## 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. 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.
- Each local plan code identifies the following: 6.
  - 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;
  - the purpose and overall outcomes for each precinct; d.
  - the performance outcomes that achieve the overall outcomes of the local plan code; e.
  - examples that achieve aspects of the corresponding performance outcomes within the local plan code; f.
  - the performance outcomes that achieve the overall outcomes of a precinct and examples that satisfy g. aspects of the corresponding performance outcomes.
- 7. The following are the local plan codes for the planning scheme:
  - Redcliffe Kippa-Ring local plan code
    - i. Redcliffe seaside village precinct
    - ii. Kippa-Ring village precinct
    - iii. Kippa-Ring station precinct
    - Local services precinct iv.
    - V. Health precinct
    - Interim residential precinct vi.
    - Sport and recreation precinct vii.
    - viii. Open space and recreation precinct
  - h. Woodfordia local plan code
    - i. Festival valley precinct
    - ii. Event support precinct
    - iii. Eastern precinct
    - Camping precinct
  - C. Caboolture West local plan code
    - i. Urban living precinct
    - ii. Town centre precinct
    - iii. Enterprise and employment precinct
    - Green network precinct
    - V. Rural living precinct
    - vi. Interim uses
    - vii. Reconfiguring a Lot