

### 7 Local plans

#### 7.1 Preliminary

1. Local plans address matters at the local or district level and may provide more detailed planning for the zones.
2. Local plans are mapped and those maps are included in Schedule 2.
3. A precinct may be identified for part of a local plan.
4. The categories of development and categories of assessment for development in a local plan area are in Part 5.
5. Assessment benchmarks for assessable development, as well as the requirements applicable to specific forms of accepted development within a local plan area are contained in a local plan code.
6. Each local plan code identifies the following:
  - a. the application of the local plan code;
  - b. the purpose of the local plan code;
  - c. the overall outcomes that achieve the purpose of the local plan code;
  - d. the purpose and overall outcomes for each precinct;
  - e. the performance outcomes that achieve the overall outcomes of the local plan code;
  - f. examples that achieve aspects of the corresponding performance outcomes within the local plan code;
  - g. the performance outcomes that achieve the overall outcomes of a precinct and examples that satisfy aspects of the corresponding performance outcomes.
7. The following are the local plan codes for the planning scheme:
  - a. Redcliffe Kippa-Ring local plan code
    - i. Redcliffe seaside village precinct
    - ii. Kippa-Ring village precinct
    - iii. Kippa-Ring station precinct
    - iv. Local services precinct
    - v. Health precinct
    - vi. Interim residential precinct
    - vii. Sport and recreation precinct
    - viii. Open space and recreation precinct
  - b. Woodfordia local plan code
    - i. Festival valley precinct
    - ii. Event support precinct
    - iii. Eastern precinct
    - iv. Camping precinct
  - c. Caboolture West local plan code
    - i. Urban living precinct
    - ii. Town centre precinct
    - iii. Enterprise and employment precinct
    - iv. Green network precinct
    - v. Rural living precinct
    - vi. Interim uses
    - vii. Reconfiguring a Lot