Division 6 - Dependent Person's Accommodation

7.18 Dependent Person's Accommodation Code

The provisions in this division comprise the Dependent Person's Accommodation Code. They are:

- Compliance with the Dependent Person's Accommodation Code (section 7.19);
- Overall outcomes of the Dependent Person's Accommodation Code (section 7.20);
- Specific outcomes, acceptable solutions and probable solutions for the Dependent Person's Accommodation Code (section 7.21).

7.19 Compliance with the Dependent Person's Accommodation Code

Development that is consistent with the specific outcomes in section 7.21 complies with the Dependent Person's Accommodation Code.

7.20 Overall Outcomes of the Dependent Person's Accommodation Code

- (a) The overall outcomes are the purpose of the Dependent Person's Accommodation Code.
- (b) The overall outcomes sought for the Dependent Person's Accommodation Code are:
 - (i) dependent person's accommodation is domestic in scale and form and is compatible with the character of the related dwelling house and surrounding locality;
 - (ii) dependent person's accommodation caters for the special needs of occupants; and
 - (iii) dependent person's accommodation provides a high standard of amenity for residents and other users of the site and adjoining properties.

7.21 Specific Outcomes, Acceptable Solutions and Probable Solutions for the Dependent Person's Accommodation Code

The specific outcomes sought for the Dependent Person's Accommodation Code are included in column 1 of table 7.8. Acceptable solutions for self-assessable development and probable solutions for code assessable development are included in column 2 of table 7.8.

Table 7.8		
Dependent Person's Accommodation Code (Part 7 Division 6)		
Column 1	Column 2	
Specific outcomes	Acceptable solutions (if self-assessable)	
	Probable solutions (if code assessable)	
Building Design and Siting		
The building design achieves: (a) the creation of attractive environments with clear character and identity; (b) respect for the natural features of the site, including topography and significant vegetation, and in established areas where it represents infill development, existing attractive streetscapes; and (c) appropriate streetscapes where desired future character has been defined.	(2) Colours; (3) Materials; and (4) Architectural Style. S1.2 Where separate, the Dependent Person's Accommodation and the Dwelling House are aligned so as to present not more than one (1) dwelling from the street frontage.	
Scale of Use		
SO2 The dependent person's accommodation unit:	S2.1 Not more than one (1) dependent person's accommodation unit is located on an allotment.	

Table 7.8 Dependent Person's Accommodation Code (Part 7 Division 6)	
Specific outcomes	Acceptable solutions (if self-assessable)
	Probable solutions (if code assessable)
 (a) remains ancillary to the dwelling house on the allotment and is located within the site so as to not detrimentally affect residential amenity; and (b) is of a scale and intensity which provides a built form that is compatible with the existing or preferred character of the locality. 	S2.2 The site cover of all buildings on the site that contains the dependent person's accommodation is not more than 50%. S2.3 The gross floor area of the dependent person's accommodation is not more than 85m². S2.4 Not more than one (1) driveway crossover is provided per street frontage. Note: Any proposed development with more than one road frontage should refer to Council's traffic section for advice regarding preferred road frontage of driveway.
Setbacks	
SO3 Buildings and structures are setback in order to:	S3.1 The dependent person's accommodation is set back at least 6.0 metres from the property boundary to the principal road frontage.
(a) make efficient use of the site;(b) provide separation from adjoining properties and from frontage to roads;	S3.2 The setback distance to side and rear boundaries is at least 1.5 metres.
(c) adequately provide for sunlight; and(d) have minimal effects on sensitive activities by reason of noise or activity.	