Development Matrix

Concept Plan Domain	Preferred Development	Residential Density	Non-Residential Density	Urban Design Principles
Town Centre/ Neighbourhood Centre	 Shop Retail premises Business premises Office premises Medical Centre Community facility Restaurant Takeaway food and drink premises Entertainment facility Recreational facility(indoor) Car Park Child Care Centre Pub Information and education facility Residential types in Development Code Telecommunications facility 	200 multi-units Approx area: 17.4 Ha	Shop, pub, takeaway food, restaurant Max 5000 sq m GFA Office, commercial & medical Max 2500 sq m GFA Supermarket Max 4000 sq m GFA Community use Max 1000 sq m GFA	 Retail and commercial resident friendly Urban form controlled by Development Code Building height controlled by Development Code Incorporate urban art and public amenity Public transport interchange Town square focus Public car parking concealed from view Non-residential use at street level Reduced setbacks Pedestrian friendly streetscape with awnings Designs must optimise residential amenity, privacy and sol access Must demonstrate sensitive interface with surrounding development Screen or conceal passive facades and service areas Incorporate passive surveillance and public safety principle
Residential	 Service station Residential types in Development Code Exhibition village Community facility Child care centre Residential care facility Seniors housing Recreation area Environmental facility Recreation facility(indoor) 	10 - 40 dw/Ha Approx area: 282.7 Ha 5300 dw (2500 detached 2400 small lot integrated housing, 400 multi-units)		 Urban form controlled by lot layout and Development Code Create diversity of housing choice Designs must optimise residential amenity, privacy and sol access Strong streetscape character with articulated setbacks Garage doors must not dominate streetscape Incorporate passive surveillance and public safety principle Incorporate public open space within walkable radius of ea dwelling
Education/Community Facilities/Utilities	 School Community facility Place of worship Child Care centre Public utility undertaking Recreation area Recreation facility (outdoor) Recreation facility (indoor) Environmental facility Carpark 	Approx area: 7.2 Ha	N/A	 Locate school buildings with integrated parking and shared facilities Provide adequate safe setdown areas Sporting facilities may be shared between schools and community Must demonstrate sensitive interface with surrounding development Enhance community education on surrounding environmen Neighbourhood scale Utilities landscaped to minimise visual impact
Open Space	 Community facility Environmental facility Recreation area Recreation facility (outdoor) Recreation facility (indoor) Restaurant(max 300 sqm) Carpark 	Approx area: 166.7 Ha	N/A	 Include range of active and passive uses Incorporate community facilities appropriate to uses ovals , buildings / carparking Sporting facilities to be shared between schools and community Incorporate community facilities appropriate to uses Located on community spine Incorporate stormwater paths and treatment areas
Environmental Protection Areas	Environmental facility	Approx area: 84.3 Ha	N/A	 Incorporate low impact community trails Provide linkages to open space areas for wildlife corridors Managed by Council or the State government
Lake	 Recreation area Recreation facility(outdoor) Water recreation structure Jetty 	Approx area: 15.6 Ha	N/A	 Provide low impact public access Provide linkages around the lake to pedestrian walkway
	Environmental facility			

Development Matrix for LEDA MANORSTEAD PTY LTD

of COBAKI LAKES, NSW

opyright The Design Forum Pty Ltd



