

3.0 Development Assessment

The planning scheme has two types of assessment tables that apply to development

- (a) Local Areas
- (b) Overlays

Assessment tables for the Local Areas and Overlays identify the assessment levels for development under the planning scheme as follows-

LOCAL AREAS	
Table 3.1	Western Bundaberg Local Area
Table 3.2	Southern Industrial Local Area
Table 3.3	Takalvan Street Local Area
Table 3.4	Higher Density Residential Local Area
Table 3.5	CBD Local Area
Table 3.6	Eastern Bundaberg Local Area
Table 3.7	Eastern Industrial Local Area
Table 3.8	North Bundaberg Local Area
OVERLAYS	
Table 3.9	Ecology Protection Overlay
Table 3.10	Flood Management Overlay
Table 3.11	Built Heritage and Character Protection Overlay
Table 3.12	Acid Sulfate Soils Overlay
Table 3.13	Bundaberg Airport Overlay

The Local Area and Overlay assessment tables are used in conjunction to determine the required level of assessment.

If development is identified as having a different assessment category under a Local Area than under an Overlay, or under different overlays, the higher assessment category applies as follows:

- (a) Self Assessable prevails over exempt;
- (b) Code Assessable prevails over self assessable or exempt;
- (c) Impact Assessable prevails over code assessable, self assessable or exempt.

3.1 Local Area Plans

The City of Bundaberg has been divided into eight Local Areas to facilitate the expression of requirements and guidelines relating to the future planning of these areas (**Map 3.1**). The Local Areas are based on major physical and land use features and identifiable communities of interest. The local areas are divided into precincts.

The six precincts most commonly used throughout the City are Residential A, Residential B, Industry, Commercial, Community and Non Urban. In some locations the Local Areas have been divided into sub-precincts to encourage the development of a particular character or provide for a range of compatible land uses.

Local area provisions are structured as follows:

- (a) A statement of Planning Intent for the Local Area based on the needs and aspirations of the community;
- (b) Local Area Maps that identify what precinct a site is located within;
- (c) In the case of the Southern Industrial Area and Central Business Districts Local Areas, statements of planning intent for precincts;
- (d) A Development Assessment Table (divided into Material Change of Use, Building Work, Operational Work and Reconfiguring a Lot) which defines the level of assessment (assessable [code or impact], self-assessable or exempt) required for proposals in each Local Area precinct;

The Local Areas for the City and their corresponding section in the Plan are outlined in the following table.

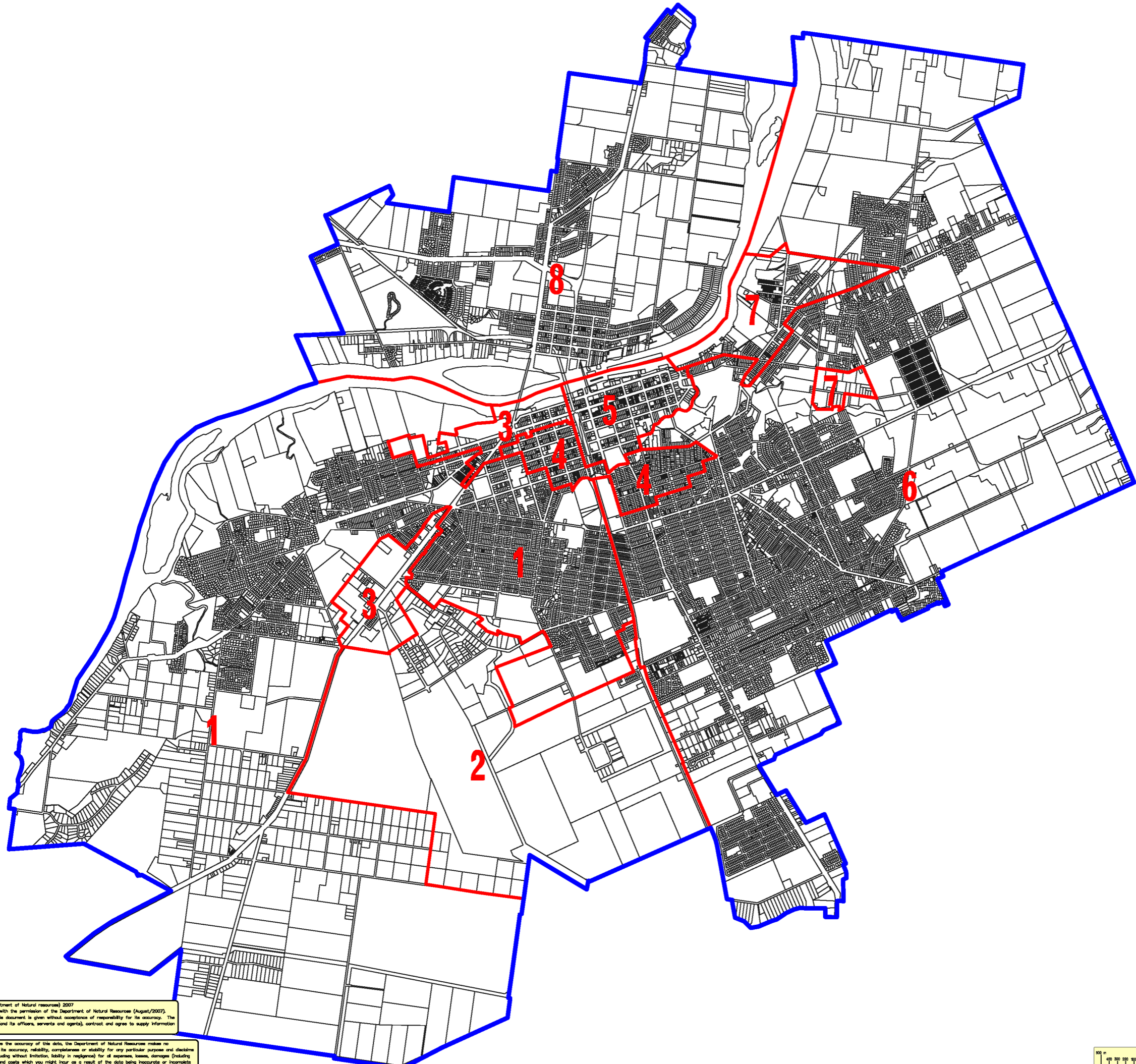
Local Area	Section in Planning Scheme
Local Area 1 - Western Bundaberg	Section 3.1.1
Local Area 2 - Southern Industrial	Section 3.1.2
Local Area 3 - Takalvan Street	Section 3.1.3
Local Area 4 - Higher Density Residential	Section 3.1.4
Local Area 5 - Central Business District	Section 3.1.5
Local Area 6 - Eastern Bundaberg	Section 3.1.6
Local Area 7 - Eastern Industrial	Section 3.1.7
Local Area 8 - North Bundaberg	Section 3.1.8



Local Areas

Legend

- Local Area Boundaries
- 1 Western Bundaberg
- 2 Southern Industrial Area
- 3 Takalvan Street
- 4 Higher Density Residential
- 5 Central Business District
- 6 Eastern Bundaberg
- 7 Eastern Bundaberg
- 8 North Bundaberg



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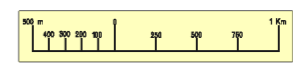
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Amended 12 July, 2007

Map 3.1



Produced by Bundaberg City Council
GIS Section on Thu Aug 2 2007
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3.1.1 Local Area 1 - Western Bundaberg

3.1.1.1 Planning Intent

1. Western Bundaberg will have a suburban character, with rural activities such as agriculture remaining on land that is unsuitable for urban development or on land not required for urban development within the life of the Planning Scheme. Specifically it is intended that:
 - (a) a standard of amenity consistent with the Residential Strategy will be achieved in the residential precincts;
 - (b) additional industrial development is not considered appropriate in this Local Area;
 - (c) an integrated open space and bicycle network will connect parklands located within Western Bundaberg to the CBD and to the Takalvan Street Local Area;
 - (d) a range of local shopping facilities and other community facilities will be available within the area;
 - (e) development does not detrimentally impact on the water quality of the Ben Anderson Barrage Declared Catchment Area;

3.1.1.2 Precincts

2. The Local Area has been divided into six precincts shown on Map 3.2 as a means of indicating the preferred development within different parts of the Local Area. These precincts have been identified based on existing development (if any) within the precinct, adjoining land uses, zoning or development approvals, and the desired future character of those areas.

RESIDENTIAL A (1a) AND B (1b) PRECINCTS

3. Residential Multi Unit developments are primarily situated within the Residential B Precinct. Such development will use features such as building design and landscaping to reflect the existing built form of the Western Bundaberg Local Area.
4. The predominate character of low-density residential development in Residential A Precincts is maintained and protected from the intrusion of medium and high-density development.
5. Alternatives in housing types are provided in existing Residential B locations offering high accessibility to a range of services and facilities.
6. Medium-density housing is at a scale and density that respects the character and protects the amenity of the Local Area.

INDUSTRIAL PRECINCT 1c

7. Expansion of the Industrial Precincts is not considered appropriate in this Local Area.

COMMERCIAL PRECINCT 1d

8. Commercial development shall be limited to a range of shopping facilities that provide an appropriate level of service conveniently located for the local resident population.
9. Larger scale commercial development, such as supermarkets and professional offices are inconsistent within this local area.

COMMUNITY PRECINCT 1e









10. Pedestrian access to and along the banks of the Burnett River will be facilitated through an integrated network of pedestrian pathways. However, access to the riverbank will be controlled through the use of designated pathways in order to preserve the natural qualities of the River.
11. The area will be well serviced by social infrastructure such as schools, public transport and a range of sporting facilities particularly for young people.

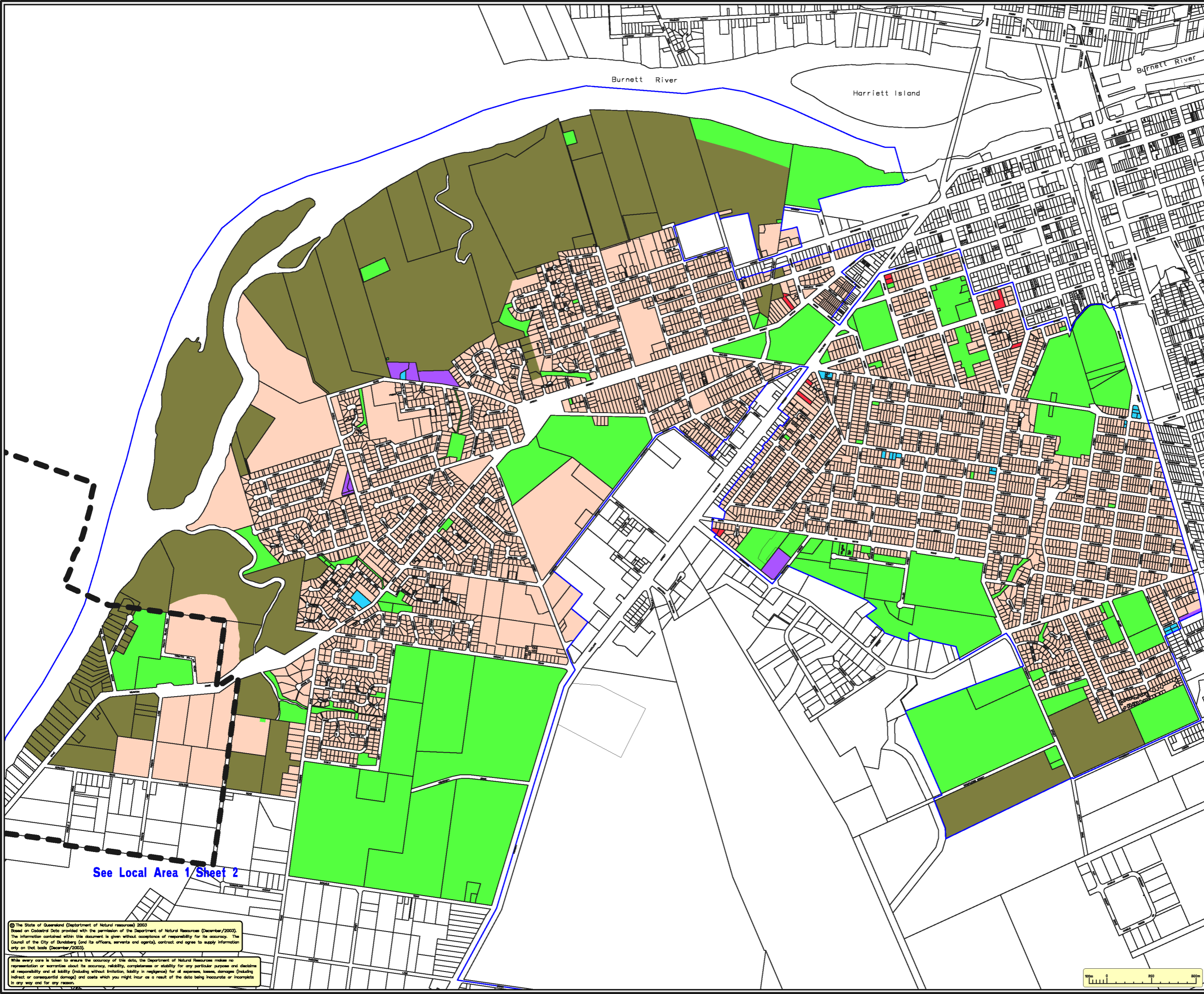
3.1.1.3 Development Assessment Table

12. The following Development Assessment Table identifies the level of assessment for the various developments within each of the six precincts. The extent of Local Area 1 and the boundaries of precincts within this local area are shown on **Map 3.2**.
13. Uses identified in each Precinct as inconsistent in **Table 3.1** are inappropriate development for this Local Area.



Legend

-  Local Area 1 Boundary
-  Declared Catchment Area for Ben Anderson Barrage
-  Residential A
-  Residential B
-  Industry
-  Commercial
-  Community
-  Non-Urban



See Local Area 1 Sheet 2



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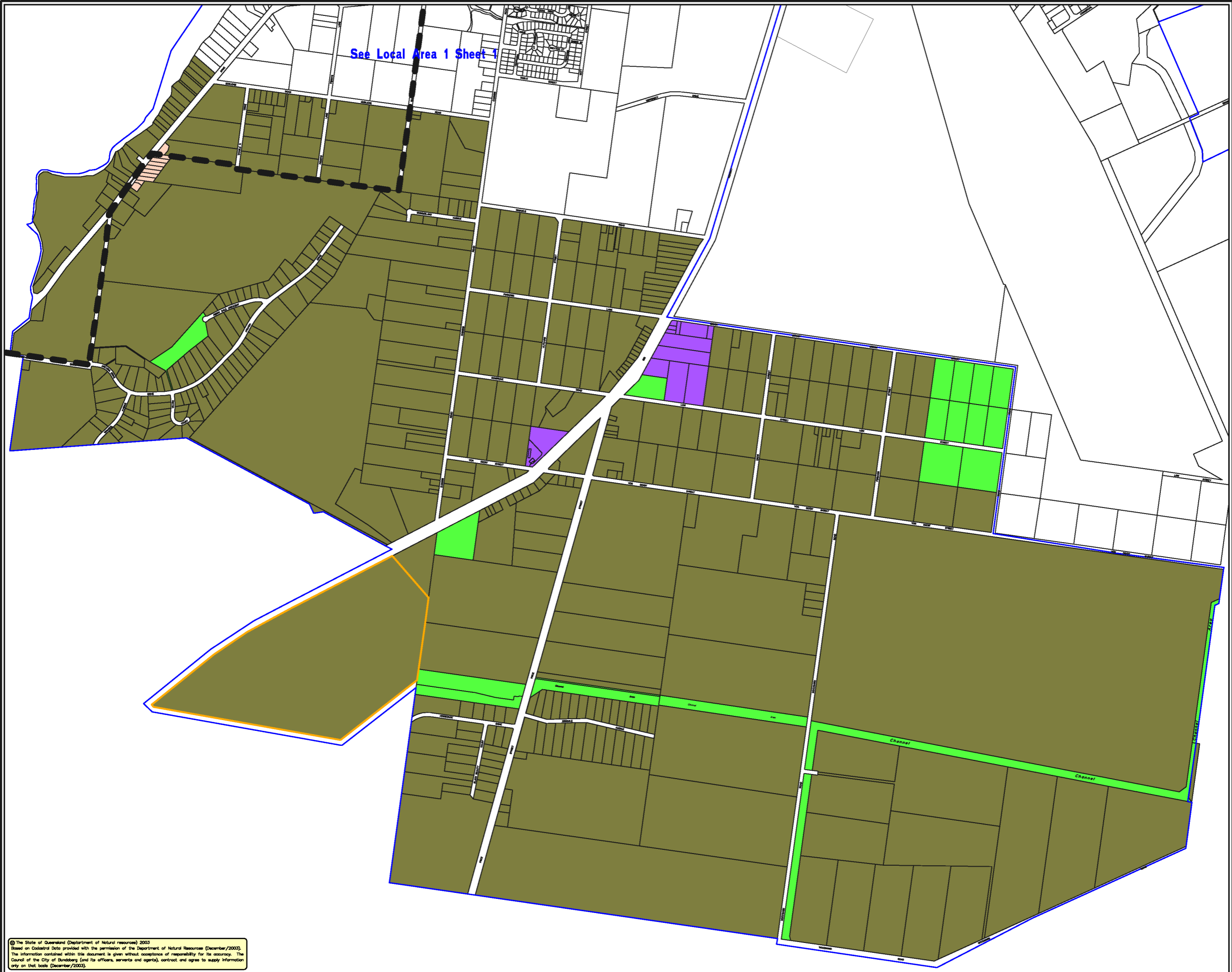
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Legend

- Local Area 1 Boundary
- Mining Lease Boundary
- Declared Catchment Area for Ben Anderson Barrage
- 1a Residential A
- 1b Residential B
- 1c Industry
- 1d Commercial
- 1e Community
- 1f Non-Urban

See Local Area 1 Sheet 1



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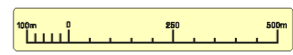


Table 3.1
Development Assessment Table for Local Area 1 - Western Bundaberg

MATERIAL CHANGE OF USE							
Development identified in the Development Assessment Table-Material Change of Use as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.							
A shaded area within the development assessment table represents impact assessable development that is inconsistent with the Local Area Planning Intent, or City Planning Strategy.							
Defined Use	Residential A Precinct 1a	Residential B Precinct 1b	Industry Precinct 1c	Commercial Precinct 1d	Community Precinct 1e	Non Urban Precinct 1f	Primary Code <i>Other Codes</i>
Agriculture	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Self Assessable	Rural Activity Code
Animal Husbandry (Grazing)	Impact Assessable	Impact Assessable	Self Assessable	Impact Assessable	Self Assessable	Exempt Development	Rural Activity Code
Animal Husbandry (Other than Grazing)	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Caretaker's Residence	Impact Assessable	Self Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	House Code
Commercial Activity A	Impact Assessable	Code Assessable	Impact Assessable	Self Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity B	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity C	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Community Activity	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Community Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Community Infrastructure	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Community Activity Code <i>Flood Management Code</i> <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Food Related	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Industry – General	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Industry - Light <i>where: not located on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.</i>	Impact Assessable	Impact Assessable	Self Assessable	Impact Assessable	Impact Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry - Light <i>where located on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.</i>	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Industry Near Residences Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry - Service	Impact Assessable	Impact Assessable	Self Assessable	Code Assessable	Impact Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry - Noxious, Offensive or Hazardous	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Park	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable

Defined Use	Residential A Precinct 1a	Residential B Precinct 1b	Industry Precinct 1c	Commercial Precinct 1d	Community Precinct 1e	Non Urban Precinct 1f	Primary Code Other Codes
Recreation Indoor	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Recreation Indoor & Recreation Outdoor Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Recreation Outdoor where <i>not</i> involving existing outdoor recreation facilities.	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Self Assessable	Impact Assessable	Recreation Indoor & Recreation Outdoor Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Recreation Outdoor where <i>not</i> involving existing outdoor recreation facilities.	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Residential Single Unit.	Self Assessable	Self Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Self Assessable	House Code Signs Code Vehicle Parking & Access Code On-Site Effluent Disposal Code
Residential Display Home	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	House Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Residential Dual Occupancy	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Medium Density Residential Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Residential Multi Unit	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Medium Density Residential Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Residential Special	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Special Use	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Utilities	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Community Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Other (not defined)	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	

BUILDING WORK

This table applies to carrying out Building Work not associated with a Material Change of Use application.

Development identified in the Development Assessment Table-Building Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.

Type of Development	Residential A Precinct 1a	Residential B Precinct 1b	Industry Precinct 1c	Commercial Precinct 1d	Community Precinct 1e	Non Urban Precinct 1f	Primary Code Other Codes
Building Work resulting in less than 30m ² increase in GFA.	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Building Work for Residential Single Unit or Caretaker's Residence	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code Signs Code Vehicle Parking & Access Code On-Site Effluent Disposal Code
Building Work for other Residential development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Medium Density Residential Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code

Type of Development	Residential A Precinct 1a	Residential B Precinct 1b	Industry Precinct 1c	Commercial Precinct 1d	Community Precinct 1e	Non Urban Precinct 1f	Primary Code <i>Other Codes</i>
Building Work for Indoor or Outdoor Recreation activities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Recreation Indoor & Recreation Outdoor Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Building Work for Commercial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Building Work for Industrial development where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Industry near Residences Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Building Work for other Industrial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Building Work for Community Activity, Community Infrastructure, Special Uses and Utilities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Community Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Building Work for Agriculture or Animal Husbandry	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Rural Activity Code

OPERATIONAL WORK

This table applies to carrying out Operational Work not associated with Material Change of Use or Reconfiguring a Lot applications.

Development identified in the Development Assessment Table -Operational Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.

Type of Development	Residential A Precinct 1a	Residential B Precinct 1b	Industry Precinct 1c	Commercial Precinct 1d	Community Precinct 1e	Non Urban Precinct 1f	Primary Code <i>Other Codes</i>
Operational work involving work relating to a residential single unit including driveways, kerb crossovers, internal paths, swimming pool excavation	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code <i>Filling & Excavation Code</i>
Operational work involving placing an advertising device on premises	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Signs Code
Operational work involving Landscaping and not associated with another development application	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Landscaping Code
Operational work where involving the filling or excavation not exceeding 30m ² of material to a depth not exceeding 300mm	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Filling and Excavation Code
Operational work where involving the filling or excavation of more than 30m ² of material to a depth exceeding 300mm.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Filling and Excavation Code
Operational work where undertaking work (other than destroying or removing vegetation not on freehold land) in, on, over or under premises that materially affects premises or their use.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Vehicle Parking and Access Code <i>Infrastructure Services Code</i>

Type of Development	Residential A Precinct 1a	Residential B Precinct 1b	Industry Precinct 1c	Commercial Precinct 1d	Community Precinct 1e	Non Urban Precinct 1f	Primary Code Other Codes
Operational Work associated with Reconfiguring a Lot	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Infrastructure Services Code <i>Filling & Excavation Code</i> <i>Lot Reconfiguration Code</i>
<i>Other Operational Works</i>	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
RECONFIGURING A LOT as defined in Section 1.3.5 of the Act							
Type of Development	Residential A Precinct 1a	Residential B Precinct 1b	Industry Precinct 1c	Commercial Precinct 1d	Community Precinct 1e	Non Urban Precinct 1f	Primary Code Other Codes
Amalgamation of 2 or more lots	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Subdivision where the allotment size and dimensions do not comply with Table 4.7, prescribed within the Lot Reconfiguration Code	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Filling & Excavation Code</i> <i>Vehicle Parking & Access Code</i> <i>On-Site Effluent Disposal Code</i>
Other Reconfiguring a Lot	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Filling & Excavation Code</i> <i>Vehicle Parking & Access Code</i> <i>On-Site Effluent Disposal Code</i>

3.1.2 Local Area 2 - Southern Industrial

3.1.2.1 Planning Intent

1. The Southern Industrial area is intended to develop as a concentrated industrial activity area that makes a significant contribution to employment and the economic development of the region. Specifically it is intended that:
 - (a) employment generating industrial and industry-related activities will establish in the Local Area;
 - (b) the development process is orderly and the necessary infrastructure is provided in an efficient manner;
 - (c) opportunities to encourage and promote public transport will be supported;
 - (d) industrial development achieves and maintains high functional and visual standards;
 - (e)
 - (f) the natural environment and the amenity of nearby areas will be protected;
 - (g) the area will be protected from the intrusion of non-industrial related activities;
 - (h) additional residential development is not considered appropriate in this Local Area; and
 - (i) industrial activities have a minimal impact on the amenity of the surrounding areas.
2. Further development in the Local Area will build on the success of the Bunda Industrial Estate and take advantage of the existing and future transport links to serve the area.

3.1.2.2 Precincts

3. As indicated on **Map 3.3** the Local Area has been divided into eight precincts as a means of indicating the preferred development within different parts of the Local Area. These precincts have been identified based on draft planning documents, existing development, adjoining land uses, zoning or development approvals and the desired future character of those areas. Statements of specific *planning intent* are provided below for each of these precincts.

GENERAL INDUSTRY PRECINCT 2a

4. This precinct includes the existing Bunda Industrial Estate. It is intended that this area will be developed predominantly for light and general industry and will have a character similar to that of the existing Industrial Estate. Opportunities may be available in undeveloped parts of this precinct to provide a greater variety of lot sizes, than is currently available to prospective industries. Subdivision of existing land parcels will need to be consistent with an overall plan of layout, taking into account the need to provide additional access roads within the Local Area.
5. This precinct is not generally intended to be used for noxious, offensive or hazardous industry. In limited cases, such industries may be considered based on their ability to neutralise their detrimental impacts on surrounding land uses or the natural environment.
6. Development within the Precinct, particularly when close to sensitive land uses such as playing fields, sporting clubs and Shalom College, will need to achieve an acceptable level of environmental performance as indicated in the General Industry Code.

LOW IMPACT INDUSTRY PRECINCT 2b

7. The southern part of this precinct is mostly undeveloped except for a small area of light industrial development along Cairns Street. The northern part is largely developed for industrial purposes.
8. It is intended that this precinct will be developed predominantly for low impact industry, with particular regard being given to existing sensitive residential land uses within or abutting this precinct. Development close to the sensitive land uses or undeveloped residential land will need to meet the performance criteria indicated in the Industry near Residences Code.

SPECIAL INDUSTRY PRECINCT 2c

9. The precinct is structured around the site of the former QAC Abattoir. Complimentary expansion of Precinct 2h or complementary activities not detrimentally impacting on the intended function of Precinct 2h are preferred.

COMMUNITY (AIRPORT) PRECINCT 2d

10. This precinct covers the Bundaberg Airport land. It is intended that this precinct, which is owned and operated by Bundaberg City Council, be developed for airport and related facilities such as aircraft manufacture, servicing, storage and handling of airfreight and related activities.

NON URBAN PRECINCT 2e

11. This precinct comprises land that is currently used for caneland, or is existing bushland. It is intended that any Good Quality Agricultural Land (GOAL) should be retained in agricultural production. Residential or rural residential development is not considered appropriate in this precinct.

NON URBAN PRECINCT 2f

12. This precinct comprises the former rifle range land. The intent for this land is that it be developed for industrial purposes consistent with the intent for Precinct 2a. However, before development can proceed in this Precinct arrangements will be required to be in place to provide the necessary infrastructure to service this area.
13. Uses adjacent to the Bundaberg Airport will need to satisfy State Planning Policy *1/02 Development in the Vicinity of Certain Airports and Aviation Facilities*.

COMMUNITY PRECINCT 2g

14. This precinct comprises land intended to be used for community purposes including a rail spur line, recreation facilities, buffering, stormwater management and nature conservation.

SPECIAL INDUSTRY PRECINCT 2h

15. This precinct is structured around the site of the former QAC Abattoir. This area shall be available for future development opportunities, predominantly in the form of medium to large-scale industries undertaking food processing at primary, secondary and tertiary levels together with associated logistics support. These could include vegetable processing, confectionery products, sugar industry co-products, food related research and development, storage/packaging facilities or a specialised transport intermodal facility.

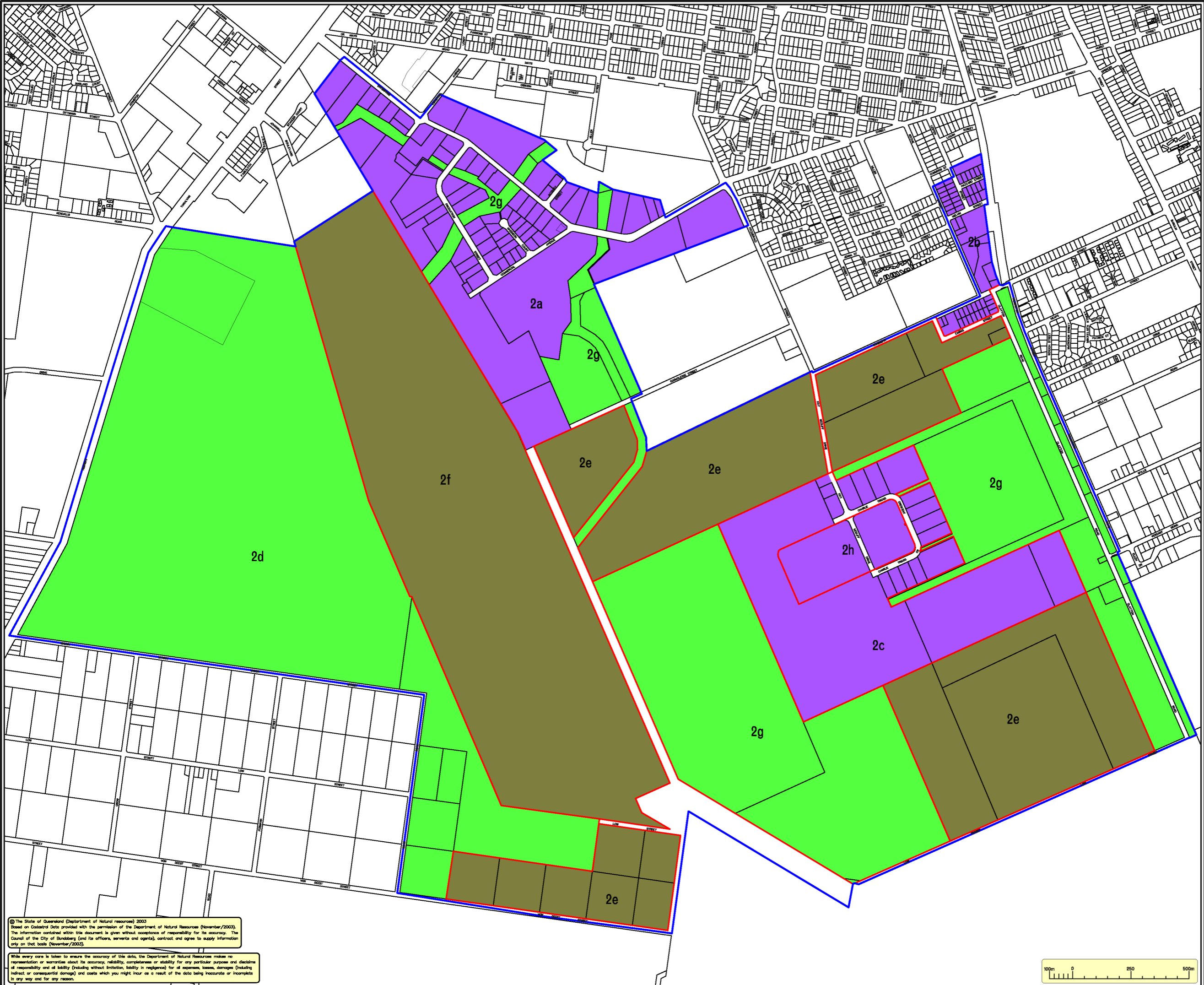
3.1.2.3 Development Assessment Table

16. The following Development Assessment Table identifies the level of assessment required for the various land use categories within each of the Local Area precincts shown on **Map 3.3**.
17. Uses identified in each Precinct as inconsistent in **Table 3.2** are inappropriate development for this Local Area.



Legend

- Local Area 2 Boundary
- Sub Precinct Boundary
- 2a General Industry
- 2b Low Impact Industry
- 2c Special Industry
- 2d Airport
- 2e Non Urban
- 2f Non Urban
- 2g Community
- 2h Food Precinct Industry



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Map 3.3



Produced by Bundaberg City Council
GIS Section on Fri Nov 21 2003
GIS Ref: WPA: plandev, File: LA2

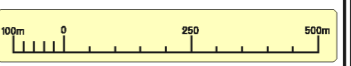


Table 3.2
Development Assessment Table for Local Area 2 – Southern Industrial

MATERIAL CHANGE OF USE									
Development identified in the Development Assessment Table-Material Change of Use as self-assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.									
A shaded area within the development assessment table represents impact assessable development that is inconsistent with the Local Area Planning Intent, or City Planning Strategy.									
Defined Use	General Industry Precinct 2a	Low Impact Industry Precinct 2b	Special Industry Precinct 2c	Community Airport Precinct 2d	Non Urban Precinct 2e	Non Urban Precinct 2f	Community Precinct 2g	Food Industry Precinct 2h	Primary Code <i>Other Codes</i>
Agriculture	Self Assessable	Self Assessable	Self Assessable	Impact Assessable	Exempt Development	Code Assessable	Self Assessable	Self Assessable	Rural Activity Code
Animal Husbandry (Grazing)	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Code Assessable	Rural Activity Code
Animal Husbandry (Other than Grazing)	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Caretaker's Residence	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	House Code
Commercial Activity A	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Commercial Activity B	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Commercial Activity C	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Community Activity	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Community Infrastructure	Code Assessable	Code Assessable	Impact Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Community Activity Code <i>Flood Management Code</i> <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Food Related where <u>not</u> on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Self Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Food Related where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Self Assessable	Industry Near Residences Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – General where <u>not</u> on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Self Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – General where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Industry Near Residences Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry - Light where <u>not</u> located on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Self Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Light where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Industry Near Residences Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>

Local Areas

Defined Use	General Industry Precinct 2a	Low Impact Industry Precinct 2b	Special Industry Precinct 2c	Community Airport Precinct 2d	Non Urban Precinct 2e	Non Urban Precinct 2f	Community Precinct 2g	Food Industry Precinct 2h	Primary Code <i>Other Codes</i>
Industry Service -	Self Assessable	Self Assessable	Self Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Industry Noxious, Offensive or Hazardous	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Park	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Recreation Indoor	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Recreation Outdoor	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Residential Single Unit	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Residential Display Home	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Residential Dual Occupancy	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Residential Multi Unit	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Residential Special	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Special Use	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Utilities	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Community Activity Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Other <i>(not defined)</i>	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
BUILDING WORK									
<p>This table applies to carrying out Building Work not associated with a Material Change of Use application.</p> <p>Development identified in the Development Assessment Table-Building Work as self-assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.</p>									
Type of Development	General Industry Precinct 2a	Low Impact Industry Precinct 2b	Special Industry Precinct 2c	Community Airport Precinct 2d	Non Urban Precinct 2e	Non Urban Precinct 2f	Community Precinct 2g	Food Industry Precinct 2h	Primary Code <i>Other Codes</i>
Building Work resulting in less than 30m ² increase in GFA.	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Building Work for Residential Single Unit or Caretaker's Residence	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code <i>Signs Code Vehicle Parking & Access Code On-Site Effluent Disposal Code</i>
Building Work for other Residential development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Medium Density Residential Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Building Work for Indoor or Outdoor Recreation activities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>

Local Areas

Type of Development	General Industry Precinct 2a	Low Impact Industry Precinct 2b	Special Industry Precinct 2c	Community Airport Precinct 2d	Non Urban Precinct 2e	Non Urban Precinct 2f	Community Precinct 2g	Food Industry Precinct 2h	Primary Code <i>Other Codes</i>
Building Work for Commercial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Commercial Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Industrial development where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Industry near Residences Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for other Industrial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	General Industry Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Community Activity, Community Infrastructure, Special Uses and Utilities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Community Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Agriculture or Animal Husbandry	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Rural Activity Code

OPERATIONAL WORK

This table applies to carrying out Operational Work not associated with Material Change of Use or Reconfiguring a Lot applications.

Development identified in the Development Assessment Table-Operational Work as self-assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.

Type of Development	General Industry Precinct 2a	Low Impact Industry Precinct 2b	Special Industry Precinct 2c	Community Airport Precinct 2d	Non Urban Precinct 2e	Non Urban Precinct 2f	Community Precinct 2g	Food Industry Precinct 2h	Primary Code <i>Other Codes</i>
Operational work involving work relating to a residential single unit including driveways, kerb crossovers, internal paths, swimming pool excavation	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code Filling & Excavation Code
Operational work involving placing an advertising device on premises	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Signs Code
Operational work involving Landscaping and not associated with another development application	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Landscaping Code
Operational work where involving the filling or excavation not exceeding 30m ² of material to a depth not exceeding 300mm	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Filling and Excavation Code
Operational work where involving the filling or excavation of more than 30m ² of material to a depth exceeding 300mm.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Filling and Excavation Code
Operational work where undertaking work (other than destroying or removing vegetation not on freehold land) in, on, over or under premises that materially affects premises or their use.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Vehicle Parking and Access Code Infrastructure Services Code

Type of Development	General Industry Precinct 2a	Low Impact Industry Precinct 2b	Special Industry Precinct 2c	Community Airport Precinct 2d	Non Urban Precinct 2e	Non Urban Precinct 2f	Community Precinct 2g	Food Industry Precinct 2h	Primary Code <i>Other Codes</i>
Operational Work <i>associated with Reconfiguring a Lot.</i>	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Infrastructure Services Code <i>Filling & Excavation Code Lot Reconfiguration Code</i>
<i>Other Operational Work</i>	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
RECONFIGURING A LOT as defined in Section 1.3.5 of the Act									
Type of Development	General Industry Precinct 2a	Low Impact Industry Precinct 2b	Special Industry Precinct 2c	Community Airport Precinct 2d	Non Urban Precinct 2e	Non Urban Precinct 2f	Community Precinct 2g	Food Industry Precinct 2h	Primary Code <i>Other Codes</i>
Amalgamation of 2 or more lots	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Subdivision <i>where the allotment size and dimensions do not comply with Table 4.7, prescribed within the Lot Reconfiguration Code</i>	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Code Assessable	Code Assessable	Code Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code Filling & Excavation Code Vehicle Parking & Access Code On-Site Effluent Disposal Code</i>
Other Reconfiguring a Lot	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code Filling & Excavation Code Vehicle Parking & Access Code On-Site Effluent Disposal Code</i>

3.1.3 Local Area 3 – Takalvan Street

3.1.3.1 Planning Intent

1. The Takalvan Street Local Area provides for a wide range of retail activities and extensive commercial and community land uses that cannot be located within the CBD. The situation of the Local Area on the major road gateway to the City means that the standard of architecture, design and landscaping of new development will be required to contribute positively to the streetscape. Specifically it is intended that:
 - (a) signage should be limited and well designed;
 - (b) vital and attractive streetscape is created through landscaping, design, colour, treatment of surfaces and the control of signage in new and existing developments;
 - (c) adequate car parking shall be provided;
 - (d) pedestrian safety, amenity and convenience shall be improved through linking community facilities and open space to the CBD via the establishment of an integrated bicycle and pedestrian network;
 - (e) public transport opportunities are maximised;
 - (f) streetscape works shall be undertaken along Takalvan Street;
 - (g) street trees shall be planted to enhance the image and attraction of the area;
 - (h) view corridors are protected and enhanced.
2. Motels and restaurants may be permitted along Takalvan Street. Infilling of existing commercial areas may be permitted if such uses do not detract from the Planning Intent of the Central Business District - Local Area 5. Expansion of commercial development outside of the boundaries of the Commercial Precinct is not intended.

3.1.3.2 Precincts

3. The Local Area has been divided into six precincts shown on Map 3.4 as a means of indicating the preferred development within different parts of the Local Area. These precincts have been identified based on existing development (if any) within the precinct, adjoining land uses, zoning or development approvals, and the desired future character of those areas.

RESIDENTIAL A (3a) AND B (3b) PRECINCTS

4. Residential A allotments situated along Bourbong Street within this Local Area are considered well situated and suitable for a range of development which compliment the two hospitals situated on Bourbong Street. Uses such as medical practitioners, other health professionals, pharmacies are to be encouraged. Also a range of accommodation both short and long term are considered desirable to support the functionality of the hospitals.
5. Motels and restaurants may be permitted along Takalvan Street within this Precinct.
6. Medium-density housing is at a scale and density that respects the character and protects the amenity of the Local Area.

RESIDENTIAL C PRECINCT 3c

7. Land adjacent to Alexandra Park, with an aspect to the Burnett River, is to be used for residential and tourist accommodation, to maximise tourism and residential opportunities within this attractive setting;
8. Development will incorporate built form that is designed to reflect the climate, character and lifestyle of Bundaberg;
9. Building setbacks will be well landscaped incorporating native species to reflect the adjacent open space and soften the impact of the built form of this precinct;

COMMERCIAL PRECINCT 3d

10. The attractiveness and convenience of the local area is promoted through encouraging the redevelopment and upgrading of older commercial and residential premises.

INDUSTRY PRECINCT 3f

11. Light and service industries are the preferred land use within the Turner Street Industrial Precinct.

NON URBAN 3g

12. This Precinct includes areas of land unsuitable for urban development because of physical constraints such as flooding and local drainage.

3.1.3.3 Development Assessment Table

13. The following Development Assessment Table identifies the level of assessment for the various land use categories within each of the precincts shown on **Map 3.4**.
14. Uses identified in each Precinct as inconsistent in **Table 3.3** are inappropriate development for this Local Area.

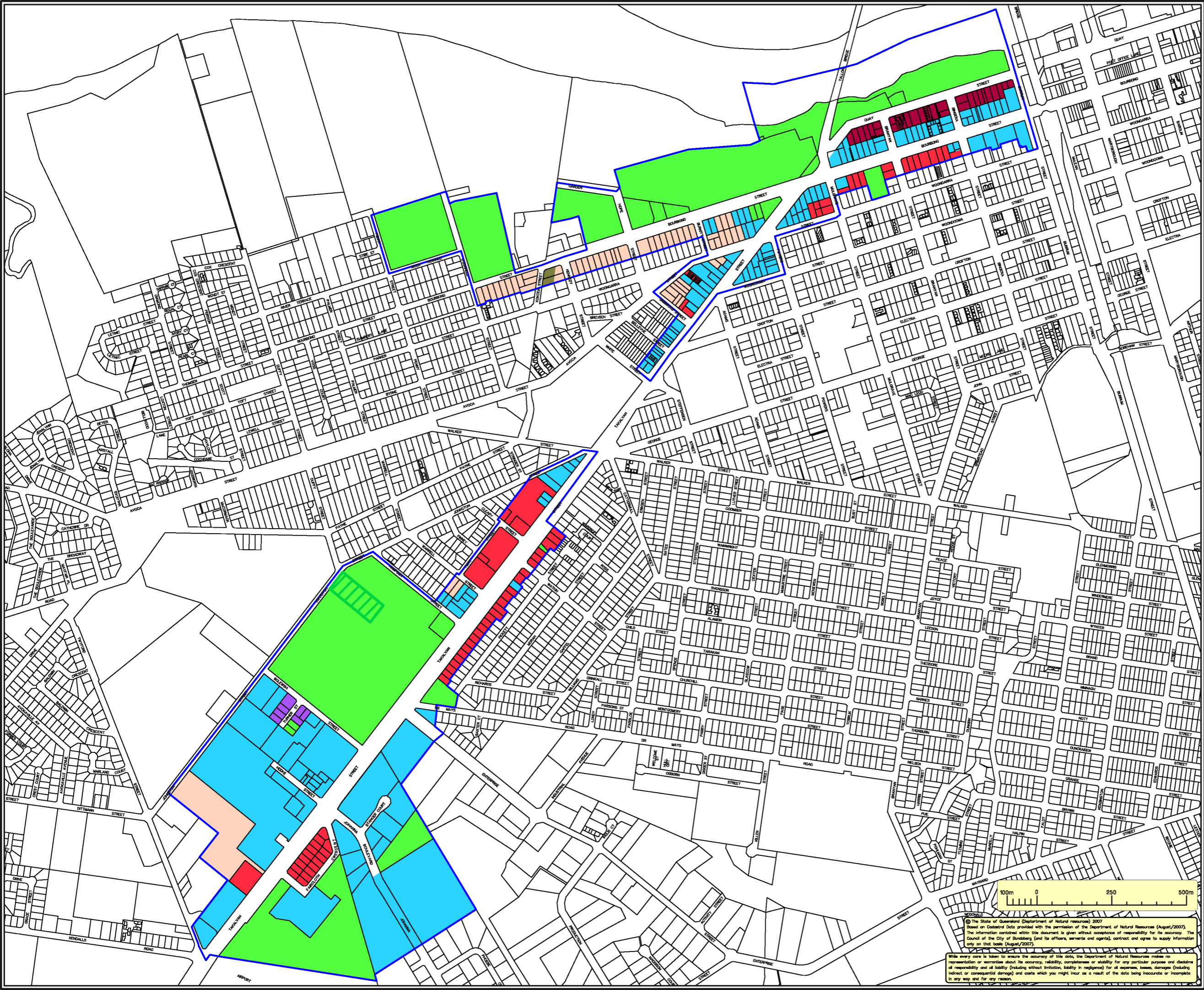
Planning Scheme for the City of Bundaberg



Local Area 3
Takalvan Street

Legend

- Local Area 3 Boundary
- 3a Residential A
- 3b Residential B
- 3c Residential C
- 3d Commercial
- 3e Community
- 3f Industry
- 3g Non-Urban
- Non-European Cultural Heritage Site



Amended 12 July, 2007

Map 3.4



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Produced by Bundaberg City Council
GIS Section on Thu Aug 2 2007
GIS Ref: 504; planmaker, File: L3A

Table 3.3
Development Assessment Table For Local Area 3 – Takalvan Street

MATERIAL CHANGE OF USE								
Development identified in the Development Assessment Table-Material Change of Use as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.								
A shaded area within the development assessment table represents impact assessable development that is inconsistent with the Local Area Planning Intent, or City Planning Strategy.								
Defined Use	Residential A Precinct 3a	Residential B Precinct 3b	Residential C Precinct 3c	Commercial Precinct 3d	Community Precinct 3e	Industry Precinct 3f	Non Urban Precinct 3g	Primary Code <i>Other Codes</i>
Agriculture	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Animal Husbandry	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Caretaker's Residence	Code Assessable	Self Assessable	Self Assessable	Code Assessable	Impact Assessable	Code Assessable	Impact Assessable	House Code
Commercial Activity A.	Impact Assessable	Code Assessable	Code Assessable	Self Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity B.	Impact Assessable	Impact Assessable	Impact Assessable	Self Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity C – Hotel	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity C - Other	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Community Activity	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Community Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Community Infrastructure	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Community Activity Code <i>Flood Management Code</i> <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Food Related	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Industry – General	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Industry - Light where <i>not</i> located on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry - Light where located on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	Industry Near Residences Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry - Service	Impact Assessable	Impact Assessable	Impact Assessable	Self Assessable	Impact Assessable	Self Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>

Defined Use	Residential A Precinct 3a	Residential B Precinct 3b	Residential C Precinct 3c	Commercial Precinct 3d	Community Precinct 3e	Industry Precinct 3f	Non Urban Precinct 3g	Primary Code <i>Other Codes</i>
Industry - Noxious, Offensive Hazardous	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Park	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Recreation Indoor	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Recreation Outdoor where involving existing outdoor recreation facilities and <u>not</u> on land subject to Indigenous Cultural Heritage Sites (Map 3.4).	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Self Assessable	Impact Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Recreation Outdoor where <u>not</u> involving existing outdoor recreation facilities and <u>not</u> on land subject to Indigenous Cultural Heritage Sites (Map 3.4).	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Recreation Outdoor where on land subject to Indigenous Cultural Heritage Sites (Map 3.4).	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Residential Single Unit	Self Assessable	Self Assessable	Self Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	House Code <i>Signs Code Vehicle Parking & Access Code</i>
Residential Display Home	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	House Code <i>Signs Code Vehicle Parking & Access Code</i>
Residential Dual Occupancy	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Medium Density Residential Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Residential Multi Unit	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Medium Density Residential Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Residential Special	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Special Use	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Utilities	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Community Activity Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Other (not defined)	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
BUILDING WORK								
<p>This table applies to carrying out Building Work not associated with a Material Change of Use application.</p> <p>Development identified in the Development Assessment Table-Building Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.</p>								
Type of Development	Residential A Precinct 3a	Residential B Precinct 3b	Residential C Precinct 3c	Commercial Precinct 3d	Community Precinct 3e	Industry Precinct 3f	Non Urban Precinct 3g	Primary Code <i>Other Codes</i>
Building Work resulting in less than 30m ² increase in GFA.	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable

Type of Development	Residential A Precinct 3a	Residential B Precinct 3b	Residential C Precinct 3c	Commercial Precinct 3d	Community Precinct 3e	Industry Precinct 3f	Non Urban Precinct 3g	Primary Code <i>Other Codes</i>
Building Work for Residential Single Unit or Caretaker's Residence	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code Signs Code Vehicle Parking & Access Code On-Site Effluent Disposal Code
Building Work for other Residential development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Medium Density Residential Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Indoor or Outdoor Recreation activities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Recreation Indoor & Recreation Outdoor Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Commercial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Commercial Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Industrial development where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Industry near Residences Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for other Industrial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	General Industry Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Community Activity, Community Infrastructure, Special Uses and Utilities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Community Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Agriculture or Animal Husbandry	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Rural Activity Code

OPERATIONAL WORK

This table applies to carrying out Operational Work not associated with Material Change of Use or Reconfiguring a Lot applications. Development identified in the Development Assessment Table-Operational Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.

Type of Development	Residential A Precinct 3a	Residential B Precinct 3b	Residential C Precinct 3c	Commercial Precinct 3d	Community Precinct 3e	Industry Precinct 3f	Non Urban Precinct 3g	Primary Code <i>Other Codes</i>
Operational work involving work relating to a residential single unit including driveways, kerb crossovers, internal paths, swimming pool excavation	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code Filling & Excavation Code
Operational work involving placing an advertising device on premises	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Signs Code
Operational work involving Landscaping and not associated with another development application	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Landscaping Code
Operational work where involving the filling or excavation not exceeding 30m ² of material to a depth not exceeding 300mm	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Filling and Excavation Code

Type of Development	Residential A Precinct 3a	Residential B Precinct 3b	Residential C Precinct 3c	Commercial Precinct 3d	Community Precinct 3e	Industry Precinct 3f	Non Urban Precinct 3g	Primary Code <i>Other Codes</i>
Operational work where involving the filling or excavation of more than 30m ³ of material to a depth exceeding 300mm.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Filling and Excavation Code
Operational work where undertaking work (other than destroying or removing vegetation not on freehold land) in, on, over or under premises that materially affects premises or their use.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Vehicle Parking and Access Code <i>Infrastructure Services Code</i>
Operational Work associated with Reconfiguring a Lot.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Infrastructure Services Code <i>Filling & Excavation Code</i> <i>Lot Reconfiguration Code</i>
<i>Other Operational Work</i>	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
RECONFIGURING A LOT as defined in Section 1.3.5 of the Act								
Type of Development	Residential A Precinct 3a	Residential B Precinct 3b	Residential C Precinct 3c	Commercial Precinct 3d	Community Precinct 3e	Industry Precinct 3f	Non Urban Precinct 3g	Primary Code <i>Other Codes</i>
Amalgamation of 2 or more lots	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Subdivision where the allotment size and dimensions do not comply with Table 4.7, prescribed within the Lot Reconfiguration Code	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Filling & Excavation Code</i> <i>Vehicle Parking & Access Code</i>
Other Reconfiguring a Lot	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Filling & Excavation Code</i> <i>Vehicle Parking & Access Code</i>

3.1.4 Local Area 4 – Higher Density Residential

3.1.4.1 Planning Intent

1. This Local Area will provide a diverse range of facilities in a variety of forms, styles, densities and heights, taking advantage of the area's accessibility to the CBD. It is also intended that areas of character housing (pre World War II construction) be retained to contribute to the diversity of housing available in this Local Area.
2. Development of motels and restaurants with high levels of visual amenity is preferred along Bourbong Street. Infilling of existing commercial areas may also be appropriate where proposals achieve high levels of design and protect the residential amenity of adjoining lots. Specifically it is intended that:
 - (a) residential amenity will be protected from the intrusion of incompatible land uses and high volumes of traffic;
 - (b) building design will reflect climatic issues and display a high degree of design quality;
 - (c) conflict between residential single units and unit development will be minimised;
 - (d) road closures may be undertaken to improve amenity and create small pockets of open space in the street reserve;
 - (e) new avenues of predominantly indigenous trees shall be created to reinforce existing avenues and shield unsightly views (eg railway marshalling yards);
 - (f) industrial development is not considered appropriate in this Local Area.

3.1.4.2 Precincts

3. The Local Area has been divided into four precincts shown on Map 3.5 as a means of indicating the preferred development within different parts of the Local Area. These precincts have been identified based on existing development (if any) within the precinct, adjoining land uses, zoning or development approvals, and the desired future character of those areas.

RESIDENTIAL B PRECINCT 4a

4. A number of Character Protected dwellings are located throughout this Precinct. Development of these sites are to be sympathetic to the original design of the existing dwelling in accordance with the 'Built Heritage and Character Protection Code'.
5. Alternatives in housing types are to be provided within this Precinct.
6. Medium-density housing is at a scale and density that respects the character and protects the amenity of the Local Area.

NON URBAN PRECINCT 4d

7. This Precinct includes areas of land unsuitable for urban development because of physical constraints such as flooding and local drainage.

3.1.4.3 Development Assessment Table






8. A Development Assessment Table has been prepared for Local Area 4. The following Development Assessment Table identifies the level of assessment for the various land use categories within each of the 4 precincts identified on **Map 3.5**.
9. Uses identified in each Precinct as inconsistent in **Table 3.4** are inappropriate development for this Local Area.

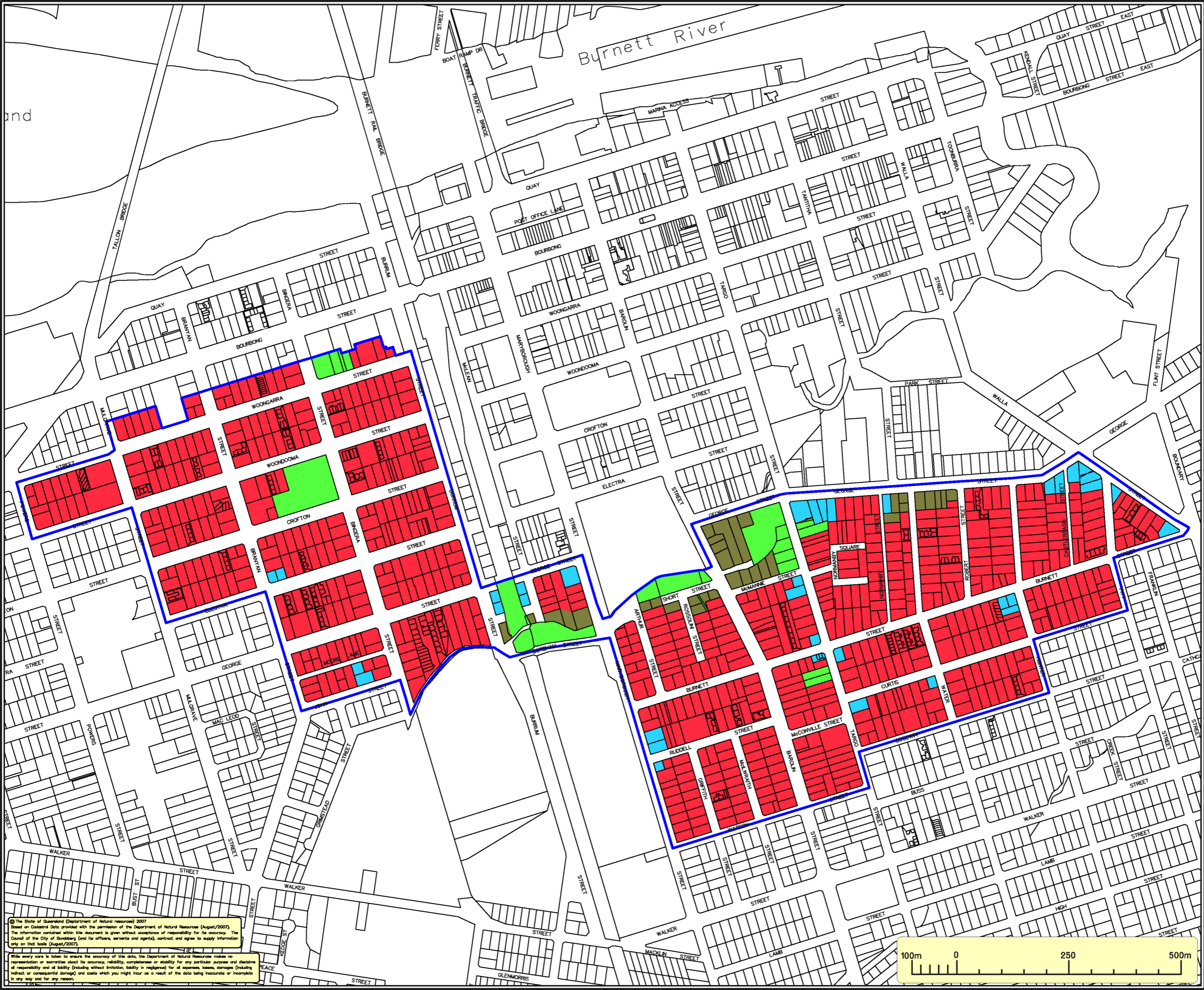
Planning Scheme for the City of Bundaberg



Local Area 4
Higher Density Residential

Legend

-  Local Area 4 Boundary
-  4a Residential B
-  4b Commercial
-  4c Community
-  4d Non Urban



Amended 12 July, 2007

Map 3.5



Produced by Bundaberg City Council
GIS Section on Thu Aug 2 2007
GIS Ref: 504; planmaker, File: LA4



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Table 3.4
Development Assessment Table For Local Area 4 – Higher Density Residential

MATERIAL CHANGE OF USE					
Development identified in the Development Assessment Table-Material Change of Use as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.					
A shaded area within the development assessment table represents impact assessable development that is inconsistent with the Local Area Planning Intent, or City Planning Strategy.					
Defined Use	Residential B Precinct 4a	Commercial Precinct 4b	Community Precinct 4c	Non Urban Precinct 4d	Primary Code <i>Other Codes</i>
Agriculture	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Animal Husbandry	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Caretaker's Residence	Self Assessable	Code Assessable	Code Assessable	Impact Assessable	House Code
Commercial Activity A	Impact Assessable	Self Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity B	Impact Assessable	Self Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity C	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Community Activity	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Community Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Community Infrastructure	Impact Assessable	Code Assessable	Code Assessable	Code Assessable	Community Activity Code <i>Flood Management Code</i> <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Food Related	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Industry – General	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Industry - Light	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Industry - Service	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry - Noxious, Offensive or Hazardous	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Park	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Recreation Indoor	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Recreation Outdoor	Impact Assessable	Code Assessable	Self Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Residential Single Unit	Self Assessable	Impact Assessable	Impact Assessable	Impact Assessable	House Code <i>Signs Code</i> <i>Vehicle Parking & Access Code</i>
Residential Display Home	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	House Code <i>Signs Code</i> <i>Vehicle Parking & Access Code</i>
Residential Dual Occupancy	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Medium Density Residential Code <i>Infrastructure Services Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Residential Multi Unit	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Medium Density Residential Code <i>Infrastructure Services Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Residential Special	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Special Use	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Utilities	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Community Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Other (not defined)	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	

BUILDING WORK					
<p>This table applies to carrying out Building Work not associated with a Material Change of Use application.</p> <p>Development identified in the Development Assessment Table-Building Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.</p>					
Type of Development	Residential B Precinct 4a	Commercial Precinct 4b	Community Precinct 4c	Non Urban Precinct 4d	Primary Code Other Codes
Building Work resulting in less than 30m ² increase in GFA.	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Building Work for Residential Single Unit or Caretaker's Residence	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code Signs Code Vehicle Parking & Access Code On-Site Effluent Disposal Code
Building Work for other Residential development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Medium Density Residential Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Indoor or Outdoor Recreation activities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Recreation Indoor & Recreation Outdoor Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Commercial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Commercial Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Industrial development where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Industry near Residences Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for other Industrial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	General Industry Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Community Activity, Community Infrastructure, Special Uses and Utilities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Community Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Agriculture or Animal Husbandry	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Rural Activity Code
OPERATIONAL WORK					
<p>This table applies to carrying out Operational Work not associated with Material Change of Use or Reconfiguring a Lot applications.</p> <p>Development identified in the Development Assessment Table-Operational Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.</p>					
Type of Development	Residential B Precinct 4a	Commercial Precinct 4b	Community Precinct 4c	Non Urban Precinct 4d	Primary Code Other Codes
Operational work involving work relating to a residential single unit including driveways, kerb crossovers, internal paths, swimming pool excavation	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code Filling & Excavation Code
Operational work involving placing an advertising device on premises	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Signs Code
Operational work involving Landscaping and not associated with another development application	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Landscaping Code
Operational work where involving the filling or excavation not exceeding 30m ³ of material to a depth not exceeding 300mm	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Filling and Excavation Code
Operational work where involving the filling or excavation of more than 30m ³ of material to a depth exceeding 300mm.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Filling and Excavation Code
Operational work where undertaking work (other than destroying or removing vegetation not on freehold land) in, on, over or under premises that materially affects premises or their use.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Vehicle Parking & Access Code Infrastructure Services Code
Operational Work associated with Reconfiguring a Lot.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Infrastructure Services Code Filling & Excavation Code Lot Reconfiguration Code
Other Operational Works	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable

RECONFIGURING A LOT as defined in Section 1.3.5 of the Act					
Type of Development	Residential B Precinct 4a	Commercial Precinct 4b	Community Precinct 4c	Non Urban Precinct 4d	Primary Code <i>Other Codes</i>
Amalgamating 2 or more lots	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Subdivision <i>where the allotment size and dimensions do not comply with Table 4.7, prescribed within the Lot Reconfiguration Code</i>	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Filling & Excavation Code</i> <i>Vehicle Parking & Access Code</i>
Other Reconfiguring a Lot	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Filling & Excavation Code</i> <i>Vehicle Parking & Access Code</i>

Local Areas

3.1.5 Local Area 5 – Central Business District (CBD)

3.1.5.1 Planning Intent

1. The Central Business District (CBD) is defined by the Burnett River to the north, Saltwater Creek to the south and east, while the western extent is defined by the railway line. The CBD will be the primary administrative, retail, commercial, cultural and tourist activity centre for the City of Bundaberg. Specifically it is intended that:
 - (a) vital, attractive and pedestrian orientated streets or other public spaces are created through landscaping, design, colour, treatment of surfaces and the control of signage in new and existing developments;
 - (b) the vitality of the CBD will be increased through the encouragement of tourist accommodation and residential development above the ground floor of buildings, where acceptable levels of amenity can be achieved. The construction of one or more multi-storey motels and associated facilities, in the blocks between Bourbong Street and Quay Street or in the immediate vicinity of the Moncrieff Theatre, is considered highly desirable;
 - (c) sites of cultural heritage significance such as the School of Arts (184 Bourbong Street), Post Office, and War Memorial (intersection of Bourbong and Barolin Streets) and former Commercial Bank of Sydney (cnr Bourbong and Maryborough Streets) are conserved;
 - (d) important landmarks such as the Post Office Clocktower are reinforced to create a sense of community identity;
 - (e) the attractiveness and convenience of the CBD is promoted through encouraging the redevelopment and upgrading of older commercial premises;
 - (f) car parking shall be improved in the CBD;
 - (g) primary intersections such as Barolin and Bourbong Streets are enhanced;
 - (h) pedestrian safety, amenity and convenience shall be improved through the establishment of an integrated bicycle and pedestrian network;
 - (i) public transport opportunities are maximised;
 - (j) streetscape works shall be undertaken particularly in Quay Street;
 - (k) the link between the main shopping area of Bourbong Street and the Burnett River be improved through walkways, bikeways, boardwalks and cafes particularly along the riverfront;
 - (l) key gateways (including the railway crossing on Bourbong Street and the Kennedy and Bundaberg traffic bridges) and major approach routes in the area (Bourbong Street, Quay Street, Maryborough Street, Barolin Street and Walla Street) are enhanced;
 - (m) street trees shall be planted throughout the CBD to enhance the image and attraction of the area;
 - (n) view corridors are protected and enhanced;
 - (o) industrial development is not appropriate in this Local Area.

2. It is preferred that night-club facilities and the like be located in the City Centre rather than suburban locations, in order to promote vitality in the City Centre after office hours and to maintain the amenity of suburban locations.

3.1.5.2 CBD Precinct

3. Land in the CBD is divided into five precincts as shown on **Map 3.6**. In all CBD precincts, residential development may be approved where the Council is satisfied that an acceptable level of amenity can be achieved and is proposed as part of a mixed use development of a site. In the Central Activity Area and River Front Precincts, habitable rooms are intended to be situated above ground floor level in a mixed use building.

CENTRAL ACTIVITY AREA PRECINCT 5a

4. This area is bounded by Maryborough, Quay, Woongarra and Tantitha Streets, and is focussed on Bourbong Street. Development in this precinct is intended to reflect a character and image particular to Bundaberg, be highly accessible, and create a physically attractive pedestrian-oriented environment. In particular development should provide for:

- (a) the consolidation of pedestrian generating uses and activities;
 - (b) an attractive, comfortable and safe street-level environment; and
 - (c) the enhancement and promotion of places of heritage and/or social significance, and of vernacular forms and materials.
5. A consolidation of retail, entertainment, community and civic uses within the precinct is desirable to maintain this area as an identifiable and accessible community focus for the City and Region.

RIVER FRONT AREA PRECINCT 5b

6. This area extends between Quay Street and the Burnett River. Development in this precinct is intended to be orientated towards and provide access to the river. Preferred uses include public open space, entertainment facilities, eating establishments, tourist facilities and other compatible activities.
7. The creation of a lively and attractive waterfront environment, linked to the adjoining Central Activity Area, is intended. Council has prepared a Burnett Riverside Master Plan as a guide to future long term planning in this area. Key elements of this Master Plan are included in the Riverside Masterplan Planning Scheme Policy.

CITY FRAME AREA PRECINCT 5c

8. This precinct includes the balance areas of land at the southern, eastern and western edges of the CBD. The establishment of a wide range of office, service industrial and community uses is primarily intended for land in this precinct. Non-residential development throughout the precinct should be of a lesser scale than that in the Central Activity Area. Uses requiring larger site areas, generating higher volumes of traffic and otherwise not needing a central location (such as major shopping centres, showrooms, service stations, drive-through fast-food stores and the like) are well suited to this precinct. It is recognised that the potential for the commercial expansion of the development known as Hinkler Place/Mall, north of Saltwater Creek to the northern boundary of the former George Street road reserve between Maryborough and Barolin Streets is desirable to reinforce the primacy of the CBD.

COMMUNITY PRECINCT 5d

9. For land north of Quay Street, Council has prepared a Burnett Riverfront Master Plan Planning Scheme Policy as a guide to future long term planning in this area.
10. Land north of Saltwater Creek to the northern boundary of the former George Street road reserve between Maryborough and Barolin Streets is identified as an area for potential commercial development.

NON URBAN PRECINCT 5e

11. This precinct includes areas of land unsuitable for urban development because of physical constraints such as flooding and local drainage issues.

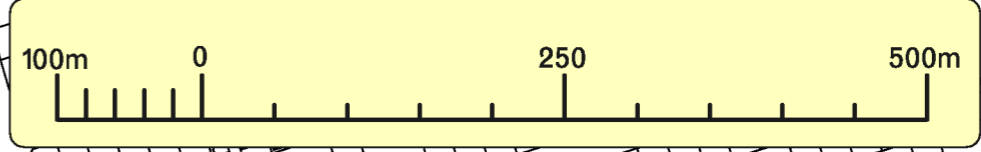
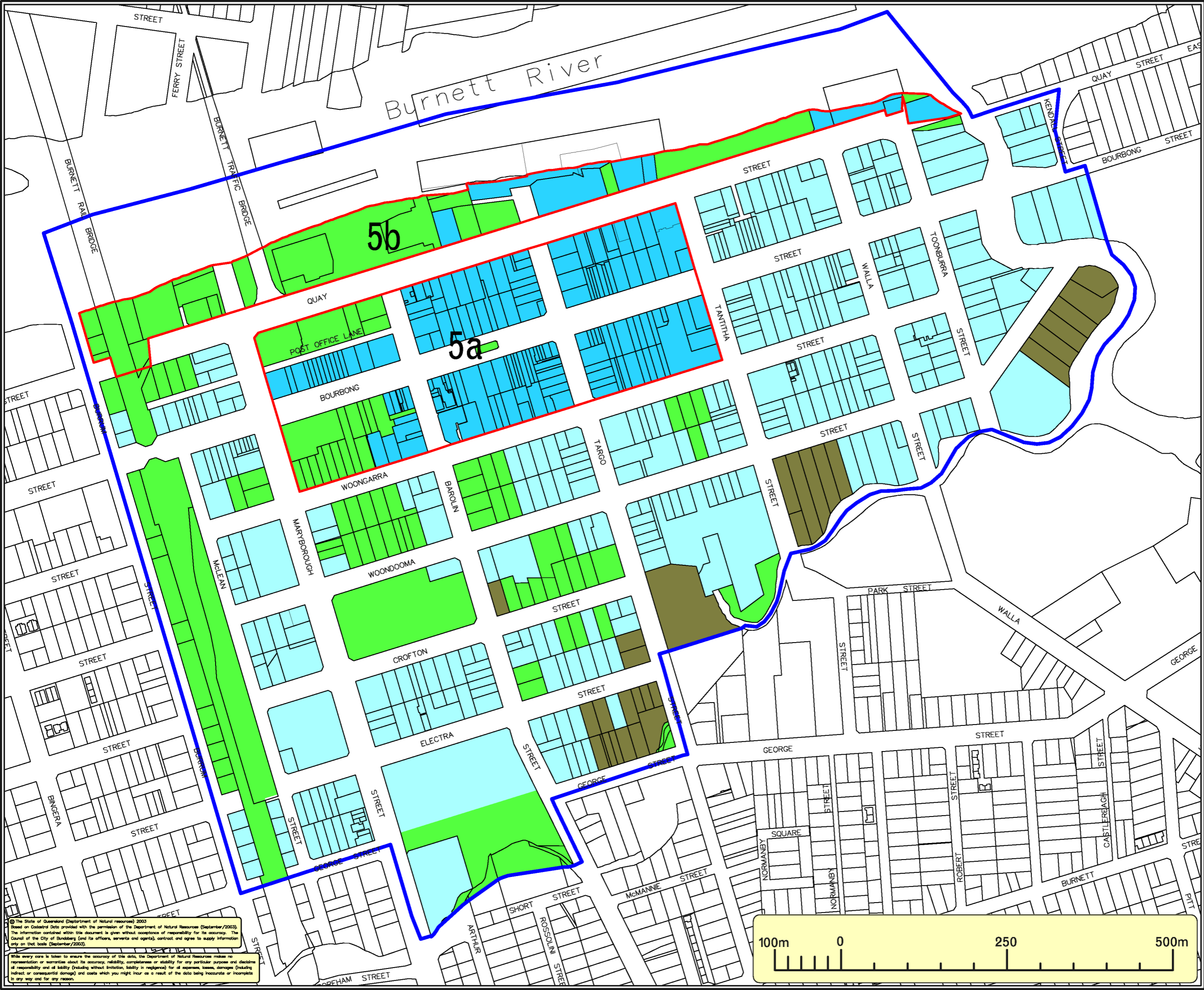
3.1.5.3 Development Assessment Table

12. A Development Assessment Table has been prepared for Local Area 5. The following Development Assessment Table identifies level of assessment for the various land use categories within each of the 5 precincts shown on **Map 3.6**.
13. Uses identified in each Precinct as inconsistent in **Table 3.5** are inappropriate development for this Local Area.



Legend

- Local Area 5 Boundary
- Sub Precinct Boundary
- 5a Commercial Central Activity Area
- 5b Commercial Riverfront Area
- 5c Commercial City Frame Area
- 5d Community
- 5e Non Urban



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Table 3.5
Development Assessment Table for Local Area 5 – CBD

MATERIAL CHANGE OF USE						
Development identified in the Development Assessment Table-Material Change of Use as self assessable that does not comply with the acceptable solutions of the primary codes is code assessable.						
A shaded area within the development assessment table represents impact assessable development that is inconsistent with the Local Area Planning Intent, or City Planning Strategy.						
Defined Use	Commercial Central Activity Area Precinct 5a	Commercial Riverfront Area Precinct 5b	Commercial City Frame Area Precinct 5c	Community Precinct 5d	Non Urban Precinct 5e	Primary Code <i>Other Codes</i>
Agriculture	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Animal Husbandry	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Caretaker's Residence	Self Assessable	Self Assessable	Code Assessable	Code Assessable	Impact Assessable	House Code
Commercial Activity A	Self Assessable	Impact Assessable	Self Assessable	Self Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity B	Self Assessable	Impact Assessable	Self Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity C	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Community Activity	Code Assessable	Code Assessable	Code Assessable	Self Assessable	Code Assessable	Community Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Community Infrastructure	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Community Activity Code <i>Flood Management Code</i> <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Food Related	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Industry – General	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Industry - Light <i>where not located on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.</i>	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Light <i>where located on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.</i>	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	Industry Near Residences Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry - Service	Self Assessable	Impact Assessable	Self Assessable	Impact Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry - Noxious, Offensive or Hazardous	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Park	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Recreation Indoor	Code Assessable	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Recreation Outdoor	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Residential Single Unit	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Residential Display Home	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Residential Dual Occupancy	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Medium Density Residential Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>

Defined Use	Commercial Central Activity Area Precinct 5a	Commercial Riverfront Area Precinct 5b	Commercial City Frame Area Precinct 5c	Community Precinct 5d	Non Urban Precinct 5e	Primary Code <i>Other Codes</i>
Residential Multi Unit where a Commercial Activity occupies the ground floor	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Medium Density Residential Code Commercial Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Residential Multi Unit where a Commercial Activity does <i>not</i> occupy the ground floor	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Medium Density Residential Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Residential Special	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Special Use	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Utilities	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Community Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Other (not defined)	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	

BUILDING WORK

This table applies to carrying out Building Work not associated with a Material Change of Use application.

Development identified in the Development Assessment Table-Building Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.

Type of Development	Commercial Central Activity Area Precinct 5a	Commercial Riverfront Area Precinct 5b	Commercial City Frame Area Precinct 5c	Community Precinct 5d	Non Urban Precinct 5e	Primary Code <i>Other Codes</i>
Building Work resulting in less than 30m ² increase in GFA.	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Building Work for Residential Single Unit or Caretaker's Residence	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code Signs Code Vehicle Parking & Access Code On-Site Effluent Disposal Code
Building Work for other Residential development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Medium Density Residential Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Indoor or Outdoor Recreation activities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Recreation Indoor & Recreation Outdoor Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Commercial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Commercial Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Industrial development where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Industry near Residences Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for other Industrial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	General Industry Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Community Activity, Community Infrastructure, Special Uses and Utilities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Community Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Agriculture or Animal Husbandry	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Rural Activity Code

OPERATIONAL WORK

This table applies to carrying out Operational Work not associated with Material Change of Use or Reconfiguring a Lot applications.

Development identified in the Development Assessment Table-Operational Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.

Type of Development	Commercial Central Activity Area Precinct 5a	Commercial Riverfront Area Precinct 5b	Commercial City Frame Area Precinct 5c	Community Precinct 5d	Non Urban Precinct 5e	Primary Code <i>Other Codes</i>
Operational work involving work relating to a residential single unit including driveways, kerb crossovers, internal paths, swimming pool excavation	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code Filling & Excavation Code
Operational work involving placing an advertising device on premises	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Signs Code

Type of Development	Commercial Central Activity Area Precinct 5a	Commercial Riverfront Area Precinct 5b	Commercial City Frame Area Precinct 5c	Community Precinct 5d	Non Urban Precinct 5e	Primary Code <i>Other Codes</i>
Operational work involving Landscaping and not associated with another development application	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Landscaping Code
Operational work where involving the filling or excavation not exceeding 30m ² of material to a depth not exceeding 300mm	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Filling and Excavation Code
Operational work where involving the filling or excavation of more than 30m ² of material to a depth exceeding 300mm.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Not Applicable	Filling and Excavation Code
Operational work where undertaking work (other than destroying or removing vegetation not on freehold land) in, on, over or under premises that materially affects premises or their use.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Not Applicable	Vehicle Parking and Access Code <i>Infrastructure Services Code</i>
Operational Work associated with Reconfiguring a Lot.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Infrastructure Services Code <i>Filling & Excavation Code</i> <i>Lot Reconfiguration Code</i>
<i>Other Operational Works</i>	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
RECONFIGURING A LOT as defined in Section 1.3.5 of the Act						
Type of Development	Commercial Central Activity Area Precinct 5a	Commercial Riverfront Area Precinct 5b	Commercial City Frame Area Precinct 5c	Community Precinct 5d	Non Urban Precinct 5e	Primary Code <i>Other Codes</i>
Amalgamation of 2 or more lots	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Subdivision where the allotment size and dimensions do not comply with Table 4.7, prescribed within the Lot Reconfiguration Code	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Vehicle Parking & Access Code</i>
Other Reconfiguring a Lot	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Vehicle Parking & Access Code</i>

Local Areas

3.1.6 Local Area 6 – Eastern Bundaberg

3.1.6.1 Planning Intent

1. Eastern Bundaberg will have a suburban character, with rural activities such as agriculture remaining on land unsuitable for urban development or on land not required for urban development within the life of the Planning Scheme. Specifically it is intended that:
 - (a) a standard of amenity consistent with the Residential Strategy will be achieved in the residential precincts;
 - (b) an integrated open space and bicycle network throughout the City will connect parkland located within Eastern Bundaberg to the CBD;
 - (c) regulated pedestrian access to and along the banks of the Burnett River will be facilitated through an integrated network of pedestrian pathways;

3.1.6.2 Precincts

2. The Local Area has been divided into six precincts shown on Map 3.7 as a means of indicating the preferred development within different parts of the Local Area. These precincts have been identified based on existing development (if any) within the precinct, adjoining land uses, zoning or development approvals, and the desired future character of those areas.

RESIDENTIAL A (6a) AND B (6b) PRECINCTS

3. Residential Multi Unit developments are primarily situated within the Residential B Precinct. Such development will use features such as building design and landscaping to reflect the existing built form of the Eastern Bundaberg Local Area.
4. The predominant character of low-density residential development within the Residential A Precinct is maintained and protected from the intrusion of higher density developments.
5. The design of new residential development near the interface with existing industry must not compromise the operations of the industrial precinct.
6. Alternatives in housing types are provided in existing Residential B locations offering high accessibility to a range of services and facilities.
7. Medium-density housing is at a scale, density and design that is sympathetic to the character and amenity of the Local Area.

COMMERCIAL PRECINCT 6c

8. A range of local shopping facilities and other community facilities will be available within the Local Area.
9. Commercial development supports, but does not detract from the higher order business and government functions provided within other Local Areas of the City.

COMMUNITY PRECINCT 6d

10. The area will be well serviced by social infrastructure such as schools, public transport and a range of formal and informal sporting facilities.
11. The East Water Tower will be reinforced as an important landmark to create a sense of community identity.

NON URBAN PRECINCT 6e

12. This precinct includes areas of land unsuitable for urban development because of physical constraints such as flooding and local drainage issues.

INDUSTRY PRECINCT 6f








13. Expansion of industrial development beyond the Industry Precinct is inconsistent with the intent for this Local Area.

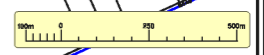
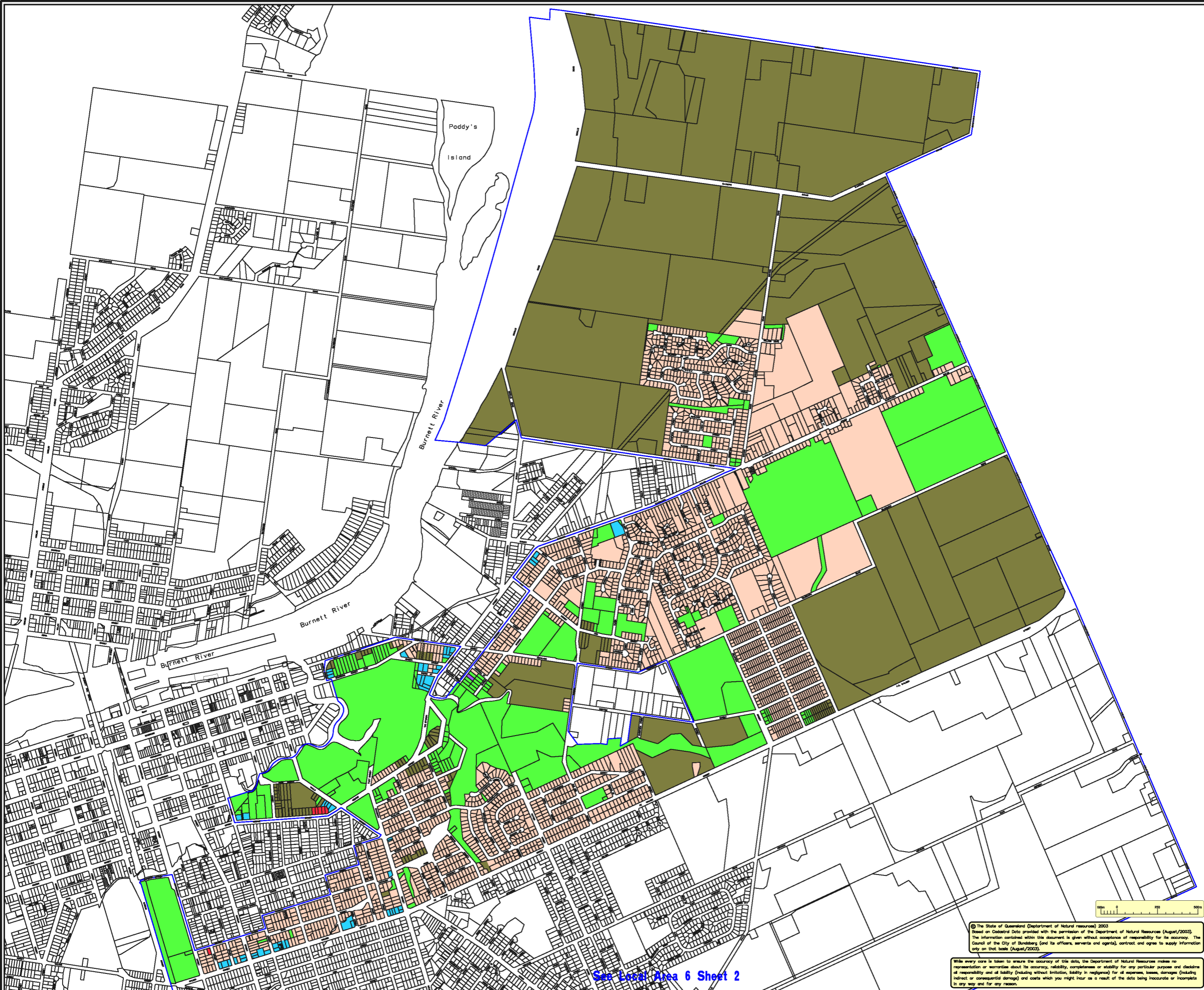
3.1.6.3 Development Assessment Table

14. A Development Assessment Table has been prepared for Local Area 6. The following Development Assessment Table identifies the level of assessment for the various land use categories within each of the precincts shown on **Map 3.7**.
15. Uses identified in each Precinct as inconsistent in **Table 3.6** are inappropriate development for this Local Area.



Legend

-  Local Area 6 Boundary
-  6a Residential A
-  6b Residential B
-  6c Commercial
-  6d Community
-  6e Non Urban
-  6f Industry

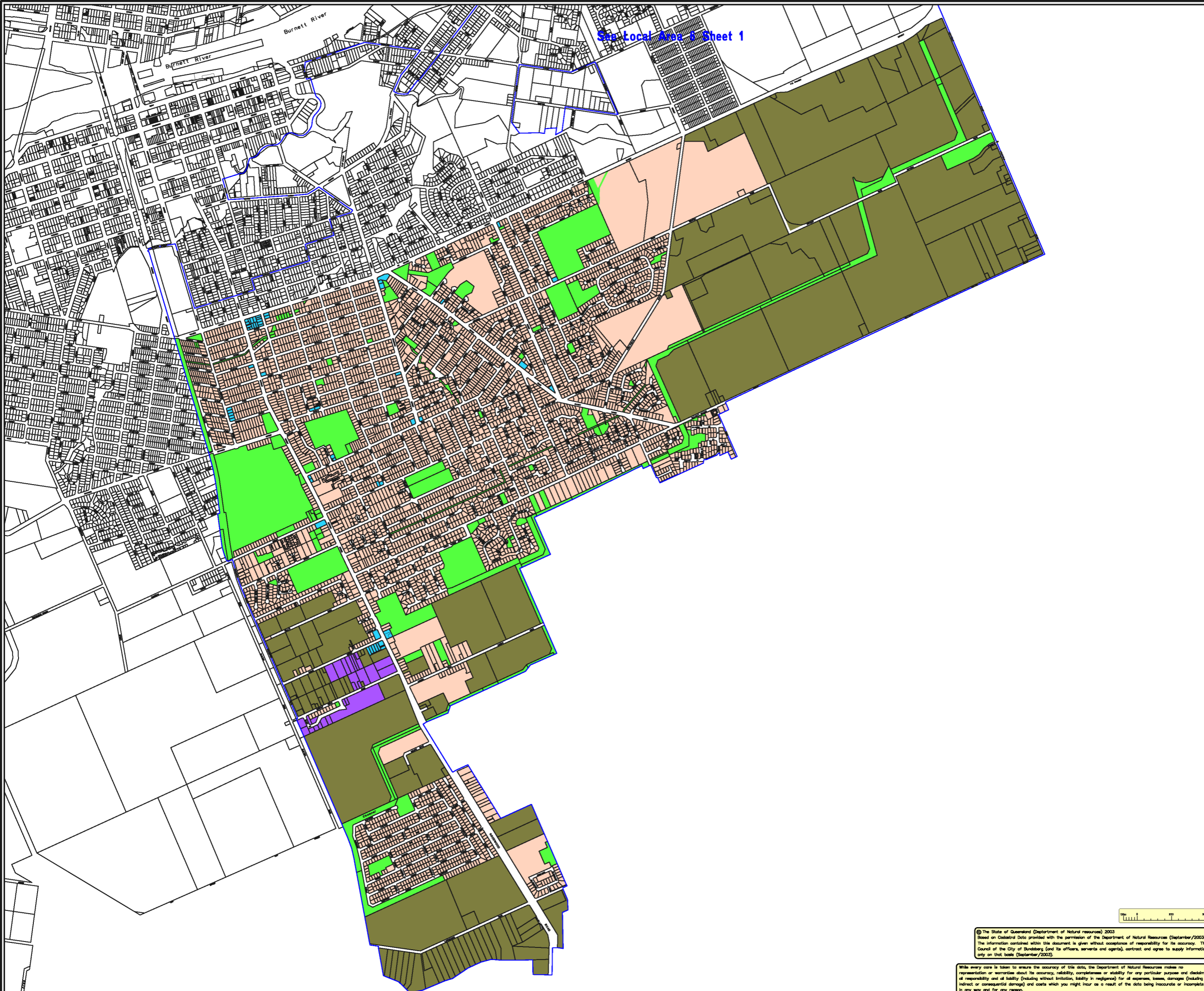


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See Local Area 6 Sheet 2












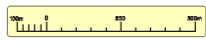
Planning Scheme for the City of Bundaberg



Local Area 6
Sheet 2 of 2
 Eastern Bundaberg

Legend

-  Local Area 6 Boundary
-  Residential A
-  Residential B
-  Commercial
-  Community
-  Non Urban
-  Industry



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Map 3.7 Sheet 2



Produced by Bundaberg City Council
 GIS Section on Fri Sep 12 2003
 GIS Ref: WPA; planmaker; File: LAA-02



Table 3.6
Development Assessment Table for Local Area 6 – Eastern Bundaberg

MATERIAL CHANGE OF USE							
Development identified in the Development Assessment Table-Material Change of Use as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.							
A shaded area within the development assessment table represents impact assessable development that is inconsistent with the Local Area Planning Intent, or City Planning Strategy.							
Defined Use	Residential A Precinct 6a	Residential B Precinct 6b	Commercial Precinct 6c	Community Precinct 6d	Non Urban Precinct 6e	Industry Precinct 6f	Primary Code <i>Other Codes</i>
Agriculture	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Self Assessable	Impact Assessable	Rural Activity Code
Animal Husbandry where grazing	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Exempt Development	Self Assessable	Rural Activity Code
Animal Husbandry other than grazing	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Caretaker's Residence	Impact Assessable	Self Assessable	Code Assessable	Code Assessable	Impact Assessable	Code Assessable	House Code
Commercial Activity A	Impact Assessable	Code Assessable	Self Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity B	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity C	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Community Activity	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Community Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Community Infrastructure	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Code Assessable	Community Activity Code <i>Flood Management Code</i> <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Food Related	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Industry – General	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Industry – Light where: <i>not</i> located on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Self Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Light where located on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Industry Near Residences Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Service	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	Self Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry - Noxious, Offensive or Hazardous Park	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Not Applicable
Recreation Indoor	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	
Recreation Outdoor	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Code Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>

Defined Use	Residential A Precinct 6a	Residential B Precinct 6b	Commercial Precinct 6c	Community Precinct 6d	Non Urban Precinct 6e	Industry Precinct 6f	Primary Code <i>Other Codes</i>
Recreation Outdoor <i>where involving existing outdoor recreation facilities</i>	Impact Assessable	Impact Assessable	Code Assessable	Self Assessable	Impact Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Recreation Outdoor <i>where <u>not</u> involving existing outdoor recreation facilities</i>	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Residential Single Unit	Self Assessable	Self Assessable	Impact Assessable	Impact Assessable	Self Assessable	Impact Assessable	House Code <i>Signs Code Vehicle Parking & Access Code On-Site Effluent Disposal Code</i>
Residential Home Display	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	House Code <i>Signs Code Vehicle Parking & Access Code On-Site Effluent Disposal Code</i>
Residential Occupancy Dual	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Medium Density Residential Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Residential Multi Unit	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Medium Density Residential Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Residential Special	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Special Use	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Utilities	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Community Activity Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Other (not defined)	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	

BUILDING WORK

This table applies to carrying out Building Work not associated with a Material Change of Use application.

Development identified in the Development Assessment Table-Building Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.

Type of Development	Residential A Precinct 6a	Residential B Precinct 6b	Commercial Precinct 6c	Community Precinct 6d	Non Urban Precinct 6e	Industry Precinct 6f	Primary Code <i>Other Codes</i>
Building Work <i>resulting in less than 30m² increase in GFA.</i>	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Building Work <i>for Residential Single Unit or Caretaker's Residence</i>	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code <i>Signs Code Vehicle Parking & Access Code On-Site Effluent Disposal Code</i>
Building Work <i>for other Residential development</i>	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Medium Density Residential Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>
Building Work <i>for Indoor or Outdoor Recreation activities</i>	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Recreation Indoor & Recreation Outdoor Code <i>Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code</i>

Defined Use	Residential A Precinct 6a	Residential B Precinct 6b	Commercial Precinct 6c	Community Precinct 6d	Non Urban Precinct 6e	Industry Precinct 6f	Primary Code Other Codes
Building Work for Commercial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Commercial Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Industrial development where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Industry near Residences Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for other Industrial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	General Industry Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Community Activity, Community Infrastructure, Special Uses and Utilities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Community Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Agriculture or Animal Husbandry	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Rural Activity Code
OPERATIONAL WORK							
<p>This table applies to carrying out Operational Work not associated with Material Change of Use or Reconfiguring a Lot. applications</p> <p>Development identified in the Development Assessment Table-Operational Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.</p>							
Type of Development	Residential A Precinct 6a	Residential B Precinct 6b	Commercial Precinct 6c	Community Precinct 6d	Non Urban Precinct 6e	Industry Precinct 6f	Primary Code Other Codes
Operational work involving work relating to a residential single unit including driveways, kerb crossovers, internal paths, swimming pool excavation	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code Filling & Excavation Code
Operational work involving placing an advertising device on premises	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Signs Code
Operational work involving Landscaping and not associated with another development application	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Landscaping Code
Operational work where involving the filling or excavation not exceeding 30m² of material to a depth not exceeding 300mm	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Filling and Excavation Code
Operational work where involving the filling or excavation of more than 30m² of material to a depth exceeding 300mm.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Filling and Excavation Code
Operational work where undertaking work (other than destroying or removing vegetation not on freehold land) in, on, over or under premises that materially affects premises or their use.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Filling and Excavation Code Infrastructure Services Code
Operational Work associated with Reconfiguring a Lot.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Infrastructure Services Code Filling & Excavation Code Lot Reconfiguration Code
Other Operational Works	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable

RECONFIGURING A LOT as defined in Section 1.3.5 of the Act							
Type of Development	Residential A Precinct 6a	Residential B Precinct 6b	Commercial Precinct 6c	Community Precinct 6d	Non Urban Precinct 6e	Industry Precinct 6f	Primary Code <i>Other Codes</i>
Amalgamation of 2 or more lots	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Subdivision where the allotment size and dimensions do not comply with Table 4.7, prescribed within the Lot Reconfiguration Code	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Code Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Filling & Excavation Code</i> <i>Vehicle Parking & Access Code</i> <i>On-Site Effluent Disposal Code</i>
Other Reconfiguring a Lot	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Filling & Excavation Code</i> <i>Vehicle Parking & Access Code</i> <i>On-Site Effluent Disposal Code</i>

3.1.7 Local Area 7 – Eastern Industrial

3.1.7.1 Planning Intent

1. The Eastern Industrial area will continue to develop as an industrial activity area that makes a significant contribution to employment and the economic development of the region. Specifically, it is intended that:
 - (a) employment generating industrial and industry-related activities will establish in the Local Area;
 - (b) the development process will be orderly and the necessary infrastructure will be provided in an efficient manner;
 - (c) development along the key transport corridors comprising Bourbong, Scotland, and Princess Streets will be designed and landscaped to enhance the streetscape;
 - (d) opportunities to encourage and promote public transport will be supported;
 - (e) industrial development achieves and maintains high functional and visual standards;
 - (f) the intrusion of non-industrial related activities into this Local Area that compromise the operations of existing and future industry is inconsistent with the intent for the Local Area;
 - (g) industrial activities have a minimal impact on the amenity of the surrounding areas;
 - (h) the natural environment of nearby areas will be protected.
2. Further development recognising the importance of tourism in this local area will build on the success of the existing major land uses (Millaquin Sugar Mill, Bundaberg Brewed Drinks and the rum distillery) and with buildings and streetscaping of a high standard.

3.1.7.2 Precincts

3. The Local Area has been divided into seven precincts shown on Map 3.8 as a means of indicating the preferred development within different parts of the Local Area. These precincts have been identified based on existing development (if any) within the precinct, adjoining land uses, zoning or development approvals, and the desired future character of those areas.

COMMERCIAL PRECINCT 7e

4. Expansion of commercial uses outside of the Commercial Precinct is not consistent with the Planning Intent of the Local Area.

NON URBAN PRECINCT 7f

5. This precinct includes areas of land unsuitable for development because of physical constraints such as flooding and local drainage issues.

RESIDENTIAL A PRECINCT 7g

6. Medium-density residential development is not consistent with the Planning Intent of this Local Area.

3.1.7.3 Development Assessment Table

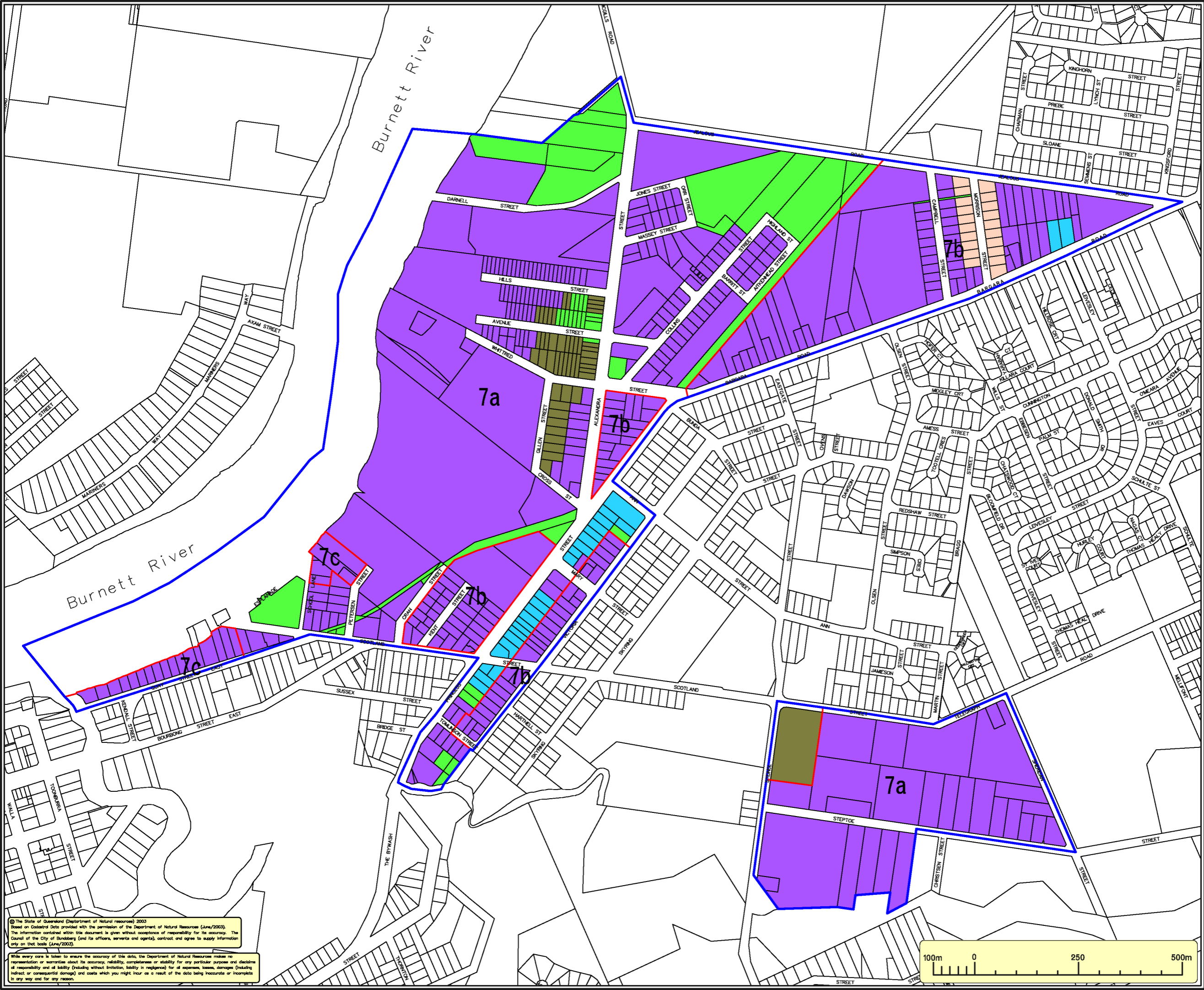
7. A Development Assessment Table has been prepared for Local Area 7. The following Development Assessment Table identifies the level of assessment for the various land use categories within each of the seven precincts shown on **Map 3.8**.
8. Uses identified in each Precinct as inconsistent in **Table 3.7** are inappropriate development for this Local Area.

Local Areas



Legend

- Local Area 7 Boundary
- Sub Precinct Boundary
- 7a General Industry
- 7b Low Impact Industry
- 7c Waterfront Industry
- 7d Community
- 7e Commercial
- 7f Non Urban
- 7a Residential A



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Map 3.8



Table 3.7
Development Assessment Table for Local Area 7 – Eastern Industrial

MATERIAL CHANGE OF USE								
Development identified in the Development Assessment Table-Material Change of Use as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.								
A shaded area within the development assessment table represents impact assessable development that is inconsistent with the Local Area Planning Intent, or City Planning Strategy.								
Defined Use	General Industry Precinct 7a	Low Impact Industry Precinct 7b	Waterfront Industry Precinct 7c	Community Precinct 7d	Commercial Precinct 7e	Non Urban Precinct 7f	Residential A Precinct 7g	Primary Code <i>Other Codes</i>
Agriculture	Self Assessable	Self Assessable	Self Assessable	Code Assessable	Impact Assessable	Self Assessable	Impact Assessable	Rural Activity Code
Animal Husbandry (Grazing)	Self Assessable	Self Assessable	Self Assessable	Code Assessable	Impact Assessable	Self Assessable	Impact Assessable	Rural Activity Code
Animal Husbandry (Other than Grazing)	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Caretaker's Residence	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	House Code
Commercial Activity A	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Self Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity B	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity C	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Community Activity	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Community Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Community Infrastructure	Code Assessable	Code Assessable	Impact Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Community Activity Code <i>Flood Management Code</i> <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Food Related where <i>not</i> on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Food Related where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Industry Near Residences Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – General where <i>not</i> on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Self Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – General where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Industry Near Residences Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>

Defined Use	General Industry Precinct 7a	Low Impact Industry Precinct 7b	Waterfront Industry Precinct 7c	Community Precinct 7d	Commercial Precinct 7e	Non Urban Precinct 7f	Residential A Precinct 7g	Primary Code Other Codes
Industry – Light where on <i>not</i> a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Self Assessable	Self Assessable	Self Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	General Industry Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Industry - Light where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	Industry Near Residences Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Industry – Service	Self Assessable	Self Assessable	Code Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	General Industry Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Industry Noxious, Offensive or Hazardous	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Park	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Recreation Indoor	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Recreation Outdoor	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Residential Single Unit	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Self Assessable	House Code Signs Code Vehicle Parking & Access Code On-Site Effluent Disposal Code
Residential Display Home	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Residential Dual Occupancy	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Residential Multi Unit	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Residential Special	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Special Use	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Utilities	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Community Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Other (not defined)	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	

BUILDING WORK								
<p>This table applies to carrying out Building Work not associated with a Material Change of Use application.</p> <p>Development identified in the Development Assessment Table-Building Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.</p>								
Type of Development	General Industry Precinct 7a	Low Impact Industry Precinct 7b	Waterfront Industry Precinct 7c	Community Precinct 7d	Commercial Precinct 7e	Non Urban Precinct 7f	Residential A Precinct 7g	Primary Code Other Codes
Building Work resulting in less than 30m ² increase in GFA.	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Building Work for Residential Single Unit or Caretaker's Residence	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code Signs Code Vehicle Parking & Access Code On-Site Effluent Disposal Code
Building Work for other Residential development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Medium Density Residential Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Indoor or Outdoor Recreation activities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Recreation Indoor & Recreation Outdoor Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Commercial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Commercial Activity Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Industrial development where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Industry near Residences Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for other Industrial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	General Industry Code Infrastructure Services Code Signs Code Landscaping Code Vehicle Parking & Access Code
Building Work for Community Activity, Community Infrastructure, Special Uses and Utilities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Community Activity Code Infrastructure Services Code Landscaping Code Vehicle Parking & Access Code
Building Work for Agriculture or Animal Husbandry	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Rural Activity Code
OPERATIONAL WORK								
<p>This table applies to carrying out Operational Work not associated with Material Change of Use or Reconfiguring a Lot applications.</p> <p>Development identified in the Development Assessment Table-Operational Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.</p>								
Type of Development	General Industry Precinct 7a	Low Impact Industry Precinct 7b	Waterfront Industry Precinct 7c	Community Precinct 7d	Commercial Precinct 7e	Non Urban Precinct 7f	Residential A Precinct 7g	Primary Code Other Codes
Operational work involving work relating to a residential single unit including driveways, kerb crossovers, internal paths, swimming pool excavation	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code Filling & Excavation Code

Type of Development	General Industry Precinct 7a	Low Impact Industry Precinct 7b	Waterfront Industry Precinct 7c	Community Precinct 7d	Commercial Precinct 7e	Non Urban Precinct 7f	Residential A Precinct 7g	Primary Code Other Codes
Operational work involving placing an advertising device on premises	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Signs Code
Operational work involving Landscaping and not associated with another development application	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Landscaping Code
Operational work where involving the filling or excavation not exceeding 30m ² of material to a depth not exceeding 300mm	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Filling and Excavation Code
Operational work where involving the filling or excavation of more than 30m ² of material to a depth exceeding 300mm.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Filling and Excavation Code
Operational work where undertaking work (other than destroying or removing vegetation not on freehold land) in, on, over or under premises that materially affects premises or their use.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Filling and Excavation Code <i>Infrastructure Services Code</i>
Operational Work associated with Reconfiguring a Lot.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Infrastructure Services Code <i>Filling & Excavation Code</i> <i>Lot Reconfiguration Code</i>
<i>Other Operational Works</i>	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
RECONFIGURING A LOT as defined in Section 1.3.5 of the Act								
Type of Development	General Industry Precinct 7a	Low Impact Industry Precinct 7b	Waterfront Industry Precinct 7c	Community Precinct 7d	Commercial Precinct 7e	Non Urban Precinct 7f	Residential A Precinct 7g	Primary Code Other Codes
Amalgamation of 2 or more lots	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Subdivision where the allotment size and dimensions do not comply with Table 4.7, prescribed within the Lot Reconfiguration Code	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Filling & Excavation Code</i> <i>Vehicle Parking & Access Code</i> <i>On-Site Effluent Disposal Code</i>
Other Reconfiguring a Lot	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Filling & Excavation Code</i> <i>Vehicle Parking & Access Code</i> <i>On-Site Effluent Disposal Code</i>

3.1.8 Local Area 8 – North Bundaberg

3.1.8.1 Planning Intent

1. North Bundaberg will form the northern gateway to Bundaberg. Avenues of predominantly indigenous trees will be established along the 'gateway' streets to create a positive first impression of Bundaberg. The local area will have a suburban character with rural activities such as agriculture remaining on land that is unsuitable for urban development or not intended for urban development during the life of this Planning Scheme. Specifically it is intended that:
 - (a) the Local Area will have a range of local shopping facilities and other community facilities;
 - (b) commercial development is contained within the existing commercial areas of North Bundaberg;
 - (c) North Bundaberg will have some light industry activities, which are buffered from surrounding residential development;
 - (d) an integrated bicycle and pedestrian network will be established throughout the Local Area which links North Bundaberg to the City and other major activity nodes;

3.1.8.2 Precincts

2. The Local Area has been divided into six precincts shown on Map 3.9 as a means of indicating the preferred development within different parts of the Local Area. These precincts have been identified based on existing development (if any) within the precinct, adjoining land uses, zoning or development approvals, and the desired future character of those areas.

RESIDENTIAL A (8a) AND B (8b) PRECINCTS

3. Residential Multi Unit developments are primarily situated within the Residential B Precinct. Such development will use features such as building design and landscaping to reflect the existing built form of the North Bundaberg Local Area.
4. The predominant character of low-density residential development in Residential A Precincts is maintained and protected from the intrusion from high and medium density developments.
5. Building height, bulk, density and design are of a scale that reflects the existing urban residential character of the local area and makes a positive contribution to North Bundaberg's unique character.
6. Street trees are protected and incorporated into development design, through sympathetic landscaping.

INDUSTRY PRECINCT 8c

7. Development within the North Bundaberg Industrial Precinct is to be sympathetic to their surrounds with appropriate buffers provided to protect residences from Industrial encroachment.

COMMERCIAL PRECINCT 8d

8. Commercial development within the local area will be of a localised nature, larger scale developments will not detract from the higher order commercial precincts in other local areas of the City.

COMMUNITY PRECINCT 8e

9. The area will be well serviced by social infrastructure such as schools, public transport and a range of informal sporting facilities.

NON URBAN 8f

10. This precinct includes areas of land unsuitable for urban development because of physical constraints such as flooding and local drainage issues.

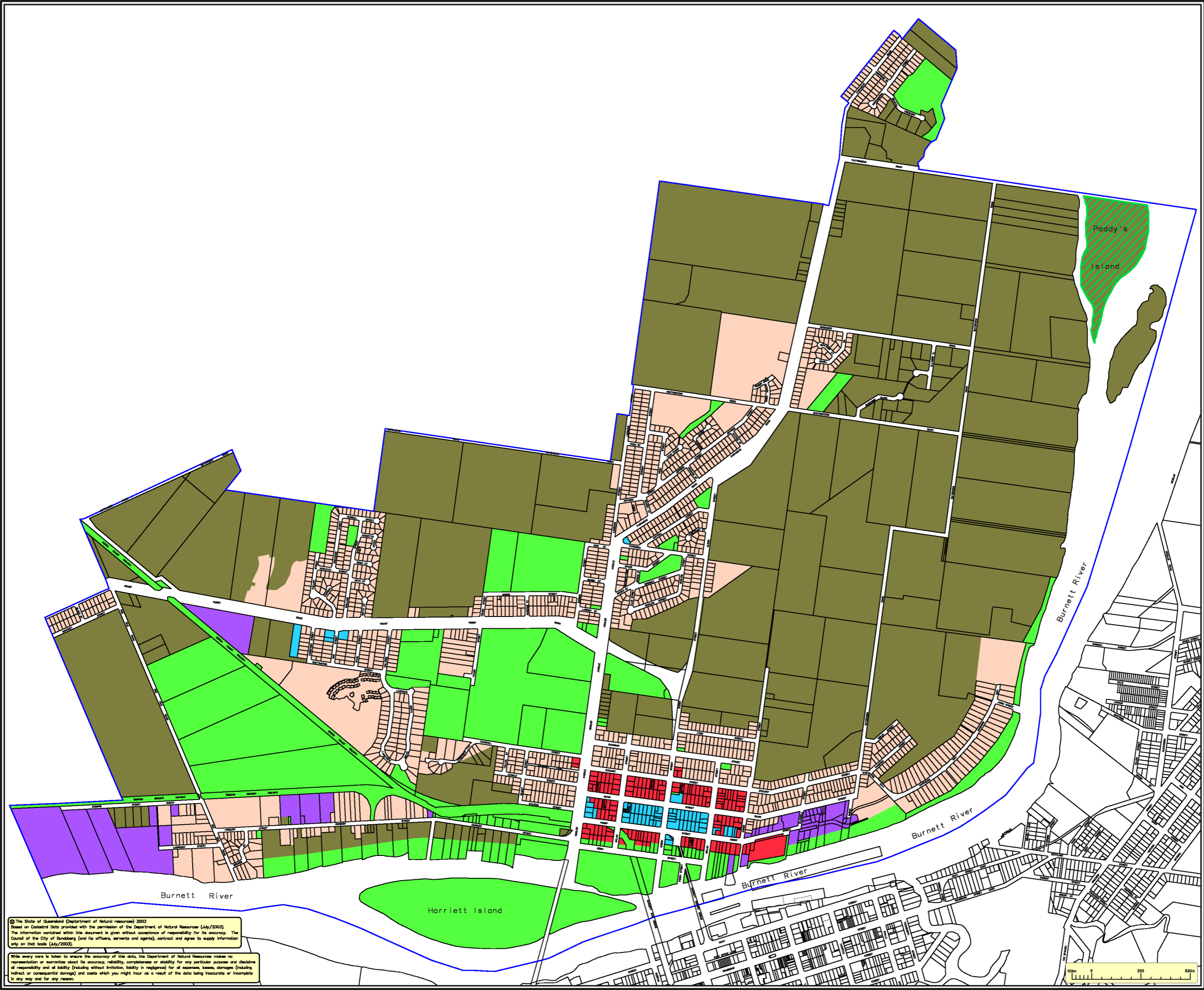
3.1.8.3 Development Assessment Table

11. A Development Assessment Table has been prepared for this Local Area. The following Development Assessment Table identifies the level of assessment for the various land use categories within each of the six precincts shown on **Map 3.9**.
12. Uses identified in each Precinct as inconsistent in **Table 3.8** are inappropriate development for this Local Area.



Legend

- Local Area 8 Boundary
- 8a Residential A
- 8b Residential B
- 8c Industry
- 8d Commercial
- 8e Community
- 8f Non-Urban
- Indigenous Cultural Heritage Site



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Map 3.9



Produced by Bundaberg City Council
GIS Section on Thu Jul 24 2003
GIS Ref: WPC-planningdev_Plan_LAA

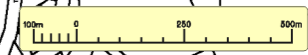


Table 3.8
Development Assessment Table for Local Area 8 - North Bundaberg

MATERIAL CHANGE OF USE							
Development identified in the Development Assessment Table-Material Change of Use as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.							
A shaded area within the development assessment table represents impact assessable development that is inconsistent with the Local Area Planning Intent, or City Planning Strategy.							
Defined Use	Residential A Precinct 8a	Residential B Precinct 8b	Industry Precinct 8c	Commercial Precinct 8d	Community Precinct 8e	Non Urban Precinct 8f	Primary Code <i>Other Codes</i>
Agriculture where <i>not</i> on land subject to Indigenous Cultural Heritage Sites (Map 3.9)	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Self Assessable	Rural Activity Code
Agriculture where on land subject to Indigenous Cultural Heritage Sites (Map 3.9)	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Animal Husbandry (Grazing)	Impact Assessable	Impact Assessable	Self Assessable	Impact Assessable	Self Assessable	Exempt Development	Rural Activity Code
Animal Husbandry (Other than Grazing)	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Caretaker's Residence	Impact Assessable	Self Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	House Code
Commercial Activity A.	Impact Assessable	Code Assessable	Impact Assessable	Self Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity B	Impact Assessable	Impact Assessable	Impact Assessable	Self Assessable	Impact Assessable	Impact Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Commercial Activity C	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Community Activities	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Community Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Community Infrastructure	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Community Activity Code <i>Flood Management Code</i> <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry – Food Related	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Industry – General	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Industry - Light where <i>not</i> located on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Impact Assessable	Impact Assessable	Self Assessable	Impact Assessable	Impact Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry - Light where located on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Impact Assessable	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Industry Near Residences Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry - Service.	Impact Assessable	Impact Assessable	Self Assessable	Code Assessable	Impact Assessable	Impact Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Industry - Noxious, Offensive or Hazardous	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Park	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable

Defined Use	Residential A Precinct 8a	Residential B Precinct 8b	Industry Precinct 8c	Commercial Precinct 8d	Community Precinct 8e	Non Urban Precinct 8f	Primary Code <i>Other Codes</i>
Recreation Indoor	Impact Assessable	Impact Assessable	Impact Assessable	Code Assessable	Code Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Recreation Outdoor <i>where not on land subject to Indigenous Cultural Heritage Sites (Map 3.9)</i>	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Self Assessable	Impact Assessable	Recreation Indoor and Recreation Outdoor Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Recreation Outdoor <i>where on land subject to Indigenous Cultural Heritage Sites (Map 3.9)</i>	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Residential Single Unit <i>where not located on land subject to Indigenous Cultural Heritage Sites (Map 3.9).</i>	Self Assessable	Self Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Self Assessable	House Code <i>Signs Code</i> <i>Vehicle Parking & Access Code</i> <i>On-Site Effluent Disposal Code</i>
Residential Single Unit <i>where on land subject to Indigenous Cultural Heritage Sites (Map 3.9)</i>	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Residential Display Home	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	House Code <i>Signs Code</i> <i>Vehicle Parking & Access Code</i> <i>On-Site Effluent Disposal Code</i>
Residential Dual Occupancy	Code Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Medium Density Residential Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Residential Multi Unit	Impact Assessable	Code Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Medium Density Residential Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Residential Special	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Special Use	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	
Utilities	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Community Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Other (not defined)	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	Impact Assessable	

BUILDING WORK

This table applies to carrying out Building Work not associated with a Material Change of Use application.

Development identified in the Development Assessment Table-Building Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.

Type of Development	Residential A Precinct 8a	Residential B Precinct 8b	Industry Precinct 8c	Commercial Precinct 8d	Community Precinct 8e	Non Urban Precinct 8f	Primary Code <i>Other Codes</i>
Building Work resulting in less than 30m² increase in GFA.	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Building Work for Residential Single Unit or Caretaker's Residence	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code <i>Signs Code</i> <i>Vehicle Parking & Access Code</i> <i>On-Site Effluent Disposal Code</i>
Building Work for other Residential development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Medium Density Residential Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>

Type of Development	Residential A Precinct 8a	Residential B Precinct 8b	Industry Precinct 8c	Commercial Precinct 8d	Community Precinct 8e	Non Urban Precinct 8f	Primary Code <i>Other Codes</i>
Building Work for Indoor or Outdoor Recreation activities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Recreation Indoor & Recreation Outdoor Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Building Work for Commercial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Commercial Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Building Work for Industrial development where on a site located within 250m (measured in a straight line) from land in the Residential A or B Precincts.	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Industry near Residences Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Building Work for other Industrial development	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	General Industry Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Building Work for Community Activity, Community Infrastructure, Special Uses and Utilities	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Community Activity Code <i>Infrastructure Services Code</i> <i>Signs Code</i> <i>Landscaping Code</i> <i>Vehicle Parking & Access Code</i>
Building Work for Agriculture or Animal Husbandry	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Rural Activity Code

OPERATIONAL WORK

This table applies to carrying out Operational Work not associated with Material Change of Use or Reconfiguring a Lot applications.

Development identified in the Development Assessment Table-Operational Work as self assessable that does not comply with the acceptable solutions of the relevant codes is code assessable.

Type of Development	Residential A Precinct 8a	Residential B Precinct 8b	Industry Precinct 8c	Commercial Precinct 8d	Community Precinct 8e	Non Urban Precinct 8f	Primary Code <i>Other Codes</i>
Operational work involving work relating to a residential single unit including driveways, kerb crossovers, internal paths, swimming pool excavation	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	House Code <i>Filling & Excavation Code</i>
Operational work involving placing an advertising device on premises	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Signs Code
Operational work involving Landscaping and not associated with another development application	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Landscaping Code
Operational work where involving the filling or excavation not exceeding 30m ² of material to a depth not exceeding 300mm	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Self Assessable	Filling and Excavation Code
Operational work where involving the filling or excavation of more than 30m ² of material to a depth exceeding 300mm.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Filling and Excavation Code
Operational work where undertaking work (other than destroying or removing vegetation not on freehold land) in, on, over or under premises that materially affects premises or their use.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Filling and Excavation Code <i>Infrastructure Services Code</i>
Operational Work associated with Reconfiguring a Lot.	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Infrastructure Services Code <i>Filling & Excavation Code</i> <i>Lot Reconfiguration Code</i>
<i>Other Operational Works</i>	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable

RECONFIGURING A LOT as defined in Section 1.3.5 of the Act							
Type of Development	Residential A Precinct 8a	Residential B Precinct 8b	Industry Precinct 8c	Commercial Precinct 8d	Community Precinct 8e	Non Urban Precinct 8f	Primary Code <i>Other Codes</i>
Amalgamation of 2 or more lots	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Exempt Development	Not Applicable
Subdivision where the allotment size and dimensions do not comply with Table 4.7, prescribed within the Lot Reconfiguration Code	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Impact Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Filling & Excavation Code</i> <i>Vehicle Parking & Access Code</i> <i>On-Site Effluent Disposal Code</i>
Other Reconfiguring a Lot	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Code Assessable	Lot Reconfiguration Code <i>Infrastructure Services Code</i> <i>Filling & Excavation Code</i> <i>Vehicle Parking & Access Code</i> <i>On-Site Effluent Disposal Code</i>