

PART 6 LOCAL AREA PLANS

DIVISION 2 LOCAL AREA PLANS

CHAPTER 2 BROADBEACH

PART 6, DIVISION 2 LOCAL AREA PLANS

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1.0 INTENT

The purpose of this Local Area Plan (LAP) is to provide for the integrated and detailed planning of Broadbeach as a Regional Activity Centre which has a diverse range of employment functions, urban facilities and services, recreation and entertainment facilities and residential opportunities.

Broadbeach is recognised as a Regional Activity Centre in which there is a range of services, including tourist business and entertainment services meeting a regional demand. However, Broadbeach is also a specialist tourist and entertainment focus, and has certain major facilities not found elsewhere in the City. These include the new Gold Coast Convention Centre, Jupiter's Casino, and the Pacific Fair Shopping Centre which is the most successful and dominant shopping centre in the City. This LAP seeks to link and comprehensively plan for the development of the three commercial nodes of Broadbeach, that is the traditional commercial area of Victoria Avenue, the Pacific Fair development, and the Jupiter's Casino development. This greater Broadbeach commercial area is intended to develop as an economically diverse, functional and robust centre which efficiently provides for the needs of its regional catchment and continues to build on its important tourism and entertainment role.

2.0 APPLICATION

- 2.1 This LAP applies to all development subject to the Planning Scheme and located within the LAP area as indicated in the **Broadbeach LAP Map 2.1 - Boundary**.
- 2.2 The Table of Development indicated in **Clause 6.0** identifies the level of assessment for development occurring within this LAP area.
- 2.3 The codes that may be relevant to the assessment of development in this LAP area are listed in **Clause 7.0**.
- 2.4 It should be noted that self assessable development is consistent with the intent and Desired Environmental Outcomes (DEOs) of this LAP, and therefore need only comply with the acceptable solutions of the Broadbeach LAP Place Code contained in Clause 8.0 and any other acceptable solutions identified in the relevant codes explicitly referred to in Subclause 7.1.

3.0 DESIRED ENVIRONMENTAL OUTCOMES

- 3.1 The consolidation of services and employment generating activities in Broadbeach to a scale and intensity consistent with its Regional Activity Centre status (refer **DEO Econ.3**).
- 3.2 The improvement of transport linkages, within the Broadbeach LAP area and to the surrounding residential catchment, for pedestrians, cyclists, motorists and public transport patrons. In particular, improved linkages between Pacific Fair, Jupiter's Casino and Broadbeach central will be achieved (refer **DEO Soc.6**).
- 3.3 The achievement of a high standard of urban design for new development in Broadbeach, ensuring that the centre remains a physically attractive location for business and residential investment (refer **DEO Soc.1**).
- 3.4 The promotion of intensive tourism uses within the Broadbeach LAP area, including the maintenance and further promotion of the vibrant dining and entertainment facilities at street level which characterise Broadbeach as an entertainment centre (refer **DEO Econ.4**).

4.0 LOCAL AREA FEATURES

Broadbeach is centrally located on the City's coastal strip and contains a number of services and facilities that cater for a citywide catchment. Such facilities include the Pacific Fair Shopping Centre (which is the dominant retail centre in the City) and Jupiter's Casino (the only casino development in the City). With these facilities and its broad range of holiday and resort accommodation, Broadbeach is now rivalling Surfers Paradise as the major focus for tourist and entertainment activity on the Gold Coast City. Retailing, tourism and entertainment are the major industries in the centre, however, Broadbeach also has significant levels of employment in other industry sectors.

Broadbeach has outstanding beach facilities which offer a major recreation resource. Kurrawa Beach at Broadbeach has been the location of a number of important surf life saving competitions, including the national championships.

Broadbeach has a major concentration of tourist accommodation and is also a desirable residential area for permanent residents. It has very high dwelling densities and offers a wide range of accommodation types. Its accessibility to services and to public transport means that Broadbeach is a prime location for mixed use and high density residential development. The Broadbeach Terraces are distinctive residential buildings from the 1960s and 1970s that characterise the streets to the south of Victoria Avenue. More recent developments include luxury high rise towers and resort developments. There are a number of landmark residential towers in the Broadbeach area, which are characterised by distinctive design profiles. These include Carmel by the Sea, the Phoenician and Belle Maison.

Geographically, Broadbeach is between the Pacific Ocean and the canal system, located to the west of the coastal strip. The commercial area originally developed in a north-south linear fashion but, more recently, has also expanded commercially to the west, despite the barriers provided by the numerous waterways and the constraints imposed by the location of the Carrara/Merrimac Flood Plain.

Broadbeach is unique in the City, in that it has an extensive strip of parkland adjacent to the beach frontage, which provides for a substantial setback from the coastline for development and is a major focus for recreational activity. Kurrawa Park is a very popular picnic and passive recreation area. It also hosts regular craft markets, festivals and sporting events.

In terms of transport, Broadbeach is located at the intersection of two major arterial routes in the City: the Gold Coast City Highway, which follows the coastal strip, and the Broadbeach Nerang Road, which provides an important connection between the coast and the hinterland to the west. Broadbeach is very well served in terms of public transport, with good north-south services, as well as service connections to the west. The relatively good internal connections could be improved. While the street pattern of the coastal portion of Broadbeach provides for good connectivity within the centre, a challenge for the future is to improve pedestrian connectivity between Broadbeach and its residential catchment to the west. This will necessitate the construction of bridges over the numerous waterways and canals to the west of the coastal strip. A special transport feature of Broadbeach is the monorail which connects the Oasis Shopping Centre in Victoria Avenue with Jupiter's Casino complex. While this is of greatest interest to tourists, it is very well patronised and has potential to be expanded to better service the Broadbeach central area.

This LAP aims to build on the strengths of Broadbeach's location by promoting the consolidation of commercial activities, intensification of residential and tourist uses, and promotion of further mixed use development. Improvements to the pedestrian and public transport linkages, between commercial nodes and the peripheral residential areas, will also be pursued.

5.0 LAND USE PRECINCTS

The Broadbeach LAP area has been divided into nine precincts. These precincts have distinctive characteristics, and are a reflection of existing land use patterns and the preferred future development pattern. Accordingly, the planning requirements within each precinct vary.

The Broadbeach LAP contains nine land use precincts, shown on **Broadbeach LAP Map 2.2 - Precincts:**

Precinct 1:	Central Mixed Use
Precinct 2:	Highway Tourism
Precinct 3:	Residential and Low Impact Tourism
Precinct 4:	Pacific Fair
Precinct 5:	Jupiter's Casino
Precinct 6:	T.E. Peters
Precinct 7:	Broadbeach State School
Precinct 8:	Public Open Space
Precinct 9:	Highway Restaurant

5.1 Precinct 1: Intent for Central Mixed Use

This precinct incorporates the central Broadbeach commercial area, focused on the Victoria Avenue mall. It is bounded by Queensland Avenue to the north, Old Burleigh Road to the east, Charles Avenue to the south and the Gold Coast City Highway/Surf Parade to the west.

This LAP promotes the development of the precinct into a lively, mixed use commercial and residential precinct, in which day and night business activities are promoted. Commercial enterprises, particularly restaurants, outdoor dining and retailing uses, are promoted at ground level in the precinct, with the exception of the northern frontage of Charles Avenue which is located in close proximity to an established residential area. Commercial and office land uses will be encouraged to develop above the ground floor, with permanent residential and tourism residential uses encouraged to develop above the second floor.

Ground level commercial developments, particularly entertainment and dining facilities, will be permitted to be developed along the street frontages of residential towers, located throughout the precinct. Such uses will be specifically encouraged at the eastern end of Victoria, Albert and Queensland Avenues, provided it can be demonstrated that such developments will have no adverse effect on the amenity of existing residential developments in these localities.

5.2 Precinct 2: Intent for Highway Tourism

This precinct incorporates the narrow strip of land which lies adjacent to the Gold Coast City Highway and opposite the major tourist drawcards of Jupiter's Casino and the Pacific Fair development. The precinct is bounded by the Victoria Avenue Park to the north, Surf Parade to the east, Alexandra Avenue to the south and the Gold Coast City Highway to the west.

The precinct is intended to cater for large scale tourism developments, incorporating tourist accommodation and ancillary facilities, restaurants and entertainment facilities. Permanent residential accommodation may be appropriate, where combined with tourism uses, in a manner that does not compromise residential amenity.

Tourist facilities such as restaurants, cafes and bars will be permitted to be developed at ground level, where such uses are complementary to developments that provide accommodation for tourists and permanent residents.

A high standard of landscape amenity is required in this precinct, with a sub tropical landscape theme along the Gold Coast City Highway frontage of development sites. All developments are to exhibit a high standard of urban design, consistent with the precinct's position at the gateway to the Broadbeach/Surfers Paradise tourism cluster. Innovation in urban design and architecture is encouraged in this precinct, in a manner which addresses major traffic routes and complements the scale and design of major developments in the vicinity.

5.3 Precinct 3: Intent for Residential and Low Impact Tourist Precinct

This precinct consists of three separate areas in the north, south and west of the LAP area. Specifically, the three portions of this precinct are located, as described below:

- the area bounded by Australia Avenue in the north, Broadbeach Boulevard to the east, Queensland Avenue to the south and Precinct 9 (the Highway Restaurant Precinct) to the west;
- the area bounded by Charles Avenue to the north, Old Burleigh Road and Mary Avenue to the east, Margaret and Alexandra Avenues to the south and Surf Parade to the east; and
- the area bounded by Hooker Boulevard to the south, Sunshine Boulevard to the west and the Tallebudgera Creek canal to the north and east.

This precinct is intended to cater for high density permanent residential land uses, low impact tourist residential uses, and a minor range of commercial uses that satisfy the needs of the immediate residential catchment. Tourism uses must be of a scale and type that do not adversely impact on the residential amenity of permanent residents. Intensive tourist facilities are not considered to be suitable in this precinct.

5.4 Precinct 4: Intent for Pacific Fair Precinct

Pacific Fair is the dominant and most successful retail shopping centre development within the city. It is situated close to the demographic centre, and has a range of unique retail and service facilities that cater for a citywide catchment. The centre also has a major tourism function, due to the uniqueness and range of its facilities and the aesthetic appeal of its layout, which incorporates both indoor and outdoor shopping environments. Pacific Fair also contains a major bus interchange facility that is linked with a direct service to the Nerang Railway Station.

This LAP aims to promote the continued expansion of the retail, entertainment and service operations at Pacific Fair, and also aims to encourage a further diversification of uses on the site. It is also intended to improve connectivity between Pacific Fair and the other commercial nodes in Broadbeach, and to minimise the impact of the commercial activities of Pacific Fair on adjoining residential areas.

Council seeks to encourage the development of tourist accommodation and permanent residential land uses on the Pacific Fair site, in recognition of the importance of the centre in terms of tourism and employment generation. Such development could be in the form of residential towers, above the existing shopping centre facility and in compliance with the maximum height limits contained within this LAP.

Council also encourages the development of activities which operate beyond normal business hours and which, in conjunction with the introduction of tourist and permanent residential uses to the site, will allow the centre to perform a true town centre role.

Any further development in the Pacific Fair Precinct must minimise adverse impacts to existing residential development in Melody Street and other streets to the south.

Any development that creates or exacerbates existing amenity concerns, relating to shadowing, traffic generation, headlight glare, noise pollution, advertising sign nuisance and low standard building aesthetics, will not be favourably considered by Council.

Council will seek to improve pedestrian and cycle links between Pacific Fair and Jupiter's Casino, central Broadbeach and the surrounding residential catchment to reduce reliance on the private motor vehicle and create alternate transport options for residents and tourists. Council will also favourably consider the extension of the Broadbeach Monorail to link Pacific Fair with Jupiter's Casino and Central Broadbeach. Council also encourages the use of the Little Tallebudgera Creek frontage of the site for water based public transport and public access.

5.5 Precinct 5: Intent for Jupiter's Casino Precinct

The Jupiter's Casino development is a purpose built, gaming, entertainment and tourist accommodation facility which occupies a single title island site to the west of the Gold Coast City Highway corridor.

The development site is subject to specific Queensland Legislation, namely the **Jupiter's Casino Agreement Act 1983**. Part II Section 17 of the Act deems the subject land to be included in the **Special Facilities (Hotel-Casino Complex pursuant to the Jupiter's Casino Agreement Act 1983)** Zone. As no such land use zone exists in this Planning Scheme, the Jupiter's Casino site has been incorporated into the Broadbeach LAP in recognition of the fact that the casino development is a major economic and employment component of the Broadbeach Regional Centre. The inclusion of the casino into the Broadbeach LAP is not intended to in any way undermine or adversely affect the requirements of the Act, and the LAP recognises that there may be additional development opportunities on the casino site.

The consideration of future development opportunities will be reliant on the ability to demonstrate that no adverse impacts will be caused to neighbouring residential areas by way of noise, light or traffic nuisance. There are also opportunities to link the casino to surrounding areas through improved connectivity for pedestrians and cyclists. The potential exists to extend the existing monorail facility to Pacific Fair, to allow these two major developments to complement each other. Water based transport opportunities also exist, due to the casino's position on the Broadbeach canal system.

5.6 Precinct 6: Intent for T.E. Peters Key Site

This precinct consists of a single vacant site located to the west of the Broadbeach central area and to the north of Jupiter's Casino. This site is referred to as the T.E. Peters Key Site, in recognition of its location and potential. The site has previously been considered for a range of potential uses, including a range of tourism accommodation, permanent residential, entertainment and recreation uses.

This site is recognised as a potential key site for the development of a mix of innovative uses, including high density permanent residential, tourist accommodation and complementary recreation and entertainment facilities. The site has been selected by the State Government for a convention centre facility.

This LAP seeks to ensure that the precinct is linked to the other commercial and employment nodes within the Broadbeach area. A bridge across the Little Tallebudgera Creek, to link this key site to Queensland Avenue, would provide excellent connectivity to the central Broadbeach area for motorists, pedestrians and cyclists. It is considered desirable to direct generated traffic to the Gold Coast Highway, rather than allowing it to filter through the Broadbeach Waters area, via T.E. Peters Drive and Rudd Street, in order to gain access to the Southport Burleigh Road.

Pedestrian pathways linking this site to Jupiter's Casino should also be developed to reduce reliance on the motor vehicle. Council will seek to obtain public access to the waterfront around the perimeter of this key site and public recreation and entertainment facilities located on the waterfront. The potential exists to link this site to the Broadbeach monorail system and to provide water based access to the site. Council will favourably consider any proposal of this nature.

Any development in this precinct should minimise impacts on the surrounding low density residential environment, by way of shadow impact, noise, traffic nuisance and visual amenity.

Extensive commercial, office space and retail developments are not considered appropriate on this site, due to the existence of a suitable supply of land for such developments within other precincts of the Broadbeach Key Regional Activity Centre.

5.7 Precinct 7: Intent for Broadbeach State School Key Site

This precinct incorporates the whole of the Broadbeach State School site that is bounded by Margaret Avenue, Old Burleigh Road, Alexandra and Mary Avenues.

The purpose for the inclusion of this precinct within the Broadbeach LAP is not to undermine the role of the current public education facility, but to anticipate the possibility of future redevelopment of the site and to identify some broad planning parameters to guide any future development.

The future of the Broadbeach State School site is largely dependent on future enrolment levels at the school. The consolidation and intensification of existing urban areas, as promoted in this Planning Scheme and LAP, may serve to increase enrolments at the school, leading to its retention as a public education facility. However, should enrolment levels fall, it is likely that a redevelopment of the site will be proposed.

Due to the location of this site within walking distance of major employment generators, activity centres, public transport routes and recreation facilities, it is a highly desirable location for high density residential and tourist accommodation uses. Should the redevelopment of this site be proposed in the future, Council will favourably consider residential and low impact tourism development to the dwelling density and building height parameters identified in this LAP. Council will seek to taper building heights downwards from the north of the site to its south, so as to ensure that building heights remain compatible with those in the established residential area to the south of Alexandra Avenue.

In terms of site layout, Council strongly supports the retention of the northern half of the site as a public open space reserve, to be developed for a range of active and passive recreation activities. Such a park area could become a strong community focus for the high density residential areas that surround the site.

5.8 Precinct 8: Intent for Public Open Space

This precinct incorporates the major open space areas within the Broadbeach LAP, including the Pacific Ocean foreshore, the Little Tallebudgera Creek corridor, the park located at the corner of Victoria Avenue/Gold Coast Highway, and the park bounded by Queensland Avenue, Surf Parade and Federation Avenue.

The intent of this LAP is to retain and improve these open space areas, to facilitate a wide range of active and passive recreation opportunities, consistent with the needs of the tourist and residential catchments they serve.

It is intended to create a pedestrian pathway link along the Little Tallebudgera Creek corridor to provide recreational access and pedestrian connectivity between the different precincts. Riparian vegetation is also intended to be preserved and consolidated within this waterway corridor.

The Pacific Ocean foreshore area is intended to be developed into a high quality recreation reserve, forming a green buffer between the beach and the urban area. This area is to be maintained and promoted as a location of passive recreation, festivals and special events.

The small parks also offer opportunities for passive recreation and for the staging of festivals and special events, in association with the adjacent commercial areas. These opportunities are to be protected.

5.9 Precinct 9: Intent for Highway Restaurant Precinct

This precinct is located along the eastern frontage of the Gold Coast City Highway, between Queensland and Australia Avenues, and the northern side of Queensland Avenue between the Gold Coast Highway and Jubilee Avenue. This precinct is intended to be developed for a series of high quality restaurants and convenience services for tourists and permanent residents. The LAP aims to promote this style of development to a high standard, in recognition that this precinct acts as a

gateway into both Broadbeach and Surfers Paradise and as a buffer zone between a high density residential area and the Gold Coast Highway.

All developments in this precinct are to be constructed to a high aesthetic standard, with buildings located at the site frontage and car parking located at the rear. Distinctive urban design utilising eye-catching features is strongly encouraged. Good quality, sub-tropical theme landscaping will be insisted on, to ensure a pleasant outlook to the Gold Coast Highway.

Residential use is encouraged above ground floor level. Commercial uses, such as major office or retail developments, are not considered appropriate within this precinct, as such uses are clearly intended to be developed within the core precincts of Broadbeach.

6.0 BROADBEACH LOCAL AREA PLAN TABLE OF DEVELOPMENT

Note: This table must be read in conjunction with the explanation provided in Part 6, Division 1, Chapter 2 - Using Local Area Plans.

A: MATERIAL CHANGE OF USE			
EXEMPT	SELF ASSESSABLE	CODE ASSESSABLE	IMPACT ASSESSABLE
Precinct 1 - Central Mixed Use			
Family Day Care Home Low-Impact Telecommunications Facility Minor Change in the scale or intensity of an existing lawful use Home Office Park	Cafe Commercial Services Convenience Shop Home Occupation Laundromat Office with a floor area up to 500m ² GFA Restaurant Service Industry Group A. Shop Take-Away Food Premises Temporary Use Tourist Shop	Apartment when located above ground storey level Bed and Breakfast Telecommunications Facilities n.e.i. Car Park Caretaker's Residence Child Care Centre Fast Food Premises Medical Centre Office with a floor area greater than 500m ² GFA Place of Worship Retail Nursery Service Industry Group B Showroom Veterinary Clinic	Amusement Parlour Apartment n.e.i. Cinema Community Care Centre Educational Establishment Hospital Hostel Accommodation Indoor Recreation Facility Market Minor Tourist Facility Motel Nightclub Reception Room Resort Hotel Shopping Centre Development Tavern Transit Centre Theatre
Precinct 2 - Highway Tourism			
Family Day Care Home Low-Impact Telecommunications Facility Minor Change in the scale or intensity of an existing lawful use Park	Cafe Commercial Services Convenience Shop Fast Food Premises Home Occupation Home Office Laundromat Restaurant Service Industry Group A Shop when located at ground floor level Take-Away Food Premises Temporary Use Tourist Shop	Apartment Attached Dwellings and Medium Density Detached Dwellings Bed and Breakfast Telecommunications Facilities n.e.i. Car Park Caretaker's Residence Child Care Centre Commercial Services Medical Centre Place of Worship Service Industry (Group B) Showroom Veterinary Clinic	Amusement Parlour Community Care Centre Educational Establishment Hostel Accommodation Indoor Recreation Facility Minor Tourist Facility Motel Nightclub Reception Room Resort Hotel Tavern Theatre
Precinct 3 - Residential/Low Impact Tourism			

A: MATERIAL CHANGE OF USE			
EXEMPT	SELF ASSESSABLE	CODE ASSESSABLE	IMPACT ASSESSABLE
<p>Family Day Care Home Low-Impact Telecommunications Facility Minor Change in the scale or intensity of an existing lawful use Park</p>	<p>Cafe Convenience Shop Home Office Laundromat Restaurant Service Industry Group A when located at ground floor level Shop when located at ground floor level Take-Away Food Premises Tourist Shop</p>	<p>Apartment Attached Dwellings and Medium Density Detached Dwellings Bed and Breakfast Caretaker's Residence Home Occupation Place of Worship with floor space no greater than 300m2 Telecommunications Facilities n.e.i.</p>	<p>Child Care Centre Community Care Centre Educational Establishment Hostel Accommodation Indoor Recreation Facility Medical Centre Minor Tourist Facility Motel Reception Room Resort Hotel</p>
Precinct 4 - Pacific Fair			
<p>Family Day Care Home Low-Impact Telecommunications Facility Minor Change in the scale or intensity of an existing lawful use Park</p>	<p>Caretaker's Residence Cafe Car Park Cinema Commercial Services Convenience Shop Display Home above ground storey Home Occupation Home Office Medical Centre Minor Tourist Facility Office above ground storey Reception Room above ground storey Restaurant Service Industry Shop Showroom Special Accommodation above ground storey Take-Away Food Premises n.e.i. Tavern n.e.i. Theatre Tourist Shop Veterinary Clinic Temporary Use</p>	<p>Aged Persons Accommodation above ground storey Apartment above ground storey Bed and Breakfast Community Care Centre above ground storey Child Care Centre Hostel Accommodation above ground storey Family Accommodation Fast-Food Premises Funeral Parlour Market Motel n.e.i. Office n.e.i. Place of Worship Reception Room n.e.i. above ground storey Shopping Centre Development Service Station Telecommunications Facilities n.e.i.</p>	<p>Apartment n.e.i. Amusement Parlour Educational Establishment Indoor Recreation Facility Nightclub Service Station Transit Centre</p>
Precinct 5 - Jupiter's Casino			
<p>Low-Impact Telecommunications Facility</p>	<p>Cafe Commercial Services Convenience Shop Fast Food Premises Take-Away Food Premises Temporary Use Tourist Shop</p>	<p>Amusement Parlour Car Park Caretaker's Residence Medical Centre Office Place of Worship Restaurant Retail Nursery Service Industry Shop Showroom Telecommunications Facilities n.e.i. Vehicle Hire Premises Veterinary Clinic</p>	<p>Apartment Cinema Hostel Accommodation Indoor Recreation Facility Market Motel Nightclub Reception Room Resort Hotel Shopping Centre Development Tavern Tourist Facility Transit Centre Theatre</p>
Precinct 6 - T.E. Peters key site			
<p>Family Day Care Home</p>	<p>Cafe</p>	<p>Aged Persons</p>	<p>Amusement Parlour</p>

A: MATERIAL CHANGE OF USE			
EXEMPT	SELF ASSESSABLE	CODE ASSESSABLE	IMPACT ASSESSABLE
<p>Low-Impact Telecommunications Facility Minor Change in the scale or intensity of an existing lawful use Open Sports Ground Park</p>	<p>Convenience Shop Home Office Restaurant Take-Away Food Premises Temporary Use Tourist Shop</p>	<p>Accommodation Apartment Attached Dwellings and Medium Density Detached Dwellings Bed and Breakfast Car Park Caretaker's Residence Child Care Centre Commercial Services Home Occupation Fast Food Premises Medical Centre Place of Worship Service Industry Shop Showroom Telecommunications Facilities n.e.i. Veterinary Clinic</p>	<p>Cinema Community Care Centre Convention Centre Educational Establishment Hostel Accommodation Indoor Recreation Facility Marina Motel Nightclub when located within a resort hotel Reception Room Resort Hotel Tavern Theatre Tourist Facility</p>
Precinct 7 - Broadbeach State School Key Site			
<p>Family Day Care Home Low-Impact Telecommunications Facility Minor Change in the scale or intensity of an existing lawful use Park</p>	<p>Convenience Shop Educational Establishment Home Office Temporary Use</p>	<p>Apartment Attached Dwellings and Medium Density Detached Dwellings Bed and Breakfast Cafe Caretaker's Residence Home Occupation Place of Worship with floor space no greater than 300m² Telecommunications Facilities n.e.i. Tourist Shop</p>	<p>Cafe Child Care Centre Community Care Centre Hostel Accommodation Indoor Recreation Facility Medical Centre Minor Tourist Facility Motel Outdoor Sport and Recreation Reception Room Resort Hotel Restaurant Take-Away Food Premises</p>
Precinct 8 - Public Open Space			
<p>Conservation (natural area management) Low-Impact Telecommunications Facility Minor Change in the scale or intensity of an existing lawful use Park Open Sports Ground</p>	<p>Temporary Use</p>	<p>Caretaker's Residence Telecommunications Facilities n.e.i.</p>	<p>Cafe Car Park Club Rooms Community Hall Ecotourism Indoor Recreation Facility Kiosk Outdoor Sport and Recreation Restaurant</p>
Precinct 9 - Highway Restaurant			
<p>Family Day Care Home Low-Impact Telecommunications Facility Minor Change in the scale or intensity of an existing lawful use Park</p>	<p>Cafe Commercial Services Convenience Shop Fast Food Premises Home Office Home Occupation Laundromat Restaurant Service Industry (Group A) when located at ground floor level</p>	<p>Apartment Attached Dwellings and Medium Density Detached Dwellings Bed and Breakfast Car Park Caretaker's Residence Child Care Centre Medical Centre Place of Worship</p>	<p>Amusement Parlour Community Care Centre Educational Establishment Hostel Accommodation Indoor Recreation Facility Minor Tourist Facility Motel Nightclub Reception Room</p>

A: MATERIAL CHANGE OF USE			
EXEMPT	SELF ASSESSABLE	CODE ASSESSABLE	IMPACT ASSESSABLE
	Shop when located at ground floor level Take-Away Food Premises Temporary Use Tourist Shop	Service Industry (Group B). Showroom Telecommunications Facilities n.e.i. Veterinary Clinic	Resort Hotel

B: MATERIAL CHANGE OF USE OVERLAY PROVISIONS			
EXEMPT	SELF ASSESSABLE	CODE ASSESSABLE	IMPACT ASSESSABLE
Material Change of Use involving Building Work that:			
			exceeds the maximum number of storeys indicated for the site identified on Broadbeach LAP Map 2.3 - Maximum Building Height
			exceeds the maximum residential density for the subject land, as shown Broadbeach LAP Map 2.4 - Maximum Residential Density
	is on a site identified on Overlay Map OM13 - Building Setback Line from Canals and Waterways, as being affected by a waterway building setback, and is in compliance with the Acceptable Solutions of Constraint Code 3 - Canals and Waterways	is on a site identified on Overlay Map OM13 - Building Setback Line from Canals and Waterways as being affected by waterway building setback, and alternative solutions to the Acceptable Solutions of Constraint Code 3 - Canals and Waterways are proposed	
		is on or adjoins a site that is listed on the Queensland Heritage Register (Queensland Heritage Act 1992) ; or the Register of the National Estate (Australian Heritage Commission Act 1975) ; or the National Trust of Queensland list	
		is within, or adjoins, an allotment containing places, sites, or landscapes of indigenous cultural heritage significance listed on the Queensland Heritage Register - Cultural Records (Landscapes Queensland and Queensland Estate) Act 1987 ; OR	

B: MATERIAL CHANGE OF USE OVERLAY PROVISIONS			
EXEMPT	SELF ASSESSABLE	CODE ASSESSABLE	IMPACT ASSESSABLE
Material Change of Use involving Building Work that:			
		is located on land, which is the subject of a native title claim; OR is located on land that is known to the owner and/or the developer to be of indigenous cultural heritage value	
	is on a site identified on the Domain Maps as being affected by Future Road Requirement and complies with the Acceptable Solutions of Constraint Code 4 - Car Parking, Access and Transport Integration	is on a site identified on the Domain Maps as being affected Future Road Requirement and alternative solutions to the Acceptable Solutions of Constraint Code 4 - Car Parking, Access and Transport Integration are proposed	
			would result in a residential dwelling to be located within 500 metres of a lot containing an extractive industry operation or resource (hard rock quarrying) or within 200 metres of a lot containing an extractive industry operation or resource (sand and gravel operations) as defined on Overlay Map OM23 - Extractive Resources

C: OPERATIONAL WORK - CHANGES TO GROUND LEVEL			
EXEMPT	SELF ASSESSABLE	CODE ASSESSABLE	IMPACT ASSESSABLE
Operational Work that involves extraction, excavation or fill that:			
		Precincts 1, 2, 3, 4, 5, 6, 7 and 9: exceeds a volume of 20 cubic metres of fill or excavation or is closer than two metres from the allotment boundary	
		Precinct 8: exceeds a volume of 100 cubic metres of fill or excavation or is closer than 20 metres from the allotment boundary	
		is within, or adjoins, an allotment containing places, sites, or landscapes of indigenous cultural heritage significance listed on the	

C: OPERATIONAL WORK - CHANGES TO GROUND LEVEL			
EXEMPT	SELF ASSESSABLE	CODE ASSESSABLE	IMPACT ASSESSABLE
Operational Work that involves extraction, excavation or fill that:			
		Queensland Heritage Register - Cultural Records (Landscapes Queensland and Queensland Estate) Act 1987; OR is located on land, which is the subject of a native title claim; is located on land that is known to the owner and/or the developer to be of indigenous cultural heritage value	

D: OPERATIONAL WORK - ADVERTISING DEVICES			
EXEMPT	SELF ASSESSABLE	CODE ASSESSABLE	IMPACT ASSESSABLE
	Advertising Device that is: a) not internally illuminated nor animated, and where the total area of signage per street frontage does not exceed the following, for each precinct: <ul style="list-style-type: none"> • Precinct 1: 10m² • Precinct 2: 10m² • Precinct 3: 10m² • Precinct 4: 10m² • Precinct 5: 10m² • Precinct 6: 10m² • Precinct 7: 5m² • Precinct 8: 5m² • Precinct 9: 10m² b) not on land with frontage to an arterial road or any state-controlled road	Advertising Device n.e.i.	

E: OPERATIONAL WORK - INFRASTRUCTURE AND LANDSCAPE WORK			
EXEMPT	SELF ASSESSABLE	CODE ASSESSABLE	IMPACT ASSESSABLE
Minor Landscape Work		Landscape Work n.e.i.	
Landscape Work associated with a detached dwelling or a Caretaker's Residence.		Works for Infrastructure	

F: OPERATIONAL WORK - VEGETATION CLEARING			
EXEMPT	SELF ASSESSABLE	CODE ASSESSABLE	IMPACT ASSESSABLE
Vegetation Clearing that:			
	results in the removal of, or damage to, vegetation that is equal to, or in excess of, 40 centimetres in girth (circumference) measured at 1.3 metres above average ground level, and complies with the Acceptable Solutions of Specific Development Code 36 - Vegetation Management	results in the removal of, or damage to, vegetation that is equal to, or in excess of, 40 centimetres in girth (circumference) measured at 1.3 metres above average ground level, and alternate solutions to the Acceptable Solutions of Specific Development Code 36 - Vegetation Management are proposed	

G: RECONFIGURING A LOT			
EXEMPT	SELF ASSESSABLE	CODE ASSESSABLE	IMPACT ASSESSABLE
Reconfiguring a Lot that:			
		results in no lots with an area less than 1,000m ² Or Entails only a Community Title Subdivision (including Standard Format Plans and/or Volumetric Lots) or a volumetric lot within a building, or a leasehold subdivision of an existing or approved development.	results in one or more lots with an area less than 1,000m ²
			would create the potential for a residential dwelling to be located within 500 metres of a lot containing an extractive industry operation or resource (hard rock quarrying) or within 200 metres of a lot containing an extractive industry operation or resource (sand and gravel operations) as defined on Overlay Map OM23 - Extractive Resources

7.0 RELEVANT CODES

Codes, relevant for development assessment in the Broadbeach LAP are listed below. The Place Code applies in all cases. A Specific Development Code will only apply if that specific development is proposed. A Constraint Code will only apply, where the proposed development is directly impacted by the constraint that is the subject of that code.

7.1 Self Assessable Development

The following codes apply to development that is self assessable in the Broadbeach LAP area.

PLACE CODE	SPECIFIC DEVELOPMENT CODES	CONSTRAINT CODES
Broadbeach LAP Place Code	2 Advertising Devices 24 Office 27 Retail and Related Establishments 34 Temporary Use 36 Vegetation Management 38 Working from Home	3 Canals and Waterways 4 Car Parking, Access and Transport Integration 8 Flood Affected Areas 10 Nature Conservation 11 Ocean Front Land

7.2 Material Change of Use

The following codes apply to development that is code or impact assessable **Material Change of Use** in the Broadbeach LAP area.

PLACE CODE	SPECIFIC DEVELOPMENT CODE	CONSTRAINT CODES
Broadbeach LAP Place Code	3 Aged Persons Accommodation 6 Attached Dwellings and Medium Detached Dwellings 7 Bed and Breakfast Tourist Accommodation 10 Caretaker's Residence 12 Child Care Centres 13 Detached Dwellings 14 Display Homes and Estate Sales Offices 15 Ecotourism Facility 16 Family Accommodation 19 High Rise Residential and Tourist Accommodation 21 Landscape Work 22 Low Rise Apartment Building 23 Low Rise Commercial Tourist Accommodation 24 Office 25 Private Recreation 27 Retail and Related Establishments 31 Service Stations 33 Telecommunications Facilities 37 Vehicle Sales 38 Working from Home 39 Works for Infrastructure	1 Gold Coast Airport and Aviation Facilities 3 Canals and Waterways 4 Car Parking, Access and Transport Integration 5 Cultural Heritage (Historic) 6 Cultural Heritage (Indigenous) 8 Flood Affected Areas 9 Natural Wetland Areas and Natural Waterways 10 Nature Conservation 11 Ocean Front Land 13 Road Traffic Noise Management 14 Sediment and Erosion Control

7.3 Operational Work - Changes to Ground Level

The following codes apply to development that is code or impact assessable **Operational Work - Changes to Ground Level** (extracting gravel, rock, sand or soil from the place where it occurs naturally, or excavating or filling that materially affects premises or their use) in the Broadbeach LAP area.

PLACE CODE	SPECIFIC DEVELOPMENT CODES	CONSTRAINT CODES
Broadbeach LAP Place Code	11 Changes to Ground Level and Creation of New Waterbodies	3 Canals and Waterways 4 Car Parking, Access and Transport Integration 5 Cultural Heritage (Historic) 6 Cultural Heritage (Indigenous) 8 Flood Affected Areas

		9 Natural Wetland Areas and Natural Waterways 10 Nature Conservation 11 Ocean Front Land 14 Sediment and Erosion Control
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7.4 Operational Work - Advertising Devices, Landscape Work and Infrastructure

The following codes apply to development that is code or impact assessable **Operational Work - Advertising Devices** (placing an Advertising Device on premises), **Landscape Work** (undertaking Landscape Work in, on, over or under premises that materially affects premises or their use) or **Infrastructure** (undertaking Works for Infrastructure) in the Broadbeach LAP area.

PLACE CODE	SPECIFIC DEVELOPMENT CODES	CONSTRAINT CODES
Broadbeach LAP Place Code	2 Advertising Devices 21 Landscape Work 39 Works for Infrastructure	6 Cultural Heritage (Indigenous) 8 Flood Affected Areas 9 Natural Wetland Areas and Natural Waterways 14 Sediment and Erosion Control

7.5 Operational Work - Vegetation Clearing

The following codes apply to development that is code or impact assessable **Operational Work - Vegetation Clearing** - in the Broadbeach LAP area.

PLACE CODE	SPECIFIC DEVELOPMENT CODES	CONSTRAINT CODES
Broadbeach LAP Place Code	36 Vegetation Management	6 Cultural Heritage (Indigenous) 9 Natural Wetland Areas and Natural Waterways 10 Nature Conservation 11 Ocean Front Land 14 Sediment and Erosion Control

7.6 Reconfiguring a Lot

The following codes apply to development that is code or impact assessable **Reconfiguring a Lot** in the Broadbeach LAP area.

PLACE CODE	SPECIFIC DEVELOPMENT CODES	CONSTRAINT CODES
Broadbeach LAP Place Code	11 Changes to Ground Level and Creation of New Waterbodies 21 Landscape Work 28 Reconfiguring a Lot 36 Vegetation Management 39 Works for Infrastructure	3 Canals and Waterways 4 Car Parking, Access and Transport Integration 5 Cultural Heritage (Historic) 6 Cultural Heritage (Indigenous) 8 Flood Affected Areas 9 Natural Wetland Areas and Natural Waterways 10 Nature Conservation 11 Ocean Front Land 13 Road Traffic Noise Management 14 Sediment and Erosion Control

8.0 BROADBEACH LAP PLACE CODE

8.1 Purpose

This Place Code seeks to ensure the scale, density, building height, layout and aesthetic appearance and function of all development is consistent with the tourist gateway theme of Broadbeach and the role of Broadbeach as a Regional Activity Centre within the City. These code provisions also aim to

ensure that Broadbeach remains a distinctive and recognisable location within the City, where high standards of urban design, architecture and landscaping are promoted and achieved.

8.2 Application

- 8.2.1 The Broadbeach LAP Place Code applies to development indicated as self, code or impact assessable in the Broadbeach LAP Table of Development at **Clause 6.0** of this LAP.
- 8.2.2 Performance Criteria PC1-PC29 apply to all code and impact assessable development in this LAP. For development identified as self assessable in **Clause 6.0**, only the Acceptable Solutions to Performance Criteria PC1-PC9 apply.

8.3 Development Requirements

PERFORMANCE CRITERIA	ACCEPTABLE SOLUTIONS								
DEVELOPMENT THAT IS SELF ASSESSABLE, CODE ASSESSABLE OR IMPACT ASSESSABLE									
BUILDING HEIGHT									
<p>PC1 The height of buildings must be consistent with the role of Broadbeach as a Regional Activity Centre. Building heights must reflect the objective to preserve the distinctive high rise spine of the coastal strip.</p>	<p>AS1 The maximum height of buildings in each precinct does not exceed the relevant maximums shown on Broadbeach LAP Map 2.3 - Maximum Building Height.</p>								
<p>PC2 The height of the buildings must not cause adverse impact on neighbouring sites. The development opportunities of the neighbouring sites are considered when assessing impacts of development.</p>	<p>Precincts 2, 3, 5, 6, 7, and 9: AS2 All buildings exceeding two storeys in height have their upper storeys set back from the lot boundaries, consistent with the following distances:</p> <ul style="list-style-type: none"> a) a minimum of six metres from the frontage, in respect of that part of the building, which exceeds two storeys in height; b) for side and rear boundary setbacks, two metres for that part of the building which is above the second storey but which does not exceed 7.5 metres above that storey; c) for side and rear boundary setbacks, two metres plus 0.5 metres for every three metres (or part thereof) of that part of the building which is greater than 7.5 metres above the second storey. 								
ACCOMMODATION DENSITY									
<p>PC3 Accommodation density must be consistent with the Regional Activity Centre character of Broadbeach. Accordingly, medium to high density development that can be comfortably accommodated on the development site and supports mixed uses in the town centre is appropriate.</p>	<p>AS3 The maximum dwelling density in any precinct does not exceed the relevant accommodation density (RD number) shown for that precinct on Broadbeach LAP Map 2.4 - Maximum Residential Density.</p>								
SITE COVERAGE									
<p>All Precincts: PC4 The site coverage of development must be in accordance with the function of the precinct and its relationship with surrounding precincts.</p>	<p>AS4 The maximum site coverage for any development does not exceed the following:</p> <table border="1" style="width: 100%;"> <tr> <td>Precincts 1 and 4</td> <td style="text-align: center;">95%</td> </tr> <tr> <td>Precincts 2, 3, 5, 6 and 7</td> <td style="text-align: center;">50%</td> </tr> <tr> <td>Precinct 8</td> <td style="text-align: center;">5%</td> </tr> <tr> <td>Precinct 9</td> <td style="text-align: center;">60%</td> </tr> </table>	Precincts 1 and 4	95%	Precincts 2, 3, 5, 6 and 7	50%	Precinct 8	5%	Precinct 9	60%
Precincts 1 and 4	95%								
Precincts 2, 3, 5, 6 and 7	50%								
Precinct 8	5%								
Precinct 9	60%								
BUILDING SETBACK									
<p>Mixed Use or Commercial Buildings - All Precincts PC5 Building setbacks must contribute to an interesting street perspective and to the visual amenity of Broadbeach.</p>	<p>All Precincts: AS5.1.1 The building setback is equal to that used by more than 50% of the other buildings in the street. OR Precincts 1 and 4</p>								

PERFORMANCE CRITERIA	ACCEPTABLE SOLUTIONS
	<p>AS5.1.2 The building has:</p> <ul style="list-style-type: none"> a) zero frontage setback for the first 3 storeys, with a 3 metre frontage setback for any storey above the third storey; b) zero side or rear setbacks to a height of 3 storeys. A side or rear setback of 2 metres plus 0.5 metres for every three metres in height applies to the portion of any building above the top of the third storey. <p>OR</p> <p>Precincts 2, 3, 5, 6, 7, 8 and 9:</p> <p>AS5.1.3 The building has:</p> <ul style="list-style-type: none"> a) a 3 metre frontage setback for the first 2 storeys; b) a 1.5 metre setback from side and rear boundaries to that part of a building which is less than two storeys in height.
<p>Residential Buildings - All Precincts PC6 All residential buildings must provide for setbacks from the street frontage and the side and rear boundaries of the site, which are appropriate for:</p> <ul style="list-style-type: none"> a) efficient use of the site; b) local character of the area; c) effective separation from neighbouring properties and frontages to roads. 	<p>AS6.1 The residential building is setback not less than three metres from the frontage of the site and 1.5 metres from the side and rear boundaries.</p>
FRONTAGE CONTROLS	
<p>PC7 Building setbacks, building and frontage design must contribute to an interesting street perspective and to the visual amenity of Broadbeach.</p>	<p>AS7.1 Lengths of wall in excess of 15 metres are not provided on the same alignment.</p> <p>AS7.2 Ancillary structure of the building (including unenclosed decks, terraces and balconies fronting the street, do not extend beyond the front property boundary of the site;</p> <p>AS7.3 Where the site adjoins a residential lot or public open space, all buildings or structures are sited at a minimum of two metres from any boundary of a site.</p>
<p>PC8 All commercial or mixed use buildings must be designed to achieve a continuous activity frontage for the local business centre, with ample space for pedestrian traffic.</p>	<p>AS8 Where a mixed use building is proposed, residential uses are located above the ground floor or to the rear of the development.</p>
VEHICULAR CROSSINGS	
<p>PC9 Vehicular crossings associated with the development must be designed and constructed to ensure:</p> <ul style="list-style-type: none"> a) a safe footpath environment; b) safe vehicular access to the property; c) appropriate hydraulic performance of the stormwater infrastructure; d) no damage to vehicle or road infrastructure; e) minimal loss of on-street parking spaces; f) continued amenity of the neighbourhood. 	<p>AS9 The vehicular crossing is provided and designed in accordance with Part 10, Division 1 - Standard Drawings: Drawing No. 59213 (Rural Access with Pipe Crossing); Drawing No. 59217 (Driveway and Verges Low Density Residential); Drawing No. 59218 (Driveways Industrial, Commercial and Multi-Unit Residential).</p> <p><i>Note: All vehicular crossings require an approval in accordance with Local Law No:11, Roads and Malls.</i></p>

PERFORMANCE CRITERIA	ACCEPTABLE SOLUTIONS
DEVELOPMENT THAT IS CODE ASSESSABLE OR IMPACT ASSESSABLE	
SITING	
<p>PC10 All buildings must be sited to complement the sub regional business centre character and the built form of the surrounding area, and to reduce potential conflicts between uses having regard to a site analysis, prepared in accordance with Planning Scheme Policy 17 - Site Analysis</p>	<p>AS10 No acceptable solution provided.</p>
<p>PC11 The layout of the site must provide a clear separation between the public access areas and the areas set aside for servicing the building.</p>	<p>AS11 No acceptable solution provided.</p>
BUILDING APPEARANCE	
<p>PC12 The design of all buildings in the Broadbeach LAP area must promote the theme of a modern, cosmopolitan, prosperous, leisure-oriented centre. This will be achieved through the development of high quality structures that contribute to a lively streetscape and complement developments on adjoining sites. All new development must address public streets and other public areas, and must be an attractive and functional component of the centre as a whole.</p>	<p>AS12.1 All development is oriented so as to address and complement public streets and public areas. AS12.2 Excessive lengths of wall in a single plane are avoided, unless such walls are punctuated by: balconies, awnings, eaves; and/or a variety of building materials is utilised, to avoid design repetition and emphasise window and door openings. AS12.3 The roof areas of all buildings within all precincts are designed to hide or disguise all rooftop machinery and service equipment, including lift and plant rooms. Roof areas are designed to promote an interesting and diverse outlook from all public and private areas. AS12.4 Pedestrian awnings are provided above all public footways and inter-block arcade links for all development within Precinct 1. Proposals for footpath awnings are considered for development sites within other precincts, provided that a public benefit can be demonstrated. Footpath awnings are designed to complement and integrate with the design and the facade of the building. Awnings on individual sites complement and are compatible with awnings on neighbouring sites.</p>
<p>PC13 All buildings must be designed and constructed to a high aesthetic standard which complements or enhances the Regional Activity Centre character of Broadbeach.</p>	<p>AS13.1 The massing and proportions of new commercial buildings are consistent with those of adjoining commercial buildings. AS13.2 Building materials, patterns, textures and colours, used in new buildings, are complementary to those of nearby buildings.</p>
<p>PC14 Building design and appearance must be conducive to the safety and comfort of all building users.</p>	<p>AS14.1 Glass which forms all or part of any external wall of a building does not exceed a maximum degree of reflection of both heat and light of 20%. The glass area does not exceed 60% of the total area of the external wall. AS14.2 All commercial buildings provide awnings which are cantilevered or suspended at a minimum width of 1.5 metres over the adjoining footway within the road reserve area. AS14.3 The location of equipment that has potential to create noise is designed to minimise the penetration</p>

PERFORMANCE CRITERIA	ACCEPTABLE SOLUTIONS
	of noise to dwelling units on the premises and to residential premises external to the site.
<p>PC15 All car park areas must be designed and constructed to service the needs of all users of the development and to complement the character of the local business centre.</p>	<p>AS15.1 All car park areas are constructed and detailed to ensure they do not dominate the street frontage of the development. Car park areas provided at ground level are located behind dwellings or recessed behind the dwelling frontage.</p> <p>AS15.2 Building materials, patterns, textures and colours used in garage and carport structures are complementary to those of the principal building on the site.</p>
<p>PC16 The volume of ground level car parking must be minimised, with underground car parking facilities to be used where possible.</p>	<p>AS16 The majority of car parking (with the possible exception of visitor and service delivery parking) is provided underground in a basement podium within Precincts 1, 2, 3, 6, 7 and 9.</p>
ADVERTISING DEVICES	
<p>PC17 All signage must be complementary to the design and style of the buildings on the site on which it is located and to signs and development on adjoining sites. All buildings must be designed with the signage requirements of the end user in mind, to avoid the need for ad hoc additions to business signage. Signage will not dominate the frontages of major roads in the Broadbeach LAP area, as the maintenance of an attractive and cohesive entrance to the City is of paramount importance. The development of innovative and distinctive signs that clearly identify the service or business being promoted is encouraged.</p>	<p>AS17.1 All buildings containing a commercial use component within Precincts 1, 2, 4, 5, 6 and 9 contain signage envelopes on the exterior of the frontages of the building structure to enable the signage requirements of the end use business operation to be satisfied. Such signage envelopes allow for signage which does not dominate the facade and which complements the design of the building.</p> <p>AS17.2 Freestanding signs within all precincts complement the design of the buildings to which they relate, do not dominate the streetscape of a locality, are compatible with signage on adjoining sites and clearly identify the product or business being promoted.</p> <p>AS17.3 Where a site contains more than one business premises, only one freestanding multi-tenant sign is utilised per street frontage. The placement of more than one freestanding sign on any frontage of a site is avoided.</p> <p>Precincts 1, 4, 5 6 and 9:</p> <p>AS17.4 All signs are consistent with the provisions for Integrated Business Domain set out in Specific Development Code 2 - Advertising Devices. Precincts 2,3 and 7:</p> <p>AS17.5 All signs are consistent with the provisions for the Tourist and Residential Domain set out in Specific Development Code 2 - Advertising Devices. Precinct 8:</p> <p>AS17.6 All signs are consistent with the provisions for the Public Open Space Domain set out in Specific Development Code 2 - Advertising Devices.</p>
LANDSCAPE WORK	
<p>PC18 Extensive areas of visible ground level landscaping must be provided to a standard that promotes a pleasant, attractive and functional pedestrian environment with a sub tropical character.</p>	<p>AS18.1 Landscape work includes features, where the vegetation component is located at street level, on top of the podium levels or on terraces, balconies and decks. Local native coastal species and/or vegetation with climbing/trailing characteristics are used.</p>

PERFORMANCE CRITERIA	ACCEPTABLE SOLUTIONS
	<p>AS18.2 Footpath paving treatments and street furniture integrate with adjoining development, and setback areas are integrated with public footpaths.</p>
<p>PC19 All ground level parking must be suitably landscaped to provide an attractive and pleasant outlook to provide shade for parked vehicles, and to contribute towards the quality presentation of new developments.</p>	<p>AS19.1 Significant trees are preserved and incorporated into car parking designs, where reasonably possible. AS19.2 Landscaped bays for the planting of shade trees are provided at regular intervals throughout car parking areas, at the rate of one landscaped bay per 40 vehicle parking bays. Landscape bays have the same dimensions as a vehicle parking space. Any portion of a car parking area that is not utilised for parking bays, access aisles or any other essential purpose is utilised for landscaping.</p>
LOT SIZE (FOR SUBDIVISION ONLY)	
<p>PC20 All allotments must be of sufficient area and dimensions to accommodate buildings designed to the criteria in this LAP.</p>	<p>AS20.1 The minimum allotment size is 1,000m². AS20.2 The minimum frontage of land proposed to be used for non-residential or commercial purposes in this LAP is 15 metres.</p>
AMENITY PROTECTION	
<p>PC21 The proposed use must not detract from the amenity of the local area, having regard, but not limited, to the impact of:</p> <ul style="list-style-type: none"> a) noise; b) hours of operation; c) traffic; d) lighting; e) signage; f) visual amenity g) privacy; h) odour and emissions. 	<p>AS21 No acceptable solution provided.</p>
<p>PC22 The proposed development must take into account and seek to ameliorate any negative aspects of the existing amenity of the local area, having regard, but not limited, to the existing impact of:</p> <ul style="list-style-type: none"> a) noise; b) hours of operation; c) traffic; d) lighting; e) signage; f) visual amenity; g) privacy; h) odour and emissions. 	<p>AS22 No acceptable solution provided.</p>
PLOT RATIO	
<p>PC23 The bulk of the development proposal must be proportional to the character of the local area, with some bonus in floor space available where identified public benefits are provided. Building bulk will generally be greater within core commercial precincts, with a lesser building bulk being permitted in peripheral commercial and tourist accommodation precincts where development is intended to be less intensive. The intent of this section is to allow for a built form which addresses the street at ground level, with tall, narrow structures above third floor level, to enable sunlight penetration and views to be achieved.</p>	<p>AS23.1.1 The basic plot ratios described for each precinct in the Table to Performance Criterion PC25 are not exceeded. The building exceeds four storeys in height, and the basic plot ratio complies with the requirements of Specific Development Code 19 - High Rise Residential and Tourist Accommodation. OR AS23.1.2 The Basic Plot Ratio is exceeded by the incorporation of bonus elements in a development consistent with the provisions of Planning Scheme Policy 18 Using the Urban Design Bonus Provisions, provided that the Maximum Plot Ratio, described for</p>

PERFORMANCE CRITERIA	ACCEPTABLE SOLUTIONS
	each precinct in the Table to Performance Criterion PC23, is not exceeded.
TABLE TO PERFORMANCE CRITERION PC 23 PLOT RATIO CONTROLS BY PRECINCT:	
Precinct 1 a) the basic plot ratio is 4:1 b) No maximum applies	Precincts 2 & 3 a) the basic plot ratio is 4:1 b) No maximum applies
Precinct 4 a) the basic plot ratio is 3:1 b) the maximum plot ratio is 4:1	Precincts 5 a) the basic plot ratio is 2:1 b) the maximum plot ratio is 3:1
Precinct 6 a) As determined by Specific Development Code 19 - High Rise Residential and Tourist Accommodation Code	Precinct 7 and 9 a) the basic plot ratio is 2:1 b) (b)the maximum plot ratio is 4:1
Precinct 8: a) no plot ratio applies	
ACCESS PROVISIONS	
PC24 The LAP area must have a high standard of accessibility for vehicles, pedestrians and cyclists.	AS24.1 New development contributes to: a) developing off-street car parking facilities; b) encouraging the development of a pedestrian walkway system, based on a network of shopping arcades, open space links and widened footpaths, throughout the central area; c) improving vehicular traffic flows and reducing conflicts between local and through traffic; d) reducing pedestrian/vehicular conflict by provision of a system of rear vehicular access lane ways. AS24.2 Pedestrian facilities are provided in exchange for plot ratio bonuses.
PC25 Conflicts between pedestrians and vehicles, at entrance points to parking areas, must be minimised.	AS25.1 The number of vehicle entry points to a development site is kept to a minimum, particularly in areas that have high volumes of pedestrian traffic. AS25.2 Entrance points to parking and loading areas have clear and unobstructed visibility of pedestrian pathway areas, with pedestrian crossing points, which give priority to pedestrians clearly identified. AS25.3 Rear lanes and/or Streets with lesser pedestrian activity are used for access to basements and parking areas on sites which have more than one street frontage. AS25.4 Footpaths are provided along the site frontages to all public streets.
CAR PARKING PROVISIONS	
PC26 Car parking, and access requirements must ensure that the vehicular and pedestrian needs, associated with development, are adequately accommodated	AS26.1.1 Car parking is provided, consistent with the following rates: Precinct 1: a) at least 50% of the standard car parking requirement from Constraint Code 4 - Car Parking, Access and Transport Integration ;

PERFORMANCE CRITERIA	ACCEPTABLE SOLUTIONS
	<p>Precinct 2: a) at least 70% of the standard car parking requirement from Constraint Code 4 - Car Parking, Access and Transport Integration;</p> <p>Precincts 3, 4, 5, 6 and 7: a) least 80% of the standard car parking requirement from Constraint Code 4 - Car Parking, Access and Transport Integration;</p> <p>Precincts 8 and 9: a) at the standard car parking rates specified in Constraint Code 4 - Car Parking, Access and Transport Integration.</p> <p>OR AS26.1.2 Where the development is for non-residential purposes, at least 80% of the required car parking is provided on site. AS26.2 The site has no vehicular access, and cash in lieu of car parking is provided.</p>
PUBLIC CONVENIENCE FACILITIES WITHIN BUILDINGS	
<p>PC27 Commercial developments must include public convenience facilities, where there is a need for their provision.</p>	<p>AS27 Where provided, public toilet facilities are open and readily accessible to the general public during retail trading hours or other trading hours relevant to the development.</p>
BUILDING SERVICES	
<p>PC28 Adequate facilities for the loading and unloading of goods must be provided to meet the needs of the development.</p>	<p>AS28 A loading area is provided on site that is separated from the public access areas and readily accessible from all commercial tenancies on the site.</p>
<p>PC29 Adequate facilities for servicing the development with a refuse disposal service must be provided to meet the needs of the development.</p>	<p>AS29.1 Provision is made for the storage of refuse on site and suitable access for the removal of refuse. AS29.2 All outdoor storage or refuse disposal areas are screened from public view.</p>