

CHAPTER 4 – ZONE ASSESSMENT TABLES

PART 11 URBAN VILLAGE ZONE ASSESSMENT TABLE

Table 4.11: Assessment Categories and Relevant Assessment Criteria for the Urban Village Zone - Material Change of Use and Associated Works¹

Note: Assessment categories may also be affected by overlays. See overlay maps to determine whether the land is affected. Also see Chapter 1, Part 1, Division 4, Section 4.8(3) explaining how the higher assessment category prevails.

Note: The level of assessment indicated within this assessment table may be affected by the Regulatory Provisions of the South East Queensland Regional Plan.

Note: Uses proposed on state land must be consistent with the purpose for which the land was allocated under the Land Act 1994. Consult the Department of Natural Resources and Mines.

URBAN VILLAGE - TABLE 4.11		
COLUMN 1 Use ²	COLUMN 2 Assessment category	COLUMN 3 Relevant assessment criteria - applicable code for self and code assessable development
Accommodation Units	Code Assessable – if part of a mixed use development.	<ul style="list-style-type: none"> Accommodation Units Code (Ch. 6, Part 1, Div. 2) Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div.3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6)
	Impact assessable – if not part of a mixed use development.	
Associated Unit	Self assessable – if 1. maximum GFA is 60m ² (excluding roofed verandah) AND 2. the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> Associated Unit Code (Ch. 6, Part 1, Div. 6) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5)
	Code assessable - if 1. maximum GFA is 60m ² (excluding roofed verandah) AND 2. the acceptable solutions of the applicable codes for self assessable development are not complied with.	<ul style="list-style-type: none"> Associated Unit Code (Ch. 6, Part 1, Div. 6) Relevant Locality Code Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6)
	Impact assessable - if GFA exceeds 60m ² (excluding roofed verandah).	
Bed and Breakfast Accommodation	Self assessable - if 1. maximum of 1 bedroom AND 2. the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> Bed and Breakfast Accommodation Code (Ch. 6, Part 1, Div. 7) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5)
	Code assessable - if 1. maximum of 1 bedroom AND 2. the acceptable solutions of the applicable codes for self assessable development are not complied with.	<ul style="list-style-type: none"> Bed and Breakfast Accommodation Code (Ch. 6, Part 1, Div. 7) Relevant Locality Code Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6)
	Impact assessable - if more than 1 bedroom.	
Car Park	Code assessable	<ul style="list-style-type: none"> Relevant Locality Code

URBAN VILLAGE - TABLE 4.11		
COLUMN 1 Use ²	COLUMN 2 Assessment category	COLUMN 3 Relevant assessment criteria - applicable code for self and code assessable development
		<ul style="list-style-type: none"> Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
Caretaker's Residence	Code assessable	<ul style="list-style-type: none"> Caretaker's Residence Code (Ch. 6, Part 1, Div. 9) Relevant Locality Code Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6)
Commercial Services	Self assessable – if 1. using existing buildings AND 2. the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> Advertising Signs Code (Ch. 6, Part 4, Div. 2)
	Code assessable – if 1. (a) using existing buildings AND (b) the acceptable solutions of the applicable codes for self assessable development are not complied with OR 2. requiring a new building.	<ul style="list-style-type: none"> Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
Community Facilities	Code assessable	<ul style="list-style-type: none"> Community Facilities Code (Ch. 6, Part 1, Div. 12) Relevant Locality Code Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
Display Home	Code assessable – if 1. part of a mixed use development AND 2. does not occupy the ground floor.	<ul style="list-style-type: none"> Detached House Code (Ch. 6, Part 1, Div. 15) Display Home Code (Ch. 6, Part 1, Div. 17) Relevant Locality Code Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6)
	Impact assessable – if 1. not part of a mixed use development OR 2. occupies the ground floor.	
Duplex Dwelling	Code assessable	<ul style="list-style-type: none"> Duplex Dwelling Code (Ch. 6, Part 1, Div. 19) Relevant Locality Code Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6)
Educational Establishment	Code assessable	<ul style="list-style-type: none"> Relevant Locality Code Access and Parking Code (Ch. 6, Part 4, Div. 3)

URBAN VILLAGE - TABLE 4.11		
COLUMN 1 Use ²	COLUMN 2 Assessment category	COLUMN 3 Relevant assessment criteria - applicable code for self and code assessable development
		<ul style="list-style-type: none"> Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
Environmental Park	Self assessable - if the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Landscaping Design Code (Ch. 6, Part 4, Div. 7)
	Code assessable - if the acceptable solutions of the applicable codes for self assessable development are not complied with.	<ul style="list-style-type: none"> Relevant Locality Code Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscaping Design Code (Ch. 6, Part 4, Div. 7)
Fast Food Delivery Service	Self assessable – if 1. using existing buildings AND 2. the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> Advertising Signs Code (Ch. 6, Part 4, Div. 2)
	Code assessable – if 1. (a) using existing buildings AND (b) the acceptable solutions of the applicable codes for self assessable development are not complied with OR 2. requiring a new building.	<ul style="list-style-type: none"> Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
Food Outlet	Self assessable – if 1. using existing buildings AND 2. excluding a drive through facility AND 3. the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> Advertising Signs Code (Ch. 6, Part 4, Div. 2)
	Code assessable – if 1. (a) using existing buildings AND (b) excluding a drive through facility AND (c) the acceptable solutions of the applicable codes for self assessable development are not complied with OR 2. (a) requiring a new building AND (b) excluding a drive through facility.	<ul style="list-style-type: none"> Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
	Impact assessable - if including a drive through facility.	

URBAN VILLAGE - TABLE 4.11		
COLUMN 1 Use ²	COLUMN 2 Assessment category	COLUMN 3 Relevant assessment criteria - applicable code for self and code assessable development
Hardware Shop	Self assessable – if 1. using existing buildings AND 2. the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> Advertising Signs Code (Ch. 6, Part 4, Div. 2)
	Code assessable – if 1. (a) using existing buildings AND (b) the acceptable solutions of the applicable codes for self assessable development are not complied with OR 2. requiring a new building.	<ul style="list-style-type: none"> Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
Hotel	Code assessable - if expansion of existing hotel .	<ul style="list-style-type: none"> Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
	Impact assessable - if a new hotel .	
Indoor Entertainment and Sport	Code assessable	<ul style="list-style-type: none"> Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
Local Utilities	Self assessable - if the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5)
	Code assessable - if the acceptable solutions of the applicable codes for self assessable development are not complied with.	<ul style="list-style-type: none"> Relevant Locality Code Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6)
Low Density Multiple Dwelling Units	Code assessable	<ul style="list-style-type: none"> Multiple Dwelling Units Code (Ch. 6, Part 1, Div. 29) Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
Market	Code assessable	<ul style="list-style-type: none"> Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)

URBAN VILLAGE - TABLE 4.11		
COLUMN 1 Use ²	COLUMN 2 Assessment category	COLUMN 3 Relevant assessment criteria - applicable code for self and code assessable development
Medium Density Multiple Dwelling Units	Code assessable – if part of a mixed use development.	<ul style="list-style-type: none"> Multiple Dwelling Units Code (Ch. 6, Part 1, Div. 29) Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
	Impact assessable – if not part of a mixed use development.	
Motel	Code assessable	<ul style="list-style-type: none"> Motel Code (Ch. 6, Part 1, Div. 28) Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
Office	Self assessable – if 1. using existing buildings AND 2. the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> Advertising Signs Code (Ch. 6, Part 4, Div. 2)
	Code assessable – if 1. (a) using existing buildings AND (b) the acceptable solutions of the applicable codes for self assessable development are not complied with OR 2. requiring a new building.	<ul style="list-style-type: none"> Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
Park	Self assessable - if the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Landscape Design Code (Ch. 6, Part 4, Div. 7)
	Code assessable - if the acceptable solutions of the applicable codes for self assessable development are not complied with.	<ul style="list-style-type: none"> Relevant Locality Code Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
Radio Station	Code assessable	<ul style="list-style-type: none"> Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
Recycling Depot	Self assessable - if the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5)

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COLUMN 1 Use ²	COLUMN 2 Assessment category	COLUMN 3 Relevant assessment criteria - applicable code for self and code assessable development
	Code assessable - if the acceptable solutions of the applicable codes for self assessable development are not complied with.	<ul style="list-style-type: none"> • Relevant Locality Code • Access and Parking Code (Ch. 6, Part 4, Div. 3) • Setbacks Code (Ch. 6, Part 4, Div. 4) • Site Earthworks Code (Ch. 6, Part 4, Div. 5) • Infrastructure Works Code (Ch. 6, Part 4, Div. 6)
Retail Nursery	Self assessable – if 1. using existing buildings AND 2. the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> • Advertising Signs Code (Ch. 6, Part 4, Div. 2) • Access and Parking Code (Ch. 6, Part 4, Div. 3)
	Code assessable – if 1. (a) using existing buildings AND (b) the acceptable solutions of the applicable codes for self assessable development are not complied with OR 2. requiring a new building.	<ul style="list-style-type: none"> • Relevant Locality Code • Advertising Signs Code (Ch. 6, Part 4, Div. 2) • Access and Parking Code (Ch. 6, Part 4, Div. 3) • Setbacks Code (Ch. 6, Part 4, Div. 4) • Site Earthworks Code (Ch. 6, Part 4, Div. 5) • Infrastructure Works Code (Ch. 6, Part 4, Div. 6) • Landscape Design Code (Ch. 6, Part 4, Div. 7)
Retirement Village	Code assessable	<ul style="list-style-type: none"> • Retirement Village Code (Ch. 6, Part 1, Div. 33) • Relevant Locality Code • Advertising Signs Code (Ch. 6, Part 4, Div. 2) • Access and Parking Code (Ch. 6, Part 4, Div. 3) • Setbacks Code (Ch. 6, Part 4, Div. 4) • Site Earthworks Code (Ch. 6, Part 4, Div. 5) • Infrastructure Works Code (Ch. 6, Part 4, Div. 6) • Landscape Design Code (Ch. 6, Part 4, Div. 7)
Road Purposes	Exempt	
Shop	Self assessable – if 1. using existing buildings AND 2. the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> • Advertising Signs Code (Ch. 6, Part 4, Div. 2)
	Code assessable – if 1. (a) using existing buildings AND (b) the acceptable solutions of the applicable codes for self assessable development are not complied with OR 2. requiring a new building.	<ul style="list-style-type: none"> • Relevant Locality Code • Advertising Signs Code (Ch. 6, Part 4, Div. 2) • Access and Parking Code (Ch. 6, Part 4, Div. 3) • Setbacks Code (Ch. 6, Part 4, Div. 4) • Site Earthworks Code (Ch. 6, Part 4, Div. 5) • Infrastructure Works Code (Ch. 6, Part 4, Div. 6) • Landscape Design Code (Ch. 6, Part 4, Div. 7)
Showroom	Code assessable	<ul style="list-style-type: none"> • Relevant Locality Code • Advertising Signs Code (Ch. 6, Part 4, Div. 2) • Access and Parking Code (Ch. 6, Part 4, Div. 3) • Setbacks Code (Ch. 6, Part 4, Div. 4) • Site Earthworks Code (Ch. 6, Part 4, Div. 5) • Infrastructure Works Code (Ch. 6, Part 4, Div. 6) • Landscape Design Code (Ch. 6, Part 4, Div. 7)
Vehicle Sales	Code assessable – if expansion of existing vehicles sales .	<ul style="list-style-type: none"> • Relevant Locality Code • Advertising Signs Code (Ch. 6, Part 4, Div. 2) • Access and Parking Code (Ch. 6, Part 4, Div. 3) • Setbacks Code (Ch. 6, Part 4, Div. 4) • Site Earthworks Code (Ch. 6, Part 4, Div. 5)

URBAN VILLAGE - TABLE 4.11		
COLUMN 1 Use ³	COLUMN 2 Assessment category	COLUMN 3 Relevant assessment criteria - applicable code for self and code assessable development
		<ul style="list-style-type: none"> Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
	Impact assessable – if a new vehicle sales.	
Veterinary Clinic	Self assessable – if 1. using existing buildings AND 2. the acceptable solutions of the applicable codes are complied with.	<ul style="list-style-type: none"> Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3)
	Code assessable – if 1. (a) using existing buildings AND (b) the acceptable solutions of the applicable codes for self assessable development are not complied with OR 2. requiring a new building.	<ul style="list-style-type: none"> Veterinary Clinic Code (Ch. 6, Part 1, Div. 38) Relevant Locality Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Site Earthworks Code (Ch. 6, Part 4, Div. 5) Infrastructure Works Code (Ch. 6, Part 4, Div. 6) Landscape Design Code (Ch. 6, Part 4, Div. 7)
All Other Defined and Undefined Uses	Impact assessable	

¹ Table 4.11 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.

² For defined uses see Chapter 7, Part 2, Use Definitions Schedule.

³ For defined uses see Chapter 7, Part 2, Use Definitions Schedule.