

# Kelvin Grove Urban Village Local Plan

## 1 Introduction

This Local Plan contains specific additional local planning requirements. Where it conflicts with the requirements of the City Plan, this Local Plan prevails.

In using this Local Plan, reference should also be made to Section 1.1—Using a Local Plan at the front of this chapter.

## 2 Development principles

2.1 The Kelvin Grove Urban Village ('The Village') is to be developed as an integrated and master-planned urban village within a mixed use and highly urban environment.

It is anticipated that a combination of the following uses will be accommodated in The Village:

- residential development such as multi-unit dwellings, short term accommodation and affordable housing
- a mixed use convenience centre, incorporating a supermarket and supporting commercial uses such as shops, restaurants and offices
- community facilities such as child care centres, medical centres, indoor sport and recreation such as performance and exhibition spaces, and parks
- education and research facilities
- industry (limited to low impact scientific, medical, media, telecommunications and technological research or similar high-tech industries relevant to education including creative industries or health sciences).

2.2 Building siting and design, construction, and management are to reflect key economic, environmental and social principles of sustainable development.

2.3 The Village is to embrace urban design 'main street' principles which, in conjunction with the proposed uses, contribute to and assist in establishing a vibrant and active main-street centred urban neighbourhood linking Kelvin Grove Road with the Kelvin Grove campus on Victoria Park Road.

2.4 The siting and the design of buildings are to result in a high quality urban design outcome that reflects the intended density for the relevant precinct, creating a strong urban rather than suburban form. Buildings must:

- be diverse in design and provide variety in building form and presentation, compared with others in The Village, incorporating a high standard of amenity and security
- maintain and improve accessibility and permeability within the site, to public spaces and adjoining areas for all users
- be responsive to surrounding built form and topography
- enhance or create active pedestrian and social street frontages
- mitigate impacts within and external to the building such as noise and lighting
- overlook streets and parks, contributing to the creation of safe streets and public open spaces
- have strong linkages between public and private spaces
- enhance the visual quality and legibility of The Village, particularly in visually prominent locations.

2.5 The Village and the individual buildings within it are to reflect and express key sustainable development principles. Their planning and design are to deliver, for example, reductions in demand for water and energy and in the generation of waste and greenhouse gases.

2.6 The Village is to include a high quality streetscape and public open space network that comprises continuous/linked public spaces and parks that are designed to be safe, comfortable and well landscaped.

## 3 Precinct intents

*Map A—Precinct Plan* indicates the precincts of this Local Plan.

### 3.1 Village Centre Precinct

This precinct is to provide the principal concentration of local commercial activities within the Local Plan area.

Development can be generally up to 7 storeys in height. At the street level this precinct will be developed primarily for retail and community services, including a local supermarket, specialty shops and local services. Developments will be designed to ensure active frontages (i.e. windows, entrances and footpath uses) that relate strongly to and generate social activity in the public realm. At levels above the street, the precinct can incorporate a variety of commercial, educational and residential uses.

### 3.2 Mixed Use Precinct

This precinct provides opportunities for a mix of educational and residential development and other compatible uses, such as commercial (office/retail) and community. The precinct is divided into a number of areas to accommodate a variety of building forms for the range of appropriate mix of uses. The precinct will act as an employment and business node for the residential areas, the existing QUT campus and the new QUT uses in The Village. A flexible approach will be taken to the range of uses that may be established in order to produce an appropriate balance of activities within the sub-precincts.

The height of developments can range from 7 storeys to 4 storeys in different sub-precincts. This precinct will not be dominated by office based commercial development or large scale industrial or commercial activities. However, development with a frontage to Musk Avenue must incorporate retail, office or other active uses at street level. Educational uses should be well integrated within the precinct. Residential uses may occur where appropriate residential amenity can be provided in relation to the other land uses on and surrounding the relevant site.

The existing industrial use within this precinct adjacent to McCaskie Park may continue to lawfully operate. However, any redevelopment must integrate with the remainder of the precinct and McCaskie Park. Any industrial redevelopment or alteration to the existing activities must not adversely impact upon the existing or future amenity of the surrounding Local Plan area.

### 3.3 Health and Recreation Precinct

This precinct is intended to enhance the community focus and liveliness of the Village Centre by providing recreational, educational and community services close to the Village Centre, the QUT campus, surrounding schools and McCaskie Park.

Development will incorporate active uses at street level, including retail uses, and both enhance the liveliness of the main street and enhance the safety of McCaskie Park.

Residential uses are appropriate at upper levels subject to achieving an acceptable level of amenity.

### 3.4 Residential Precinct

This precinct is divided into 7 sub-precincts to accommodate a variety of residential densities and housing types. The lowest density and lowest height housing will be generally in transition areas between existing detached housing and multi-unit apartment buildings located on the periphery of The Village.

Residential development will progress through higher densities and heights, generally increasing for sites adjoining the Village Centre, Mixed Use and Public Open Space precincts, to a specific site nominated for the highest residential form based on topographical and locational criteria.

Buildings located on the boundaries of the Local Plan area are to be designed to ensure that an appropriate transition area is established between those buildings and existing development adjacent or opposite.

Sub-precinct 1 is intended to provide for relatively low/medium density development in the form of multi-unit dwellings up to 3 storeys in height.

Sub-precinct 2 and Sub-precinct 3 are intended to provide a transition between Sub-precinct 1 or adjoining land beyond the Local Plan area, and the higher density residential sub-precincts. They accommodate low to medium density residential development in the form of multi-unit dwellings up to 4 storeys in height.

Sub-precinct 4 is intended to provide for higher density residential development in the form of multi-unit dwellings, generally up to 5 storeys in height.

Sub-precinct 5 is intended to provide for higher density residential development, generally up to five storeys in height along park frontages and 4 storeys adjacent to lower density areas.

Sub-precinct 6 is intended to provide for higher density residential development, generally comprising 6 to 7 storeys, and of a scale consistent with the Village Centre and Mixed Use precincts.

Sub-precinct 7 is intended to provide for the tallest multi-unit dwelling development within the Local Plan area of up to 9 storeys in height.

### 3.5 Public Open Space Precinct

New parks will provide opportunities for passive recreation, whilst the existing McCaskie Park will remain as a focus for more active recreational pursuits.

#### 4 Level of assessment

The following tables contain exceptions to the levels of assessment, overriding the levels of assessment in Chapter 3.

A preliminary approval may change the level of assessment identified in these tables.

The trigger for assessment in the level of assessment table is material change of use and/or building work (associated with a use or structure specified in the level of assessment table) unless otherwise specified.

#### 4.1 Where located in the Village Centre Precinct or Mixed Use Precinct

Self Assessment	Applicable Codes
<p>1. Where complying with the Acceptable Solutions in the Centre Amenity and Performance Code and not involving building work:</p> <ul style="list-style-type: none"> <li>• <b>Industry</b> where for scientific or technological research or high technology industries or other uses that are related to the creative industries or health science purposes where not identified in Schedule 1 or 2 of Industrial Areas in Chapter 3 and complying with the self assessable Acceptable Solutions in the Industrial Amenity and Performance Code</li> <li>• <b>Industry</b> where on Lot 1, RP 891412 and complying with the self assessable Acceptable Solutions in the Industrial Amenity and Performance Code</li> <li>• <b>Shop</b> where in the Mixed Use Precinct and not exceeding 500m<sup>2</sup> gross floor area per tenancy, or in The Village Centre Precinct and not exceeding 1,000m<sup>2</sup> gross floor area per tenancy except for one supermarket located in the preferred location indicated on <i>Map A—Precinct Plan</i> and not exceeding 2,800m<sup>2</sup> gross floor area</li> </ul>	<p>For all development: Centre Amenity and Performance Code AND Industrial Amenity and Performance Code</p>
Code Assessment	Applicable Codes
<p>1. Where not complying with the Acceptable Solutions in the Centre Amenity and Performance Code and not involving building work OR Where complying with the Kelvin Grove Urban Village Local Plan Acceptable Solutions for gross floor area (including any bonuses) and building height and involving building work:</p> <ul style="list-style-type: none"> <li>• <b>Industry</b> where for scientific or technological research or high technology industries or other uses that are related to the creative industries or health science purposes where not identified in Schedule 1 or 2 of Industrial Areas in Chapter 3</li> </ul>	<p>For all development: Centre Amenity and Performance Code, Centre Design Code (if involving building work), and Kelvin Grove Urban Village Local Plan Code (if involving building work) AND Industrial Amenity and Performance Code and Industrial Design Code (if involving building work)</p>

Code Assessment		Applicable Codes
<ul style="list-style-type: none"> <li>• <b>Shop</b> where in the Mixed Use Precinct and not exceeding 500m<sup>2</sup> gross floor area per tenancy, or in The Village Centre Precinct and not exceeding 1,000m<sup>2</sup> gross floor area per tenancy except for one supermarket located in the preferred location indicated on <i>Map A—Precinct Plan</i> and not exceeding 2,800m<sup>2</sup> gross floor area</li> <li>• <b>Hotel</b> where in Village Centre Sub-precinct 2 and the non-residential hotel uses do not exceed 2000m<sup>2</sup></li> <li>• <b>Carpark</b> on Lot 5 on SP151277 where it principally services the unmet carparking demand generated by Lots 1, 2 and 3 on SP151277</li> </ul>		
2.	Reconfiguring a lot on the site of a <b>Heritage Place</b> where not impact assessable	
Impact Assessment		Relevant Codes
<b>Generally appropriate</b>		
1.	<b>Amusement arcade</b>	
2.	<b>Convention centre</b>	
3.	<b>Emergency services</b>	
4.	<b>Garden centre</b>	
5.	<b>Hotel</b>	
6.	<b>Industry</b> (where not identified in Schedule 1 or 2 of Industrial Area provisions and not exceeding 100m <sup>2</sup> gross floor area)	
7.	<b>Veterinary facility</b>	
8.	<b>Youth club</b>	
<b>Generally inappropriate</b>		
1.	<b>Display and sale activities</b>	
2.	<b>Nightclub</b>	
3.	<b>Service station</b>	
4.	<b>Shop</b> where not self or code assessable above	

#### 4.2 Where located in the Health and Recreation Precinct

Self Assessment	Applicable Codes
1. Where complying with the Acceptable Solutions in the Centre Amenity and Performance Code and not involving building work: <ul style="list-style-type: none"> <li>• <b>Shop</b> where not exceeding 500m<sup>2</sup> gross floor area per tenancy</li> </ul>	For all development: Centre Amenity and Performance Code

Code Assessment	Applicable Codes
<p>1. Where not complying with the Acceptable Solutions in the Centre Amenity and Performance Code and not involving building work</p> <p>OR</p> <p>Where complying with the Kelvin Grove Urban Village Local Plan Acceptable Solutions for gross floor area (including any bonuses) and building height and involving building work:</p> <ul style="list-style-type: none"> <li>• <b>Shop</b> where not exceeding 500m<sup>2</sup> gross floor area</li> <li>• <b>Carpark</b> where it principally services the unmet carparking demand generated by Lots 1, 2 and 3 on SP151277 that is not provided for on Lot 5 on SP151277</li> </ul>	<p>For all development: Centre Amenity and Performance Code, Centre Design Code (if involving building work), and Kelvin Grove Urban Village Local Plan Code (if involving building work)</p>

Impact Assessment	Relevant Codes
<b>Generally appropriate</b>	
<ol style="list-style-type: none"> <li>1. <b>Amusement arcade</b></li> <li>2. <b>Convention centre</b></li> <li>3. <b>Display dwelling</b></li> <li>4. <b>Emergency services</b></li> <li>5. <b>Garden centre</b></li> <li>6. <b>Hotel</b></li> <li>7. <b>Industry</b> (where not identified in Schedule 1 or 2 of Industrial Area provisions and not exceeding 100m<sup>2</sup> gross floor area)</li> <li>8. <b>Utility installation</b></li> <li>9. <b>Veterinary facility</b></li> <li>10. <b>Youth club</b></li> </ol>	
<b>Generally inappropriate</b>	
<ol style="list-style-type: none"> <li>1. <b>Display and sale activities</b></li> <li>2. <b>Nightclub</b></li> <li>3. <b>Service station</b></li> <li>4. <b>Shop</b></li> </ol>	

#### 4.3 Where in the Residential Precinct

Code Assessment	Applicable Codes
<p>1. <b>Multi-unit dwelling</b> where located in Sub-precincts 3, 4, 5, 6 or 7 and complying with the Acceptable Solutions for building height and gross floor area in the Kelvin Grove Urban Village Local Plan Code</p>	<p>Kelvin Grove Urban Village Local Plan Code and relevant Residential Design Code</p>
<b>Notifiable</b>	
<p>1. <b>Multi-unit dwelling</b> where located in Sub-precincts 1 or 2 and complying with the Acceptable Solutions for building height and gross floor area in the Kelvin Grove Urban Village Local Plan Code</p>	<p>Kelvin Grove Urban Village Local Plan Code and Residential Design—Low Density, Character and Low-medium Density Code</p>

## 5 Kelvin Grove Urban Village Local Plan Code

This Code provides additional and/or alternative Acceptable Solutions to the Codes in Chapter 5 in the City Plan and takes precedence over the Codes in Chapter 5.

The purpose of this Code is to ensure that development in the Local Plan area is consistent with the Development principles and precinct intents of this Local Plan.

Performance Criteria	Acceptable Solutions
<b>Building design and siting</b>	
<p><b>P1</b> Buildings must:</p> <ul style="list-style-type: none"> <li>• be of a size and bulk that is consistent with the medium to high density nature of The Village and with other inner urban areas of the city</li> <li>• retain an appropriate human scale and relationship with the streetscape and with other buildings within the Local Plan area</li> <li>• be designed to ensure that an appropriate transition is established between buildings located on the boundaries of The Village and buildings on adjoining sites</li> </ul>	<p><b>A1</b> The maximum gross floor area and height is in accordance with <i>Table 1—Maximum gross floor area and height</i></p> <p><i>Note: with the exception of Mixed Use Sub-precinct 6, any bonus storey only applies where the site is located at an intersection of a street with a street or of a street with a public park</i></p> <p><i>With the exception noted in Table A1 in relation to Residential Sub-precinct 5, a bonus storey not exceeding 350m<sup>2</sup> may be provided to each such intersection that the site faces</i></p> <p><i>The bonus storey must be adjacent to the intersection</i></p> <p><i>The bonus storey must not result in the maximum gross floor area exceeding that specified in A1 above</i></p>
<p><b>P2</b> Buildings must enhance the character of streetscapes, maintain a sense of open space and pedestrian scale in public and pedestrian areas, and provide a high level of amenity for the occupants</p> <p>Above the lower ‘podium’ levels, buildings must:</p> <ul style="list-style-type: none"> <li>• allow light penetration, air circulation, views, vistas, and outlook</li> <li>• ensure windows are not built out by adjoining buildings</li> </ul> <p>Non-residential buildings must be adequately separated from adjacent residential buildings and open space areas</p>	<p><b>A2.1</b> The location of side and rear boundaries is in accordance with <i>Map B—Boundary Designations</i></p> <p><b>A2.2</b> In The Village Centre, Mixed Use and Health and Recreation Precincts, minimum building setbacks to the street, public open space, or side or rear boundaries are:</p> <ul style="list-style-type: none"> <li>• nil setback up to 4 storeys and 3m setback above 4 storeys for a minimum of 75% of each facade, or</li> <li>• where abutting a Residential sub-precinct, the setbacks for that Residential sub-precinct, or</li> <li>• where abutting a residential site outside the precinct, the setbacks for Residential Sub-precinct 1</li> </ul> <p><b>A2.3</b> In Residential Sub-precinct 1 and Residential Sub-precinct 2, minimum building setbacks are:</p> <ul style="list-style-type: none"> <li>• street frontages—6m to walls and 3m to balconies</li> <li>• side boundaries—3m to walls and balconies</li> <li>• rear boundaries—6m to walls and balconies</li> </ul>

Performance Criteria	Acceptable Solutions
	<p><b>A2.4</b> In Residential Sub-precinct 3 and Residential Sub-precinct 4, minimum building setbacks are:</p> <ul style="list-style-type: none"> <li>• street and public open space frontages—4.5m to walls and 2m to balconies</li> <li>• side boundaries—3m to walls and balconies</li> <li>• rear boundaries up to 3 storeys—6m to walls and 4.5m to balconies or 6m where adjoining a residential site outside of the precinct</li> <li>• rear boundaries above 3 storeys—9m to walls and 6m to balconies</li> </ul> <p><b>A2.5</b> In Residential Sub-precinct 5, minimum building setbacks are:</p> <ul style="list-style-type: none"> <li>• street and public open space frontages up to 3 storeys—3m to walls and 1m to balconies</li> <li>• street above 3 storeys—6m to walls for a minimum 75% of the length of the facade, and 3m for the remainder, and 3m to balconies</li> <li>• side boundaries up to 3 storeys—3m to walls and 1.5m to balconies</li> <li>• side boundaries above 3 storeys—6m to walls for a minimum 75% of the length of the facade, and 3m for the remainder</li> <li>• any side boundary where more than 20m from a street—6m to all walls</li> <li>• rear boundaries up to 3 storeys—6m to walls and balconies</li> <li>• rear boundaries above 3 storeys—9m to walls and 6m to balconies</li> </ul> <p><b>A2.6</b> In Residential Sub-precinct 6, minimum building setbacks are:</p> <ul style="list-style-type: none"> <li>• street and public open space frontages up to 4 storeys—2m to walls and 1m to balconies</li> <li>• street above 4 storeys—3m beyond the lower floor setbacks to walls for a minimum 75% of the length of the facade, and nil setback from the walls below for the remainder</li> <li>• side boundaries up to 4 storeys—3m to walls and 1.5m to balconies</li> <li>• side boundaries above 4 storeys—3m beyond the lower floor setbacks for a minimum 75% of the length of the facade, and 3m for the remainder</li> <li>• any side boundary where more than 20m from a street—6m to all walls and balconies</li> </ul>

Performance Criteria	Acceptable Solutions
	<ul style="list-style-type: none"> <li>• rear boundaries up to 6 storeys—6m to walls and balconies</li> <li>• rear boundaries above 6 storeys—9m to walls and balconies</li> </ul> <p><b>A2.7</b> In Residential Sub-precinct 7, minimum building setbacks are:</p> <ul style="list-style-type: none"> <li>• street frontages up to 5 storeys—2m to walls and 1m to balconies</li> <li>• street frontages above 5 storeys— 3m beyond the lower floor setbacks to walls for a minimum 75% of the length of the facade, and nil setback from the walls below for the remainder</li> <li>• side boundaries up to 5 storeys—3m to walls and 1.5m to balconies</li> <li>• side boundaries above 5 storeys—3m beyond the lower floor setbacks for a minimum 75% of the length of the facade, and 3m for the remainder</li> <li>• any side boundary where more than 20m from a street—6m to all walls and balconies</li> <li>• rear boundaries up to 6 storeys—6m to walls and balconies</li> <li>• rear boundaries above 6 storeys—9m to walls and balconies</li> </ul> <p><b>A2.8</b> In all precincts, nil setbacks to side or rear boundaries may be approved on merit where:</p> <ul style="list-style-type: none"> <li>• it is consistent with the development principles and urban design philosophy of The Village</li> <li>• adjacent lots are being developed cooperatively and the lot boundary is no longer a design factor</li> <li>• the amenity of the adjoining lots is maintained or enhanced</li> </ul> <p><i>Note: in all Residential sub-precincts and in residential components in other precincts, eaves and sunshades may encroach on setbacks at any level</i></p>
<p><b>P3</b> Buildings must:</p> <ul style="list-style-type: none"> <li>• contribute to the creation of safe streets and public open spaces</li> <li>• provide an appropriate transition from the building form to the external landscape and public realm</li> <li>• protect the privacy of adjoining and nearby properties</li> <li>• help develop a strong urban street-related character for The Village</li> </ul>	<p><b>A3</b> Buildings are aligned parallel to the principal street and park frontages, with a design that incorporates:</p> <ul style="list-style-type: none"> <li>• balconies and windows that overlook streets and public open spaces</li> <li>• windows for 30%—80% of the frontages facing streets and public open spaces</li> <li>• recessed elements and openings around the building perimeter</li> <li>• windows, screens and building elements to ensure direct overlooking to adjoining buildings is minimised</li> </ul>

Performance Criteria	Acceptable Solutions
	<ul style="list-style-type: none"> <li>private liveable balconies that are not continuous and comprise 30%—75% of the total length of each street building facade</li> <li>a prominent legible and accessible entry from the public realm at street level</li> </ul>
<p><b>P4</b> Sufficient private outdoor spaces, liveable balconies or verandahs with appropriate shelter, shade and privacy must be provided for residential units to contribute to a pleasant living environment</p>	<p><b>A4.1</b> For units at ground level, outdoor spaces are to remain unenclosed and comprise a minimum of 20m<sup>2</sup> of landscape space for one bedroom or smaller units and 30m<sup>2</sup> of screened landscape space for all larger units, with a minimum dimension of 4m generally and with 15m<sup>2</sup> directly accessible from a living area</p> <p><b>A4.2</b> For units above ground level, outdoor spaces are to remain unenclosed and comprise a minimum area of 7m<sup>2</sup> for 1 bedroom or smaller units and 10m<sup>2</sup> for all others, with a minimum dimension of 2.5m</p> <p><b>A4.3</b> Private liveable balconies are to be directly accessible from main living areas to maximise indoor–outdoor connection</p>
<b>Access, parking and servicing</b>	
<p><b>P5</b> Parking and access layout must:</p> <ul style="list-style-type: none"> <li>achieve a balance between controlling congestion and providing sufficient short-term parking both to retain the viability of the anticipated commercial components of The Village and to service the needs of other users of The Village’s facilities</li> <li>reduce on-site car parking where appropriate, to encourage greater use of public transport and the provision of affordable housing</li> <li>be provided in a manner that is visually unobtrusive from the street, and does not unreasonably impact upon the amenity of, the public realm</li> </ul>	<p><b>A5.1</b> Access, parking and servicing is to be provided in accordance with the requirements of the <b>Transport, Access, Parking and Servicing Code</b>, with the following exceptions:</p> <ul style="list-style-type: none"> <li>for residential development, the number of car parking spaces does not exceed 1.2 spaces per one bedroom or smaller dwelling unit and 2.2 spaces for all two bedroom or larger units</li> <li>for non-residential development the number of car parking spaces does not exceed 1 space per 30m<sup>2</sup></li> </ul> <p><b>A5.2</b> Greater levels of carparking, or the cooperative provision by adjoining or adjacent sites, may be permitted on merit in some developments where consistent with the development principles and sustainability goals of the The Village</p>
<b>Retail and commercial</b>	
<p><b>P6</b> Retail and commercial uses must achieve the following:</p> <ul style="list-style-type: none"> <li>development must be principally concentrated within The Village Centre Precinct, with a supermarket or supermarket-based shopping centre providing suburban-level shopping facilities</li> <li>pedestrian access to the supermarket must be legible and convenient</li> </ul>	<p><b>A6.1</b> Any supermarket or supermarket-based shopping centre is located at ground level in the preferred location indicated on <i>Map A—Precinct Plan</i>, is accessed conveniently from the street and does not exceed for its shop component 3,500m<sup>2</sup> gross floor area</p>

Performance Criteria		Acceptable Solutions	
<ul style="list-style-type: none"> <li>support retail and other commercial services must be located along other parts of Musk Avenue and in the Mixed Use Precinct</li> <li>in support of active streets and frontages, development along Musk Avenue must make provision at street level for retail/commercial uses</li> </ul>		<b>A6.2</b>	In The Village Centre Precinct and in the Health and Recreation Precinct, where a site has frontage to Musk Avenue or the intersection of Musk Avenue with Blamey Street, continuous retail/commercial uses such as shops, restaurants and local service outlets are provided at street level, with access from and oriented to the street
<b>Heritage and character</b>			
<b>P7</b>	Built form must respect the historic significance of the Upper Parade Ground and related buildings	<b>A7</b>	New building work within the Upper Parade Ground Heritage Area maintains appropriate sight lines within and through the State Heritage Listed Area, including the full length of the Upper Parade Ground and to existing heritage buildings
<b>Landscape elements</b>			
<b>P8</b>	Footpaths and pedestrian spaces must be designed to reinforce the character of the precinct and promote usability	<b>A8</b>	All footpaths are finished in accordance with the requirements of the <b>Centres Detail Design Manual</b>
<b>P9</b>	Landscaping to site frontages and pedestrian building entries must integrate with the materials and design of the adjoining footpaths	<b>A9</b>	Landscaping materials and design are consistent with the <b>Centres Detail Design Manual</b>
<b>Resource efficiency principles</b>			
<b>P10</b>	Development must facilitate sustainable and resource-efficient subtropical design by: <ul style="list-style-type: none"> <li>integrating and respecting the site, its features and its surrounds</li> <li>designing for climate</li> <li>minimising energy use and greenhouse gas emissions</li> <li>minimising water use and managing stormwater</li> <li>minimising general waste and supporting recycling</li> </ul>	<b>A10</b>	The development's approach to subtropical design and resource efficiency is outlined in a design analysis/concept plan with appropriate detail and commitments, including: <ul style="list-style-type: none"> <li>key influences on the design (opportunities and constraints)</li> <li>relationship/potential impacts on adjoining properties</li> <li>macro and micro design concepts</li> <li>energy, water, pollution and waste management concepts</li> <li>expression of the design approach</li> </ul>
<b>P11</b>	Building design, layout and landscaping must incorporate best practice passive design to improve thermal comfort for residents and users	<b>A11</b>	The design and layout of buildings incorporate techniques such as: <ul style="list-style-type: none"> <li>orientation and detailed design to maximise passive cooling and solar heating</li> <li>floor plan zoning to maximise comfort for daytime activities and sleeping</li> <li>designed opportunities for effective cross ventilation through the building fabric, detailing and use of passive technologies</li> <li>appropriate use of thermal mass and protection from summer sun</li> <li>provision of opportunities for building occupants to adjust their indoor climate (e.g. adjustable shading)</li> </ul>

Performance Criteria	Acceptable Solutions
	<ul style="list-style-type: none"> <li>• shading of glass and walls to reduce heat gain</li> <li>• insulation (walls, floors and ceilings) to minimise heat gain and loss</li> <li>• appropriate protection from rain of openings important for natural cross ventilation</li> </ul> <p><i>Note: this can be demonstrated by submission of a report for consideration and approval, indicating how the project is designed and will be managed to achieve this objective of The Village</i></p>
<p><b>P12</b> Landscaping must facilitate sustainable sub-tropical design outcomes in The Village</p>	<p><b>A12</b> Landscaping must facilitate sustainable subtropical design by techniques such as:</p> <ul style="list-style-type: none"> <li>• sufficient space for the establishment of significant substantial vegetation</li> <li>• locally appropriate plant species to minimise water use and contribute to stormwater management</li> <li>• hardscape/paving design and materials that minimise heat reflection and site run-off</li> <li>• appropriate seasonal shade and passive cooling/heating of outdoor spaces and walls throughout the year</li> <li>• design to maximise on-site water infiltration</li> <li>• water efficient automatic water systems</li> <li>• design to maximise exposure to summer breezes and winter morning sun</li> <li>• design to minimise exposure to winter winds</li> </ul> <p><i>Note: this can be demonstrated by submission of a report for consideration and approval, indicating how the project is designed and will be managed to achieve this objective of The Village</i></p>
<p><b>P13</b> Buildings must maximise energy efficiency</p>	<p><b>A13.1</b> Each residential dwelling unit in a building achieves a minimum energy rating of 4 stars</p> <p><i>Note: this can be demonstrated by submission of a report from an accredited assessor using a House Energy Rating Scheme recognised by Council at the development application stage</i></p> <p><b>A13.2</b> All commercial buildings and the office components of mixed-use buildings achieve a minimum energy rating of 4 stars in accordance with the Australian Building Greenhouse Rating Scheme (ABGR), using the ABGR validation protocol for computer simulations</p> <p><i>Note: this is demonstrated by the submission of a report from an accredited assessor at the development application stage</i></p>

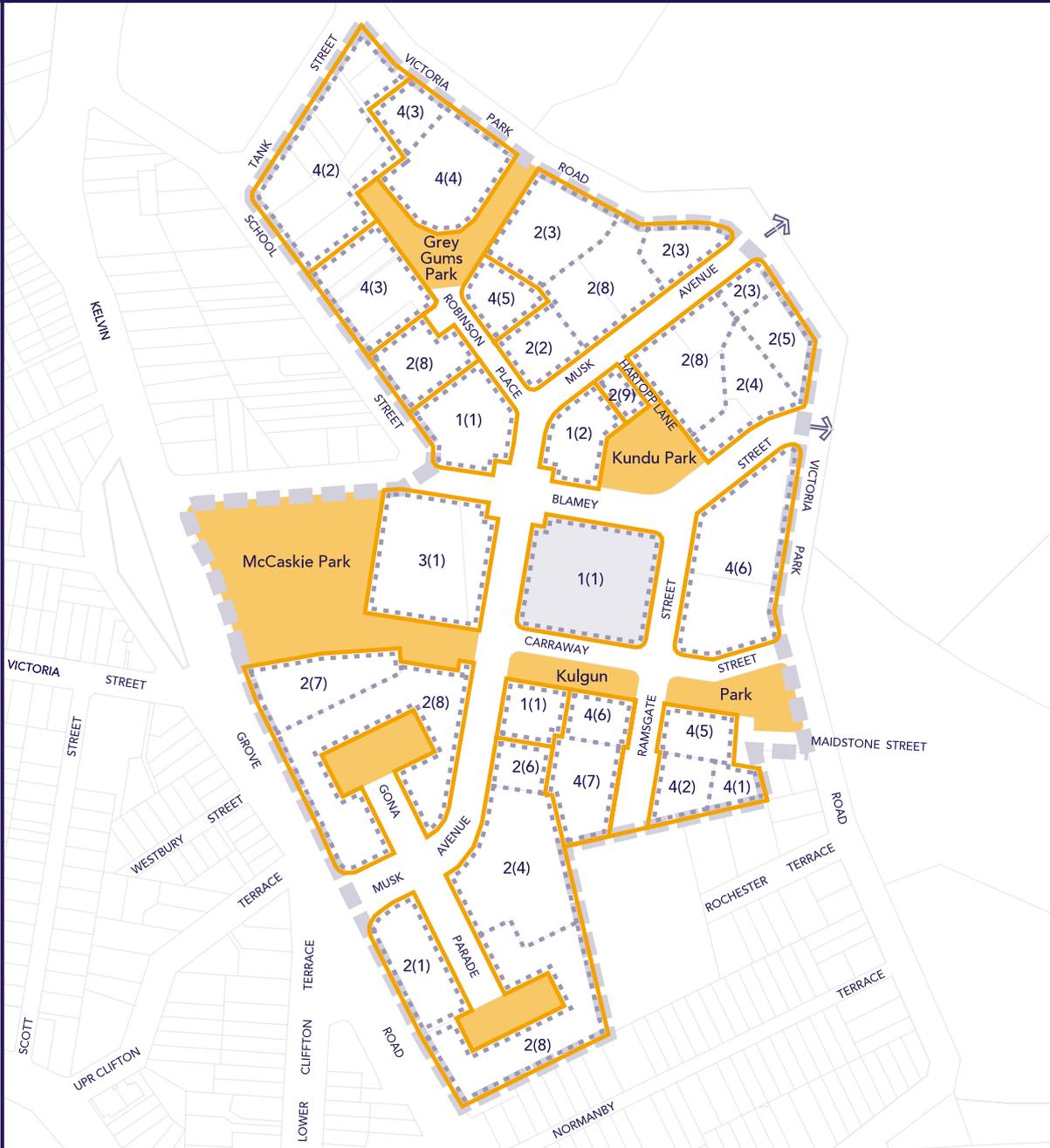
Performance Criteria	Acceptable Solutions
<p><b>P14</b> Technology systems, such as for hot water, heating, cooling or to augment natural air movement, must be energy efficient and minimise greenhouse gas emissions</p>	<p><b>A14.1</b> Gas, solar or heat pump hot water systems are installed in all buildings, either centrally or in each dwelling or tenancy, with a maximum of 25% boosting for solar hot water systems</p> <p><b>A14.2</b> Ceiling fans are used to augment air movement, in preference to reliance on air conditioning systems</p> <p><b>A14.3</b> Any air conditioning unit or system complies with minimum energy performance requirements</p> <p><b>A14.4</b> Technology systems are appropriately shaded and do not unreasonably impact on the amenity of neighbouring properties</p> <p><i>Note: this can be demonstrated by submission of a report for consideration and approval, indicating how the project is designed and will be managed to achieve this objective of The Village</i></p>
<p><b>P15</b> Buildings must incorporate suitable infrastructure to provide choice in energy supply to internal appliances</p>	<p><b>A15.1</b> Gas is reticulated to each dwelling unit or tenancy to enable a choice of gas for hot water, cook top, oven and heater connection</p> <p>AND/OR</p> <p><b>A15.2</b> Alternative renewable sources of energy are used to minimise demands upon the power grid</p>
<p><b>P16</b> Developments must minimise impacts on the water cycle and aim to:</p> <ul style="list-style-type: none"> <li>• protect waterway health by improving stormwater quality and reducing site run-off</li> <li>• minimise effluent discharge</li> <li>• reduce sewage discharge</li> <li>• maximise recycling opportunities</li> <li>• reduce mains potable water demand by utilising alternative sources and technology</li> <li>• reduce run-off by ensuring maximum absorption within property boundary</li> </ul>	<p><b>A16</b> Developments use Water Management techniques such as:</p> <ul style="list-style-type: none"> <li>• swale systems</li> <li>• swale/bioretention systems</li> <li>• on site infiltration/porous pavements</li> <li>• non-conveyance bioretention systems</li> <li>• conveyance bioretention systems</li> <li>• rainwater harvesting and recycling systems</li> <li>• filter/buffer strips</li> <li>• smart meters to monitor potable water consumption in each dwelling unit or tenancy</li> <li>• water efficient cooling tower systems or alternative Heating, Ventilation, Air Conditioning (HVAC) systems</li> <li>• small sized and pressure reduced potable water reticulation for all indoor uses</li> <li>• smart sewers and low pressure sewer systems</li> <li>• localised on-site waste water treatment</li> <li>• recycling of greywater</li> <li>• effective and timely maintenance systems</li> </ul> <p><i>Note: this can be demonstrated by submission of a report for consideration and approval, indicating</i></p>

Performance Criteria	Acceptable Solutions
<p><b>P17</b> Site and building design must facilitate the efficient sorting and disposal of waste to maximise recycling opportunities</p>	<p><i>how the project is designed and will be managed to achieve this objective of The Village</i></p> <p><b>A17.1</b> All buildings have:</p> <ul style="list-style-type: none"> <li>• central waste collection facilities including waste chutes with the capacity for sorted waste; or</li> <li>• clearly marked separate receptacles for communal use on each floor for sorted waste</li> </ul> <p><b>A17.2</b> Areas for the storage of sorted waste (general, recycling and green waste) and its collection are located on-site and in a way that minimises the impact on adjoining properties and the public realm</p>
<p><b>P18</b> Demolition and construction waste must be minimised and strategies implemented to facilitate recycling and re-use of waste materials</p>	<p><b>A18</b> Demolition and construction waste is minimised by:</p> <ul style="list-style-type: none"> <li>• designing out waste in the design stage</li> <li>• selecting materials and products with less packaging</li> <li>• implementing an on-site recycling system for waste materials including separated waste (i.e. timber for re-use, concrete for crushing and steel and copper for recycling)</li> </ul> <p><i>Note: this is demonstrated by the submission for approval of a Waste Management Plan that covers any demolition and construction</i></p>

**Table 1 Maximum gross floor area and building height**

Precinct	Maximum GFA (times site area)	Maximum no. of storeys and building height	Additional site specific limits
Village Centre: sub-precinct 1	2.9	7 (plus bonus storey)	
Village Centre: sub-precinct 2	4.2	7 (plus bonus storey)	Within 20m of the uphill boundary of the precinct, a maximum of 5 storeys is permitted
Mixed Use sub-precinct 1	4.2	6 (plus bonus storey)	Within 20m of the southern boundary of the precinct, a maximum of 3 storeys (and no bonus) is permitted
Mixed Use sub-precinct 2	4.2	6 (plus bonus storey)	
Mixed Use sub-precinct 3	3.5	6 (plus bonus storey)	
Mixed Use sub-precinct 4	2.9	6 (plus bonus storey)	
Mixed Use sub-precinct 5	2.9	7 (plus bonus storey)	
Mixed Use sub-precinct 6	2.9	6	On the Musk Avenue frontage, a maximum of 6 storeys is permitted above the uphill corner of the site with Musk Avenue Within 11m of the rear boundary, a maximum of 5 storeys is permitted above that same reference point on Musk Avenue Up to 2 bonus storeys are permitted at the rear of the development, below the level of the same reference point, and do not form part of the calculation of height for setback purposes
Mixed Use sub-precinct 7	2.9	4 (plus bonus storey)	
Mixed Use sub-precinct 8	2.5	6 (plus bonus storey)	
Mixed Use sub-precinct 9	2.7	4 (plus bonus storey)	The 4 storeys are measured above a point midway along Hartopp Lane
Health and Recreation	2.9	7	
Residential sub-precinct 1	0.8	3	
Residential sub-precinct 2	1.0	4	
Residential sub-precinct 3	1.2	4	
Residential sub-precinct 4	1.5	5	Adjacent to the frontage to Grey Gums Park, a maximum of only 4 storeys is permitted
Residential sub-precinct 5	1.8	5 (plus bonus storey)	No bonus storey is applicable to the intersection of Maidstone Street and Kulgun Park
Residential sub-precinct 6	2.5	6 (plus bonus storey)	
Residential sub-precinct 7	2.5	9	

# Map A: Precinct Plan



-  Local Plan boundary
-  Precinct boundary
-  Sub-precinct boundary
-  Public open space
-  Preferred location for local supermarket

### Village Centre Precinct

- 1(1) Sub-precinct 1
- 1(2) Sub-precinct 2

### Mixed Use Precinct

- 2(1) Sub-precinct 1
- 2(2) Sub-precinct 2
- 2(3) Sub-precinct 3
- 2(4) Sub-precinct 4
- 2(5) Sub-precinct 5
- 2(6) Sub-precinct 6
- 2(7) Sub-precinct 7
- 2(8) Sub-precinct 8
- 2(9) Sub-precinct 9

### Health and Recreation Precinct

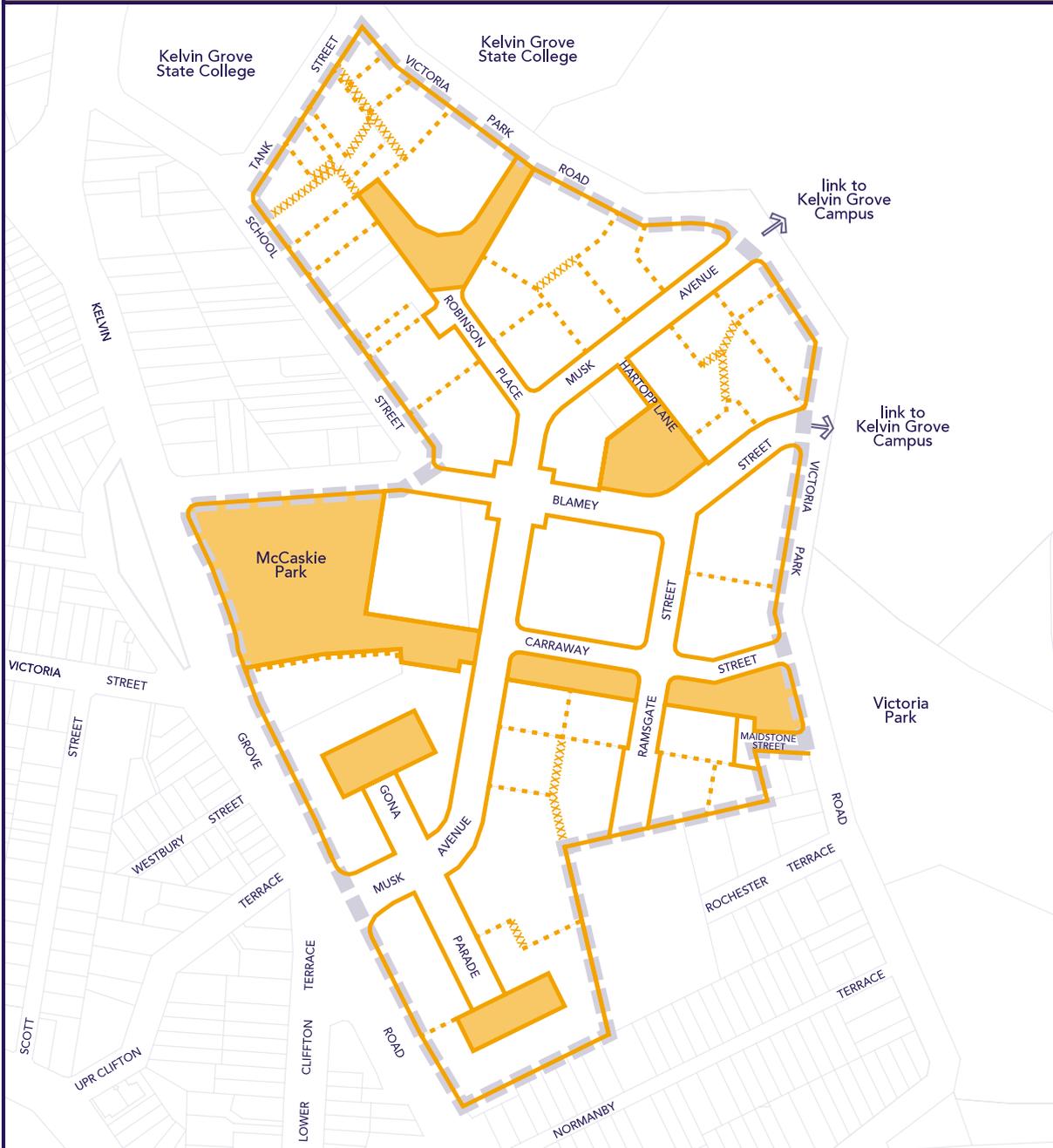
- 3(1) Sub-precinct 1

### Residential Precinct

- 4(1) Sub-precinct 1
- 4(2) Sub-precinct 2
- 4(3) Sub-precinct 3
- 4(4) Sub-precinct 4
- 4(5) Sub-precinct 5
- 4(6) Sub-precinct 6
- 4(7) Sub-precinct 7



## Map B: Boundary Designations



-  Local Plan boundary
-  Rear boundary
-  Side boundary
-  Public open space

