
HOUSE



99 Francis Street.JPG



Moonee Valley Heritage
Review 1998

Location

99 FRANCIS STREET,, ASCOT VALE VIC 3032 - Property No 176011

Municipality

MOONEE VALLEY CITY

Level of significance

Included in Heritage Overlay

Heritage Overlay Numbers

HO183

Heritage Listing

Moonee Valley City

Statement of Significance

Last updated on -

What is significant?

The house at 99 Francis Street, Ascot Vale, built for Andrew Rogers in 1893, is significant. It is a white tuckpointed red brick Elizabethan influenced cottage in bi-chrome brick with a posted verandah, cabled window mullions and unusual stepped parapet with cast cement enrichment and plasters suggestive of Elizabethan influence.

How is it significant?

The house at 99 Francis Street, Ascot Vale is of local historic and aesthetic significance to the City of Moonee Valley.

Why is it significant?

It is historically representative of the late Victorian Boom period suburban settlement associated with operation of rail services to Essendon (Criterion A) but is distinguished by its architectural treatment in the Elizabethan manner (Criterion E) from other villas in the locale.

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

Construction dates 1893,

Hermes Number 23842

Property Number

Physical Description 1

A white tuckpointed red brick Elizabethan influenced cottage in bichrome brick with a posted verandah, cabled window mullions and unusual stepped parapet with cast cement enrichment and plasters suggestive of Elizabethan influence.

Historical Australian Themes

4. Building settlements, towns and cities. 4.1.2. Making suburbs(Ascot Vale).

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/>