

\$1,100,000 - 6, 9231 50 Street Nw, Edmonton

MLS® #A2156257

\$1,100,000

0 Bedroom, 0.00 Bathroom,
Commercial on 0.00 Acres

Eastgate Business Park, Edmonton, Alberta

Click brochure link for more details** Small Bay Industrial Building. 5,748 SF vacant building demised into three units with front-loading amenities. Concrete floor, steel-framed support structure, slopped steel & tin roof, metal cladding exterior finishing. Boiler and various forced air furnaces for increased air handling capacity. Features a 23-foot interior clearance ceiling, upgraded LED lighting, and HVAC systems equipped with boilers and forced air furnaces. BE - Business Employment, allowing for a wide range of industrial and retail uses. This flexibility attracts diverse tenants and aligns with previous IB zoning standards. Located in Eastgate Business Park on 50 Street NW, a bustling industrial-retail hub with significant traffic flow of 22,100 vehicles daily. Conveniently in close proximity to Whitemud Drive, Gateway Boulevard, and the Anthony Henday, offering quick access via short driving distances.

Built in 2009

Essential Information

MLS® #	A2156257
Price	\$1,100,000
Bathrooms	0.00
Acres	0.00
Year Built	2009
Type	Commercial



Sub-Type	Industrial
Status	Active

Community Information

Address	6, 9231 50 Street Nw
Subdivision	Eastgate Business Park
City	Edmonton
County	Edmonton
Province	Alberta
Postal Code	T6B 3B6

Additional Information

Date Listed	August 8th, 2024
Days on Market	253
Zoning	BE - Business Employment

Listing Details

Listing Office	Honestdoor Inc.
----------------	-----------------

Data is supplied by Pillar 9â„¢ MLSÂ® System. Pillar 9â„¢ is the owner of the copyright in its MLSÂ® System. Data is deemed reliable but is not guaranteed accurate by Pillar 9â„¢. The trademarks MLSÂ®, Multiple Listing ServiceÂ® and the associated logos are owned by The Canadian Real Estate Association (CREA) and identify the quality of services provided by real estate professionals who are members of CREA. Used under license.