Scenic Rim Planning Scheme Code Template

6.2.10 Major Centre Zone Code

**6.2.10.1 Application**

This code applies to development:

1. within the Major Centre Zone as identified on the zone maps contained in **Schedule 2 Mapping**; and
2. identified as requiring assessment against the Major Centre Zone Code by the tables of assessment in **Part 5 Tables of Assessment**.

**6.2.10.2 Purpose and Overall Outcomes**

1. The purpose of the Major Centre Zone is to provide for a large variety of uses and activities to service  a part of the local government area, including, for example, administrative, business, community, cultural, entertainment, professional, residential or retail uses or activities.
2. The purpose of the Major Centre Zone Code will be achieved through the following overall outcomes:
3. **Development**:
4. facilitates a range of shopping and commercial uses, cafes and dining, and community services that supports and services the needs of the region;
5. facilitates the administrative and higher order retailing needs of the region, which include department stores, discount department stores and retail showrooms;
6. contributes to place making and provides a high level of streetscape amenity;
7. **Land uses**:
8. include a range of *commercial activities* (excluding *Outdoor sales*) and *community services activities* that meet the needs of the region;
9. include *Community residences*, *Dwelling units*, *Multiple dwellings* and *Rooming accommodation*, where located above the ground floor of a commercial activity to maintain the predominant business and retail function of the zone;
10. include *Short-term accommodation* and *Tourist attractions* to service the travelling public;
11. does not include *industrial activities* or *Outdoor sales*;
12. are limited to:
13. the uses listed as a consistent use in column 1 of **Table 6.2.10.2.1 - Consistent Uses and Potentially Consistent Uses in the Major Centre Zone**; or
14. the uses listed as potentially consistent uses in column 2 of **Table 6.2.10.2.1 - Consistent Uses and Potentially Consistent Uses in the Major Centre Zone** where further assessment has determined that the use is appropriate in the zone having regard to such matters as its location, impact, scale and intensity, built form and consistency with the character of the zone.
15. where not listed in **Table 6.2.10.2.1 Consistent Uses and Potentially Consistent Uses in the Major Centre Zone** are inconsistent uses and are not intended to occur in the zone;
16. **Character**:
17. consists of a vibrant and active activity centre during the day and night, with attractive and functional buildings, streets and public spaces that provide for the enjoyment and safety of people;
18. is predominantly low to medium-rise development that does not detract from the amenity of adjacent land in a residential zone;
19. consists of compact development designed to contribute to a walkable centre;
20. **Built form**:
21. is low to medium-rise;
22. enhances the streetscape character of the centre by:
23. locating buildings close to the street, creating a 'main street' appearance;
24. locating and designing buildings to address the street and public spaces;
25. locating on-site parking behind and/or to the side of buildings; and
26. designing attractive building facades and roof design;
27. incorporates design elements that provide opportunities for casual surveillance of streets and public spaces;
28. provides a safe and comfortable pedestrian experience through continuous shading along building frontages, and designing development that supports the efficient movement of people to streets, public spaces and neighbouring uses;
29. ensures outdoor storage, utility, service and loading areas are hidden from public view to maintain the amenity of the street and public spaces, and adjacent land located in a *residential zone*;
30. does not detract from the amenity of adjacent land in a *residential zone*.
31. **Lot design**:
32. supports the flexible range of land uses envisaged in the zone.

**Table 6.2.10.2.1 - Consistent Uses and Potentially Consistent Uses in the Major Centre Zone**

| **Column 1**  **Consistent Uses** | **Column 2**  **Potentially Consistent Uses** |
| --- | --- |
| **Commercial Activities** | |
| *Adult store*  *Agricultural supplies store*  *Bar*  *Car wash*  *Food and drink outlet*  *Function facility*  *Funeral parlour*  *Garden centre*  *Hardware and trade supplies*  *Health care service*  *Hotel*  *Market*  *Nightclub entertainment facility*  *Office*  *Parking station*  *Service industry*  *Service station*  *Shop*  *Shopping centre*  *Showroom*  *Theatre*  *Veterinary service* |  |
| **Residential Activities** | |
| *Community residence*  *Dwelling unit*(where located above the ground storey of a *commercial activity*)  *Home based business*(if not involving Industrial activities other than *minor industrial activities*)  *Multiple dwelling* (where located above the ground storey of a *commercial activity*)  *Rooming accommodation* (where located above the ground storey of a *commercial activity*) |  |
| **Tourism Activities** | |
| *Short-term accommodation*  *Tourist attraction* |  |
| **Community Services Activities** | |
| *Child care centre*  *Club*  *Community care centre*  *Community use*  *Educational establishment*  *Emergency services*  *Place of worship* | *Hospital* |
| **Infrastructure Activities** | |
| *Major electricity infrastructure*(where proposed as underground infrastructure)  *Substation*  *Telecommunications facility*  *Utility installation* (if involving *minor utility installation*) | *Major electricity infrastructure*\* |
| **Recreational Activities** | |
| *Indoor sport and recreation*  *Park* |  |

6.2.10.3 Assessment Benchmarks

**Table 6.2.10.3.1—Assessable Development**

| **Performance Outcomes** | **Acceptable Outcomes** | **Applicant Comments** | **Assessment Officer** |
| --- | --- | --- | --- |
| **Setbacks** | | | |
| **PO1**  Building setbacks:   1. contribute to the streetscape character and a 'main street' appearance; 2. assist in creating a walkable centre; 3. assist in the protection of the amenity of adjacent land in a residential zone; and 4. allow for access and landscaping around the building.   **Note** - Where setbacks are required in this code or other codes, the higher numerical standard prevails. | **AO1**  Building setbacks are as follows:   |  |  |  | | --- | --- | --- | | **Setback** | **Minimum Distances Measured in Metres (m)** | | | Street frontage | 0m (Maximum 2m) | | | Side and rear boundary (where sharing a boundary with a lot that has a *residential zone*) | **Building Height** | **Setback** | | Up to 4.5m | 2m | | For that part between 4.5m - 7.5m | 2.5m | | For that part exceeding 7.5m | An extra 0.5 is added for every 3 m in height or part thereof over 7.5m |   **Note** - Where setbacks are required in this code or other codes, the higher numerical standard prevails. |  |  |
| **Height** | | | |
| **PO2**  Development is of a low to medium rise height. | **AO2**  Development does not exceed 6 storeys and a maximum height of 21m. |  |  |
| **Built Form and Urban Design** | | | |
| **PO3**  Development presents an attractive and active frontage to all streets and public spaces, and enhances the character of the zone through:   1. ensuring buildings address the street and public spaces; 2. ensuring buildings are visually interesting through articulation and variation to the external appearance; 3. providing opportunities for casual surveillance; and 4. clearly defined building entrances. | **AO3.1**  Buildings are designed to address the street and public spaces. |  |  |
| **AO3.2**  A minimum of 65% of the ground floor facade is windowed. |  |  |
| **AO3.3**  The unarticulated length of any external wall along a street frontage or where buildings front a public space does not exceed 10m. |  |  |
| **AO3.4**  Buildings achieve visual interest and articulation though 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 composition; and 4. canopies, awnings or projections. |  |  |
| **AO3.5**  Windows and balconies located above ground floor overlook the street and public spaces to provide opportunities for casual surveillance. |  |  |
| **AO3.6**  Building entrances are clearly visible from the street. |  |  |
| **PO4**  Development:   1. creates a comfortable pedestrian experience by providing continuous shading along building frontages; and 2. ensures that pedestrians can easily and efficiently access the street and public spaces. | **AO4**  Buildings provide continuous shade to footpaths through the use of:   1. awnings, verandahs or the like; or 2. an overhanging first floor balcony. |  |  |
| **PO5**  Development:   1. avoids large areas of hard stand addressing streets and public spaces; and 2. locates parking areas behind and/or to the side of buildings. | **AO5**  No Acceptable Outcome is prescribed. |  |  |
| **Amenity** | | | |
| **PO6**  Outdoor storage, utility, service and loading areas are screened so they are not visible from:   1. the street and public spaces; and 2. adjacent land in a *residential zone*. | **AO6**  No Acceptable Outcome is prescribed. |  |  |
| **PO7**  Development:   1. does not detract from the amenity of adjoining land in a *residential zone*; and 2. affords privacy to adjoining land in a *residential zone*. | **AO7**  Where adjoining land in a *residential zone*:   1. development provides *buffer landscaping* with a minimum width of 2m or solid fencing 1.8m high along the common boundary; 2. development screens or obscures any window 1.8m above ground level that has a direct view of land in a *residential zone*. |  |  |
| **Reconfiguration of a Lot** | | | |
| **PO8**  Reconfiguring a lot creates lots of an appropriate size, dimension and configuration to accommodate land uses consistent with the purpose and overall outcomes of the zone. | **AO8**  Reconfiguring a lot complies with the standards in **Table 9.4.6.3.2 - Minimum Lot Size and Design**. |  |  |