## 20010 - Shimogumi, Tokamachi City



Garage; close to preschool; sloped roof for snow removal

## Comments

Situated in the Gejo area, this house is just a 15 minute drive from the Tokamachi City center. Surrounded by nature and offers up a lovely view of the Shinano River.

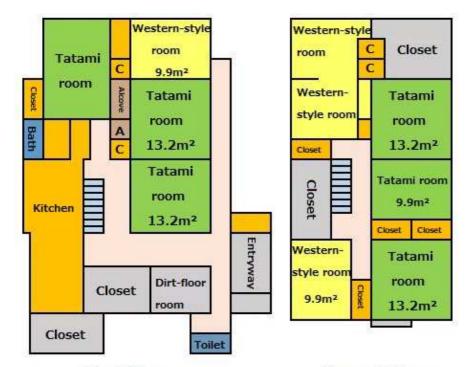
Has a total of 9 rooms, both Japanese and Western-style. Recommended for families as there is lots of storage space.

Snow removal will be needed in front of the entrance, but there are snow-melting tools available.

Reference Number	20010
Date Available	March 14 <sup>th</sup> , 2022
Type	For Sale
Price	4,000,000yen (negotiable)
Layout	9DK
Year Built	1985
Area	Tokamachi
Location	Shimogumi, Tokamachi City, Niigata Prefecture (see map)
House Size	206.01 m²
Land Size	540.00 m²
Parking	Garage: 1 space
	Uncovered Parking: 3-4 spaces
Features	Electricity: Installed (contract needed)
	Gas Hookups: Installed (LPG contract needed)
	Plumbing: Part of the city water system
	Bath: Kerosene
	Toilet: 1 Western-style toilet
	Sewer system: Connected
Roof-top Snow Removal	Sloped for natural removal; entryway will need shoveled
Nearby Facilities	Mutsumi Preschool (approx. 3.1km)
	Gejo Elementary School (approx. 2.5km)
	Gejo Junior High School (approx. 2.5km)

	Tokamachi City Hall (approx. 11.1km)
	Yamaguchi Clinic (approx. 2.8km)
	Tokamachi Fire Station (approx. 9.2km)
	Gejo Police Station (approx. 2.4km)
	Gejo Station (Iiyama Line) (approx. 2.6km)
	<mark>(新光寺)Shinkoji</mark> Bus Stop (approx. 0.2km)
	JA Bank Kitahara Branch (approx. 4.9km)
	Gejo Post Office (approx. 2.7km)
	Senju Onsen (approx. 9.9km)
Additional Comments	Land includes a small warehouse.
	The current owner plans to dispose of any
	furniture/belongings currently inside, but if so desired can be
	transferred to the new owner.
	Adjacent farmland can also be included upon request.
Inquiries	Tokamachi City Policy Planning Division
	Phone: 025-755-5137 (Weekdays 8:30am – 5:15pm)
	Email: t-kikaku@city.tokamachi.lg.jp





First Floor

## Second Floor

C = Closet

\* Measurements are approximate.

A = Alcove











