue Ocean City, NJ 08226 1-877-237-4371 / 609-399-0076 info@bergerrealty.com



Asking \$2,750,000.00

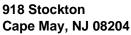














COMMENTS

Welcome to your \"Folk Victorian\" 3-story home in a premier location just one block to Queen Street Beach. With ocean views from the second floor and the third floor looks out onto the beach and jetty, you can check the surf, watch the boats cruising by and enjoy spectacular sunrises and sunsets from multiple levels. Soak in the breeze from the wraparound porches on the first and second floor and watch the 4th of July fireworks from the third floor deck. (no traffic from up there!) After a fun-filled summer day at the beach rinse off in the outside shower. Built as 3 apartments, the first floor and third floor have 2 BD while the second floor has 3 BD, and each floor has one full BA. This home has impressive 9ft and 10ft ceilings, gorgeous floor to ceiling windows with light filled spaces throughout the home. It is a grand time capsule that needs a little love and a vision. The property is a candidate for conversion into a single-family residence, subject to the buyer obtaining necessary approvals. Located on the highly desirable Stockton Avenue, this gem is a few minutes to downtown's sparkling culture, the classic Washington Street Mall, festive events and delicious culinary treats. Make your move and create your Cape May dream home. *Driveway and parking- double relief features for your entrance and exit with a horseshoe grass driveway, accommodating numerous vehicles ideal for summers near the beach. Concrete slab in backyard 10 x 22ft. *Contributing Historic home with architectural features: Victorian Folk, Stick Style, floor to ceiling windows

PROPERTY DETAILS



ParkingGarage OtherRooms Parking Pad Living Room 3 CAsk for Dale Collinischen Berger Realty Inc^{Dining Area} Other 3160 Asbury Avenue, Ocean City Ho Calle 609-399-0076 ater GaEmail to: djc@be@jerrealty.com http://www.BADERCOLLINS.com



Heating

No Heating

