



CHAPTER 4 – ZONE ASSESSMENT TABLES

PART 25 OTHER DEVELOPMENT NOT ASSOCIATED WITH A MATERIAL CHANGE OF USE FOR ALL ZONES ASSESSMENT TABLE

 Table 4.25:
 Assessment Categories and Relevant Assessment Criteria for All Zones – Other Development Not Associated with a Material Change of Use¹

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.

ALL ZONES - TABLE 4.25				
COLUMN 1 Type of development	COLUMN 2 Assessment category	COLUMN 3 Relevant assessment criteria - applicable code for self and code assessable development		
RECONFIGUR	RECONFIGURING A LOT ² AND OPERATIONAL WORK FOR RECONFIGURING A LOT FOR EACH ZONE			
RESIDENTIAL A ZONE				
Reconfiguring a Lot	Code assessable - if the triggers for impact assessable development do not apply.	 Where <i>subdivision</i> - Urban Residential Subdivision Design Code (Ch. 6, Part 2, Div. 2) Where boundary relocation - Boundary Relocation Design Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Design Code (Ch. 6, Part 2, Div. 10) Where subdivision by lease - Subdivision by Lease Design Code (Ch. 6, Part 2, Div. 9) Where <i>small residential lots</i> - Detached Houses on Small Residential Lots Code (Ch. 6, Part 1, Div. 16) Where <i>infill housing</i> - Infill Housing Code (Ch. 6, Part 1, Div. 24) <i>Relevant Locality</i> Code Setbacks Code (Ch. 6, Part 4, Div. 4) Landscape Design Code (Ch. 6, Part 4, Div. 7) 		
Operational Work for	and RA-9 ³ . Code assessable	Urban Residential Subdivision Works Design Code (Ch. 6,		
Reconfiguring a Lot		Part 3, Div. 2)		
		 Advertising Signs Code (Ch. 6, Part 4, Div. 2) Landscape Design Code (Ch. 6, Part 4, Div. 7) 		
		 Where access easement – Access Easement Subdivision Works Design Code (Ch. 6, Part 3, Div. 8) 		
RESIDENTIAL B ZONE				
Reconfiguring a Lot	Code assessable	Where <i>subdivision</i> - Urban Residential Subdivision Design Code (Ch. 6, Part 2, Div. 2)		
		 Where boundary relocation - Boundary Relocation Design Code (Ch. 6, Part 2, Div. 8) 		
		Where access easement - Access Easement Design Code (Ch. 6, Part 2, Div. 10)		
		Where subdivision by lease - Subdivision by Lease		



CHAPTER 4, PART 25 – OTHER DEVELOPMENT NOT ASSOCIATED WITH A MATERIAL CHANGE OF USE FOR ALL ZONES ASSESSMENT TABLE

ALL ZONES - TABLE 4.25		
COLUMN 1	COLUMN 2	COLUMN 3
Type of development	Assessment category	Relevant assessment criteria - applicable code for self and code assessable development
		 Design Code (Ch. 6, Part 2, Div. 9) Where <i>small residential lots</i> - Detached Houses or Small Residential Lots Code (Ch. 6, Part 1, Div. 16)
		• Where <i>infill housing</i> - Infill Housing Code (Ch. 6, Part 1, Div. 24)
		Relevant Locality Code
		• Setbacks Code (Ch. 6, Part 4, Div. 4)
Operational Work for	Code assessable	 Landscape Design Code (Ch. 6, Part 4, Div. 7) Urban Residential Subdivision Works Design Code (Ch. 6,
Reconfiguring a Lot		Part 3, Div. 2)
		Advertising Signs Code (Ch. 6, Part 4, Div. 2)
		Landscape Design Code (Ch. 6, Part 4, Div. 7)
		Where access easement - Access Easement Subdivision Works Design Code (Ch. 6, Part 3, Div. 8)
SPECIAL RESIDENTIAL Z	ONE	
Reconfiguring a Lot	Code assessable - if 1. in accordance with an	Where Subdivision - Subdivision in All Other Zones Design Code (Ch. 6, Part 2, Div. 11)
	approved plan of development	Where boundary relocation - Boundary Relocation Design Code (Ch. 6, Part 2, Div. 8)
	OR 2. boundary relocation	• Where access easement - Access Easement Design Code (Ch. 6, Part 2, Div. 10)
	OR 3. access easement	 Where subdivision by lease - Subdivision by Lease Design Code (Ch. 6, Part 2, Div. 9) <i>Relevant Locality</i> Code
	OR 4. subdivision by lease.	 Relevant Locality Code Setbacks Code (Ch. 6, Part 4, Div. 4)
	4. Subulvision by lease.	 Landscape Design Code (Ch. 6, Part 4, Div. 7)
	Impact assessable – if the triggers for code assessable development do not apply.	
Operational Work for Reconfiguring a Lot	Code assessable	 Where located within the water and sewerage headworks areas - Urban Residential Subdivision Works Design Code (Ch. 6, Part 3, Div. 2)
• 6		 Where located within the water headworks area - Park Residential Subdivision Works Design Code (Ch. 6, Part 3, Div. 3)
		 Where located outside the water and sewerage headworks areas - Rural Residential Subdivision Works Design Code (Ch. 6, Part 3, Div. 4)
		Advertising Signs Code (Ch. 6, Part 4, Div. 2)
		Landscape Design Code (Ch. 6, Part 4, Div. 7)
		Where access easement – Access Easement Subdivision Works Design Code (Ch. 6, Part 3, Div. 8)
PARK RESIDENTIAL ZON	IE	
Reconfiguring a Lot	Code assessable – if	• Where subdivision - Park Residential Subdivision Design
	1. the density is a maximum of 1.25 lots/ha	Code (Ch.6, Part 2, Div. 3) • Where boundary relocation - Boundary Relocation Design
	OR	Code (Ch. 6, Part 2, Div. 8)
	2. boundary relocation OR	Where access easement - Access Easement Design Code (Ch. 6, Part 2, Div. 10)
	3. access easement OR	 Where subdivision by lease - Subdivision by Lease Design Code (Ch. 6, Part 2, Div. 9)
	4. subdivision by lease.	Relevant Locality Code
		• Setbacks Code (Ch. 6, Part 4, Div. 4)
		Landscape Design Code (Ch. 6, Part 4, Div. 7)
	Impact assessable - if the	





		TABLE 4.25
COLUMN 1 COLUMN 2		COLUMN 3
Type of development	Assessment category	Relevant assessment criteria - applicable co self and code assessable developmen
	development do not apply.	
Operational Work for Reconfiguring a Lot	Code assessable	 Park Residential Subdivision Works Design Code Part 3, Div. 3)
		Advertising Signs Code (Ch. 6, Part 4, Div. 2)
		Landscape Design Code (Ch. 6, Part 4, Div. 7)
		Where access easement - Access Easement Sul Works Design Code (Ch. 6, Part 3, Div. 8)
RURAL RESIDENTIAL ZO	DNE	
Reconfiguring a Lot	Code assessable – if	Where subdivision - Rural Residential Superior
	1. the density is a maximum of	Design Code (Ch. 6, Part 2, Div. 4)
	0.5 lots/ha	Where boundary relocation - Boundary Relocation
	OR	Code (Ch. 6, Part 2, Div. 8)
	2. boundary relocation OR	Where access easement - Access Easemer Code (Ch. 6, Part 2, Div. 10)
	3. access easement	• Where subdivision by lease - Subdivision to Design Code (Ch. 6, Port 2, Div. 9)
	OR	Design Code (Ch. 6, Part 2, Div. 9)
	4. subdivision by lease.	 <i>Relevant Locality</i> Code Setbacks Code (Ch. 6, Part 4, Div. 4)
		 Setbacks Code (Cfl. 6, Part 4, Div. 4) Landscape Design Code (Ch. 6, Part 4, Div. 7)
	Impact assessable - if the	• Landscape Design Code (Ch. 6, Part 4, Div. 7)
	triggers for code assessable development do not apply.	
Operational Work for	Code assessable	Rural Residential Subdivision Works Design Cod
Reconfiguring a Lot		Part 3, Div. 4)
		Advertising Signs Code (Ch. 6, Part 4, Div. 2)
		 Landscape Design Code (Ch. 6, Part 4, Div. 7)
		Where access easement - Access Easement Sul Works Design Code (Ch. 6, Part 3, Div. 8)
AND VILLAGE CENTRE 2	ZONES	Where access easement - Access Easement Sul Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA
		 Where access easement - Access Easement Su Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6)
AND VILLAGE CENTRE 2	ZONES	 Where access easement - Access Easement Su Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8)
AND VILLAGE CENTRE 2	ZONES	 Where access easement - Access Easement Su Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivisio Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Code (Ch. 6, Part 2, Div. 10)
AND VILLAGE CENTRE 2	ZONES	 Where access easement - Access Easement Sul Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivisio Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Code (Ch. 6, Part 2, Div. 10)
AND VILLAGE CENTRE 2	ZONES	 Where access easement - Access Easement Sultworks Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Code (Ch. 6, Part 2, Div. 10) Where subdivision by lease - Subdivision to the subdivision of the subdi
AND VILLAGE CENTRE 2	ZONES	 Where access easement - Access Easement Sulf Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Code (Ch. 6, Part 2, Div. 10) Where subdivision by lease - Subdivision to Design Code (Ch. 6, Part 2, Div. 9)
AND VILLAGE CENTRE 2	ZONES	 Where access easement - Access Easement Sull Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Code (Ch. 6, Part 2, Div. 8) Where subdivision by lease - Subdivision to Design Code (Ch. 6, Part 2, Div. 9) Relevant Locality Code
AND VILLAGE CENTRE 2	ZONES	 Where access easement - Access Easement Sull Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Code (Ch. 6, Part 2, Div. 10) Where subdivision by lease - Subdivision to Design Code (Ch. 6, Part 2, Div. 9) Relevant Locality Code Setbacks Code (Ch. 6, Part 4, Div. 4) Landscape Design Code (Ch. 6, Part 4, Div. 7)
AND VILLAGE CENTRE 2 Reconfiguring a Lot	ZONES Code assessable	 Where access easement - Access Easement Sub Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Code (Ch. 6, Part 2, Div. 10) Where subdivision by lease - Subdivision by Design Code (Ch. 6, Part 2, Div. 9) Relevant Locality Code Setbacks Code (Ch. 6, Part 4, Div. 4) Landscape Design Code (Ch. 6, Part 4, Div. 7) Commercial Subdivision Works Design Code (C
AND VILLAGE CENTRE 2 Reconfiguring a Lot	ZONES Code assessable	 Where access easement - Access Easement Sub Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Code (Ch. 6, Part 2, Div. 10) Where subdivision by lease - Subdivision by Design Code (Ch. 6, Part 2, Div. 9) Relevant Locality Code Setbacks Code (Ch. 6, Part 4, Div. 4) Landscape Design Code (Ch. 6, Part 4, Div. 7) Commercial Subdivision Works Design Code (C 3, Div. 6)
AND VILLAGE CENTRE 2 Reconfiguring a Lot	ZONES Code assessable	 Where access easement - Access Easement Sul Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easemerr Code (Ch. 6, Part 2, Div. 10) Where subdivision by lease - Subdivision the Design Code (Ch. 6, Part 2, Div. 9) Relevant Locality Code Setbacks Code (Ch. 6, Part 4, Div. 4) Landscape Design Code (Ch. 6, Part 4, Div. 7) Commercial Subdivision Works Design Code (Cas, Div. 6) Advertising Signs Code (Ch. 6, Part 4, Div. 2) Landscape Design Code (Ch. 6, Part 4, Div. 7)
AND VILLAGE CENTRE 2 Reconfiguring a Lot Operational Work for Reconfiguring a Lot	ZONES Code assessable	 Where access easement - Access Easement Sul Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Code (Ch. 6, Part 2, Div. 8) Where subdivision by lease - Subdivision by Design Code (Ch. 6, Part 2, Div. 9) Relevant Locality Code Setbacks Code (Ch. 6, Part 4, Div. 4) Landscape Design Code (Ch. 6, Part 4, Div. 7) Commercial Subdivision Works Design Code (C 3, Div. 6) Advertising Signs Code (Ch. 6, Part 4, Div. 2)
AND VILLAGE CENTRE 2 Reconfiguring a Lot Operational Work for Reconfiguring a Lot	Code assessable	 Where access easement - Access Easement Su Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Code (Ch. 6, Part 2, Div. 10) Where subdivision by lease - Subdivision H Design Code (Ch. 6, Part 2, Div. 9) Relevant Locality Code Setbacks Code (Ch. 6, Part 4, Div. 4) Landscape Design Code (Ch. 6, Part 4, Div. 7) Commercial Subdivision Works Design Code (Cas, Div. 6) Advertising Signs Code (Ch. 6, Part 4, Div. 2) Landscape Design Code (Ch. 6, Part 4, Div. 7) Where access easement - Access Easement Su Works Design Code (Ch. 6, Part 3, Div. 8)
AND VILLAGE CENTRE 2 Reconfiguring a Lot Operational Work for Reconfiguring a Lot	ZONES Code assessable	 Where access easement - Access Easement Su Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Code (Ch. 6, Part 2, Div. 10) Where subdivision by lease - Subdivision ID Design Code (Ch. 6, Part 2, Div. 9) Relevant Locality Code Setbacks Code (Ch. 6, Part 4, Div. 4) Landscape Design Code (Ch. 6, Part 4, Div. 7) Commercial Subdivision Works Design Code (Case (Ch. 6, Part 4, Div. 7)) Advertising Signs Code (Ch. 6, Part 4, Div. 7) Where access easement - Access Easement Su Works Design Code (Ch. 6, Part 3, Div. 8)
AND VILLAGE CENTRE 2 Reconfiguring a Lot Operational Work for Reconfiguring a Lot	Code assessable	 Where access easement - Access Easement Sur Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Code (Ch. 6, Part 2, Div. 10) Where subdivision by lease - Subdivision ID Design Code (Ch. 6, Part 2, Div. 9) Relevant Locality Code Setbacks Code (Ch. 6, Part 4, Div. 4) Landscape Design Code (Ch. 6, Part 4, Div. 7) Commercial Subdivision Works Design Code (Ch. 3, Div. 6) Advertising Signs Code (Ch. 6, Part 4, Div. 7) Where access easement - Access Easement Sur Works Design Code (Ch. 6, Part 4, Div. 7) Where access easement - Access Easement Sur Works Design Code (Ch. 6, Part 3, Div. 8) Where subdivision - Subdivision in All Oth Design Code (Ch. 6, Part 2, Div. 11) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8)
AND VILLAGE CENTRE 2 Reconfiguring a Lot Operational Work for Reconfiguring a Lot	Code assessable	 Where access easement - Access Easement Su Works Design Code (Ch. 6, Part 3, Div. 8) NEIGHBOURHOOD FACILITIES, URBAN VILLA Where subdivision - Commercial Subdivision Code (Ch. 6, Part 2, Div. 6) Where boundary relocation - Boundary Relocation Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Code (Ch. 6, Part 2, Div. 10) Where subdivision by lease - Subdivision In Design Code (Ch. 6, Part 2, Div. 9) Relevant Locality Code Setbacks Code (Ch. 6, Part 4, Div. 9) Commercial Subdivision Works Design Code (Ch. 3, Div. 6) Advertising Signs Code (Ch. 6, Part 4, Div. 7) Underscape Design Code (Ch. 6, Part 4, Div. 7) Where access easement - Access Easement Su Works Design Code (Ch. 6, Part 4, Div. 7) Where access easement - Access Easement Su Works Design Code (Ch. 6, Part 3, Div. 8)





ALL ZONES - TABLE 4.25		
COLUMN 1	COLUMN 2	COLUMN 3
Type of development	Assessment category	Relevant assessment criteria - applicable code for self and code assessable development
		Relevant Locality Code
		• Setbacks Code (Ch. 6, Part 4, Div. 4)
<u></u>		• Landscape Design Code (Ch. 6, Part 4, Div. 7)
Operational Work for Reconfiguring a Lot	Code assessable	Urban Residential Subdivision Works Design Code (Ch. Part 3, Div. 2)
		 Advertising Signs Code (Ch. 6, Part 4, Div. 2) Landscape Design Code (Ch. 6, Part 4, Div. 7)
		 Where access easement - Access Easement Subdivision Works Design Code (Ch. 6, Part 3, Div. 8)
	D GENERAL INDUSTRY ZONES	
Reconfiguring a Lot	Code assessable	Where <i>subdivision</i> - Industrial Subdivision Design Corr (Ch. 6, Part 2, Div. 5)
		Where boundary relocation - Boundary Relocation Desir Code (Ch. 6, Part 2, Div. 8)
		• Where access easement - Access Easement Desi Code (Ch. 6, Part 2, Div. 10)
		• Where subdivision by lease - Subdivision by Lea Design Code (Ch. 6, Part 2, Div. 9)
		Relevant Locality Code
		Setbacks Code (Ch. 6, Part 4, Div. 4)
-		Landscape Design Code (Ch. 6, Part 4, Div. 7)
Operational Work for Reconfiguring a Lot	Code assessable	 Industrial Subdivision Works Design Code (Ch. 6, Part Div. 5)
		Advertising Signs Code (Ch. 6, Part 4, Div. 2)
		Landscape Design Code (Ch. 6, Part 4, Div. 7)
		Where access easement - Access Easement Subdivisio Works Design Code (Ch. 6, Part 3, Div. 8)
EXTRACTIVE INDUSTRY	ZONE	
Reconfiguring a Lot	Code assessable	Where <i>subdivision</i> – Subdivision in All Other Zon Design Code (Ch. 6, Part 2, Div. 11)
• 6		• Where boundary relocation – Boundary Relocation Desi Code (Ch. 6, Part 2, Div. 8)
		 Where access easement – Access Easement Desi Code (Ch. 6, Part 2, Div. 10)
		Where subdivision by lease – Subdivision by Lease Design Code (Ch. 6, Part 2, Div. 9)
		Relevant Locality Code
		• Setbacks Code (Ch. 6, Part 4, Div. 4)
On constitute of Microle form		Landscape Design Code (Ch. 6, Part 4, Div. 7)
Operational Work for Reconfiguring a Lot	Code assessable	 Industrial Subdivision Works Design Code (Ch. 6, Part 3 Div. 5)
		Advertising Signs Code (Ch. 6, Part 4, Div. 2)
		Landscape Design Code (Ch. 6, Part 4, Div. 7)
		 Where access easement – Access Easement Subdivision Works Design Code (Ch. 6, Part 3, Div. 8)
FUTURE URBAN ZONE		
FUTURE URBAN ZONE Reconfiguring a Lot	Code assessable - if	Where <i>subdivision</i> - Subdivision in All Other Zones Desi Code (Ch. 6, Part 2, Div. 11)
	Code assessable - if 1. in accordance with a current Preliminary Approval or Material Change of Use	Code (Ch. 6, Part 2, Div. 11) • Where boundary relocation - Boundary Relocation Desi
	1. in accordance with a current Preliminary Approval or	 Code (Ch. 6, Part 2, Div. 11) Where boundary relocation - Boundary Relocation Desi Code (Ch. 6, Part 2, Div. 8) Where access easement - Access Easement Design Code
	 in accordance with a current Preliminary Approval or Material Change of Use Development Permit 	 Code (Ch. 6, Part 2, Div. 11) Where boundary relocation - Boundary Relocation Desi Code (Ch. 6, Part 2, Div. 8)



	ALL ZONES - TABLE 4.25		
	COLUMN 1	COLUMN 2	COLUMN 3
	Type of development	Assessment category	Relevant assessment criteria - applicable code for self and code assessable development
		previously been created by an excision subdivision	• Setbacks Code (Ch. 6, Part 4, Div. 4)
		AND	• Landscape Design Code (Ch. 6, Part 4, Div. 7)
		(b) the lot size is between the range of 1250m ² - 2000m ²	
		OR 3. boundary relocation	
		OR	
		4. access easement OR	
		5. subdivision by lease.	
		Impact assessable - if the triggers for code assessable development	
i	Oneretional Work for	do not apply. Code assessable	
	Operational Work for Reconfiguring a Lot	Coue assessable	• Urban Residential Subdivision Works Design Code (Ch. 6, Part 3, Div. 2) excluding provisions relating to requirements for reticulated water supply and sewerage systems.
			Advertising Signs Code (Ch. 6, Part 4, Div. 2)
			Landscape Design Code (Ch. 6, Part 4, Div. 7)
			 Where access easement – Access Easement Subdivision Works Design Code (Ch. 6, Part 3, Div. 8)
	RURAL ZONE		
	Reconfiguring a Lot	Code assessable	Where <i>subdivision</i> - Rural Subdivision Design Code (Ch. 6, Part 2, Div. 7)
			Where boundary relocation - Boundary Relocation Design Code (Ch. 6, Part 2, Div. 8)
			• Where access easement - Access Easement Design Code (Ch. 6, Part 2, Div. 10)
	X		 Where subdivision by lease - Subdivision by Lease Design Code (Ch. 6, Part 2, Div. 9) Relevant Locality Code
		+	Setbacks Code (Ch. 6, Part 4, Div. 4)
	+		Landscape Design Code (Ch. 6, Part 4, Div. 7)
	Operational Work for Reconfiguring a Lot	Code assessable	 Rural Subdivision Works Design Code (Ch. 6, Part 3, Div. 7)
			Advertising Signs Code (Ch. 6, Part 4, Div. 2)
			Landscape Design Code (Ch. 6, Part 4, Div. 7)
			Where access easement – Access Easement Subdivision Works Design Code (Ch. 6, Part 3, Div. 8)
	CONSERVATION ZONE		
	Reconfiguring a Lot	Code assessable - if 1. boundary relocation	• Where boundary relocation - Boundary Relocation Design Code (Ch. 6, Part 2, Div. 8)
		OR 2. access easement	Where access easement - Access Easement Design Code (Ch. 6, Part 2, Div. 10)
		OR	• Where subdivision by lease - Subdivision by Lease
		3. subdivision by lease.	Design Code (Ch. 6, Part 2, Div. 9) • <i>Relevant Locality</i> Code
			 Relevant Locarity Code Setbacks Code (Ch. 6, Part 4, Div. 4)
			 Landscape Design Code (Ch. 6, Part 4, Div. 7)
		Impact assessable - if the triggers for code assessable development do not apply.	
	Operational Work for	Code assessable	• Rural Subdivision Works Design Code (Ch. 6, Part 3, Div.
	Reconfiguring a Lot		7)
			 Advertising Signs Code (Ch. 6, Part 4, Div. 2)



	ALL ZONES - TABLE 4.25		
COLUMN 1 COLUMN 2 COLUMN 3			
Type of development	Assessment category	Relevant assessment criteria - applicable code for self and code assessable development	
		Landscape Design Code (Ch. 6, Part 4, Div. 7)	
		Where access easement - Access Easement Subdivision Works Design Code (Ch. 6, Part 3, Div. 8)	
PARK AND OPEN SPACE	AND SPORTS AND RECREATIO	N ZONES	
Reconfiguring a Lot	Code assessable	• Where <i>subdivision</i> - Subdivision in All Other Zones Design Code (Ch. 6, Part 2, Div. 11)	
		Where boundary relocation - Boundary Relocation Design Code (Ch. 6, Part 2, Div. 8)	
		 Where access easement - Access Easement Design Code (Ch. 6, Part 2, Div. 10) Where subdivision by lease - Subdivision by Lease 	
		 Where subdivision by lease - Subdivision by Lease Design Code (Ch. 6, Part 2, Div. 9) Relevant Locality Code 	
		Setbacks Code (Ch. 6, Part 4, Div. 4)	
		• Landscape Design Code (Ch. 6, Part 4, Div. 7)	
Operational Work for Reconfiguring a Lot	Code assessable	 Rural Subdivision Works Design Code (Ch. 6, Part 3, Div. 7) 	
		Advertising Signs Code (Ch. 6, Part 4, Div. 2)	
		 Landscape Design Code (Ch. 6, Part 4, Div. 7) Where access easement - Access Easement Subdivision 	
		Works Design Code (Ch. 6, Part 3, Div. 8)	
SPECIAL FACILITIES AND	SPECIAL PURPOSES ZONES		
Reconfiguring a Lot	Code assessable	Where <i>subdivision</i> - Subdivision in All Other Zones Design Code (Ch. 6, Part 2, Div. 11)	
		Where boundary relocation - Boundary Relocation Design Code (Ch. 6, Part 2, Div. 8)	
		• Where access easement - Access Easement Design Code (Ch. 6, Part 2, Div. 10)	
		 Where subdivision by lease - Subdivision by Lease Design Code (Ch. 6, Part 2, Div. 9) Relevant Locality Code 	
		 Setbacks Code (Ch. 6, Part 4, Div. 4) 	
		Landscape Design Code (Ch. 6, Part 4, Div. 7)	
Operational Work for Reconfiguring a Lot	Code assessable	Urban Residential Subdivision Works Design Code (Ch.3, Part 3, Div.2)	
		Advertising Signs Code (Ch. 6, Part 4, Div. 2)	
		Landscape Design Code (Ch. 6, Part 4, Div. 7)	
		 Where access easement - Access Easement Subdivision Works Design Code (Ch. 6, Part 3, Div. 8) 	
	BUILDING WORK AND C		
BUILDING WORK not ass	ociated with an advertising sign	– ALL ZONES	
Building Work ⁴	Self assessable – if	Where detached houses are not on small residential	
associated solely with a Detached House	1. either:-	lots	
Detached House	(a) all of the acceptable solutions of the applicable	 Detached House Code (Ch. 6, Part 1, Div. 15) 	
	codes are complied with	 Acceptable Solutions for the relevant <i>zone</i> of the <i>Relevant Locality</i> Code 	
	OR	Where detached houses on small residential lots	
	(b) all of the acceptable	 Detached Houses on Small Residential Lots Code (Ob. 0. Part 4. Div 40) 	
	solutions, (other than one or more of those solutions	(Ch. 6, Part 1, Div 16) – Acceptable Solutions for the relevant <i>zone</i> of the	
	identified as concurrence	Relevant Locality Code	
	<i>agency issues</i>), in the applicable codes are complied with.	NOTE: The exceptions covered by 1(b) relate to boundary setback, <i>site coverage</i> , structure height, visual privacy, car parking and private open space aspects of building work components of the	



CHAPTER 4, PART 25 – OTHER DEVELOPMENT NOT ASSOCIATED WITH A MATERIAL CHANGE OF USE FOR ALL ZONES ASSESSMENT TABLE

ALL ZONES - TABLE 4.25		
COLUMN 1	COLUMN 2	COLUMN 3
Type of development	Assessment category	Relevant assessment criteria - applicable code for self and code assessable development
		development. Council becomes a concurrence agency for assessment of those aspects once a building development application is lodged. Assessment against the performance requirements of those concurrence agency issues forms part of the assessment of the building development application itself. However, Council is always prepared to consider requests from development proponents in relation to assessment of these aspects prior to the actual lodgement of a building development application.
	Code assessable - if one or	Where detached houses are not on small residential
	more of the acceptable solutions, (other than those solutions identified as concurrence	lots – Detached House Code (Ch. 6, Part 1, Div. 15) – Detached House Code (Ch. 6, Part 1, Div. 15)
	<i>agency issues</i>), in the applicable codes are not complied with.	 Relevant Locality Code Where detached houses on small residential lots
		 Detached Houses on Small Residential Lots Code (Ch. 6, Part 1, Div 16) Relevant Locality Code
		NOTE: The exceptions covered by 1 relate to boundary setback, <i>site coverage</i> , structure height, visual privacy, car parking and private open space aspects of building work components of the development. <i>Council</i>
		becomes a concurrence agency for assessment of those aspects once a building development application is lodged. Non-compliance with the acceptable solutions for those aspects alone does not trigger code assessment against this planning scheme.
		As part of the <i>building development application</i> for such work, <i>Council's</i> concurrence agency role will allow it to undertake an assessment of the proposal against the performance criteria contained within the corresponding specific outcome for those aspects.
Building Work ⁴ (other than <i>minor building work</i>) not associated	Self assessable – if the acceptable solutions of the applicable codes are complied	 Relevant Use Code (Ch. 6, Part 1, Div 2-14 and 16-39) Acceptable solutions for the relevant <i>zone</i> of the <i>Relevant Locality</i> Code.
with a Detached House	with.	• 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	• Relevant Use Code (Ch. 6, Part 1, Div 2-14 and 16-39)
	applicable codes for self	 <i>Relevant Locality</i> Code. Access and Parking Code (Ch. 6, Part 4, Div. 3)
	assessable development are not complied with.	 Setbacks Code (Ch. 6, Part 4, Div. 4)
	complica with.	• Site Earthworks Code (Ch. 6, Part 4, Div. 5)
		Infrastructure Works Code (Ch. 6, Part 4, Div. 6)
Minor Building Work	Exempt ⁶	
AND SPECIAL PURPOSE		D RECREATION ZONE, SPECIAL FACILITIES ZONE
Advertising Signs ⁵ which are associated with any of the following uses:-	Self assessable - if 1. not a third party advertising sign	 Relevant Use Code (Ch. 6, Part 1, Div. 7, 17, 20, 23 or 29) Site Earthworks Code (Ch. 6, Part 4, Div. 5)
1. Bed and Breakfast Accommodation	AND 2. the acceptable solutions of the	
2. Display Home 3. Estate Sales Office	applicable codes are complied with.	
4. Home Business	Code assessable - if	• Relevant Use Code (Ch. 6, Part 1, Div. 7, 17, 20, 23 or
5. A <i>dwelling unit</i> used for display purposes	1. not a <i>third party advertising</i> sign	29) • <i>Relevant Locality</i> Code
in any <i>multiple</i>	AND	Site Earthworks Code (Ch. 6, Part 4, Div. 5)



	ALL ZONES - TABLE 4.25		
COLUMN 1 Type of development	COLUMN 2 Assessment category	COLUMN 3 Relevant assessment criteria - applicable code for self and code assessable development	
dwelling units.	 the acceptable solutions of the applicable codes for self assessable development are not complied with. Impact assessable - if a third 		
	party advertising sign.		
Advertising Signs ⁵ which are associated with any of the following uses:-	Code assessable - if not a <i>third</i> party advertising sign.	 Relevant Use Code (Ch. 6, Part 1, Div. 2, 8, 28, 29 or 33) <i>Relevant Locality</i> Code 	
1. Accommodation Units		 Advertising Signs Code (Ch. 6, Part 4, Div 2) Site Earthworks Code (Ch. 6, Part 4, Div. 5) 	
2. Caravan/ Transportable Home	Impact assessable - if a <i>third</i>		
Park 3. Multiple Dwelling Units	party advertising sign.		
4. Motel 5. Retirement Village			
Advertising Signs⁵) which are associated with a use other than:-	Self assessable - if 1. not a <i>third party advertising</i> <i>sign</i>	 Advertising Signs Code (Ch. 6, Part 4, Div. 2) Site Earthworks Code (Ch. 6, Part 4, Div. 5) 	
 Accommodation Units Bed and Breakfast 	AND 2. the acceptable solutions of the applicable codes are complied		
Accommodation 3. Caravan/ Transportable Home	with.	65	
Park 4. Display Home 5. Estate Sales Office	Code assessable - if 1. not a <i>third party advertising</i> <i>sign</i>	 <i>Relevant Locality</i> Code Advertising Signs Code (Ch. 6, Part 4, Div. 2) Site Earthworks Code (Ch. 6, Part 4, Div. 5) 	
 6. Home Business 7. Multiple Dwelling Units 8. Motel 9. Retirement Village 	AND 2. the acceptable solutions of the applicable codes for self assessable development are not complied with.		
S. Hearement vinage	Impact assessable - if a third party advertising sign.		
Any Advertising Sign ⁵ in the form of a public benefit sign	Exempt		
ADVERTISING SIGNS - SP PURPOSES ZONE	PORTS AND RECREATION ZONE	, SPECIAL FACILITIES ZONE AND SPECIAL	
Advertising Signs ⁵ which are associated with any of the following uses:- 1. Bed and Breakfast	Self assessable - if 1. the advertising sign:- (a) is not a third party advertising sign	 Relevant Use Code (Ch. 6, Part 1, Div. 7, 17, 20, 23 or 29) Site Earthworks Code (Ch. 6, Part 4, Div. 5) 	
Accommodation 2. Display Home	OR (b) takes the form of a <i>third</i> <i>party advertising sign</i>		
 Estate Sales Office Home Business 	and faces internally to the site		
5. A dwelling unit used for display purposes in any multiple dwelling units	AND 2. the acceptable solutions of the applicable codes are complied with.		
	Code assessable - if 1. the <i>advertising sign</i> :- (a) is not a <i>third party</i>	 Relevant Use Code (Ch. 6, Part 1, Div. 7, 17, 20, 23 or 29) <i>Relevant Locality</i> Code 	



	ALL ZONES - TABLE 4.25		
COLUMN 1	COLUMN 2	COLUMN 3	
Type of development	Assessment category	Relevant assessment criteria - applicable code for self and code assessable development	
	advertising sign OR	• Site Earthworks Code (Ch. 6, Part 4, Div. 5)	
	(b) takes the form of a <i>third</i> <i>party advertising sign</i> and faces internally to the site		
	AND 2. the acceptable solutions of the applicable codes for self assessable development are not complied with.		
	Impact assessable - if a third party advertising sign which faces externally to the site.		
Advertising Signs ⁵ which are associated with any of the following uses:- 1. Accommodation	Code assessable - if the advertising sign:- 1. is not a third party advertising sign OR	 Relevant Use Code (Ch. 6, Part 1, Div. 2, 8, 28, 29 or 33) <i>Relevant Locality</i> Code Advertising Signs Code (Ch. 6, Part 4, Div 2) Site Earthworks Code (Ch. 6, Part 4, Div. 5) 	
Units 2. Caravan/ Transportable Home	 takes the form of a <i>third party</i> advertising sign and faces internally to the site. 		
Park 3. Multiple Dwelling Units	Impact assessable - if a <i>third party advertising sign</i> which faces externally to the site.		
4. Motel			
5. Retirement Village Advertising Signs⁵which	Self assessable - if	Advertising Signs Code (Ch. 6, Part 4, Div. 2)	
are associated with a use	1. the advertising sign:-	 Site Earthworks Code (Ch. 6, Part 4, Div. 5) 	
other than:- 1. Accommodation Units	(a) is not a <i>third party</i> <i>advertising sign</i> OR		
 Bed and Breakfast Accommodation Caravan/ Transportable Home Park 	(b) takes the form of a <i>third</i> <i>party advertising sign</i> and faces internally to the site AND		
 Display Home Estate Sales Office Home Business 	2. the acceptable solutions of the applicable codes for self assessable development are complied with.		
7. Multiple Dwelling	Code assessable - if	Relevant Locality Code	
Units	1. The advertising sign:-	Advertising Signs Code (Ch. 6, Part 4, Div. 2)	
8. Motel	(a) is not a third party advertising sign	• Site Earthworks Code (Ch. 6, Part 4, Div. 5)	
9. Retirement Village	OR (b) takes the form of a <i>third</i> <i>party advertising sign</i> and faces internally to the site AND		
	 the acceptable solutions of the applicable codes for self assessable development are not complied with. 		
	Impact assessable - if a <i>third</i> <i>party advertising sign</i> which faces externally to the site.		



ALL ZONES - TABLE 4.25		
COLUMN 1 Type of development	COLUMN 2 Assessment category	COLUMN 3 Relevant assessment criteria - applicable code for
Any Advertising Sign ⁵ in the form of a public benefit sign	Exempt	self and code assessable development
-	ot associated with an advertising	sign – ALL ZONES
Operational Work for Access and Parking	Self assessable – if	Where detached houses are not on small residential
Facilities associated solely with a <i>Detached</i> <i>House</i> (not including associated earthworks)	 either:- (a) all of the acceptable solutions of the applicable codes are complied with 	 <i>lots</i> Detached House Code (Ch. 6, Part 1, Div. 15) Acceptable Solutions for the relevant <i>zone</i> of the <i>Relevant Locality</i> Code
	OR (b) all of the acceptable solutions, (other than one or more of those solutions identified as <i>concurrence</i> <i>agency issues</i>), in the applicable codes are complied with.	 Where <i>detached houses</i> on <i>small residential lots</i> Detached Houses on Small Residential Lots Code (Ch. 6, Part 1, Div. 16) Acceptable Solutions for the relevant <i>zone</i> of the <i>Relevant Locality</i> Code NOTE: The exceptions covered by 1(b) relate to boundary setback, <i>site coverage</i>, structure height, visual privacy, car parking and private open space aspects of building work components of the development. <i>Council</i> becomes a concurrence agency for assessment of those aspects once a <i>building development application</i> is lodged. Assessment against the performance requirements of those <i>concurrence agency issues</i> forms part of the assessment of the <i>building development application</i> itself. However, <i>Council</i> is always prepared to consider requests from development proponents in relation to assessment of these aspects prior to the actual lodgement of a <i>building development application</i>.
×C	Code assessable – if 1. one or more of the acceptable solutions, (other than those solutions identified as concurrence agency	 Where <i>detached houses</i> are not on <i>small residential</i> <i>lots</i> Detached House Code (Ch. 6, Part 1, Div. 15) <i>Relevant Locality</i> Code Where <i>detached houses</i> on <i>small residential lots</i>
·S	<i>issues</i>), in the applicable codes are not complied with.	 Detached Houses on Small Residential Lots Code (Ch. 6, Part 1, Div. 16) <i>Relevant Locality</i> Code
	0	NOTE : The exceptions covered by 1 relate to boundary setback, <i>site coverage</i> , structure height, visual privacy, car parking and private open space aspects of building work components of the development. <i>Council</i> becomes a concurrence agency for assessment of those aspects once a <i>building development application</i> is lodged. Non-compliance with the acceptable solutions for those aspects alone does not trigger code assessment against this planning scheme.
		As part of the building development application for such work, Council's concurrence agency role will allow it to undertake an assessment of the proposal against the performance criteria contained within the corresponding specific outcome for those aspects.
Operational Work for Access and Parking Facilities not associated with a <i>Detached House</i> (not including associated	Self Assessable – if the acceptable solutions of the applicable codes are complied with.	 Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div. 4) Acceptable Solutions for the relevant <i>zone</i> of the <i>Relevant Locality</i> Code
earthworks)	Code assessable – if the acceptable solutions of the applicable codes for self assessable development are not complied with.	 Access and Parking Code (Ch. 6, Part 4, Div. 3) Setbacks Code (Ch. 6, Part 4, Div 4) <i>Relevant Locality</i> Code



CHAPTER 4, PART 25 – OTHER DEVELOPMENT NOT ASSOCIATED WITH A MATERIAL CHANGE OF USE FOR ALL ZONES ASSESSMENT TABLE

ALL ZONES - TABLE 4.25		
COLUMN 1	COLUMN 2	COLUMN 3
Type of development	Assessment category	Relevant assessment criteria - applicable code for self and code assessable development
Operational Work for excavating or filling associated solely with a <i>Detached House</i>	 Self assessable – if excavating or filling results in a finished ground level that is up to 2m above or below the natural ground surface at any point	 Where <i>detached houses</i> are not on <i>small residential lots</i> Detached House Code (Ch. 6, Part 1, Div. 15) Where <i>detached houses</i> on <i>small residential lots</i> Detached Houses on Small Residential Lots Code (Ch. 6, Part 1, Div. 16) Where an on-site dam or water impoundment is proposed Site Earthworks Code (Ch. 6, Part 4, Div. 5)
	 Code assessable – if excavating or filling results in a finished ground level that is more than 2m above or below the <i>natural ground surface</i> at any point OR the acceptable solutions of the applicable codes for self assessable development are not complied with. 	 Where <i>detached houses</i> are not on <i>small residential lots</i> Detached House Code (Ch. 6, Part 1, Div. 15) Where <i>detached houses</i> on <i>small residential lots</i> Detached Houses on Small Residential Lots Code (Ch. 6, Part 1, Div. 16) Where an on-site dam or water impoundment is proposed Site Earthworks Code (Ch. 6, Part 4, Div. 5)
Operational Work for excavating or filling (not associated with a Detached House or reconfiguring a lot)	 Self assessable – if excavating or filling results in a finished ground level that is up to and including 2m above or below the <i>natural ground surface</i> at any point AND the acceptable solutions of the applicable codes are complied 	Site Earthworks Code (Ch. 6, Part 4, Div. 5)
	with. Code assessable – if 1. excavating or filling results in a finished ground level that is more than 2m above or below the <i>natural ground surface</i> at any point OR 2. the acceptable solutions of the applicable codes for self assessable development are not complied with.	Site Earthworks Code (Ch. 6, Part 4, Div. 5)
ALL ZONES		
Other	Exempt	

¹ Table 4.25 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.

- ² Under IPA, Schedule 8, Part 3 the reconfiguring of a lot is exempt and cannot be made self-assessable or assessable by a *planning scheme* if the proposal is for amalgamating 2 or more lots, for a building format plan that does not subdivide land, in relation to the Acquisition of Land Act 1967, or on Strategic Port Land.
- ³ Sub-Precincts RA-5, RA-6, RA-7 and RA-9 are located within the Urban Locality.
- ⁴ See Planning Scheme Explanatory Notes giving examples that explain the type of development involved in different proposals.
- ⁵ Public Benefit Signs, as defined in Ch. 7, Part 3 Administrative Definitions Schedule, are regulated through Council's Local Law. Overlay Codes may also affect the level of assessment of Public Benefit Signs and other forms of advertising signs.
- ⁶ Exempt building work may still require a building development approval from a building certifier under the Building Act.