

General

LOCAL DEVELOPMENT PLAN PROVISIONS

- 1. Unless provided for below, the provisions of the City of Busselton Local Planning Scheme No.21, the Port Geographe Development Plan or the Residential Design Codes apply.
- 2. This LDP operates in conjunction with the R-Codes by applying additional controls or by varying "Deemed-to-Comply" requirements. Where this LDP varies any requirements of the R-Codes, compliance shall be deemed to constitute "Deemed-to-Comply' and neighbour consultation with respect to those items is not required.

Floor Levels

- 3. All habitable floor levels are to achieve a minimum height of 3m AHD or other such level as agreed with the City of Busselton following conclusion of the CHRMAP process, in order to satisfy the inundation clearance requirements of State Planning Policy 2.6 State Coastal Planning Policy.
- 4. Floor levels shall, subject to engineering design, be raised using brick, masonry materials, concrete or similar to retain fill levels within the floor slab of the dwelling. Other structural supports (such as stumps/piling) may be considered where not visible from view of the street. Filling of the lot beyond the footprint of the dwelling is not permitted.

Built Form

- 5. Where identified as such on this LDP, a minimum building height of two storeys shall apply.
- 6. The internal floor area of each dwelling is to be a minimum of 200m².

Visual Privacy

7. Major openings and unenclosed outdoor active habitable spaces which have a floor level of more than 0.5m above the natural ground level and overlook any part of any other residential property behind its street setback line are required to satisfy the deemed-to-comply provisions of section 5.4.1 of the Residential Design Codes Volume 1. This can be achieved through either the setting back of such openings / outdoor areas in accordance with the cone of vision requirements, or provision of permanent screening.

Adopted by the City of Busselton pursuant to Local Planning

Director, Planning and Development Services

S.B. :

DRAWN

Scheme No. 21 in accordance with delegation TPD1 of Council

25 n. Day of Octobe 20 22

Canal Interface

- 8. Each dwelling shall include an outdoor living area and a minimum of one habitable room with a major opening that has clear view of the canal.
- 9. Enclosed, non-habitable structures such as storage sheds are only permitted where visible from the road or canal if attached to the dwelling and constructed of the same materials as the dwelling. Unenclosed non-habitable structures such as gazebos, patios and pergolas are exempt from this provision.
- 10. All buildings are to be set back a minimum of 6 metres from the canal edge.
- 11. Interface to the canal edge is to be in accordance with the provisions of clause 5.9.2 of LPS21 unless otherwise varied in accordance with clause 5.9.2 (m) (i-iv)

Streetscape and Dwelling Orientation

12. The primary entrance to the dwelling shall be orientated towards the primary street as indicated on the LDP.

LOT NUMBER

Vehicle Access

- 13. Vehicle access to all survey strata lots is to be via the common property driveway.
- 14. One crossover is permitted for each survey strata or green title lot.

Garages / Carports

15. Garages / carports shall be located generally in accordance with the "garage location" where depicted on the LDP. Garages are to be set back a minimum of 0.5m from the common property access for survey strata lots, or as per the Residential Design Codes Volume 1 for green title lots.

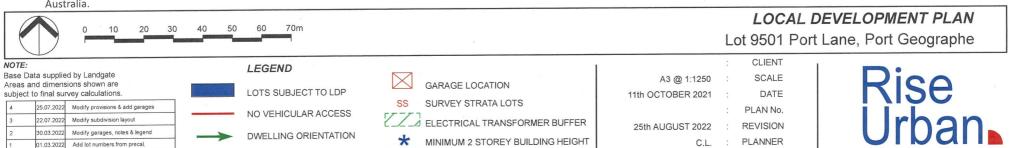
Jetties and Mooring

Date

16. Any proposed jetty or private boat mooring must be fully located within the cadastral boundary of the lot or strata lot, and must be in accordance with the approved Jetty and Mooring Envelope Plan to the satisfaction of the City of Busselton and Department of Transport.

Electrical Transformer Buffer

17. Lot 209 is affected by a 6m fire buffer to the existing transformer. Any development within this 6m buffer must be constructed to a minimum 2 hour fire rating in accordance with the Building Code of Australia.



6.0m BUIDLING SETBACK