



## Part 7 Codes

### Division 2 Specific Development Codes

#### Chapter 30 Salvage Yards

#### 1.0 Purpose

This code seeks to facilitate the development of Salvage Yards, including wrecking yards, in locations accessible to all major industrial areas and to standards consistent with the expectations for industrial areas. It also ensures that the presentation and operation of Salvage Yards does not adversely impact on the amenity of surrounding areas. The code provides that the location of Salvage Yards is limited to sites of a sufficient area to accommodate the development, vehicle access, car parking and any necessary buffers.

#### 2.0 Application

2.1 This code applies to development for the purposes of Salvage Yards, indicated as code assessable or impact assessable in the Table of Development of the domain or Local Area Plan (LAP) within which the Salvage Yard is proposed.

2.2 Performance Criteria PC1-PC8 apply to all development subject to this code.

#### 3.0 Development Requirements

Performance Criteria	Acceptable Solutions
<b>Development that is Code Assessable or Impact Assessable</b>	
<b>Building Setback</b>	
<p>PC1 All buildings, structures and car parking must provide for setbacks from the street frontage and the side and rear boundaries which are appropriate to the efficient use of the site and do not detract from surrounding uses.</p>	<p>AS1.1 All buildings, other structures, car parking and storage areas are set back a minimum of ten metres from the road frontage.</p> <p>AS1.2 The site adjoins a residential lot or public open space area, and the building or structure is set back a minimum of ten metres from the common boundary with the residential lot or public open space, and the setback area includes:</p> <ul style="list-style-type: none"> <li>a) a landscape buffer area consisting of dense screen planting; and/or</li> <li>b) screen fences on the common boundary to the residential lot.</li> </ul>
<b>Site Area</b>	
<p>PC2 The Salvage Yard site must have sufficient area and dimensions to accommodate the proposed Salvage Yard and its associated access, parking, landscaping and buffer facilities.</p>	<p>AS2 The minimum site area is 2,000m<sup>2</sup>.</p>
<b>Function</b>	
<p>PC3 The display and storage of items must be undertaken in a manner to ensure that the use of the site does not detract from surrounding uses.</p>	<p>AS3.1 The Salvage Yard does not display or store any items within the ten metre setback area of <b>AS1</b>.</p> <p>AS3.2 The Salvage Yard is screened by a two metre high fence along all site boundaries, and no stack of materials exceeds two metres in height.</p>



Performance Criteria	Acceptable Solutions				
<p>PC4</p> <p>Where the operations of the Salvage Yard involves car wrecking activities, they must be managed to ensure that there are no detrimental impacts on the amenity of adjoining uses.</p>	<p>AS4.1</p> <p>A Class 7 or 10 (a) covered building is used to dismantle all motor vehicles used in the Salvage Yard activities (refer <b>Building Code of Australia</b>).</p> <p>AS4.2</p> <p>The intake of motor vehicles for wrecking does not exceed a maximum of ten vehicles per week.</p> <p>AS4.3</p> <p>The Salvage Yard does not store more than 30 motor vehicle bodies outside the building, prior to wrecking, at any one time.</p> <p>AS4.4</p> <p>The Salvage Yard does not store more than ten vehicle body shells, when stripped of all parts, on-site.</p>				
<p><b>Hours of Operation</b></p>					
<p>PC5</p> <p>The hours of operation of the Salvage Yard must not affect the amenity of adjoining land uses.</p>	<p>AS5</p> <p>The wrecking of vehicles only occurs within the following times:</p> <table border="0" data-bbox="798 913 1410 981"> <tr> <td>Monday to Saturday</td> <td>7am to 6pm</td> </tr> <tr> <td>Sunday/ Public Holidays</td> <td>nil</td> </tr> </table>	Monday to Saturday	7am to 6pm	Sunday/ Public Holidays	nil
Monday to Saturday	7am to 6pm				
Sunday/ Public Holidays	nil				
<p><b>Loading and Unloading</b></p>					
<p>PC6</p> <p>The loading and unloading of goods for the Salvage Yard must not create amenity conflicts for other uses in the local area.</p>	<p>AS6</p> <p>All loading and unloading of goods in conjunction with the Salvage Yard are undertaken entirely within the boundaries of the site.</p>				
<p><b>Building Appearance</b></p>					
<p>PC7</p> <p>The design of all buildings and structures must present a neat and modern appearance to the street and to neighbouring properties.</p>	<p>AS7</p> <p>No acceptable solution provided.</p>				
<p><b>Location</b></p>					
<p>PC8</p> <p>The Salvage Yard must be located so that it does not detrimentally affect the existing and future amenity of the local area and does not detract from the overall city image and townscape.</p>	<p>AS8.1</p> <p>The Salvage Yard is co-located with similar uses in a predominantly industrial or commercial area.</p> <p>AS8.2</p> <p>The Salvage Yard is well screened and buffered from residential areas.</p> <p>AS8.3</p> <p>The Salvage Yard layout includes setbacks, with some open space or landscaped buffers.</p> <p>AS8.4.1</p> <p>The Salvage Yard is located away from main access corridors (including highways and the railway line).</p> <p>OR</p> <p>AS8.4.2</p> <p>The Salvage Yard is located on a main access corridor (including highways and the railway line), and buffering is provided.</p>				