## 6.2.9 Medium Density Residential Zone Code

### 6.2.9.1 Application

This code applies to development where the code is identified as applicable in the table of assessment for the Medium density residential zone and development is within the Medium density residential zone as identified on the zoning maps contained within Schedule 2.

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

### 6.2.9.2 Purpose

The purpose of the Medium density residential zone code is to provide for:

- (a) medium density multiple dwellings; and
- (b) community uses, and small-scale services, facilities and infrastructure, to support local residents.

The overall outcomes sought for the Medium density residential zone code are as follows:

- (1) Low to medium-rise residential development is provided in a variety of styles and designs to meet the needs of the community by providing housing options that cater for different levels of affordability.
- (2) Mixed use development is supported where identified as a mixed use area on the applicable zoning map in Schedule 2.
- (3) Home-based business activities may occur where these activities meet the daily needs of the immediate residential catchment and the business activity is ancillary to the residential use and does not negatively impact upon the residential amenity of the area.
- (4) Development provides for quality urban design outcomes that are complementary to and consistent with the existing scale, intensity, character and amenity and the locality. Development achieves and maintains accessible, well-serviced and well-designed communities. Higher density developments are in close proximity to public open space, centre zones and provide sufficient private open space to meet the private recreation needs of residents.
- (5) Community facilities, open space and recreation uses which directly support the local community are facilitated. It is expected, that new residential developments will establish in locations that enable them to be integrated with the existing neighbourhoods and to be in proximity to existing community facilities such as schools. Useable and functional open space is to be provided in residential neighbourhoods to meet the needs of the local community.
- (6) Small scale, non-residential uses are provided where they cater directly to community needs (such as convenience stores and childcare facilities) and where the character and residential amenity is protected and enhanced. These non-residential uses are not to replicate the uses that exist in more appropriate zones, such as centre zones. In some locations it may be appropriate for non-residential uses to be clustered together as part of a mixed use development, however the scale of the development and the associated hard surfaces will be limited in order to minimise impacts on residential character and amenity. Non-residential uses are small scale and incorporate design elements that are consistent with the surrounding residential development.
- (7) Non-residential development, with the exception of a mixed use development, does not compromise the viability, role and or functioning of higher order centres as outlined within the Western Downs activity centre network.

Editor's note-this provision is only applicable to Accepted development - Impact assessment.

- (8) A minimum residential density of 25 dwellings per hectare is achieved and development has a low to medium rise built form of up to three (3) storeys in height, and six (6) storeys in height in areas identified as mixed use on the applicable zoning map in Schedule 2.
- (9) A maximum residential density of 50 dwellings per hectare is achieved.

- (10) Any proposed reconfiguring of lots must facilitate allotments to ensure that battle-axe allotments are not created and that the location of any proposed future development will allow for the front entrance of the building to address the street. Any proposed reconfiguration should take into account the direction of prevailing winds to ensure climate-responsive building design.
- (11) Development provides for an efficient pattern of development that creates walkable, permeable and legible communities that are integrated with active transport networks (such as the existing road network, cycleway and pedestrian footpath networks) and are well connected to activity centres, employment nodes, open space and recreation areas and community facilities. Development provides for a high level of amenity that is complementary to the built form typology and landscape character of the Medium density residential zone.
- (12) Development is undertaken in an orderly and sequential manner to facilitate connection to the existing infrastructure network whilst being compatible with planned network upgrades and expansions.
- (13) Ecologically significant features including waterways, wetlands and significant vegetation are retained and buffered from the impacts of development or where appropriate, vegetation is integrated within the development to ensure the long term protection of these features.
- (14) Development is located and designed to achieve ecological sustainability by ensuring that the proposed development incorporates the objectives and principles of energy efficiency, water conservation, water quality management and the principles Crime Prevention through Environment Design (CPTED).
- (15) Places, buildings or items of heritage character or heritage significance are protected and enhanced by development to preserve the historic character, amenity and identity of the locality
- (16) Development responds to land constraints such as topography, bushfire and does not impact on the flood capacity or impede the flood conveyance function of land. Development is not located where it will increase the number of people or structures at risk of natural hazards.
- (17) Where development is <u>not</u> consistent with the purpose and intent of the Medium density residential zone, overriding community need will need to be demonstrated as well as valid planning justification provided as to why the proposed use cannot be reasonably established in a more appropriate zone.

# Temporary uses are supported in the zone. Refer to **Table 1.7.1 – Temporary use limitations** under section **1.7 Local government administrative matters**.

00	Consistent development within the Medium density residential zone includes the following.				
•	Childcare centre	Dwelling unit	Park		
•	Community care centre	<ul> <li>Food and drink outlet</li> </ul>	Residential care facility		
•	Community residence	Health care service	Retirement facility		
•	Community use	<ul> <li>Home-based business</li> </ul>	Sales office		
•	Dual occupancy	Multiple dwelling	Shop		
•	Dwelling house	Office	Utility installation		

Consistent development within the Medium density residential zone includes the following:

Inconsistent development within the Medium density residential zone includes the following:

<ul> <li>Adult store</li> <li>Hospital</li> <li>Relocatable home park</li> <li>Agricultural supplies store</li> <li>Hotel</li> <li>Indoor sport and recreation</li> <li>Animal husbandry</li> <li>Intensive horticulture</li> <li>Aquaculture</li> <li>Landing</li> <li>Low impact industry</li> <li>Rooming accommodation</li> <li>Caretaker's accommodation</li> <li>Caretaker's accommodation</li> <li>Caretaker's</li> <li>Major sport, recreation and entertainment facility</li> <li>Marine industry</li> <li>Marine industry</li> <li>Motor sport facility</li> <li>Nature-based tourism</li> <li>Special industry</li> <li>Substation</li> <li>Substation</li> <li>Substation</li> <li>Substation</li> <li>Substation</li> <li>Substation</li> <li>Substation</li> <li>Telecommunications facility</li> <li>Outdoor sport and recreation</li> <li>Outdoor sport and recreation</li> <li>Substation</li> <li>Telecommunications facility</li> <li>Outdoor sport and recreation</li> <li>Outdoor sport and recreation</li> <li>Outdoor sport and recreation</li> <li>Outstation</li> <li>Parking station</li> <li>Place of worship</li> <li>Port services</li> <li>Wholesale nursery</li> <li>Winery</li> <li>Workforce accommodation</li> </ul>			
<ul> <li>Air service</li> <li>Animal husbandry</li> <li>Animal husbandry</li> <li>Animal keeping</li> <li>Intensive animal industry</li> <li>Aquaculture</li> <li>Landing</li> <li>Low impact industry</li> <li>Bar</li> <li>Low impact industry</li> <li>Major electricity infrastructure</li> <li>Caretaker's accommodation</li> <li>Car wash</li> <li>Caretary</li> <li>Club</li> <li>Crematorium</li> <li>Crematorium</li> <li>Detention facility</li> <li>Detention facility</li> <li>Educational Establishment</li> <li>Environment facility</li> <li>Extractive industry</li> <li>Function facility</li> <li>Funeral parlour</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Air service</li> <li>Intensive animal industry</li> <li>Intensive animal industry</li> <li>Intensive animal industry</li> <li>Low impact industry</li> <li>Major electricity infrastructure</li> <li>Major sport, recreation and entertainment facility</li> <li>Market</li> <li>Market</li> <li>Medium impact industry</li> <li>Motor sport facility</li> <li>Nightclub entertainment facility</li> <li>Outdoor sales</li> <li>Outdoor sales</li> <li>Outdoor sport and recreation</li> <li>Parking station</li> <li>Place of worship</li> <li>Port services</li> <li>Winery</li> <li>Winery</li> </ul>	Adult store	Hospital	Relocatable home park
<ul> <li>Animal husbandry</li> <li>Intensive animal industry</li> <li>Animal keeping</li> <li>Intensive animal industry</li> <li>Animal keeping</li> <li>Intensive animal industry</li> <li>Resort complex</li> <li>Roadside stall</li> <li>Rooming accommodation</li> <li>Rural industry</li> <li>Service industry</li> <li>Shopping centre</li> <li>Showroom</li> <li>Subint-term accommodation</li></ul>	Agricultural supplies store	Hotel	Renewable energy facility
<ul> <li>Animal keeping</li> <li>Intensive horticulture</li> <li>Landing</li> <li>Bar</li> <li>Low impact industry</li> <li>Resort complex</li> <li>Roadside stall</li> <li>Rooming accommodation</li> <li>Rural industry</li> <li>Rural industry</li> <li>Rural industry</li> <li>Rural workers' accommodation</li> <li>Caretaker's</li> <li>Caretaker's</li> <li>Caretaker's</li> <li>Caretastery</li> <li>Caretastery</li> <li>Major sport, recreation and entertainment facility</li> <li>Car wash</li> <li>Marine industry</li> <li>Service industry</li> <li>Service industry</li> <li>Service station</li> <li>Service station</li> <li>Shopping centre</li> <li>Showroom</li> <li>Showroom</li> <li>Special industry</li> <li>Substation</li> <li>Telecommunications facility</li> <li>Outdoor sport and recreation</li> <li>Extractive industry</li> <li>Function facility</li> <li>Function facility</li> <li>Function facility</li> <li>Function facility</li> <li>Function facility</li> <li>Function facility</li> <li>Funeral parlour</li> <li>Funeral parlour</li> <li>Hardware and trade supplies</li> <li>Parking station</li> <li>Place of worship</li> <li>Port services</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>	Air service	<ul> <li>Indoor sport and recreation</li> </ul>	<ul> <li>Research and technology</li> </ul>
<ul> <li>Aquaculture</li> <li>Aquaculture</li> <li>Landing</li> <li>Landing</li> <li>Landing</li> <li>Landing</li> <li>Landing</li> <li>Landing</li> <li>Low impact industry</li> <li>Major electricity infrastructure</li> <li>Major sport, recreation and entertainment facility</li> <li>Car wash</li> <li>Caretaker's accommodation</li> <li>Car wash</li> <li>Marine industry</li> <li>Marine industry</li> <li>Marine industry</li> <li>Service industry</li> <li>Service station</li> <li>Shopping centre</li> <li>Showroom</li> <li>Showroom</li> <li>Showroom</li> <li>Showroom</li> <li>Special industry</li> <li>Substation</li> <li>Telecommunications facility</li> <li>Nightclub entertainment facility</li> <li>Outdoor sport and recreation</li> <li>Extractive industry</li> <li>Function facility</li> <li>Funeral parlour</li> <li>Hardware and trade supplies</li> <li>Aquaculture</li> <li>Aquaculture</li> <li>Aquaculture</li> <li>Landing</li> <li>Landing</li> <li>Low impact industry</li> <li>Major electricity infrastructure</li> <li>Major sport, recreation and entertainment facility</li> <li>Marine industry</li> <li>Service station</li> <li>Shopping centre</li> <li>Showroom</li> <li>Special industry</li> <li>Substation</li> <li>Telecommunications facility</li> <li>Outdoor sales</li> <li>Outdoor sport and recreation</li> <li>Parking station</li> <li>Permanent plantation</li> <li>Place of worship</li> <li>Port services</li> <li>Winery</li> </ul>	Animal husbandry	Intensive animal industry	industry
<ul> <li>Bar</li> <li>Bar</li> <li>Low impact industry</li> <li>Brothel</li> <li>Bulk landscape supplies</li> <li>Caretaker's accommodation</li> <li>Major sport, recreation and entertainment facility</li> <li>Marine industry</li> <li>Service industry</li> <li>Shopping centre</li> <li>Motor sport facility</li> <li>Nature-based tourism</li> <li>Special industry</li> <li>Substation</li> <li>Telecommunications facility</li> <li>Cutatori facility</li> <li>Extractive industry</li> <li>Function facility</li> <li>Function facility</li> <li>Function facility</li> <li>Funeral parlour</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Port services</li> <li>Port services</li> <li>Port services</li> <li>Courdoor sport and recreation</li> <li>Place of worship</li> <li>Port services</li> <li>Winery</li> </ul>	Animal keeping	Intensive horticulture	Resort complex
<ul> <li>Brothel</li> <li>Brothel</li> <li>Bulk landscape supplies</li> <li>Caretaker's accommodation</li> <li>Care wash</li> <li>Car wash</li> <li>Caretatory</li> <li>Major sport, recreation and entertainment facility</li> <li>Market</li> <li>Market</li> <li>Medium impact industry</li> <li>Service industry</li> <li>Service station</li> <li>Scrute industry</li> <li>Shopping centre</li> <li>Showroom</li> <li>Substation</li> <li>Telecommunications facility</li> <li>Theatre</li> <li>Outdoor sales</li> <li>Outdoor sport and recreation</li> <li>Outdoor sport and recreation</li> <li>Punction facility</li> <li>Funeral parlour</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Port services</li> <li>Port services</li> </ul>	Aquaculture	Landing	Roadside stall
<ul> <li>Bulk landscape supplies</li> <li>Bulk landscape supplies</li> <li>Caretaker's accommodation</li> <li>Car wash</li> <li>Car wash</li> <li>Cemetery</li> <li>Club</li> <li>Crematorium</li> <li>Cropping</li> <li>Detention facility</li> <li>Educational Establishment</li> <li>Emergency services</li> <li>Environment facility</li> <li>Extractive industry</li> <li>Function facility</li> <li>Funeral parlour</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Angior sport, recreation and entertainment facility</li> <li>Marine industry</li> <li>Service station</li> <li>Shopt-term accommodation</li> <li>Short-term accommodation</li> <li>Showroom</li> <li>Showroom</li> <li>Special industry</li> <li>Substation</li> <li>Telecommunications facility</li> <li>Transport depot</li> <li>Veterinary service</li> <li>Warehouse</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>	• Bar	Low impact industry	<ul> <li>Rooming accommodation</li> </ul>
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<ul> <li>Caretaker's accommodation</li> <li>Car wash</li> <li>Car wash</li> <li>Cemetery</li> <li>Club</li> <li>Crematorium</li> <li>Cropping</li> <li>Detention facility</li> <li>Educational Establishment</li> <li>Environment facility</li> <li>Extractive industry</li> <li>Extractive industry</li> <li>Function facility</li> <li>Funeral parlour</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Major sport, recreation and entertainment facility</li> <li>Market</li> <li>Marine industry</li> <li>Market</li> <li>Market</li> <li>Medium impact industry</li> <li>Motor sport facility</li> <li>Notor sport facility</li> <li>Nature-based tourism</li> <li>Nightclub entertainment facility</li> <li>Outdoor sales</li> <li>Outdoor sport and recreation</li> <li>Parking station</li> <li>Permanent plantation</li> <li>Place of worship</li> <li>Port services</li> <li>Winery</li> </ul>	Bulk landscape supplies	infrastructure	
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<ul> <li>Cemetery</li> <li>Club</li> <li>Market</li> <li>Market</li> <li>Shopping centre</li> <li>Short-term accommodation</li> <li>Showroom</li> <li>Substation</li> <li>Telecommunications facility</li> <li>Theatre</li> <li>Tourist park</li> <li>Transport depot</li> <li>Veterinary service</li> <li>Warehouse</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>	accommodation	entertainment facility	<ul> <li>Service industry</li> </ul>
<ul> <li>Club</li> <li>Crematorium</li> <li>Cropping</li> <li>Detention facility</li> <li>Educational Establishment</li> <li>Environment facility</li> <li>Extractive industry</li> <li>Function facility</li> <li>Funeral parlour</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Medium impact industry</li> <li>Motor sport facility</li> <li>Nature-based tourism</li> <li>Nature-based tourism</li> <li>Nature-based tourism</li> <li>Nightclub entertainment facility</li> <li>Outdoor sales</li> <li>Outdoor sport and recreation</li> <li>Parking station</li> <li>Place of worship</li> <li>Port services</li> <li>Winery</li> <li>Showroom</li> <li>Showroom</li> <li>Substation</li> <li>Telecommunications facility</li> <li>Tourist attraction</li> <li>Tourist park</li> <li>Transport depot</li> <li>Veterinary service</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>	Car wash	Marine industry	<ul> <li>Service station</li> </ul>
<ul> <li>Crematorium</li> <li>Cropping</li> <li>Detention facility</li> <li>Educational Establishment</li> <li>Emergency services</li> <li>Environment facility</li> <li>Extractive industry</li> <li>Function facility</li> <li>Funeral parlour</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Motor sport facility</li> <li>Nature-based tourism</li> <li>Nightclub entertainment facility</li> <li>Outdoor sales</li> <li>Outdoor sport and recreation</li> <li>Parking station</li> <li>Place of worship</li> <li>Port services</li> <li>Showroom</li> <li>Special industry</li> <li>Substation</li> <li>Telecommunications facility</li> <li>Theatre</li> <li>Tourist attraction</li> <li>Tourist park</li> <li>Transport depot</li> <li>Veterinary service</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>	Cemetery	Market	<ul> <li>Shopping centre</li> </ul>
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<ul> <li>Detention facility</li> <li>Educational Establishment</li> <li>Emergency services</li> <li>Environment facility</li> <li>Extractive industry</li> <li>Function facility</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Nightclub entertainment facility</li> <li>Outdoor sales</li> <li>Outdoor sport and recreation</li> <li>Parking station</li> <li>Permanent plantation</li> <li>Place of worship</li> <li>Port services</li> <li>Substation</li> <li>Telecommunications facility</li> <li>Theatre</li> <li>Tourist attraction</li> <li>Tourist park</li> <li>Transport depot</li> <li>Veterinary service</li> <li>Warehouse</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>	Crematorium	<ul> <li>Motor sport facility</li> </ul>	Showroom
<ul> <li>Detention facility</li> <li>Educational Establishment</li> <li>Emergency services</li> <li>Environment facility</li> <li>Outdoor sales</li> <li>Outdoor sport and recreation</li> <li>Function facility</li> <li>Funeral parlour</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Nightclub entertainment facility</li> <li>Nightclub entertainment facility</li> <li>Outdoor sales</li> <li>Outdoor sport and recreation</li> <li>Parking station</li> <li>Permanent plantation</li> <li>Place of worship</li> <li>Port services</li> <li>Winery</li> </ul>	Cropping	<ul> <li>Nature-based tourism</li> </ul>	<ul> <li>Special industry</li> </ul>
<ul> <li>Educational Establishment</li> <li>Emergency services</li> <li>Environment facility</li> <li>Extractive industry</li> <li>Function facility</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>facility</li> <li>Outdoor sales</li> <li>Outdoor sport and recreation</li> <li>Parking station</li> <li>Permanent plantation</li> <li>Place of worship</li> <li>Port services</li> <li>Winery</li> <li>Telecommunications facility</li> <li>Theatre</li> <li>Tourist attraction</li> <li>Tourist park</li> <li>Transport depot</li> <li>Veterinary service</li> <li>Warehouse</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>		3	Substation
<ul> <li>Emergency services</li> <li>Environment facility</li> <li>Extractive industry</li> <li>Function facility</li> <li>Funeral parlour</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Outdoor sport and recreation</li> <li>Outdoor sport and recreation</li> <li>Outstation</li> <li>Parking station</li> <li>Permanent plantation</li> <li>Place of worship</li> <li>Port services</li> <li>Theatre</li> <li>Tourist attraction</li> <li>Tourist park</li> <li>Transport depot</li> <li>Veterinary service</li> <li>Warehouse</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>	,	facility	Telecommunications facility
<ul> <li>Environment facility</li> <li>Extractive industry</li> <li>Function facility</li> <li>Funeral parlour</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Outdoor sport and recreation</li> <li>Outstation</li> <li>Parking station</li> <li>Permanent plantation</li> <li>Place of worship</li> <li>Port services</li> <li>Winery</li> <li>Tourist attraction</li> <li>Tourist park</li> <li>Transport depot</li> <li>Veterinary service</li> <li>Warehouse</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>	Emergency services	Outdoor sales	Theatre
<ul> <li>Extractive industry</li> <li>Function facility</li> <li>Funeral parlour</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Outstation</li> <li>Outstation</li> <li>Parking station</li> <li>Permanent plantation</li> <li>Place of worship</li> <li>Port services</li> <li>Tourist park</li> <li>Transport depot</li> <li>Veterinary service</li> <li>Warehouse</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>	<b>v</b> ,		<ul> <li>Tourist attraction</li> </ul>
<ul> <li>Function facility</li> <li>Funeral parlour</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Outstation</li> <li>Parking station</li> <li>Permanent plantation</li> <li>Place of worship</li> <li>Port services</li> <li>Transport depot</li> <li>Veterinary service</li> <li>Warehouse</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>			Tourist park
<ul> <li>Funeral parlour</li> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Permanent plantation</li> <li>Place of worship</li> <li>Port services</li> <li>Veterinary service</li> <li>Warehouse</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>	5		Transport depot
<ul> <li>Garden centre</li> <li>Hardware and trade supplies</li> <li>Permanent plantation</li> <li>Place of worship</li> <li>Port services</li> <li>Warehouse</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>	,	•	Veterinary service
<ul> <li>Hardware and trade supplies</li> <li>Place of worship</li> <li>Port services</li> <li>Wholesale nursery</li> <li>Winery</li> </ul>	•	•	-
Port services     Winery		•	Wholesale nursery
		Port services	
	High impact industry		Workforce accommodation

Development listed as an inconsistent use can be considered on its merits where it reflects the purpose and intent of the planning scheme.

### 6.2.9.3 Assessment benchmarks

### Part A—Criteria for accepted and assessable development

Table 6.2.9.1—Medium density residential zone of the second sec	
Performance Outcomes	Acceptable Outcomes
For accepted, accepted subject to requirements	s and assessable development (code, code
(fast tracked) and impact)	
Building Height	
PO1 A low to medium-rise built form is maintained having regard to: (a) overshadowing;	<b>AO1.1</b> Development has a maximum building height of 11 metres above ground level and no more than three (3) storeys.
<ul> <li>(b) privacy and overlooking;</li> <li>(c) building character and appearance;</li> <li>(d) the height of buildings on adjoining premises; and</li> <li>(e) slope.</li> </ul>	<b>AO1.2</b> Development has a maximum building height of 20 metres above natural ground level and no more than six (6) storeys where identified in a mixed use area.
Accommodation Density	
<ul> <li>PO2</li> <li>Accommodation density and residential density:</li> <li>(a) contributes to housing choice and affordability;</li> <li>(b) the advector of a maximitate control</li> </ul>	<b>AO2.1</b> Residential density is a minimum of one dwelling per 400m <sup>2</sup> of the total site area.
<ul><li>(b) takes advantage of proximity to centre activities; and</li><li>(c) is consistent with the prevailing character of the locality.</li></ul>	<b>AO2.2</b> Residential density is a maximum of one dwelling per 200m <sup>2</sup> of the total site area.
· · · · · · · · · · · · · · · · · · ·	<b>AO2.3</b> Development is for a dwelling house and includes building work or minor building work with a maximum additional gross floor area of 50m <sup>2</sup> .
	<b>AO2.4</b> Accommodation density is a maximum of accommodation unit per 100m <sup>2</sup> of the site area or 100 bedrooms per net hectare.
Site Cover	
<ul><li>PO3</li><li>The scale of buildings and structures do not dominate the premises having regard to amenity and the appropriate provision of:</li><li>(a) private open space; and</li><li>(b) landscaping.</li></ul>	<ul> <li>AO3.1</li> <li>Site cover is a maximum of: <ul> <li>(a) for a single storey building - 60% of the total site area;</li> <li>(b) for a two (2) storey building - 50% of the total site area;</li> <li>(c) for a three (3) storey or more building - 40% of the total site area; or</li> <li>(d) unless a Development Code provides an alternative maximum site cover.</li> </ul> </li> <li>AO3.2</li> </ul>
	Buildings and structures ancillary to a dwelling are restricted to a cumulative floor area of 90m <sup>2</sup> . Note—AO3.2 excludes balconies and verandahs
	where connected to a dwelling.
Setbacks	
<ul> <li>PO4</li> <li>Building setbacks are appropriate having regard to:</li> <li>(a) overshadowing;</li> <li>(b) privacy and overlooking;</li> <li>(c) building character and appearance; and</li> </ul>	Where for a Dwelling House AO4.1 The Queensland Development Code setbacks apply to all buildings and structures on lots greater or less than 450m <sup>2</sup> as applicable.

Table 6.2.9.1 Medium density residential zone aada

Performance Outcomes	Acceptable Outcomes	
(d) the primary road frontage setbacks of	Where for all other uses	
adjoining premises.	AO4.2	
	Buildings and structures have a minimum	
	setback of 6 metres to the primary road frontage.	
	AO4.3	
	Buildings and structures have a minimum	
	setback of 4 metres to the secondary road	
	frontage.	
	AO4.4	
	Buildings and structures have a minimum side	
	and rear boundary clearance of:	
	(a) 1.5 metres where the height of that part is 4.5	
	metres or less; and (b) 2.0 metres where the height of that part is	
	greater than 4.5 metres but not more than	
	7.5 metres; and	
	(c) 2.5 metres where the height of that part is	
March Har David	greater than 7.5 metres.	
Mixed Use Development PO5	Where part of a Mixed Use Development	
Mixed use development promotes active frontage	AO5.1	
and provides high standards of amenity, privacy	Dwellings are located in a storey above any	
and security for residents and visitors.	storey at ground level.	
	AO5.2	
	Separate entry points are provided and clearly	
	defined to commercial and residential uses	
	occupying the same site.	
	AO5.3	
	Entry to residential uses is via a secure entry	
	point accessed from the primary road frontage.	
	AO5.4	
	Safe and secure parking areas are provided for	
	dwellings that are clearly marked, easily	
	accessible and separate from non-residential building users.	
	A 0 5 5	
	<b>AO5.5</b> Undesirable visual, noise and odour impacts to	
	streets, public, communal and private open	
	space areas and residential dwelling units are	
	minimised by:	
	(a) providing vehicle loading/unloading and	
	refuse storage/collection facilities within enclosed service yards or courtyards;	
	(b) limiting service vehicle loading and unloading	
	to between the hours of:	
	(i) 7.00am and 6.00pm Monday to Friday;	
	(ii) 8.00am to 5.00pm Saturdays; and	
	<ul> <li>(c) building services, plant and equipment utilise noise attenuation measures.</li> </ul>	
For assessable development (code, code (fast tracked) and impact)		
Amenity Protection	406	
<b>PO6</b> Development must not detract from the amenity	AO6 No acceptable outcome.	
of the local area, having regard to:		
(a) noise;		
<u></u> ,,	1	

Performance Outcomes	Acceptable Outcomes
(b) hours of operation;	
(c) traffic;	
(d) lighting;	
(e) advertising devices;	
(f) visual amenity;	
(g) privacy;	
(h) odour; or	
(i) emissions.	
PO7	A07
Development must take into account and seek to	No acceptable outcome.
ameliorate any existing negative environmental	
impacts, having regard to:	
(a) noise;	
(b) hours of operation;	
(c) traffic;	
(d) lighting;	
(e) advertising devices;	
(f) visual amenity;	
(g) privacy;	
(h) odour; or	
(i) emissions.	
Water Quality Management	
PO8	AO8
Development protects environmental values and	No acceptable outcome.
facilitates the achievement of water quality	
objectives for Queensland waters.	
PO9	AO9
PO10	AO10
Land for urban purposes is located in areas	No acceptable outcome.
which avoid or minimise the disturbance to	
P011	A011
-	
Development achieves the stormwater management design objectives specified in <b>Table 6.2.9.2 – Construction Phase -</b> <b>Stormwater Management Design Objectives.</b> <b>PO10</b> Land for urban purposes is located in areas which avoid or minimise the disturbance to natural drainage, areas subject to erosion risk and groundwater.	Development achieves objectives as specified in Table 6.2.9.2 – Construction Phase - Stormwater Management Design Objectives. AO10 No acceptable outcome.

Table 6.2.9.2—Construction Phase – Stormwater		
Issue		Design Objectives
Drainage control	Temporary drainage works	<ol> <li>Design life and design storm for temporary drainage works:         <ul> <li>Disturbed area open for &lt;12 months - 1 in 2-year ARI event.</li> <li>Disturbed area open for 12-24 months - 1 in 5-year ARI event.</li> <li>Disturbed are open for &gt;24 months - 1 in 10-year ARI event.</li> </ul> </li> <li>Design capacity excludes minimum 150mm freeboard.</li> <li>Temporary culvert crossing - minimum 1 in 1-year SRI hydraulic capacity.</li> </ol>
Erosion control	Erosion control	1. Minimise exposure of disturbed soils at any
	measures	<ol> <li>Minimise exposure of disturbed solis at any time.</li> <li>Divert water run-off from undisturbed areas around disturbed areas.</li> <li>Determine the erosion risk rating using local rainfall erosivity, rainfall depth, soil-loss rate or other acceptable methods.</li> <li>Implement erosion control methods corresponding to identified erosion risk rating.</li> </ol>
Sediment control	Sediment control measures Design storm for sediment control basins Sediment basin dewatering	<ol> <li>Determine appropriate sediment control measures using:         <ul> <li>potential soil loss rate, or</li> <li>monthly erosivity, or</li> <li>average monthly rainfall</li> </ul> </li> <li>Collect and drain stormwater from disturbed soils to sediment basin for design storm event:         <ul> <li>design storm for sediment basin sizing is 80th% five-day event or similar</li> </ul> </li> <li>Site discharge during sediment basin dewatering:         <ul> <li>TSS &lt; 50 mg/L TSS, and</li> <li>Turbidity not &gt;10% receiving waters turbidity, and</li> <li>pH 6.5–8.5</li> </ul> </li> </ol>
Water quality	Litter and other waste, hydrocarbons and other contaminants	<ol> <li>Avoid wind-blown litter; remove gross pollutants.</li> <li>Ensure there is no visible oil or grease sheen on released waters.</li> <li>Dispose of waste containing contaminants at authorised facilities.</li> </ol>
Waterway stability and flood flow management	Changes to the natural waterway hydraulics and hydrology	<ol> <li>For peak flow for the 1-year and 100-year ARI event, use constructed sediment basins to attenuate the discharge rate of stormwater from the site.</li> </ol>

Table 6.2.9.2—Construction Phase	- Stormwater	Management	<b>Design Objectives</b>