

6.2.143 Major tourism zone code



Photograph 6.2.143-1
Example of Major Tourism Zone located at Dreamworld Coomera. Photograph by Stefan Zwanzger.

6.2.143.1 Application

This code applies to assessing all development in the Major tourism zone.

When using this code, reference should be made to **Section 5.3.2** and, where applicable, **Section 5.3.3**, in **Part 5**.

Where development is identified in the **Sea world precinct**, **Wildlife park precinct** and **Island resorts precinct**, additional outcomes will apply to assessment.

Note: To the extent there is any inconsistency with the outcomes applying to the whole of the zone, the precinct outcomes will prevail.

6.2.143.2 Purpose

- (1) The purpose of the Major tourism zone code is to provide for larger scale integrated tourist localities or facilities located in urban, rural, environmental or coastal areas.

Development provides for a mix of uses including tourist facilities, tourist attractions, short-term accommodation, retail, business, education, industrial, community purpose, recreation and open space that support the needs of tourists and visitors.

Permanent residential accommodation for management and employed personnel may be appropriate.

- (2) The purpose of the code will be achieved through the following overall outcomes:
- (a) Land uses –
 - (i) include tourist facilities, such as theme parks that provide recreational enjoyment for residents and tourists and include ancillary activities such as shops, food and drink outlet, short-term accommodation and function facilities; and
 - (ii) are managed appropriately to minimise impacts on the residential amenity of the area.

(b) **Amenity –**

Development achieves a level of amenity reasonably expected in the local context, acknowledging the intent for large scale integrated tourist facilities to be established, having regard to:

- (i) the qualities of the locality;
- (ii) built form, scale;
- (iii) noise, privacy, safety, glare, odour and light; and
- (iv) traffic, parking, servicing and hours of operation.

(c) Character consists of –

- (i) theme parks with a vibrant and exciting atmosphere offering many recreational choices and amenities; and
- (ii) new development that supports the emergence of existing integrated and consolidated nodes.

(ed) Built form –

- (i) accommodates large scale integrated tourist facilities to support theme park land uses and ancillary activities; and
- (ii) has a building height and structure height that does not exceed that indicated on the **Building height overlay map**; with ~~includes the exclusion of structures relating to theme park rides that are not limited in building height.~~

Note: The designated height on the Building height overlay map may not be achievable when taking into consideration outcomes, such as, but not limited to aviation restrictions, setbacks and site cover.

(e) Lot design –

- (i) supports large scale integrated tourist facilities.

(fe) Variations to the zone are –

- (i) **Sea world precinct;**
- (ii) **Wildlife park precinct** (Currumbin Wildlife Sanctuary, Fleays Fauna Reserve); and
- (iii) **Island resorts precinct** (Couran Point Island Resort).

Comment [MU3 - CP1]: Theme: Built form and urban design – the importance of a well-designed city;
Item 9 – Built form improvements

Comment [MU2 - CP2]: Theme: Height and density - creating a sustainable city shape;
Item 1&2 – Building height overlay map and new building height categories

Comment [MU2 - CP3]: Theme: Height and density - creating a sustainable city shape;
Item 1&2 – Building height overlay map and new building height categories

Comment [MU2 - CP4]: Theme: Height and density - creating a sustainable city shape;
Item 1&2 – Building height overlay map and new building height categories

~~(3) The purpose of the **Sea world precinct** will be achieved through the following additional overall outcome:~~

~~(a) To maintain low rise development (excluding theme park rides) to retain the natural open space character of the Spit area;~~

(43) The purpose of the **Wildlife park precinct** will be achieved through the following additional overall outcomes:

(a) Land uses –

- (i) include nature based tourist attractions to maintain the natural environmental character; and
- (ii) exclude accommodation uses.

(b) Character consists of –

- (i) nature based tourist attractions in a natural park setting.

(c) Built form –

- (i) ~~is low rise with~~ has with low site coverage to provide for extensive vegetation cover contributing to wildlife habitat and ecological corridors.

(54) The purpose of the **Island resort precinct** will be achieved through the following additional overall outcomes:

(a) Land uses –

- (i) include Short term accommodation and supporting resort facilities.

(b) Character consists of –

- (i) a high quality built environment that maintains and enhances the natural characteristics and vegetation of the area.
- (c) Built form –
 - (i) ~~does not exceed 4 storeys and a maximum height of 19 metres to respect the natural landscape of South Stradbroke Island~~
 - (ii) has a low site cover and density to protect the ecological significance of the area.

Comment [NN5]: Theme: Height and density - creating a sustainable city shape; Item 1&2 – Building height overlay map and new building height categories

6.2.143.3 Specific benchmarks for assessment

Part A applies to accepted development subject to requirements.

Part B applies to assessable development.

PART A – ACCEPTED DEVELOPMENT SUBJECT TO REQUIREMENTS

Table 6.2.143-1: Major tourism zone code – for accepted development subject to requirements

Required outcomes																	
Setbacks	RO1 Setbacks are as follows:																
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	OR																
	For Village Roadshow (Movieworld and Wet'n'Wild) theme park site the setbacks are as follows:																
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Site cover	RO2 Site cover does not exceed 80%.																
	RO3 Wildlife park precinct and Island resort precinct Site cover does not exceed 10%.																
Height	RO4 Building height does not exceed that shown on the Building height overlay map . OR Structures relating to theme park rides do not have a prescribed height limit.																
	RO5 Wildlife park precinct Building height and structure height does not exceed 11.5m																
Density	RO6RO5 For Village Roadshow (Movieworld and Wet'n'Wild) theme park density does not exceed a total of 400 bedrooms and is in accordance with an infrastructure agreement approved by Council. OR For Dreamworld theme park, density does not exceed that shown on Residential density overlay map .																

Comment [NN6]: Theme: Height and density - creating a sustainable city shape; Item 1&2 – Building height overlay map and new building height categories

Required outcomes

RO7RO6

Sea world precinct

Density does not exceed the following:

single bedroom hotel guest rooms or suites	at least 100m ² of net site area for each unit
two bedroom hotel guestrooms or suites	at least 200m ² of net site area for each unit
all other hotel guest rooms or suites not included in (a) and (b)	at least 300m ² of net site area for each unit

RO8RO7

Island resort precinct

Density does not exceed a total equivalent population of 700 persons as specified in the approved development agreement with Council dated 29 March 1999 (or as amended).

Land use

RO9RO8

Theme park rides are operational between the hours of 8:00am and 10:00pm. Other activities outside these hours are acceptable where:

- (a) notification is provided to Council two weeks in advance; and
- (b) activities comply with the relevant acoustic quality objectives prescribed by the *Environmental Protection (Noise) Policy 2008*

Advisory note

Accepted development identified in the assessment tables as subject to requirements must comply with all the nominated requirements in this and other applicable codes.

PART B – ASSESSABLE DEVELOPMENT BENCHMARKS

Table 6.2.143-2: Major tourism zone code – for assessable development

Performance outcomes	Acceptable outcomes																						
Setbacks																							
PO1 Setbacks: (a) assist in the protection of adjacent amenity; (b) allow for access around the buildings and structures; (c) contribute to streetscape character; and (d) allow for access to on-site car parking.	<p>AO1 Setbacks are as follows:</p> <table border="1"> <thead> <tr> <th>Setback</th> <th colspan="2">Minimum distances measured in metres (m)</th> </tr> </thead> <tbody> <tr> <td>Front</td> <td colspan="2">6m</td> </tr> <tr> <td rowspan="3">All other boundaries</td> <td>Height</td> <td>Setback</td> </tr> <tr> <td>up to 4.5m</td> <td>1.5m</td> </tr> <tr> <td>for that part between 4.5m – 7.5m</td> <td>2m</td> </tr> <tr> <td>for that part exceeding 7.5m</td> <td colspan="2">an extra 0.5m is added for every 3m in height or part thereof over 7.5m</td> </tr> </tbody> </table> <p>OR</p> <p>For Village Roadshow (Movieworld and Wet'n'Wild) theme park site the setbacks are as follows:</p> <table border="1"> <thead> <tr> <th>Setback</th> <th>Minimum distance measured in metres (m)</th> </tr> </thead> <tbody> <tr> <td>Front (from Pacific Motorway service road (Entertainment road))</td> <td>30m</td> </tr> <tr> <td>All other boundaries</td> <td>6m OR 85m from residential zoned land for theme park rides</td> </tr> </tbody> </table>	Setback	Minimum distances measured in metres (m)		Front	6m		All other boundaries	Height	Setback	up to 4.5m	1.5m	for that part between 4.5m – 7.5m	2m	for that part exceeding 7.5m	an extra 0.5m is added for every 3m in height or part thereof over 7.5m		Setback	Minimum distance measured in metres (m)	Front (from Pacific Motorway service road (Entertainment road))	30m	All other boundaries	6m OR 85m from residential zoned land for theme park rides
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Amenity																							

Performance outcomes	Acceptable outcomes
<p>PO2</p> <p>Development achieves a level of amenity reasonably expected in the local context, acknowledging the intent for large scale integrated tourist facilities to be established, having regard to:</p> <p>(a) the qualities of the locality;</p> <p>(b) built form and scale;</p> <p>(c) noise, privacy, safety, glare, odour, light; and</p> <p>(d) traffic, parking, servicing and hours of operation.</p>	<p>AO2</p> <p>No acceptable outcome provided.</p>
<p>Site cover</p>	
<p>PO32</p> <p>Site cover is appropriate for the nature and scale of the use within the context of the tourist attraction and site constraints.</p>	<p>AO32</p> <p>Site cover does not exceed 80%.</p>
<p>PO43</p> <p>Wildlife park precinct and Island resort precinct</p> <p>Site cover is low to protect the highly vegetated nature of the precincts.</p>	<p>AO43</p> <p>Wildlife park precinct and Island resort precinct</p> <p>Site cover for the does not exceed 10%.</p>

Comment [MU3 - CP7]: Theme: Built form and urban design – the importance of a well-designed city; Item 9 – Built form improvements

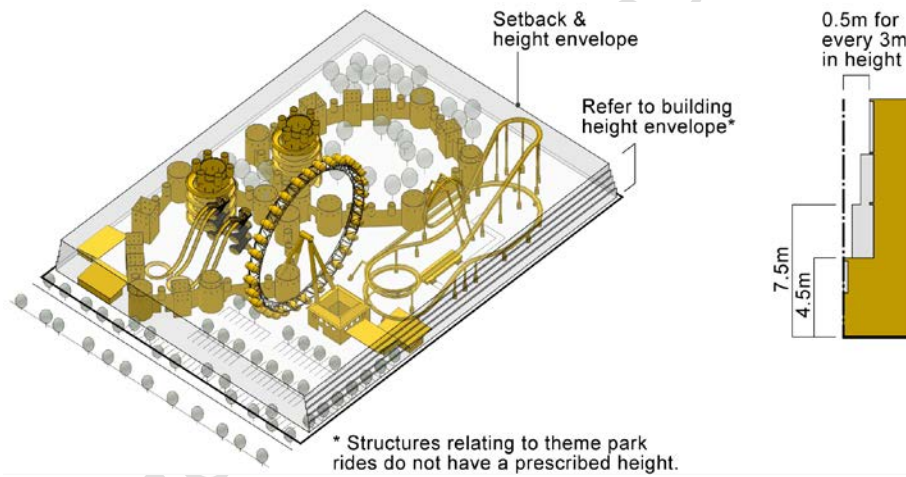


Figure 6.2.143-1
Illustration showing Major tourism zone setbacks, height and car parking outcomes

Height	
<p>PO54</p> <p>Building height and structure height does not exceed that shown on the Building height overlay map.</p> <p>OR</p> <p>Structures relating to theme park rides do not have a prescribed height limit. Development is of a height that:</p> <p>(a) does not dominate the landscape;</p> <p>(b) does not impact on the amenity of adjoining uses;</p> <p>(c) is consistent with the height of existing buildings;</p> <p>(d) allows for the creative and unique design of theme park rides and associated structures; and</p> <p>(e) protects the low to medium rise appearance of the Spit if located in the Sea world precinct.</p>	<p>AO54</p> <p>No acceptable outcome is provided. Building height and Structure height does not exceed that shown on the Building height overlay map.</p> <p>OR</p> <p>Structures relating to theme park rides do not have a prescribed height limit.</p>
<p>PO5</p>	<p>AO5</p>

Comment [MU2 - CP8]: Theme: Height and density - creating a sustainable city shape; Item 1&2 – Building height overlay map and new building height categories

Comment [MU2 - CP9]: Theme: Height and density - creating a sustainable city shape; Item 1&2 – Building height overlay map and new building height categories

Performance outcomes	Acceptable outcomes						
<p>Wildlife park precinct Development is of a height that: (a) allows for the construction of necessary infrastructure relating to use of the precinct; and (b) does not dominate the natural landscape of the precinct.</p>	<p>Wildlife park precinct Building height and structure height does not exceed 11.5m.</p>						
<p>PO6 Island resort precinct Building height does not exceed 4 storeys and a maximum height of 19 metres.</p>	<p>AO6 Island resort precinct No acceptable outcome is provided.</p>						
<p>Density</p>							
<p>PO67 Other than in the Wildlife park and Island Resort precincts Density: (a) provides compatible and complimentary opportunities for short term accommodation and other short stay accommodation uses which support the tourist attractions; (b) ensures that accommodation activities are subordinate and ancillary to other uses occurring on the site; and (c) is of an intensity that does not impact on infrastructure planning. Island resort precinct Density for Short term accommodation is limited to reduce impact on the natural environment of South Stradbroke Island.</p>	<p>AO67.1 For Village Roadshow (Movieworld and Wet'n'Wild) theme park density does not exceed a total of 400 bedrooms and is in accordance with an infrastructure agreement approved by Council. OR For Dreamworld theme park, density does not exceed that shown on Residential density overlay map.</p> <p>AO67.2 Sea world precinct Density does not exceed the following:</p> <table border="1"> <tbody> <tr> <td>single bedroom hotel guest rooms or suites</td> <td>at least 100m² of net site area for each unit</td> </tr> <tr> <td>two bedroom hotel guestrooms or suites</td> <td>at least 200m² of net site area for each unit</td> </tr> <tr> <td>all other hotel guest rooms or suites not included in (a) and (b)</td> <td>at least 300m² of net site area for each unit</td> </tr> </tbody> </table> <p>AO67.3 Island resort precinct Density does not exceed a total equivalent population of 700 persons as specified in the approved development agreement with Council dated 29 March 1999 (or as amended).</p>	single bedroom hotel guest rooms or suites	at least 100m ² of net site area for each unit	two bedroom hotel guestrooms or suites	at least 200m ² of net site area for each unit	all other hotel guest rooms or suites not included in (a) and (b)	at least 300m ² of net site area for each unit
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<p>Amenity Landscaping</p>							
<p>PO78 Landscaping is provided to: (a) enhance the visual amenity of the area; (b) appropriately screen buildings and storage areas.</p>	<p>AO78.1 A landscaped area of at least 6m is provided along boundaries which abut Pacific Motorway service roads. Species used are in keeping with the character of the locality and which complement existing landscaping.</p> <p>AO78.2 Sea world precinct Landscaping occupies 30% of the site which: (a) include areas which are capable of supporting deep planting over 10% of the site; (b) is provided along all street frontages with a minimum width of 6m (excluding entry points). This area must be: (i) constructed at the same height as the adjoining footpath; (ii) capable of supporting deep planted vegetation; (iii) planted in front of or used to obscure security fencing that is used around the theme park.</p>						

Comment [MU2 - CP10]: Theme: Height and density - creating a sustainable city shape;
Item 1&2 – Building height overlay map and new building height categories

Comment [MU3 - CP11]: Theme: Other land use changes – improving clarity, consistency and alignment within the City Plan;
Item 32 – Minor administrative and editorial improvements

Performance outcomes	Acceptable outcomes
<p>PO89 Island resort precinct Landscape work must be consistent with the management of identified environmental impacts on the island.</p>	<p>AO89 Island resort precinct No acceptable outcome is provided.</p>
<p>Land use</p>	
<p>PO940 Non-residential activities operate within appropriate hours to minimise nuisance to nearby, existing or intended sensitive land uses.</p>	<p>AO940 Theme park rides are operational between the hours of 8:00am and 10:00pm. Other activities occur occasionally and may operate outside these hours where: (a) notification is provided to Council 10 business days in advance; and (b) activities comply with the relevant acoustic quality objectives prescribed by the <i>Environmental Protection (Noise) Policy 2008</i></p>
<p>Lot design (for subdivision only)</p>	
<p>PO1044 Lots are of a size and configuration that support the possible development types envisaged in the zone. Note: this provision does not apply to land that is to be dedicated to Council or State for open space or infrastructure purpose.</p>	<p>AO1044 Minimum lot size is 1,000m².</p>