

Division 12 – Assessment Criteria for the Scenic Amenity Overlay

6.42 Scenic Amenity Overlay Code

The provisions in this division comprise the Scenic Amenity Overlay Code. They are:

- compliance with the Scenic Amenity Overlay Code (section 6.43);
- overall outcomes for the Scenic Amenity Overlay Code (section 6.44);
- specific outcome and probable solution for the Scenic Amenity Overlay Code (section 6.45).

6.43 Compliance with the Scenic Amenity Overlay Code

Development that is consistent with the specific outcome in section 6.45 complies with the Scenic Amenity Overlay Code.

6.44 Overall Outcomes for the Scenic Amenity Overlay Code

- (a) The overall outcomes are the purpose of the Scenic Amenity Overlay Code.
- (b) The overall outcomes sought for the Scenic Amenity Overlay Code are the following:
- (i) development in scenic amenity areas is sited and designed to minimise the adverse impacts on the scenic qualities of the area.

6.45 Specific Outcomes and Probable Solution for the Scenic Amenity Overlay Code

The specific outcomes sought for the Scenic Amenity Overlay Code are included in column 1 of table 6.11. Probable solutions for code assessable development are included in column 2 of table 6.11.

Table 6.11	
Scenic Amenity Overlay Code (Part 6 Division 12)	
Column 1	Column 2
Specific Outcomes	Probable Solutions
Scenic Amenity Values	
<p>SO1 Development:</p> <p>(a) for hillsides or ridgelines is designed and located:</p> <p>(i) to retain important skyline elements, including tree canopies for vegetated ridgelines; and</p> <p>(ii) to retain and enhance significant views into and out of the area.</p> <p>(b) for waterways is designed and located:</p> <p>(i) in a manner which is subservient to the landscape;</p> <p>(ii) to retain and enhance views along the waterway; and</p> <p>(iii) to conserve significant vegetation where possible.</p>	<p>S1.1 The maximum amount of evident use does not exceed the level outlined in table 6.11.</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Note: The procedure to calculate the extent of evident use is outlined in Planning Scheme Policy 18 Scenic Amenity using the Scenic Amenity and Scenic Preference Maps set out in Schedule 7.</p> </div>
<p>SO2 Development is designed and constructed of materials and with finishes that complement the integrity of the landscape and do not dominate the natural scenic landscape.</p>	<p>S2.1 Buildings or other structures have external surfaces finished with the following natural colours:</p> <p>(a) dark blues, dark greens, dark greys, ochres, olives; or</p> <p>(b) natural or stained timbers.</p>

Table 6.11 Maximum Extent of Evident Use

1 Scenic Amenity	2 Scenic Preference	3 Estimated Community Tolerance	4 Lowest acceptable Scenic Preference	5 Maximum Evident Use
10	10	1	9	0%
	9	1	8	5%
	8	1	7	10%
9	10	1	9	0%
	9	1	8	5%
	8	1	7	10%
	7	1	6	15%
8	10	1	9	0%
	9	1	8	5%
	8	1	7	10%
	7	1	6	15%
	6	1	5	20%
7	9	2	7	10%
	8	2	6	15%
	7	2	5	20%
	6	2	4	30%
6	8	2	6	15%
	7	2	5	20%
	6	2	4	30%
	5	2	4	30%
5	7	2	5	20%
	6	2	4	30%
	5	2	4	30%

Note: The procedure to calculate the extent of evident use is outlined in Planning Scheme Policy 18 Scenic Amenity.