INTRODUCTION

PREAMBLE

- This Development Control Plan (DCP) applies to industrial and other development on land zoned Industrial 4A under Coffs Harbour City Local Environmental Plan 2000.
- This Plan came into force on 20 April 2000.

AMENDMENTS

- This Plan was amended on 7 February 2008.

OBJECTIVES

The controls in this DCP seek to:

- encourage industrial development which is pleasant to work in, responsive to the site, environmentally sensitive and functional; and
- allow for innovative industrial developments which are consistent with the character of surrounding areas.

PROCEDURES

- Industrial development requires either the approval of Council or written notification to Council.
- Approval is not required where:
  - the use of a building will change from either industrial or light industrial to light industrial; and
  - the floor space of the building to be used does not exceed 500m²; and
  - the building has rear service access or access to off-street loading facilities; and
  - the curtilage of the building is not to be used for storage or display; and
  - the proposed use does not extend outside the hours during which the building was previously used; or in the absence of this information:
    - does not extend outside the hours of 6.00am and 6.00pm; and
    - the proposed use is consistent with any condition imposed on the previous use relating to the maintenance of landscaping, the parking of vehicles and the provision of space for the loading and unloading of goods or vehicles.
- Applicants should follow the step by step procedures shown in the procedures flow chart where approval is required.

PROCEDURES FLOW CHART

<table>
<thead>
<tr>
<th>Step 1</th>
<th>Undertake Site Analysis (refer page 2)</th>
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<tbody>
<tr>
<td>Step 2</td>
<td>Consult Council Staff on draft proposal</td>
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<td>Step 3</td>
<td>Check proposal meets controls in this DCP</td>
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<td>Step 4</td>
<td>Check Environmental Constraints Maps for:</td>
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<tr>
<td></td>
<td>Koala Habitat</td>
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<td></td>
<td>Flood Prone Land</td>
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<td></td>
<td>Acid Sulfate Soils</td>
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<td></td>
<td>Obstacle Height Limit</td>
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<td>Step 5</td>
<td>Consult with adjoining owners - consider their opinions on proposal</td>
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<td>Step 6</td>
<td>Consult with Council’s Technical Liaison Committee or staff</td>
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<td>Step 7</td>
<td>Lodge development application with Council Where approval granted</td>
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<tr>
<td>Step 8</td>
<td>Commence work in accordance with conditions of approval</td>
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</table>
HOW TO USE THIS DCP

Applicants are to comply with the controls unless it can be demonstrated that an alternative solution to all or any of the controls will be a better approach to meeting the objectives of this DCP.

SITE ANALYSIS

Site analysis is required to identify opportunities and constraints for building design. Proponents will need to show building envelopes.

A site analysis plan (at scale 1:200) is to include:

- Site dimensions (length, width)
- Spot levels or contours
- North point
- Natural drainage
- Any contaminated soils or filled areas
- Services (easements, utilities)
- Existing trees (height, spread, species)
- Access points

DESIGN RESPONSE (+ PARKING/ACCESS)

Outdoor eating area facing north
Design to allow for existing easements and setbacks
Retain significant trees
Visitor parking
Loading bay
Required number parking spaces
Landscaping to provide shade to car park
In Out
CONTROLS

SETBACKS

♦ Buildings are to be setback a minimum of 6m from the front boundary.

♦ On corner lots buildings can be setback 3m from the secondary street boundary.

♦ Where buildings adjoin sensitive areas (residential or community land uses), buildings are to be setback a minimum of 3m from side and rear boundaries, and landscaped.

DESIGN

♦ Fencing should not be provided in front of the building line.

Dwellings

A dwelling, which is to be used as a caretakers or managers residence, is allowed on an industrial lot, where the need for such a residence is demonstrated.

HEIGHT AND DESIGN

Landscaping consistent with height of building

Simple building planes
LANDSCAPING

♦ Proponents of industrial developments need to submit a detailed landscape plan with the development application which shows the precise location of existing trees and proposed landscaping and an indication of trees proposed to be removed and retained.

♦ Landscaping should be provided in front and side setback areas and other areas of the site to improve the streetscape, soften the appearance of buildings and paved areas and to provide shade, shelter and visual screening.

♦ Landscape plans should be prepared by a qualified landscape architect or designer.

♦ Landscaping should be provided at the rear of buildings where the site abuts access streets, service roads, railway lines or residential development.

♦ Landscaping should include species that will grow to a height consistent with the building height.

♦ Landscaping in the front setback should provide a minimum of one tree (to building height), two tall shrubs (minimum 4m tall) and six small shrubs (minimum 1m) per 6m of frontage.

♦ Refer to the Landscaping Information Sheet for guidelines on landscape planning and species selection.

ENVIRONMENTAL CONSTRAINTS

♦ Special controls apply to areas that are subject to environmental constraints. These constraints relate to:
  • Koala Habitat;
  • Acid Sulfate Soils;
  • Flood Prone Land;
  • Obstacle Height Limit;
  • Contaminated Land.

♦ Proponents of development on land identified on the constraints maps need to follow the requirements on the relevant information sheets:
  • Koala Habitat Information Sheet;
  • Acid Sulfate Soils Information Sheet;
  • Flood Prone Land Information Sheet;
  • Obstacle Height Limit Information Sheet;
  • Contaminated Land Information Sheet.

Note: The constraints maps can be viewed at Council.

Use landscaping to provide clearly defined entry
VEHICLE ACCESS AND PARKING

Parking spaces shall be designed in accordance with Australian Standard 2890.1 and 2890.2. The attached diagram provides a typical layout for parking areas. Alternative layouts are shown in AS 2890.1.

Car parking for disabled persons shall be provided for developments where disabled access to the building is required. Parking spaces for disabled persons shall have a minimum dimension as per AS 2890.6 and located as close as practicable to the main entrance of the building.

The number of parking spaces to be provided is as follows:

<table>
<thead>
<tr>
<th>Type</th>
<th>Requirement</th>
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<tbody>
<tr>
<td>Factories/Warehouses</td>
<td>1 space per 100m² GFA</td>
</tr>
</tbody>
</table>
| Service Stations and convenience stores | Requirements are additive:  
  6 spaces per work bay (Note: stack parking acceptable)  
  1 space per 20m² GFA of convenience store  
  If restaurant present, then greater of:  
  1 space per 6.6m² GFA, or 1 space per 3 seats |
| Motor showrooms               | 1 space per 135m² site area of car display areas + 6 spaces per work bay (for vehicle servicing facilities) (Note: stack parking acceptable for vehicle servicing) |
| Car tyre retail outlets       | Whichever is the greater of:  
  1 space per 33m² GFA, or 3 spaces per work bay (Note: stack parking acceptable) |
| Bulky goods retail stores     | 1 space per 50m² GFA  |
| Restaurants                   | For new development sites:  
  1 space per 6.6m² GFA  
  For change of use of existing premises:  
  1 space per 23m² GFA |
| Clubs                         | Subject to Parking Study (see note) |
| Place of Worship              | Subject to Parking Study (see note) |
| Gymnasiums                    | Regional Centres  
  1 space per 33m² GFA  
  Sub-regional Centres  
  1 space per 22.2m² GFA (minimum) |

VISITOR/OVERFLOW CAR PARKING REQUIREMENTS FOR ALL RESIDENTIAL DEVELOPMENT

Visitor/overflow car parking is to be provided at a rate of one space per every five dwellings or part thereof.

Visitor/overflow car parking is to be provided within the development site. Visitor/overflow parking is to be behind the front setback and freely accessible at all times.

Visitor/overflow car parking where proposed must be clearly detailed in the development documentation.

For additional information on car parking provisions, please refer to the Off Street Car Parking DCP.

Factories/Warehouses 1 space per 100m² GFA

Service Stations and convenience stores

| Requirements are additive:  
  6 spaces per work bay (Note: stack parking acceptable)  
  1 space per 20m² GFA of convenience store  
  If restaurant present, then greater of:  
  1 space per 6.6m² GFA, or 1 space per 3 seats |

Motor showrooms

1 space per 135m² site area of car display areas + 6 spaces per work bay (for vehicle servicing facilities) (Note: stack parking acceptable for vehicle servicing)

Car tyre retail outlets

Whichever is the greater of:  
1 space per 33m² GFA, or 3 spaces per work bay (Note: stack parking acceptable)

Bulky goods retail stores

1 space per 50m² GFA

Restaurants

For new development sites:  
1 space per 6.6m² GFA  
For change of use of existing premises:  
1 space per 23m² GFA

Clubs

Subject to Parking Study (see note)

Places of Worship

Subject to Parking Study (see note)

Gymnasiums

Regional Centres  
1 space per 33m² GFA  
Sub-regional Centres  
1 space per 22.2m² GFA (minimum)

Note 1:
GFA – Gross Floor Area – see glossary for definition.
GLFA = Gross Leaseable Floor Area – see glossary for definition.

Note 2:
1. Depending on land use type, parking for delivery/service vehicles, courier vehicles, bicycles, buses, taxis shall also be provided.
2. For mixed use developments the number of car parking spaces shall be calculated on the basis of each separate use eg shops with housing above would be calculated on the basis of the number of dwellings and gross floor area.
3. Calculations shall be rounded up to the nearest whole number eg if the calculation determines that 2.3 spaces are required then 3 spaces would be required.
4. Where developments are subject to a parking study, the applicant will be required to undertake a parking study of a similar type of development in a similar location to determine the number of parking spaces required for the proposed development. The study shall reference the RTA Guide to Traffic Generating Developments.
5. Where developments are subject to a parking study, it must be prepared by a suitably qualified professional.

Note 3:
Refer to page 2 of this DCP for requirements for visitor car parking for residential developments, car parking for disabled persons, bicycle and motorcycle parking.
LOADING/UNLOADING BAYS

- Bays should be located such that vehicles do not utilise any public road, footway, laneway, or service road when loading/unloading.
- Bays and turning areas should have dimensions designed in accordance with the size of vehicles that will service the site.

ACCESS/DRIVEWAYS

- Driveways should be designed to enable vehicles servicing the site to be able to enter and leave in a forward direction.

EROSION AND SEDIMENT CONTROL

Where construction or works to the land are proposed an Erosion and Sediment Control Plan is to be submitted to and approved by Council; refer “Erosion and Sediment Control” Information Sheet.

STORMWATER

All stormwater is to be directed to the street drainage system, or to an inter-allotment drainage easement where available. Surface water is not to be directed to neighbouring properties. Stormwater to kerb connections are to be via kerb adaptor units.

ACOUSTICS

- Hours of operation of industrial activities should be between 6.00am and 6.00pm Monday to Saturday, with no work to be undertaken on Sunday.
- Where an activity is to operate outside these hours, details should be provided addressing the necessity to do so, as well as the effect of noise impact on adjoining uses.

SERVICES

Water and Sewerage Services

Water and sewer connections, where not available to a lot, will require the extension of Council’s main to service that lot. Design plans are to be prepared by a suitably qualified Engineer.

Note:
Interallotment drainage via easements may be required.