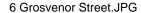
# **HOUSE**







Moonee Valley Heritage Review 1998

#### Location

6 GROSVENOR STREET,, MOONEE PONDS VIC 3039 - Property No 192265

# Municipality

MOONEE VALLEY CITY

# Level of significance

Included in Heritage Overlay

### **Heritage Overlay Numbers**

HO190

# **Heritage Listing**

Moonee Valley City

### **Statement of Significance**

Last updated on -

The house at no. 6 Grosvenor Street, Moonee Ponds, was built for Francis Hurry in 1923. It is aesthetically distinguished (Crtterton E) in its area as a picturesque Arts and Crafts influenced bungalow in a garden setting, the use of symmetry being both highly representative of the movement and simply expressed.

Heritage Study/Consultant Moonee Valley - City of Moonee Valley Heritage Study, Andrew Ward, 1998;

Construction dates 1923,

Hermes Number 23871

**Property Number** 

### **Physical Description 1**

A picturesque symmetrical Arts and Crafts influenced bungalow with dominant terra cotta tiled roof and attic storey, the dormer being placed centrally and given further emphasis with pressed metal window hood, additional elements including timber shingles and barges characteristic of the period. A shady verandah runs the length of the facade and is supported on massive brick and rough cast piers. The walls are of red brick with clinkers and rough cast upper sections, whilst the windows and doors are lead lit.

#### Integrity

Condition: Sound. Integrity: High, including garden with pergola reinforcing the symmetry of the bungalow and rock fence. Later garage.

#### **Historical Australian Themes**

4. Building settlements, towns and cities. 4.1.2. Making suburbs (Moonee Ponds).

This place/object may be included in the Victorian Heritage Register pursuant to the Heritage Act 2017. Check the Victorian Heritage Database, selecting 'Heritage Victoria' as the place source.

For further details about Heritage Overlay places, contact the relevant local council or go to Planning Schemes Online http://planningschemes.dpcd.vic.gov.au/