6.2.1 Community Facilities Zone Code



6.2.1.1 Application

- This code applies to development:
- (1) within the Community Facilities Zone as identified on the zone maps contained in **Schedule 2 Mapping**; and
- (2) identified as requiring assessment against the Community Facilities Zone Code by the tables of assessment in **Part 5 Tables of Assessment**.

6.2.1.2 Purpose and Overall Outcomes

- (1) The purpose of the Community Facilities Zone is to provide for community-related uses, activities and facilities, whether publicly or privately owned, including, for example:
 - (a) educational establishments;
 - (b) hospitals;
 - (c) transport and telecommunication networks; and
 - (d) utility installations.
- (2) The purpose of the Community Facilities Zone Code will be achieved through the following overall outcomes:

(a) Development:

- (i) facilitates community services and activities that meet the social, cultural, educational, creative, spiritual, health or lifestyle needs of the community;
- (ii) complements surrounding land uses, particularly where the site adjoins a residential zone, residential activity or the Township Zone;

(b) Land uses:

- (i) include a range of *community services activities*, *infrastructure activities* and other specified uses which provide essential services that meets the service needs of the community;
- (ii) can include higher impacting uses only where their location and intensity avoids impacts on the amenity of nearby residential activities and land in a residential zone;
- (iii) where involving *Tourism activities*, are limited to *Environment facilities* and *Tourist parks* (except where located at the *Beacon Road Community Facilities Area*) and *Short term accommodation* (where located at the *Beacon Road Community Facilities Area*) and associated with a *Place of worship* or *Function facility*);
- (iv) include Outdoor sport and recreation, except where involving a rifle or shooting range;
- (v) where involving residential activities, are limited to Caretaker's accommodation and Community residence;

- (vi) include:
 - (A)the uses listed as a consistent use in column 1 of Table 6.2.1.2.1 Consistent Uses and Potentially Consistent Uses in the Community Facilities Zone; or
 - (B) the uses listed as potentially consistent uses in column 2 of **Table 6.2.1.2.1 Consistent Uses and Potentially Consistent Uses in the Community Facilities Zone** where further assessment has determined that the use is appropriate in the zone having regard to such matters as its impact, scale and intensity, built form and consistency with the character of the zone;
- (vii) where not listed in Table 6.2.1.2.1 Consistent Uses and Potentially Consistent Uses in the Community Facilities Zone are inconsistent uses and are not intended to occur in the zone;

(c) Character:

- (i) consists of purpose built buildings and structures that vary in function based on the nature of the use;
- (ii) involves development that contributes to creating attractive and functional buildings, streets and public spaces that complements surrounding development;
- (iii) is predominantly low rise and low intensity development that balances the particular operational requirements of the use with the character of the streetscape and surrounding area;

(d) Built form:

- (i) where possible, is adaptable to support a range of community functions;
- (ii) complements the scale, height and bulk of surrounding development;
- (iii) has setbacks that are consistent with surrounding development;
- (iv) is designed to ensure outdoor storage, utility, service and loading areas are hidden from public view to maintain the amenity of the street and public spaces;
- (v) incorporates design elements that provide:
 - (A)opportunities for casual surveillance of streets and public spaces;
 - (B)an attractive and active frontage to all streets and public spaces; and
 - (C)buildings that address streets and public spaces;
- (vi) provides landscaping where buildings are set back from the street or a public space;
- (vii) is designed to minimise impacts upon the amenity of nearby land, including where the site adjoins a *residential zone* or *residential activity*;

(e) Lot design:

(i) allows land to be used for a variety of community related uses.

Column 1 Consistent Uses	Column 2 Potentially Consistent Uses	
Community Services Activities		
Child care centre (where access is obtained from a higher order road) Club Community care centre Community use Educational establishment Emergency services Place of worship (where involving an extension to an existing Place of worship)	Cemetery Child care centre* Detention facility Hospital Place of worship*	
Commercial Activities		
Health care service (where not exceeding 200m ² GFA) Market Outdoor sales (where involving livestock saleyard) Parking station	Function facility Funeral parlour Health care service*	

Table 6.2.1.2.1 - Consistent Uses and Potentially Consistent Uses in the Community Facilities Zone

Residential Activities	
Caretaker's accommodation Community residence	Short term accommodation (where associated with a <i>Place of worship</i> or where located at the <i>Beacon Road Community Facilities Area</i> and associated with a <i>Place of worship</i> or <i>Function facility</i>)
Tourism Activities	
Environment facility	Tourist park except where located at the Beacon Road Community Facilities Area
Recreational activities	
Indoor sport and recreation Outdoor sport and recreation (excluding rifle or shooting range) Park	
Infrastructure Activities	
Air service (where involving a helipad for Emergency Services) Major electricity infrastructure Renewable energy facility Substation Telecommunications facility Utility installation	Air service*
Rural Activities	
Animal husbandry Cropping Permanent plantation Roadside stall	* other than as specified in column 1

* other than as specified in column 1

6.2.1.3 Assessment Benchmarks

Table 6.2.1.3.1— Accepted and Assessable Development

Performance Outcomes	Acceptable Outcomes		
Setbacks PO1 AO1			
 PO1 Building setbacks: (1) allow for access around buildings; (2) contribute to streetscape character; (3) allow for landscaping; (4) are consistent with setbacks of adjoining buildings; (5) allow for on-site car parking; and (6) protect the amenity of an adjoining residential activity or land in a residential zone or the Township Zone. Note - Where setbacks are required in this code or other codes, the higher numerical standard prevails. 	Building setbacks are as follows:SetbackMinimum Distances Measured in Metres (m)Street frontage6mSide and rear boundary (other than where specified below)Building HeightSetbackUp to 4.5m1.5mFor that part between 4.5m - 7.5m2.0mFor that part exceeding 7.5mAn extra 0.5m is added for every 3m in height or part thereof over		
	Side and rear boundary (where sharing aBuilding HeightSetbackboundary (where sharing aUp to 4.5m2mboundary with a lot that has a residential zone, a residential activity or the Township Zone)For that part between 4.5m - 7.5m2.5mFor that part between 4.5m - 7.5mAn extra 0.5 m is added for every 3m in height or	-	

Performance Outcomes	Acceptable Outc	omes	
			part thereof over 7.5m
	Side and rear	Setback	
	boundary - within the Beacon Road Community Facilities Area and sharing a boundary with a lot that is not within the Community Facilities Zone.		code or other codes, the
Height			
 PO2 Development is of a height that: (1) is predominantly low rise; (2) avoids impacts on the amenity of an adjoining residential activity or land in a residential zone or the Township Zone. 	 AO2 Development height: (1) where adjoining a residential zone, a residential activity or the Township Zone does not exceed 2 storeys with a maximum height of 8.5m; or (2) otherwise, does not exceed 11.5m. 		bes not exceed 2 of 8.5m; or

Table 6.2.1.3.2—Assessable	Development
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Performance Outcomes	Acceptable Outcomes	
Built Form and Urban Design		
 PO1 Development presents an attractive and active frontage to all streets and public spaces and enhances the character of the area through: (1) ensuring buildings address the street and public spaces; (2) ensuring buildings incorporate design elements that are visually interesting through variation to the external appearance; (3) providing opportunities for casual surveillance of streets and public spaces; (4) clearly defined building entrances. 	 AO1.1 Buildings achieve visual interest and articulation through a combination of the following: (1) variation in the horizontal plane through the use of recesses, columns or blades; (2) variation in parapet design or roof form; (3) variation in colour, patterns, textures or building materials; and (4) use of canopies, awnings or projections. AO1.2 Windows and balconies overlook the street and public spaces to provide opportunities for casual surveillance. AO1.3 Building entrances are clearly visible from the street. 	
	Buildings are designed to address the street and public spaces.	
PO2	AO2 No Acceptable Outcome is prescribed.	

Performance Outcomes	Acceptable Outcomes
Where adjacent to land in a residential zone, buildings are designed to have a residential scale and appearance.	
PO3 Where possible, development is designed to be adaptable to support a range of community functions.	AO3 No Acceptable Outcome is prescribed.
PO4 Outdoor storage, utility, service and loading areas are screened so they are not visible from the street and public spaces.	AO4 No Acceptable Outcome is prescribed.
 PO5 Development provides aesthetic landscaping where set back from the street or a public space to: (1) enhance and soften the built form; (2) enhance the streetscape character; and (3) contribute to attractive streets. 	 AO5 Development provides aesthetic landscaping that is: (1) a minimum width of 1 metre; (2) within the site boundaries adjacent to all street and public place boundaries; and (3) designed and constructed in accordance with Planning Scheme Policy 2 - Landscape Design.
Reconfiguration of a Lot	
P06 Reconfiguring a lot creates lots of an appropriate size, dimension and configuration to accommodate land uses consistent in the zone.	AO6 Reconfiguring a lot complies with the standards in Table 9.4.6.3.2 - Minimum Lot Size and Design.