



Part 7 Codes

Division 2 Specific Development Codes

Chapter 25 Private Recreation

1.0 Purpose

This code seeks to ensure that the Private Recreation use:

- adds to the quality of life of residents and their visitors;
- operates as an ancillary use to an existing or approved residential use on the same site; and
- does not conflict with residential amenity.

2.0 Application

2.1 This code applies to development for the purposes of Private Recreation, where lighting is proposed, indicated as self, code or impact assessable in the Table of Development of the domain or Local Area Plan (LAP) within which the Private Recreation is proposed.

2.2 Performance Criteria PC1-PC3 apply to all development subject to this code.

3.0 Development Requirements

Performance Criteria	Acceptable Solutions
Development that is Self Assessable, Code Assessable or Impact Assessable	
Function of Use	
<p>PC1 The Private Recreation must be of a scale and nature that is ancillary to an existing or approved dwelling on the same site.</p>	<p>AS1.1 The Private Recreation is designed for the use of the occupants and their visitors only.</p> <p>AS1.2 The Private Recreation does not operate on a commercial basis.</p>
Lighting	
<p>PC2 The Private Recreation must not adversely affect the surrounding area and adjoining uses by glare or direct light nuisance.</p>	<p>AS2.1.1 Light emanating from any source does not exceed eight lux, when measured at or above ground level at a distance of 1.5 metres outside the boundaries of the site.</p> <p>OR</p> <p>AS2.1.2 Light emanating from any source complies with the relevant standards of AS4282 Control of the Obtrusive Effects of Outdoor Lighting.</p> <p>AS2.2 Screens, vegetation and/or landscape elements are provided adjacent to the light source.</p>
Operation of the Use	
<p>PC3 The operation of Private Recreation must not adversely impact on the character and amenity of the surrounding area and adjoining uses.</p>	<p>AS3 The Private Recreation operates only between 7am and 9pm on any given day.</p>