

## House Plan 682 Power Cove, Traditional House Plan

### Property Details

- Property URL: <https://nelsondesigngroup.com/content/house-plan-682-power-cove>
- Plan Number: NDG 682
- Total Living Space: 989 Sq.Ft.
- Bedrooms: 2
- Full Baths: 1
- Half Baths: N/A
- Garage: 2 Bay Yes
- Garage Type: Front Load
- Carport: N/A
- Carport Type: N/A
- Stories: 1
- Width Ft.: 39
- Width In.: N/A
- Depth Ft.: 56
- Depth In.: 2

### Description

This gorgeous brick home from Nelson Design Group would make a perfect starter home. A bar with additional seating divides the kitchen and dining areas. Both flow seamlessly into the large great room with fireplace, creating the perfect atmosphere for entertaining. A grilling porch is also available at the rear of this home lending outdoor cookout possibilities. The comfortable master suite and an additional bedroom complete this lovely design.

### Additional details

- Total Living Space: 989 Sq.Ft.
- Main Floor: 989 Sq.Ft
- Upper Floor (Sq.Ft.): N/A
- Lower Floor (Sq.Ft.): N/A
- Basement (Sq.Ft.): N/A
- Bonus Room (Sq.Ft.): N/A
- Porch (Sq.Ft.): 135 Sq.Ft.

- Garage (Sq.Ft.): 473 Sq.Ft.
- Total Square Feet: 1597 Sq.Ft.
- Customizable: Yes
- Wall Construction: 2x4
- Vaulted Ceiling Height: No
- Main Ceiling Height: 8
- Upper Ceiling Height: N/A
- Lower Ceiling Height: N/A
- Roof Type: Shingle
- Main Roof Pitch: 8:12
- Porch Roof Pitch: N/A
- Roof Framing Description: Stick
- Designed Roof Load: 45lbs
- Ridge Height (Ft.): 16
- Ridge Height (In.): 10
- Insulation Exterior: R13
- Insulation Floor Minimum: R19
- Insulation Ceiling Minimum: R30
- Lower Bonus Space (Sq.Ft.): N/A

## **Foundation Options**

- Foundation Crawl
- Foundation Slab
- Optional Basement
- Optional Daylight/Walkout Basement

## **Plan Styles**

- Traditional House Plans

## **Features**

- Covered Front Porch
- Covered Rear Porch
- Economic Structure
- Formal Dining Room
- Great Room
- Grilling Porch
- Main Floor Master
- Narrow Lot House Plans
- Open Floor Plan House Plans
- Peninsula/Eating Bar
- Walk-in Closet