



Clark County
9956 MYSTIC DANCE ST

\$ 225,000
Ref #: 1403672

Status: ER Bldg #: Listing Agent a Realtor? Y
 Zip Code: 89183 Subdivision: SILVERADO SOUTH-UNIT 3
 Bedrooms: 3 Studio: Zoning: Single-Family
 Baths: 2 / 0 / 1 Builder: Condo Conv:
 Community: Silverado Ranch Short Sale: N Foreclosure Commenced: N
 AppxLivArea: 1,866 Year Built: 2000 / RE Repo/REO: N
 ApprxAddLivArea: 0 ApprxTotLivArea: 1,866 PropSubtype: SFR
 Lot SqFt: 6,098 Acres: 0.140 City/Town: Las Vegas State: NV
 Elem K-2 CART Elem 3-5 CART YrRound: N Junior: SILV High: LIBR

[Click here for map view](#)

Virtual Tour: <http://instatour.propertypanorama.com/instaview/las/1403672>

Beautiful 2 story house with high ciling , one bedroom at down stair and one open den upstairs

Bldg Desc:	Two Story	MstBdrm:	13x13 / Master Bedroom Downstairs
Unit Desc:			
Living:	18x20 / Front	2nd Bed:	12x10 /
#Den/Other:	0 DenDim: 15x14 #Loft: 0 LoftDim:	3rd Bed:	10x13 /
Dining:	12x10 / Dining Area	4th Bed:	10x10 /
Kitchen:	Tile Flooring		
Family:	16x21 / Downstairs	MstBath:	Shower Only

Refrig:	N	Oven/Range:	Stove (G)	Oth Appl:	None
Disposal:	N				
Dshwshr:	Y	Oven Fuel:		Interior:	Blinds
DryerUtil	G	Location	AREA		
Washer Incl	N	Dryer Incl	N		
Flooring:	Carpet, Tile			Fireplace:	0
Constr:	Frame & Stucco				
Exterior:	Patio	Roof:	Tile Like		
		Faces:	West		
		Grg Conv:	N		
Garage:	2 / Attached	Carport:	0		
Private Pool:	N	Pool Size:			
		Private Spa:	Y		
Lot Desc:	Under 1/4 Acre	Fence:	Backyard Full Fenced / Block		
Landscape:	Desert Landscaping	Equest:	None		
		Miscell:	None		

Heat Sys:	Central	Cool Sys:	Central	
Heat Fuel:	Gas	Cool Fuel:	Electric	Grnd Mount: Y
Utility Info:	Underground Utilities	Energy:	None	
Sewer:	Public	Water:	Public	

Assoc/Comm:	CCRS, NOTAGER	Ann Taxes:	\$ 1,201	EarnestDepos:	\$2,000
		Assoc Fee:	\$ 25 / Monthly	MP Fee/Pmt:	\$0
Financing Considered:	Cash, Conventional, FHA	Existing Rent:	\$ 1400		

Directions: Go south on Eastern from I-215, go west on Silverado Ranch, left on Pollock, left on Painted Vine, left on Mystic Dance.