

## CHAPTER 5 – OVERLAY CODES

### PART 7 SIGNIFICANT SCENIC RURAL LANDSCAPES OVERLAY CODE

#### Division 1 Applicability of the Significant Scenic Rural Landscapes Overlay Code

##### 1.1 This code applies to development:-

- (1) that is located<sup>1</sup> in areas shown on *Overlay Code Map 7 - Significant Scenic Rural Landscapes* as
  - (a) the scenic rim; or
  - (b) key lookouts/landmarks and key lookout/landmarks buffers; or
  - (c) primary visual corridor buffers; or
  - (d) secondary visual corridor buffers; or
  - (e) gateway corridor buffers;
 and
- (2) referred to as “self assessable” or “code assessable” in Tables 5.7.1 and 5.7.2 below.

#### Division 2 Assessment Tables for the Significant Scenic Rural Landscapes Overlay Code

##### 2.1 Assessment Categories for the Significant Scenic Rural Landscapes Overlay Code

The assessment categories are identified for development in Column 2 of Tables 5.7.1 or 5.7.2, as follows:-

- (1) Table 5.7.1 – Material Change of Use and Associated Works<sup>2</sup> for uses listed in Column 1; or
- (2) Table 5.7.2 – Other Development not associated with a Material Change of Use<sup>3</sup> listed in Column 1.

**NOTE:** Zones also affect assessment categories. See zone maps to determine the zone of the land. Also see Chapter 1, Part 1, Division 4, Section 4.8(3) explaining how the higher assessment category prevails.

##### 2.2 Relevant Assessment Criteria for Development Affected by the Significant Scenic Rural Landscapes Overlay Code

- (1) The relevant assessment criteria in the overlay code are referred to in Column 3 of Tables 5.7.1 and 5.7.2.
- (2) For development requiring self assessment or code assessment, the relevant assessment criteria are applicable codes.

**Table 5.7.1: Assessment Categories and Relevant Assessment Criteria for the Significant Scenic Rural Landscapes Overlay Code – Material Change of Use and Associated Works<sup>2</sup>**

COLUMN 1 Use <sup>4</sup>	COLUMN 2 Assessment category	COLUMN 3 Relevant assessment criteria – applicable code for code assessable development
<b>All Mapped Features</b>		
<i>Detached House</i>	<b>Exempt</b> – where located inside an existing <i>mandatory building area</i> .	
	<b>Code assessable</b> – if located outside an existing <i>mandatory building area</i> .	<ul style="list-style-type: none"> <li>• Significant Scenic Rural Landscapes Overlay Code</li> </ul>
<i>Car Depot</i> <i>Display Home</i> <i>Farm Forestry</i> <i>Food Outlet</i> <i>Major Telecommunication Facility</i> <i>Retail Nursery</i> <i>Shop</i> <i>Tourist Cabins</i>	<b>Code assessable</b>	<ul style="list-style-type: none"> <li>• Significant Scenic Rural Landscapes Overlay Code</li> </ul>
<b>All Other Defined and Undefined Uses</b>	<b>Code assessable</b> - if requiring construction of a new building.	<ul style="list-style-type: none"> <li>▪ Significant Scenic Rural Landscapes Overlay Code</li> </ul>

**Table 5.7.2: Assessment Categories and Relevant Assessment Criteria for the Significant Scenic Rural Landscapes Overlay Code – Other Development not Associated with a Material Change of Use<sup>3</sup>**

COLUMN 1 Type of development	COLUMN 2 Assessment category	COLUMN 3 Relevant assessment criteria - applicable code for self or code assessable development
<b>All Mapped Features</b>		
Reconfiguring a Lot	Code assessable	<ul style="list-style-type: none"> <li>Significant Scenic Landscapes Overlay Code</li> </ul>
Operational Works for Reconfiguring a Lot		
Operational Works for Advertising Signs	Code assessable – if has an aggregate face area of greater than 1.2m <sup>2</sup> .	<ul style="list-style-type: none"> <li>Significant Scenic Rural Landscapes Overlay Code</li> </ul>
Operational Work for Excavating or Filling (not associated with Reconfiguring a Lot)	Code assessable – if excavating or filling results in a finished ground level that is more than 1m above or below the <i>natural ground surface</i> at any point.	<ul style="list-style-type: none"> <li>Significant Scenic Rural Landscapes Overlay Code</li> </ul>
Operational Works for Clearing of Vegetation	Code assessable – if clearing more than 2000m <sup>2</sup> of vegetation outside a <i>mandatory building area</i> .	<ul style="list-style-type: none"> <li>Significant Scenic Rural Landscapes Overlay Code</li> </ul>
Building Work not associated with Advertising Signs	Exempt – if <i>minor building work</i> or building work for a swimming pool.	
	Self assessable – if an <i>outbuilding</i> with 50m <sup>2</sup> or less aggregate <i>site coverage</i> .	<ul style="list-style-type: none"> <li>Significant Scenic Rural Landscapes Overlay Code</li> </ul>
	Code assessable – if the criteria for exempt and self assessable do not apply.	<ul style="list-style-type: none"> <li>Significant Scenic Rural Landscapes Overlay Code</li> </ul>
All Other Development	Exempt	

**Division 3 Compliance with the Significant Scenic Rural Landscapes Overlay Code**

- 3.1 Self assessable development that complies with the acceptable solutions contained in Division 5, Table 5.7.3 complies with the Significant Scenic Rural Landscapes Overlay Code.
- 3.2 Assessable development that is consistent with the specific outcomes contained in Division 5, Table 5.7.4 complies with the Significant Scenic Rural Landscapes Overlay Code.

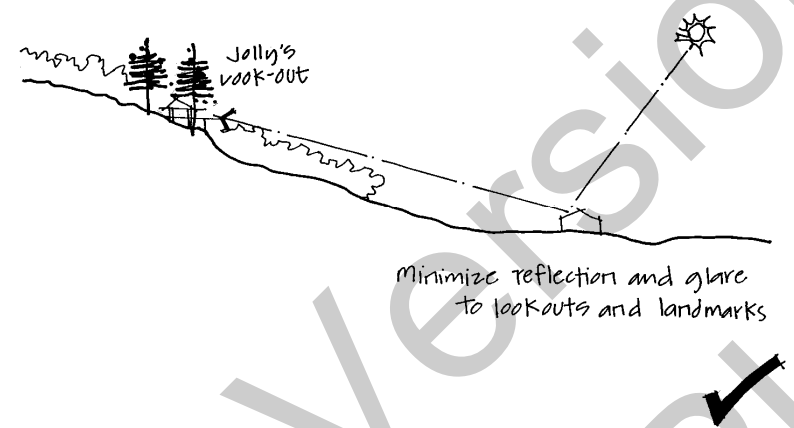
**Division 4 Overall Outcomes for the Significant Scenic Rural Landscapes Overlay Code**

- 4.1 The overall outcomes are the purpose of this code.
- 4.2 The overall outcomes sought by the Significant Scenic Rural Landscapes Overlay Code are the following:-
  - (1) The continuous green backdrop and natural skyline silhouette is retained;
  - (2) The distinctive vegetated character and sense of place of the *Shire's* western edge is retained;
  - (3) Gateway corridors continue to create interest, contribute to the character of, and a sense of arrival and departure for, the *Shire's* rural villages and hamlets;
  - (4) Landmarks continue to identify places with specific value to the identity and history of the *Shire* and views to and from landmarks retain significant scenic rural values;
  - (5) Views to scenic rural landscape features from primary and secondary visual corridors are retained;
  - (6) Views from key lookouts that are particularly sensitive to disturbance or make particular contribution to the distinctive character and sense of place of the *Shire* are retained and enhanced; and
  - (7) The design, siting and construction of buildings, outdoor structures and driveways minimise visual intrusion through the integration of landscape and built forms as a unified rural environment.

**Division 5 Acceptable Solutions and Specific Outcomes for the Significant Scenic Rural Landscapes Overlay Code**

- 5.1 The acceptable solutions for self assessable development for the Significant Scenic Rural Landscapes Overlay Code are contained in Table 5.7.3.

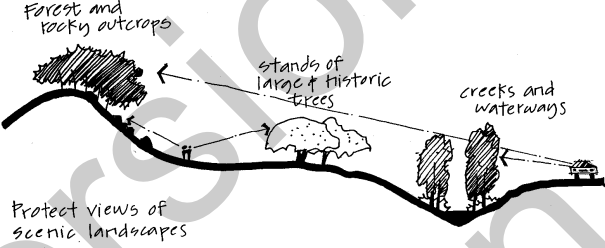
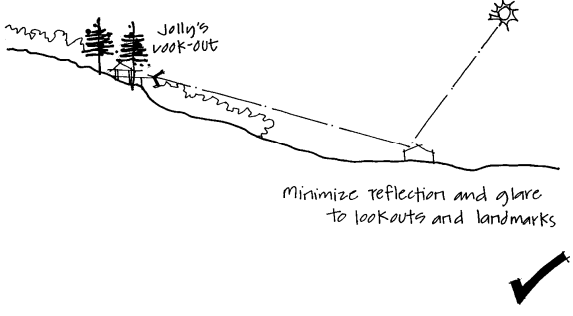
**Table 5.7.3: Acceptable Solutions for Self Assessable Development**

Acceptable Solutions for Self Assessable Development
<b>Siting of Development</b>
<p><b>AS1.1</b> Buildings and <b>structures</b> use colours and predominantly non-reflective materials that minimize glare. The colours of buildings and <b>structures</b> comply with <i>Schedule B</i> of this code and limited use is made of materials such as zinc, galvanised or glass coated products.</p> <p><b>Figure 1</b></p> 

**5.2 The specific outcomes and probable solutions for the Significant Scenic Rural Landscapes Overlay Code are contained in Table 5.7.4. The elements covered by the specific outcomes are:-**

- (1) All Mapped Areas - Reconfiguring A Lot
  - (a) Lot Design; and
  - (b) Road Design.
- (2) Key Lookouts/Landmarks and Key Lookouts/Landmarks Buffers – Development other than Reconfiguring a Lot
  - (a) Height, Siting and Materials of Buildings and **Structures**.
- (3) Primary Visual Corridors Buffers, Secondary Visual Corridors Buffers, Gateway Corridor Buffers and Scenic Rim – Development other than Reconfiguring a Lot
  - (a) Setbacks and Buffers for Buildings and **Structures**;
  - (b) Siting, Orientation, Design and Materials of Buildings and **Structures**;
  - (c) Building Mass and System;
  - (d) Driveways;
  - (e) Non-Residential Signage;
  - (f) Non-Residential Lighting;
  - (g) Landscaping;
  - (h) Retention of Vegetation; and
  - (i) Infrastructure.

**Table 5.7.4 Specific Outcomes and Probable Solutions for Assessable Development**

Specific Outcomes for Assessable Development	Probable Solutions
<b>All Mapped Features - Reconfiguring A Lot Development</b>	
<b>Lot Design</b>	
<p><b>SO 1</b> New lots are designed and oriented to:-</p> <ol style="list-style-type: none"> <li>(1) maximise retention of existing trees and land cover including the preservation of ridgeline vegetation;</li> <li>(2) locate boundaries in close proximity to large trees;</li> <li>(3) maximise retention of natural valleys;</li> <li>(4) protect important viewsheds;</li> <li>(5) maximise retention of the natural landform by minimising the use of cut and fill; and</li> <li>(6) minimise impact of new trunk infrastructure on existing vegetation.</li> </ol>	<p><b>PS 1</b></p> <p><b>Figure 2</b></p> 
<b>Road Design</b>	
<p><b>SO 2</b> Where practical and safe, rural roads have the following characteristics:-</p> <ol style="list-style-type: none"> <li>(1) narrowest sealed carriageway width to suit the speed and level of traffic;</li> <li>(2) no kerb and channel;</li> <li>(3) swales;</li> <li>(4) gravel verges or shoulders;</li> <li>(5) vegetated or revegetated central medians of 3m wide;</li> <li>(6) minimum cut and fill; and</li> <li>(7) follow, rather than cutting across, contours.</li> </ol>	<p><b>PS 2</b> No solution provided.</p>
<b>Key Lookouts/Landmarks and Key Lookouts/Landmarks Buffers - Development other than Reconfiguring a Lot</b>	
<b>Height, Siting and Materials of Buildings and Structures</b>	
<p><b>SO 3</b> Buildings and <b>structures</b> within key lookouts/landmarks and key lookouts/landmarks buffers do not adversely detract from the quality of, or visibly obstruct views and vistas from, the key lookouts or views of key landmarks due to:-</p> <ol style="list-style-type: none"> <li>(1) height;</li> <li>(2) siting; and</li> <li>(3) reflectivity or colour contrast of building materials, particularly for roofs.</li> </ol>	<p><b>PS 3.1</b> Buildings and <b>structures</b> do not obstruct views from key lookouts.</p> <p><b>AND</b></p> <p><b>PS 3.2</b> Buildings and <b>structures</b> use colours and predominantly non-reflective materials that minimise glare. The colours of buildings and <b>structures</b> comply with Schedule B of this code and limited use is made of materials such as zinc, galvanised or glass coated products.</p> <p><b>Figure 3</b></p> 

Specific Outcomes for Assessable Development	Probable Solutions
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**Primary Visual Corridors Buffers, Secondary Visual Corridors Buffers, Gateway Corridor Buffers and Scenic Rim – Development other than Reconfiguring a Lot**

**Setbacks and Buffers for Buildings and Structures**

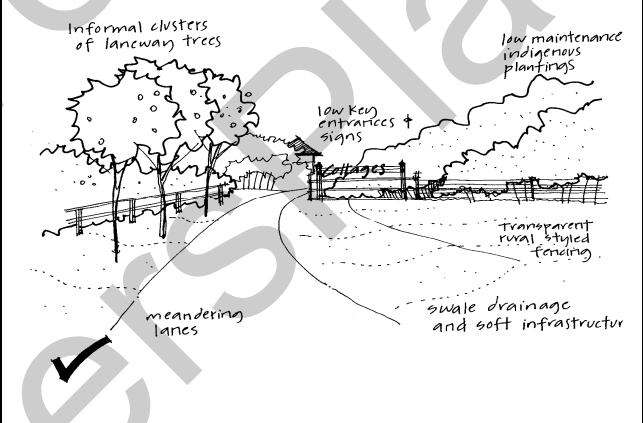
**SO 4** Natural or bushland settings dominate the character of gateways and views from primary and secondary visual corridors.

**PS 4** Buildings and structures are setback from road frontages as follows:-

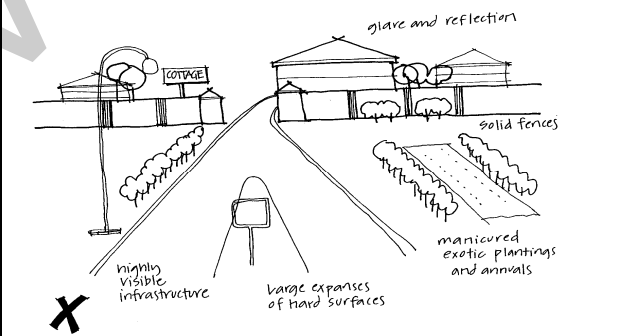
Lot Depth	Minimum Setback	Reduced Minimum Setback *
≤30m	6m	NA
>30 – 50m	9m	6m
>50 – 100m	20m	10m
>100m	50m	30m

\* The reduced setback is applicable where the setback area contains buffering vegetation or is revegetated in accordance with *Planning Scheme Policy PSP30 Landscape Design*.

**Figure 4(a) Acceptable Visual Character for Entry Corridors**



**Figure 4(b) Unacceptable Visual Character for Entry Corridors**



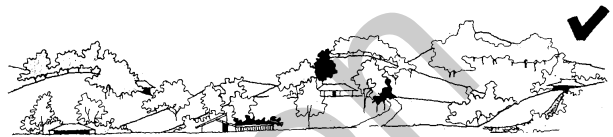
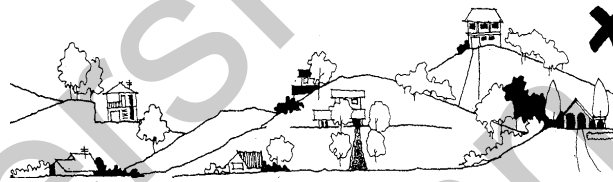

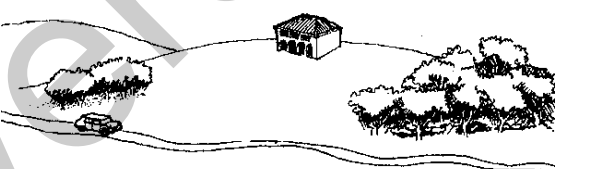

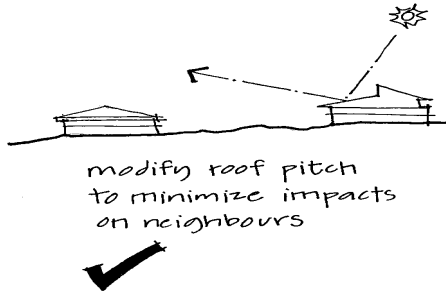
**Siting, Orientation, Design and Materials of Buildings and Structures**

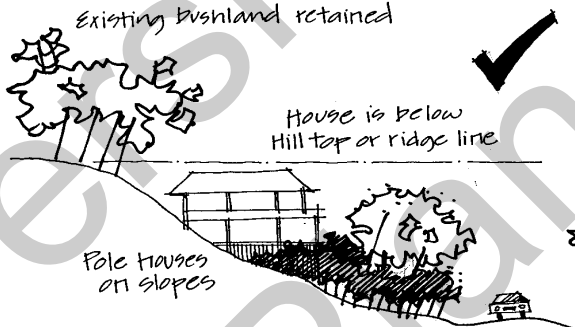
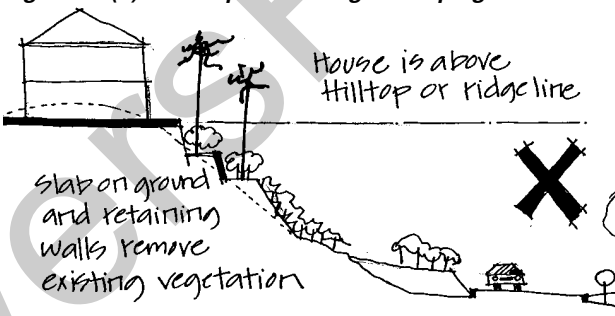
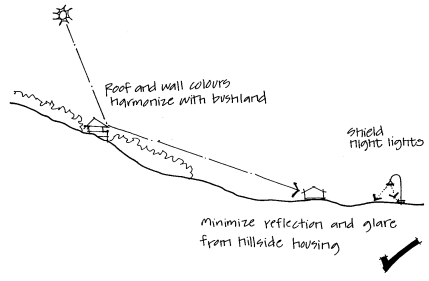
**SO 5** Buildings and **structures** (including vehicle accommodation) do not detract from the natural landscape character of the scenic rim and views from gateway corridors and primary and secondary visual corridors due to:-

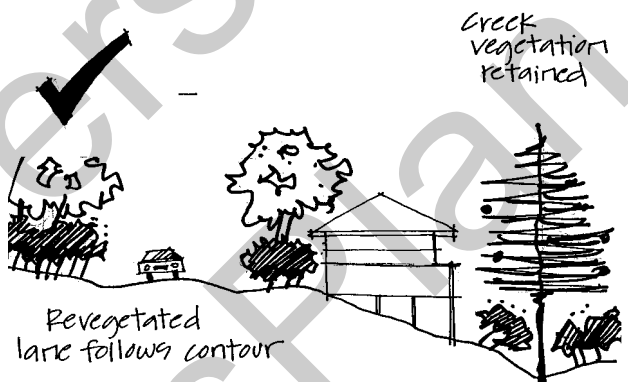
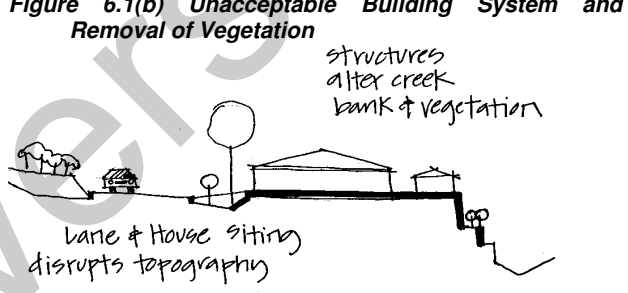
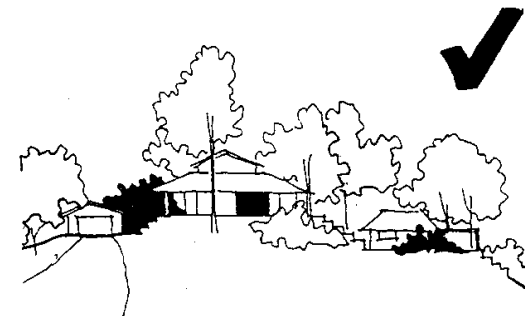
- (1) siting/orientation;
- (2) removal of vegetation;
- (3) extent and nature of earth works;
- (4) reflectivity or colour contrast of building materials, particularly for roofs;
- (5) building design; and
- (6) impact of driveways.

**PS 5.1** Buildings and **structures** within the scenic rim and buffers of gateway corridors and primary and secondary visual corridors are:-


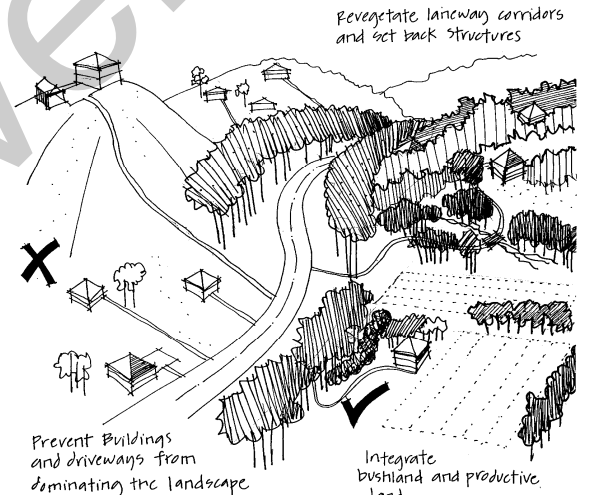
- (1) sited so as to be buffered by vegetation and topography;
- (2) located, designed and orientated to minimise glare;
- (3) low key and blend into the landscape; and
- (4) not dominated by signs.

Specific Outcomes for Assessable Development	Probable Solutions
	<p><b>Figure 5.1 (a) Acceptable Siting and Retention of Vegetation</b></p>  <p><b>Figure 5.1(b) Unacceptable Siting and Removal of Vegetation</b></p>  <p><b>Figure 5.1(c) Acceptable Siting of Detached Houses</b></p>  <p><b>Figure 5.1(d) Unacceptable Siting of Detached Houses</b></p>  <p><b>Figure 5.1(e) Acceptable Siting</b></p>  <p>Site houses to utilize shielding from existing vegetation</p> <p><b>Figure 5.1(f) Acceptable Roof Pitch</b></p>  <p>modify roof pitch to minimize impacts on neighbours</p> <p style="text-align: center;"><b>AND</b></p>

Specific Outcomes for Assessable Development	Probable Solutions
	<p><b>PS 5.2</b> On sloping <i>sites</i> (&gt;20%):-</p> <p>(1) where there is no existing screening vegetation, the roofs of buildings are sited and designed so as to be below the top level of the landform, hill or ridge within the <i>site</i>.</p> <p><b>OR</b></p> <p>(2) where there is existing screening vegetation, the roofs of buildings are sited and designed so they are not visible above the top of the treeline canopy.</p> <p><b>Figure 5.2(a) Acceptable Siting on Sloping Land</b></p>  <p>Existing bushland retained</p> <p>House is below Hill top or ridge line</p> <p>Pole houses on slopes</p> <p><b>Figure 5.2(b) Unacceptable Siting on Sloping Land</b></p>  <p>House is above Hilltop or ridge line</p> <p>slab on ground and retaining walls remove existing vegetation</p> <p><b>AND</b></p> <p><b>PS 5.3</b> Limited use is made of reflective materials such as zinc, galvanised or glass coated products for roofs and walls that are viewed from gateway corridors, primary visual corridors and secondary visual corridor located to the south of the <i>site</i>.</p> <p><b>Figure 5.3 Siting Requiring Use of Non-Reflective Materials</b></p>  <p>Roof and wall colours harmonize with bushland</p> <p>shield night lights</p> <p>minimize reflection and glare from hillside housing</p> <p><b>AND</b></p> <p><b>PS 5.4</b> Colours of predominant surfaces harmonise with the colours of adjacent rural/bushland vegetation and comply with the colour range contained in Schedule B of this code.</p> <p><b>AND</b></p> <p><b>PS 5.5</b> White, off white, cream, red, yellow or terracotta surfaces are minimised to &lt;30% of the area of the</p>

Specific Outcomes for Assessable Development	Probable Solutions
	<p>predominant northern wall or roof area.</p> <p><b>AND</b></p> <p><b>PS 5.6</b> Design features such as overhangs, eaves, verandahs, external louvres and shutters that provide shade and reduce glare are incorporated in the architecture of dwellings and commercial buildings.</p>
<b>Building Mass and System</b>	
<p><b>SO 6</b> Buildings and <b>structures</b> do not detract from the natural landscape character of the scenic rim and views from gateway corridors and primary and secondary visual corridors due to <b>site</b> impacts in terms of:-</p> <ol style="list-style-type: none"> <li>(1) extent and nature of earth works; and</li> <li>(2) retention or provision of vegetated buffers.</li> </ol>	<p><b>PS 6.1</b> Foundation systems such as pole-type foundations, which minimise earthworks and ground disturbance, are utilised.</p> <p><b>Figure 6.1(a) Acceptable Building System and Retention of Vegetation</b></p>  <p><b>Figure 6.1(b) Unacceptable Building System and Removal of Vegetation</b></p>  <p><b>AND</b></p> <p><b>PS 6.2</b> Slab on ground construction is limited to areas where batters or retaining walls are a maximum of 1m in height.</p> <p><b>AND</b></p> <p><b>PS 6.3</b> Building mass and impact is reduced by utilising a number of buildings that address the topography rather than imposing a single large <b>structure</b> on the landscape.</p> <p><b>Figure 6.3 (a) Acceptable Building Massing</b></p> 



Specific Outcomes for Assessable Development	Probable Solutions
	<p><b>Figure 6.3(b) Unacceptable Building Massing</b></p> 
<p><b>Driveways</b></p>	
<p><b>SO 7</b> Vehicle accommodation is sited to reduce the visual impacts of driveways.</p>	<p><b>PS 7</b> No solution provided.</p>
<p><b>SO 8</b> Driveways are designed and located to reduce visual impacts.</p>	<p><b>PS 8</b> Driveways:-</p> <ol style="list-style-type: none"> <li>(1) follow natural contours rather than cut straight up slopes across contours;</li> <li>(2) avoid existing vegetation;</li> <li>(3) are located to reduce the need for batters or retaining walls &gt;1m in height;</li> <li>(4) utilise permeable surfaces where slopes permit or dark colours and low reflective surfaces where a sealed surface is necessary;</li> <li>(5) are located to minimise gradients in excess of 1:14; and</li> <li>(6) utilise avenue planting when directly viewed from road frontages and adjoining properties.</li> </ol> <p><b>Figure 8 Unacceptable and Acceptable Siting of Driveways and Garages</b></p> 
<p><b>Non-Residential Signage</b></p>	
<p><b>SO 9</b> Non-residential signage is non-reflective and of a scale and colour that does not detract from the natural landscape character.</p>	<p><b>PS 9</b> Non-residential signage is:</p> <ol style="list-style-type: none"> <li>(1) no greater than 2m along any face dimension;</li> <li>(2) made of timber, stone or cut-out metal lettering mounted on timber or stone; and</li> <li>(3) integrated into the design and elevation of the building by using the buildings architectural features rather than additional projecting <b>structures</b>.</li> </ol>

Specific Outcomes for Assessable Development	Probable Solutions
<b>Non-Residential Lighting</b>	
<b>SO 10</b> Lighting of non-residential premises and <b>structures</b> does not create a dominant visible source of illumination outside the <b>site</b> .	<b>PS 10</b> No solution provided.
<b>Landscaping</b>	
<b>SO 11</b> Landscaping of non-residential premises incorporates a predominance of indigenous vegetation.	<b>PS 11</b> Landscaping is in accordance with <i>Planning Scheme Policy PSP30 Landscape Design</i> .
<b>Retention of Vegetation</b>	
<b>SO 12</b> Vegetation that contributes to the natural landscape character of the scenic rim and views from gateway corridors and primary and secondary visual corridors is not diminished.	<b>PS 12</b> Recreation areas, dams, site shaping and earthworks are located and constructed in a manner which avoids existing vegetation particularly where located on ridge tops, elevated sites visible from roads and along road and lot boundaries.
<b>Infrastructure</b>	
<b>SO 13</b> Infrastructure including <b>public utilities</b> and <b>major telecommunication facilities</b> are designed and located to reduce visual impacts on the natural landscape character of the scenic rim and do not diminish views from gateway corridors and primary and secondary visual corridors.	<b>PS 13</b> No solution provided.

Historic  
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## Schedule A to the Significant Scenic Rural Landscapes Overlay Code – Additional Defined Terms

For purposes of this code, the following meanings apply to critical terms used within this code:-

**(1) Gateways Corridors**

Significant visual entries into the **Shire's** rural villages which due to topography and vegetation create interest and a sense of arrival and departure from the **Shire's** rural villages.

**(2) Gateway Corridor Buffer**

Land located within 125m of either side of a gateway corridor road. Gateway corridor buffers are generally 250m wide.

**(3) Key Lookouts/Landmarks**

Scenic viewing points that are often visited and offer panoramic vistas of high scenic value.

**(4) Key Lookouts/Landmarks Buffer**

Land located within 250m of a key lookout or landmark. Key lookouts/landmarks buffers are generally 500m in diameter.

**(5) Mandatory Building Area**

An area within a property where the location and extent of construction (including vegetation clearing) has been identified and applied as a condition of development. Construction outside the building area or movement of the building area would require an application to Council. Other terms for **mandatory building area** include:

- (a) designated building pad;
- (b) mandatory building pad;
- (c) designated building area;
- (d) building location envelope; and
- (e) defined building pad or area

**(6) Primary Visual Corridor Buffer**

Land located within 50m of either side of a primary **visual corridor**. Primary visual corridor buffers are generally 100m wide.

**(7) Scenic Rim**

Generally land above a certain contour, that comprises the foothills, ridges and elevated areas which form the bushland covered backdrop and visual edges to the west. This forested area is experienced as a continuous green backdrop and natural silhouette on the skyline.

**(8) Secondary Visual Corridor Buffer**

Land located within 25m of either side of a secondary **visual corridor**. Secondary visual corridor buffers are generally 50m wide.

**(9) Visual Corridors**

Important rural streetscapes for viewing and experiencing the landscape by a significant number of people.

## Schedule B to the Significant Scenic Rural Landscapes Overlay Code - Acceptable Colours

Acceptable colours from Australian Standard AS 2700s – 1996 which are appropriate for highly visible roofs and wall surfaces as they are considered to be harmonious with the natural landscape		
G14 – Moss Green	G53 – Banksia	N41 – Oyster
G15 – Rainforest Green	G54 – Mist Green	N45 – Koala Grey
G23 – Shamrock	G56 – Sage Green	N55 – Lead Grey
G24 – Fern Green	G64 – Slate	X62 – Dark Earth
G25 – Olive	G65 – Ti Tree	X63 – Iron Bark
G34 – Avocado	N25 – Birch Grey	Y51 – Bronze Olive
G52 – Eucalyptus	N32 – Green Grey	Y61 – Black Olive
G55 – Lichen	N35 – Light Grey	Y63 – Khaki
Acceptable colours from Australian Standard AS 2700S – 1996 which are appropriate for highly visible pavements, paths and driveways as they are considered to be harmonious with the natural landscape		
G04 – Slate	X55 – Nut Brown	Y55 – Deep Stone
N41 – Oyster	X62 – Dark Earth	Y65 – Mushroom
X54 – Brown	X63 – Iron Bark	Y66 – Mudstone

- <sup>1</sup> This overlay code does not apply if the proposed development is outside the mapped areas.
- <sup>2</sup> Table 5.7.1 refers to material change of use and associated works undertaken at the same time as the material change of use. Also, see planning scheme explanatory notes giving examples that explain the type of development involved in different proposals.
- <sup>3</sup> Table 5.7.2 refers to other development including works not undertaken at the same time as the material change use. Also, see planning scheme explanatory notes giving examples that explain the type of development involved in different proposals
- <sup>4</sup> For defined uses see Chapter 7, Part 2, Use Definitions Schedule.

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