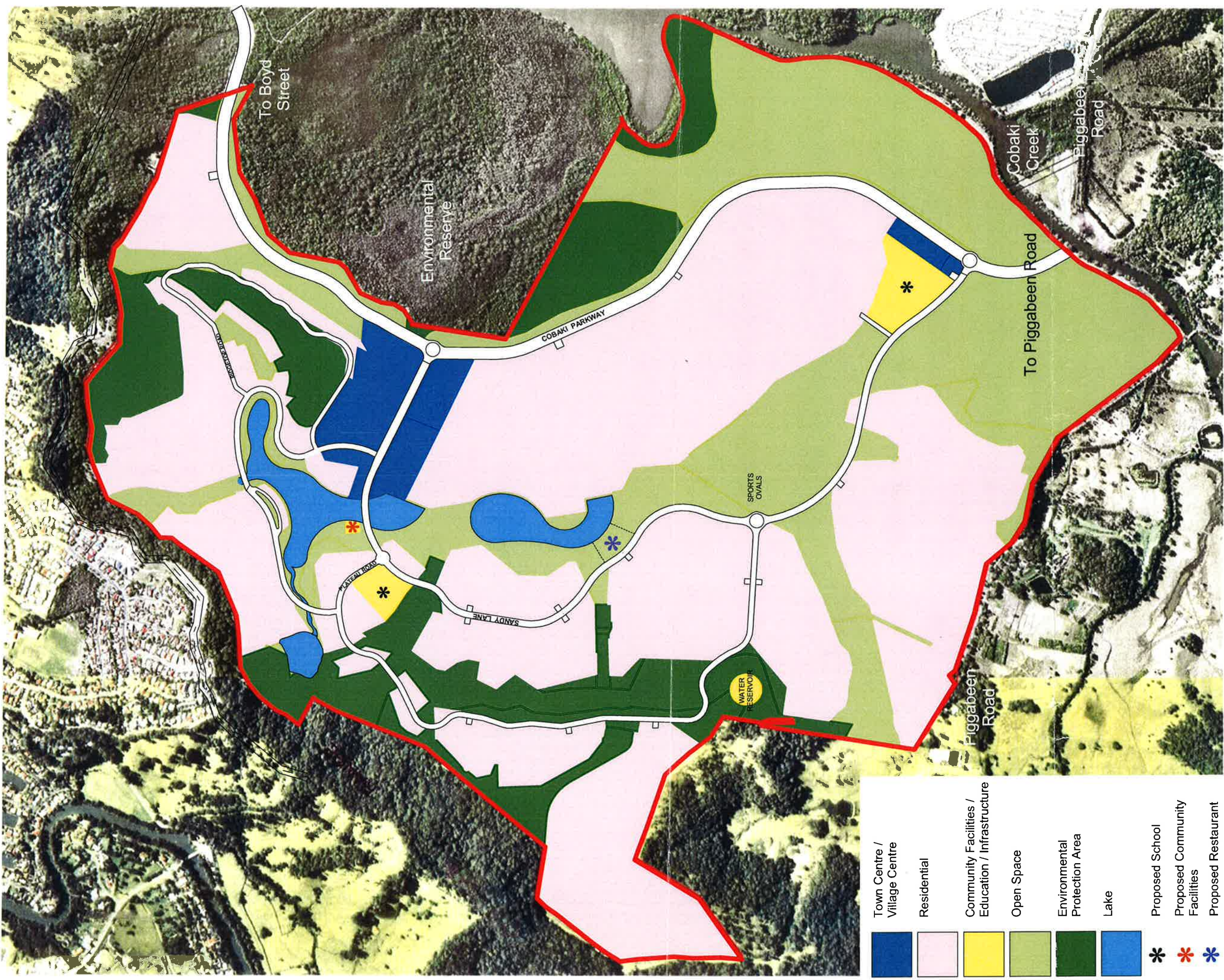


# Concept Plan



- Town Centre / Village Centre
- Residential
- Community Facilities / Education / Infrastructure
- Open Space
- Environmental Protection Area
- Lake
- \* Proposed School
- \* Proposed Community Facilities
- \* Proposed Restaurant

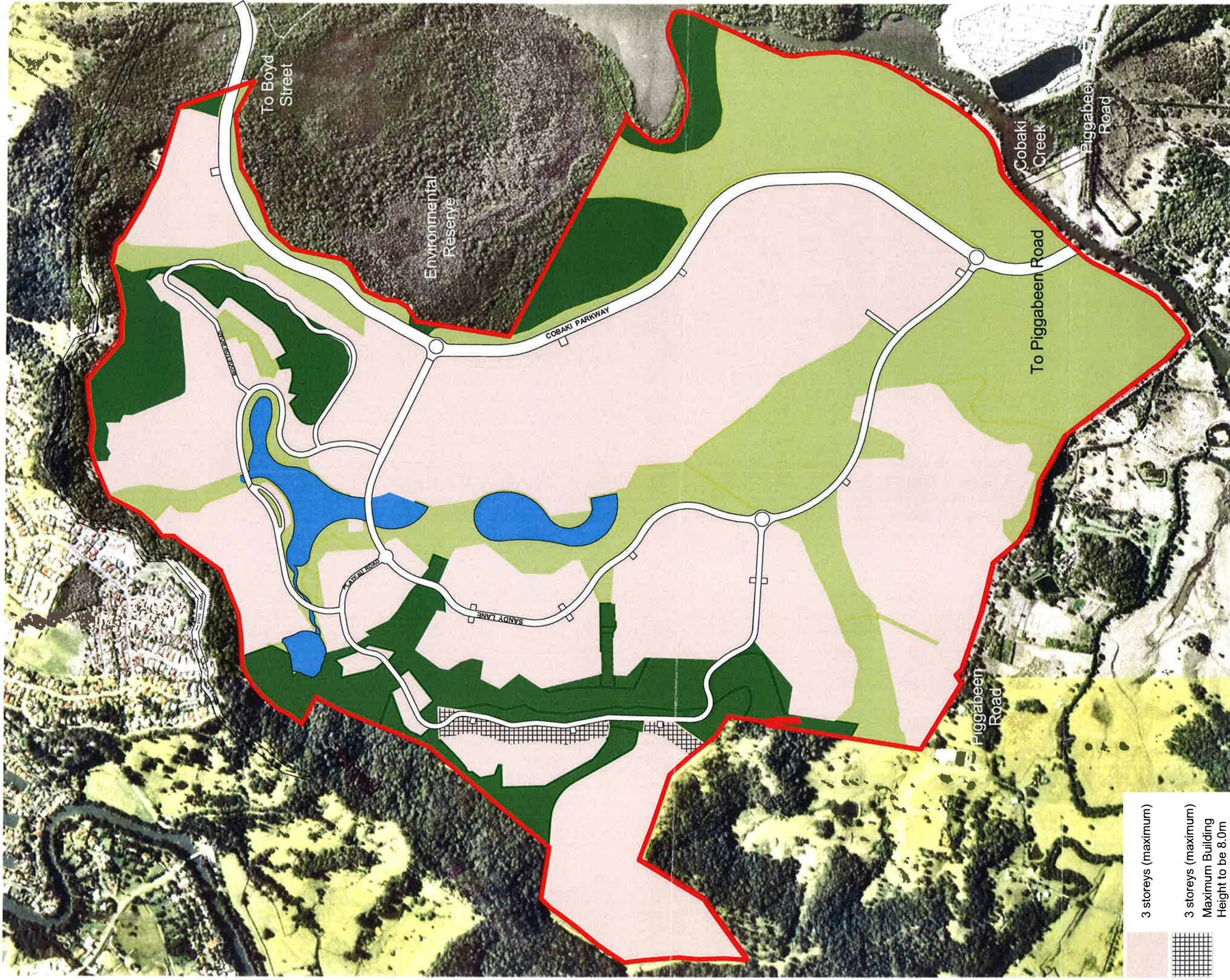


# Development Matrix

Concept Plan Designation	Preferred Development	Residential Density	Non-Residential Density	Maximum Site Coverage	Maximum Height	Landscape Category	Design Principles
Town Centre	<ul style="list-style-type: none"> <li>Shop</li> <li>Retail premises</li> <li>Business premises</li> <li>Office premises</li> <li>Medical Centre</li> <li>Community facility</li> <li>Restaurant</li> <li>Takeaway food and drink premises</li> <li>Entertainment facility</li> <li>Recreational facility(indoor)</li> <li>Car Park</li> <li>Road</li> <li>Pub</li> <li>Information and education facility</li> <li>Place of worship</li> <li>Accommodation types in Development Code</li> <li>Telecommunications facility</li> <li>Environmental facility</li> </ul>	200 multi-units Approx. area: 17.4 Ha	Shop, Pub, Takeaway food, restaurant Max 3000 sq m NLA  Office, commercial & medical. Max 2500 sq m NLA  Supermarket Max 4000 sq m NLA  Community Use Max 1000 sq m NLA	No maximum applies	<ul style="list-style-type: none"> <li>3 storeys</li> </ul>	Town Centre	<ul style="list-style-type: none"> <li>Retail and commercial resident friendly</li> <li>Urban form controlled by Development Code</li> <li>Building height controlled by Concept Plan and Development Code</li> <li>Incorporate urban art and public amenity</li> <li>Public transport interchange</li> <li>Town square focus</li> <li>Public car parking concealed from view</li> <li>Non-residential use at street level</li> <li>Reduced setbacks</li> <li>Pedestrian friendly streetscape with awnings</li> <li>Designs must optimise residential amenity, privacy and solar access</li> <li>Must demonstrate sensitive interface with surrounding development</li> <li>Screen or conceal passive facades and service areas</li> <li>Surface Parking for non-residential uses must not exceed 10% of total parking requirements, with all other parking either accommodated in public car parks or in basement parking</li> <li>Incorporate passive surveillance and public safety principles</li> </ul>
Residential	<ul style="list-style-type: none"> <li>Accommodation types in Development Code</li> <li>Exhibition village</li> <li>Community facility</li> <li>Child care centre</li> <li>Residential care facility</li> <li>Seniors housing</li> <li>Recreation area</li> <li>Environmental facility</li> <li>Recreation facility(indoor)</li> <li>Artificial waterbody</li> <li>Carpark</li> <li>Road</li> </ul>	10 - 40 dw/Ha  Approx. area: 282.7 Ha  5300 dw  (2500 detached 2400 small lot integrated housing, 400 multi-units)	N/A	60%	<ul style="list-style-type: none"> <li>Up to 3 storeys</li> </ul>	Residential	<ul style="list-style-type: none"> <li>Urban form controlled by lot layout and Development Code</li> <li>Create diversity of housing choice</li> <li>Designs must optimise residential amenity, privacy and solar access</li> <li>Strong streetscape character with articulated setbacks</li> <li>Incorporate on-site private recreation areas</li> <li>Garage doors must not dominate streetscape</li> <li>Incorporate passive surveillance and public safety principles</li> <li>Incorporate public open space within walkable radius of each dwelling</li> </ul>
Education/Community Facilities/Utilities	<ul style="list-style-type: none"> <li>School</li> <li>Community facility</li> <li>Place of worship</li> <li>Child Care centre</li> <li>Public utility undertaking</li> <li>Recreation area</li> <li>Recreation facility (outdoor)</li> <li>Recreation facility (indoor)</li> <li>Environmental facility</li> <li>Carpark</li> <li>Road</li> </ul>	Approx. area: 7.2 Ha	N/A	50%	<ul style="list-style-type: none"> <li>3 storeys</li> </ul>	Residential	<ul style="list-style-type: none"> <li>Locate school buildings with integrated parking and shared facilities</li> <li>Provide adequate safe setback areas</li> <li>Sporting facilities may be shared between schools and community</li> <li>Must demonstrate sensitive interface with surrounding development</li> <li>Enhance community education on surrounding environment</li> <li>Neighbourhood scale</li> <li>Utilities landscaped to minimise visual impact</li> </ul>
Open Space	<ul style="list-style-type: none"> <li>Community facility</li> <li>Environmental facility</li> <li>Recreation area</li> <li>Recreation facility (outdoor)</li> <li>Recreation facility (indoor)</li> <li>Restaurant(max 300 sqm)</li> <li>Carpark</li> <li>Road</li> </ul>	Approx. area: 166.7 Ha	N/A	N/A	N/A	Park	<ul style="list-style-type: none"> <li>Include range of active and passive uses</li> <li>Incorporate community facilities appropriate to uses ovals / buildings / carparking</li> <li>Sporting facilities to be shared between schools and community</li> <li>Incorporate community facilities appropriate to uses</li> <li>Located on community spine</li> <li>May incorporate stormwater path</li> </ul>
Environmental Protection Areas	<ul style="list-style-type: none"> <li>Environmental facility</li> </ul>	Approx. area: 84.3 Ha	N/A	N/A	N/A	Environmental	<ul style="list-style-type: none"> <li>Incorporate low impact community trails</li> <li>Provide linkages to open space areas for wildlife corridors</li> <li>Managed by Council or the State government</li> </ul>
Lake	<ul style="list-style-type: none"> <li>Recreation area</li> <li>Recreation facility(outdoor)</li> <li>Water recreation structure</li> </ul>	Approx. area: 15.6 Ha	N/A	N/A	N/A	Environmental	<ul style="list-style-type: none"> <li>Provide low impact public access</li> <li>Provide linkages around the lake to pedestrian</li> </ul>
<b>Residential Density Totals</b>	N/A	5500 dwellings	N/A	N/A	N/A	N/A	



# Height Controls



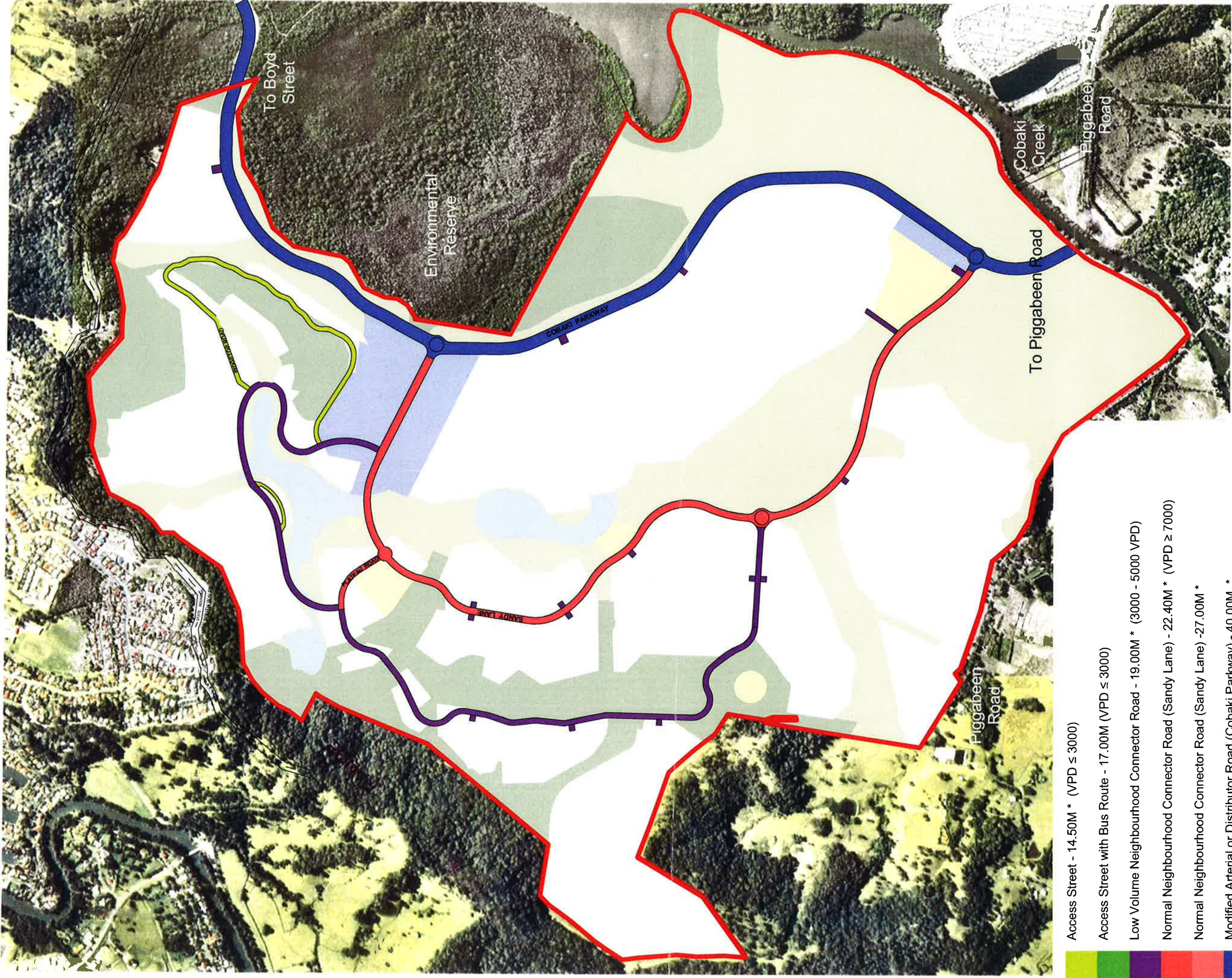
3 storeys (maximum)

3 storeys (maximum)

Maximum Building Height to be 8.0m above finished level of Riggeline / Knoll



# Access Network Plan



Access Street - 14.50M \* (VPD ≤ 3000)

Access Street with Bus Route - 17.00M (VPD ≤ 3000)

Low Volume Neighbourhood Connector Road - 19.00M \* (3000 - 5000 VPD)

Normal Neighbourhood Connector Road (Sandy Lane) - 22.40M \* (VPD ≥ 7000)

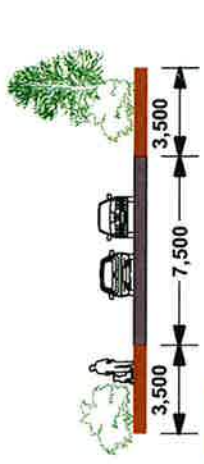
Normal Neighbourhood Connector Road (Sandy Lane) - 27.00M \*

Modified Arterial or Distributor Road (Cobaki Parkway) - 40.00M \*

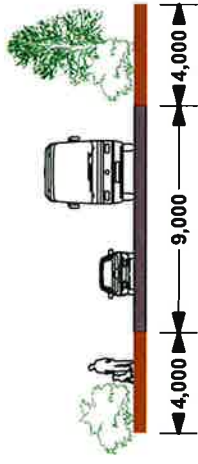




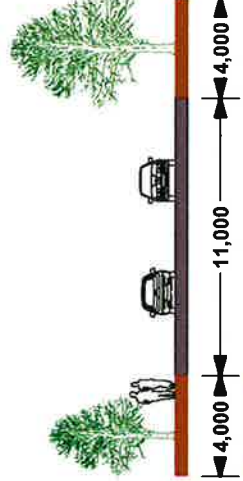
# Road Hierarchy Diagrams



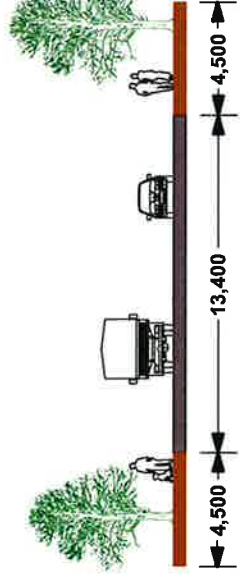
Access Street - 14.50M \* (VPD ≤ 3000)



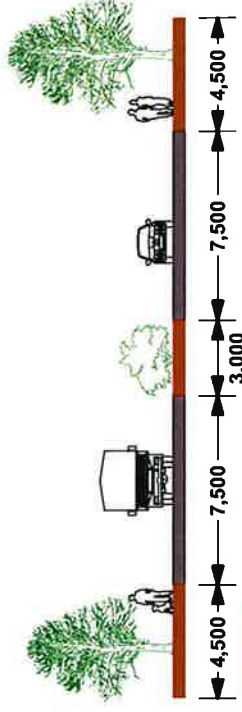
Access Street with Bus Route - 17.00M (VPD ≤ 3000)



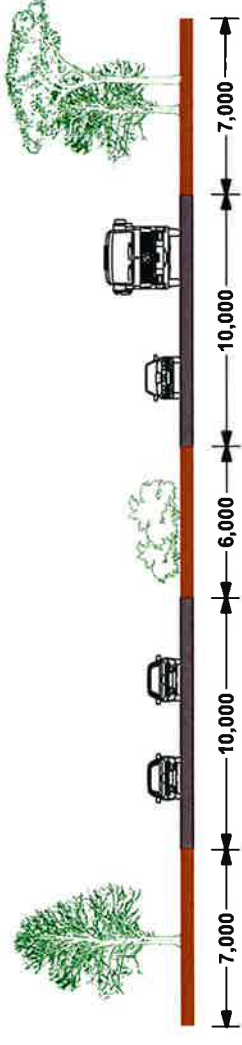
Low Volume Neighbourhood Connector Road - 19.00M \* (3000 - 5000 VPD)



Normal Neighbourhood Connector Road (Sandy Lane) - 22.40M \* (VPD ≥ 7000)



Normal Neighbourhood Connector Road (Sandy Lane) - 27.00M \*

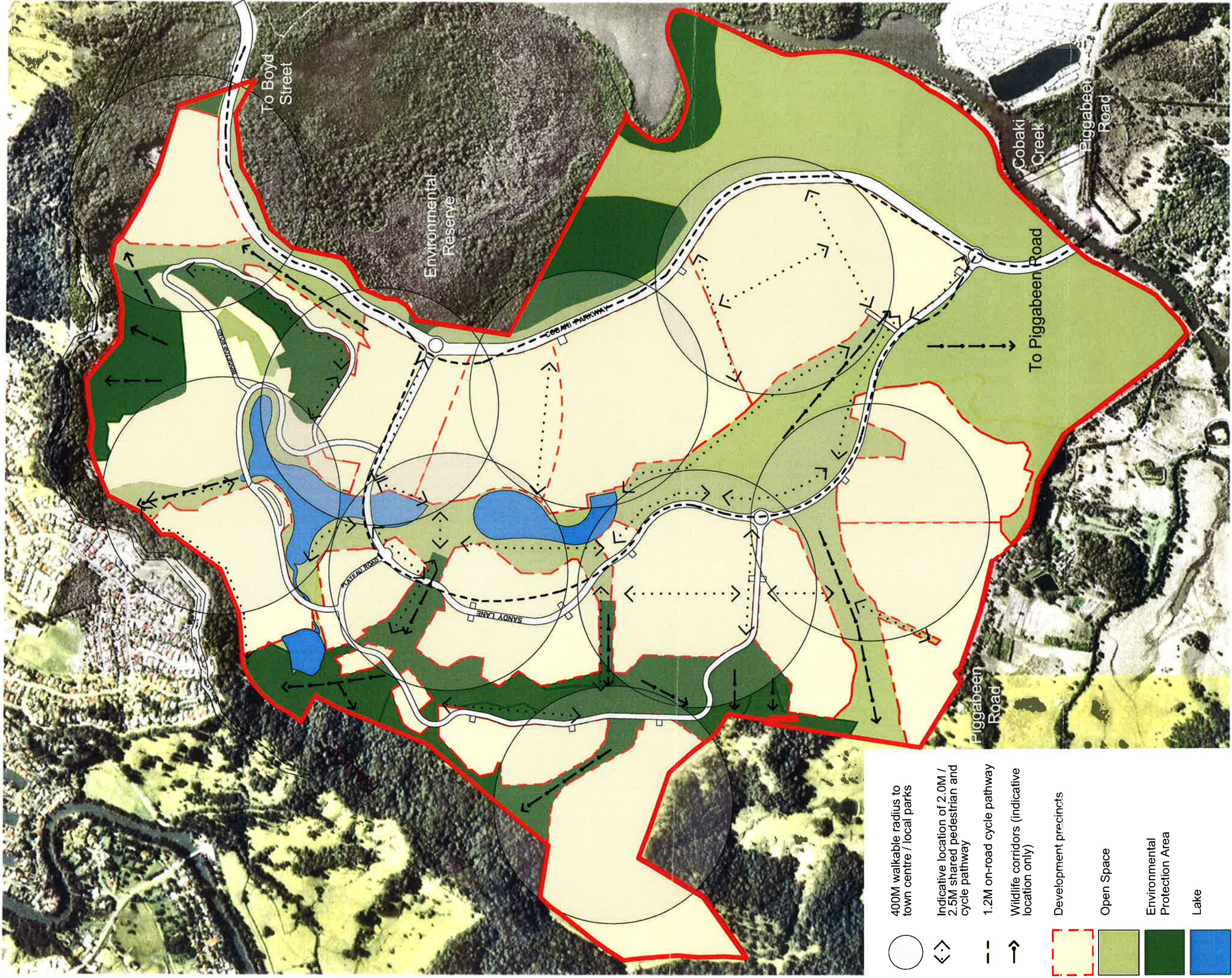










Modified Arterial or Distributor Road (Cobaki Parkway) - 40.00M \*

\* In Accordance With Tweed Shire Council Standards



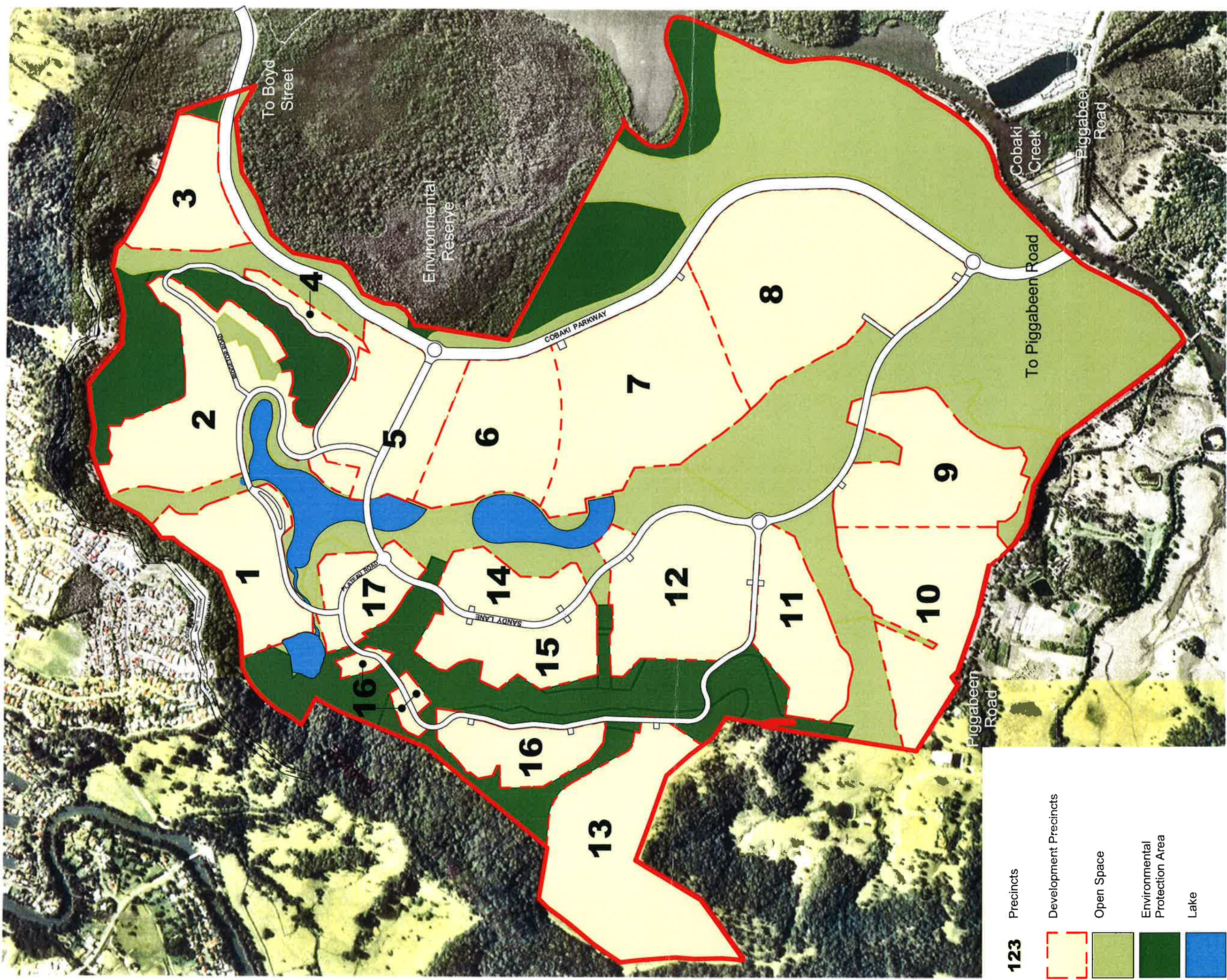
# Open Space Network Plan



-  400M walkable radius to town centre / local parks
-  Indicative location of 2.0M / 2.5M shared pedestrian and cycle pathway
-  1.2M on-road cycle pathway
-  Wildlife corridors (indicative location only)
-  Development precincts
-  Open Space
-  Environmental Protection Area
-  Lake



# Precinct Location Plan



**123** Precincts

Development Precincts

Open Space

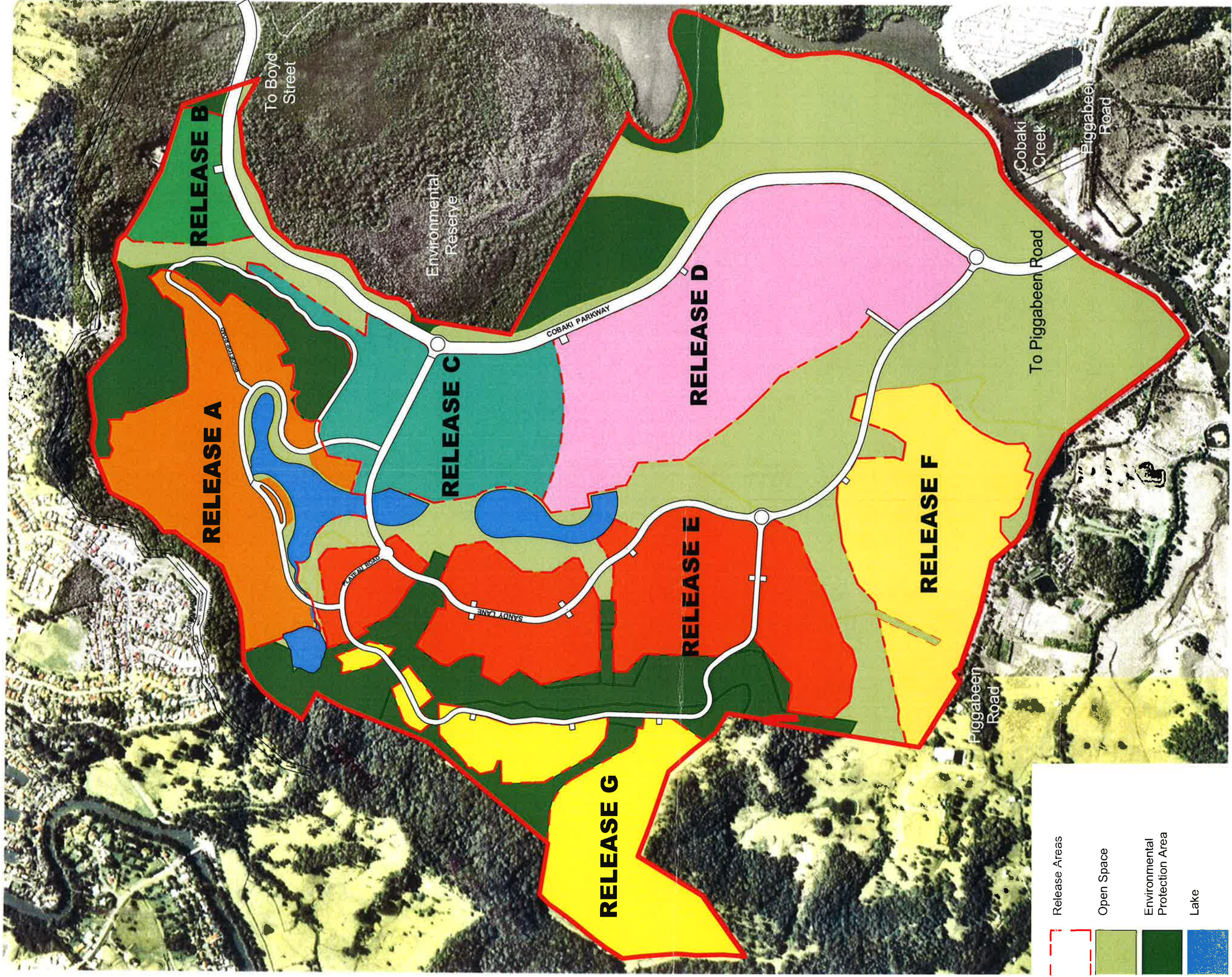
Environmental Protection Area

Lake



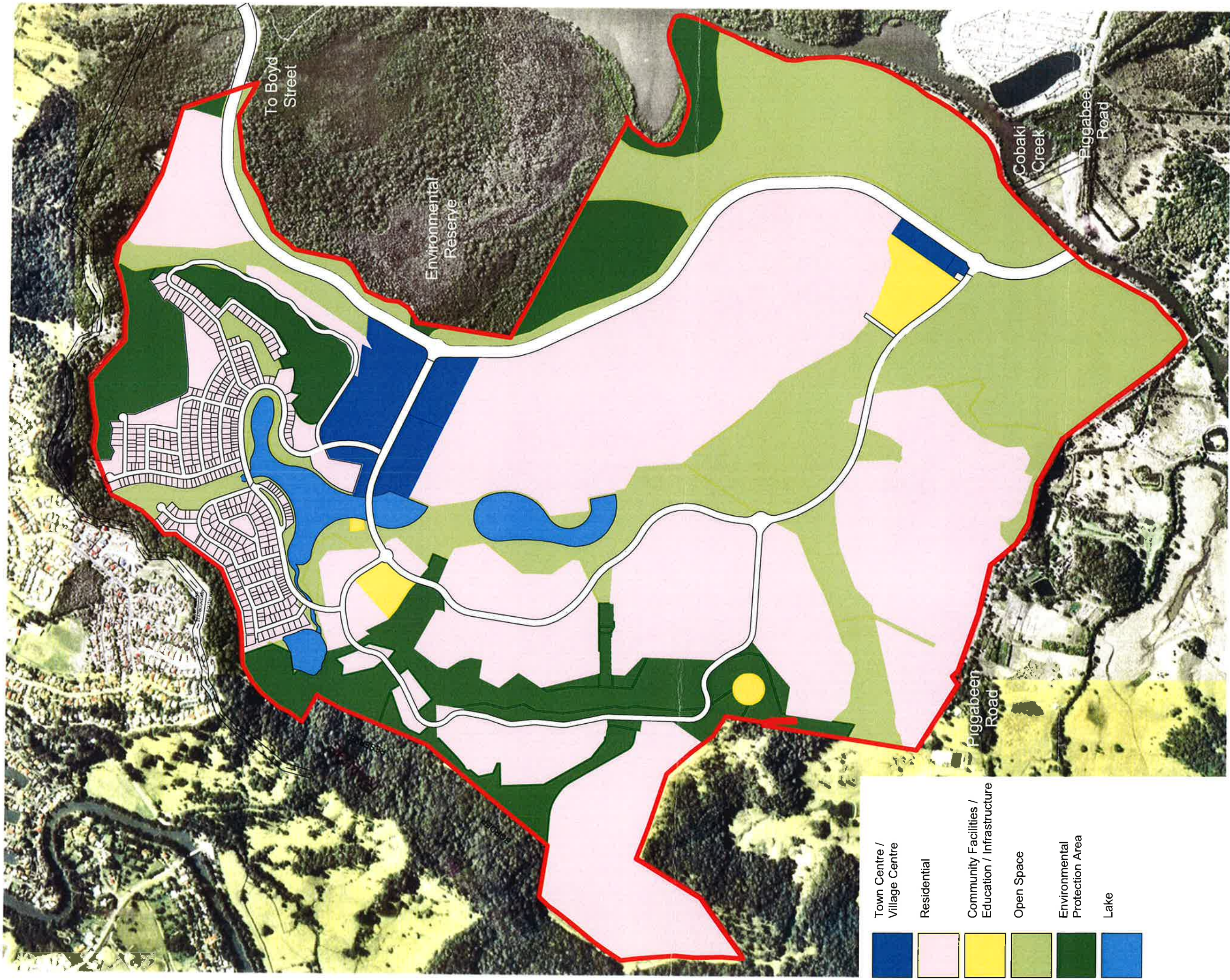








# Release Areas Plan

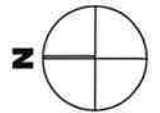




# Precincts 1 and 2 Context Plan



	Town Centre / Village Centre
	Residential
	Community Facilities / Education / Infrastructure
	Open Space
	Environmental Protection Area
	Lake





# Precinct 1 Proposal Plan



Table of Development (P1)

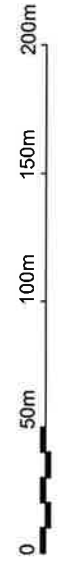
64	Conventional
71	Zero Lot
60	Plex
195	Subtotal Dwelling Lots
7	Medium Density (@ 28 Dwellings Per Hectare)
7	Subtotal Dwelling Lots
202	Total Dwellings

- Stage Boundary
- - - - - APZ (Asset Protection Zone)

- - - - - Unplanned development areas
- Environmental Protection Area \*
- Open Space
- Lake

\* These areas are in accordance with the 'Cadastral Zoning Map'

Areas for Medium Density sites are approximate only and rounded to the nearest 1,000m<sup>2</sup>





# Precinct 2 Proposal Plan



Table of Development (P2)

98	Detached
129	Zero Lot
56	Plex
Subtotal Dwelling Lots	
283	
Medium Density (@ 28 Dwellings Per Hectare)	
172	
Subtotal Dwelling Lots	
172	
Total Dwellings	
455	

--- APZ (Asset Protection Zone)

Unplanned development areas

- Unplanned development areas
- Environmental Protection Area \*
- Open Space
- Lake

\* These areas are in accordance with the 'Cadastral Zoning Map'

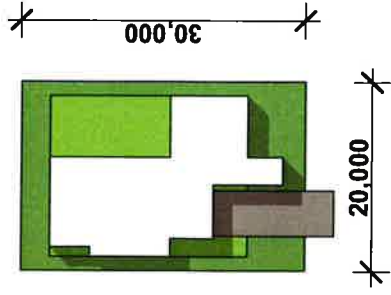
Areas for Medium Density sites are approximates only and rounded to the nearest 1,000m<sup>2</sup>



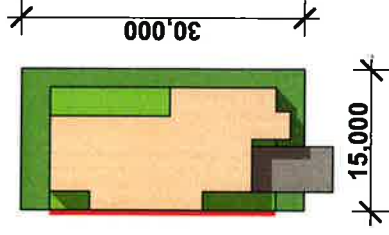


# Product Types

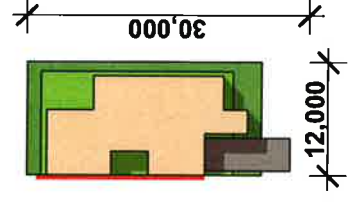
**Detached**  
 - traditional housing  
 - 600m<sup>2</sup> standard



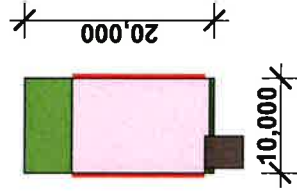
**Zero**  
 - double garage  
 - 450m<sup>2</sup> standard



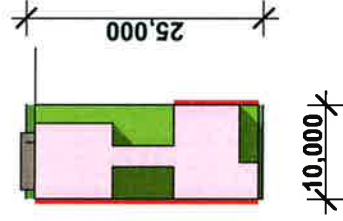
**Zero**  
 - single garage only  
 - 300m<sup>2</sup> standard



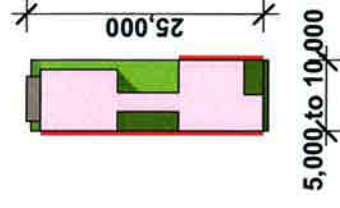
**Terrace**  
 - single frontage  
 - double garage  
 - 200m<sup>2</sup> standard



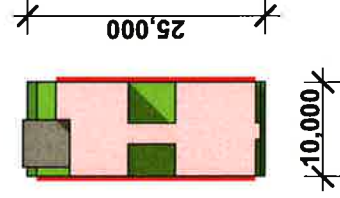
**Terrace**  
 - dual frontage  
 - connect 2-8  
 - 250m<sup>2</sup> standard



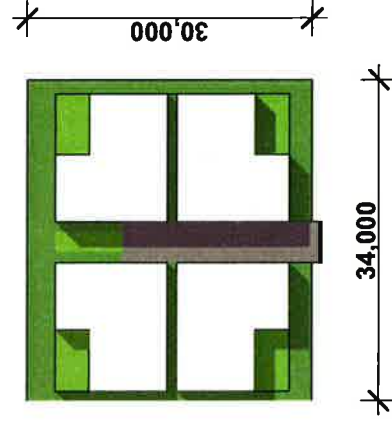
**Terrace**  
 - dual frontage  
 - connect 2-8  
 - 125m<sup>2</sup> to 250m<sup>2</sup>



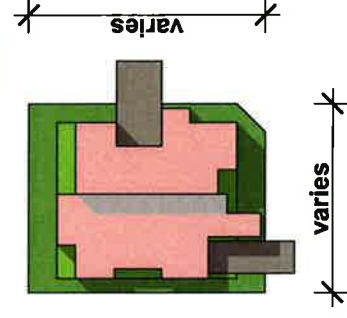
**SOHO**  
 - dual frontage  
 - transitional product  
 - connect 2-8  
 - 250m<sup>2</sup> standard



**Mews**  
 - 4 dwellings  
 - 1020m<sup>2</sup> standard

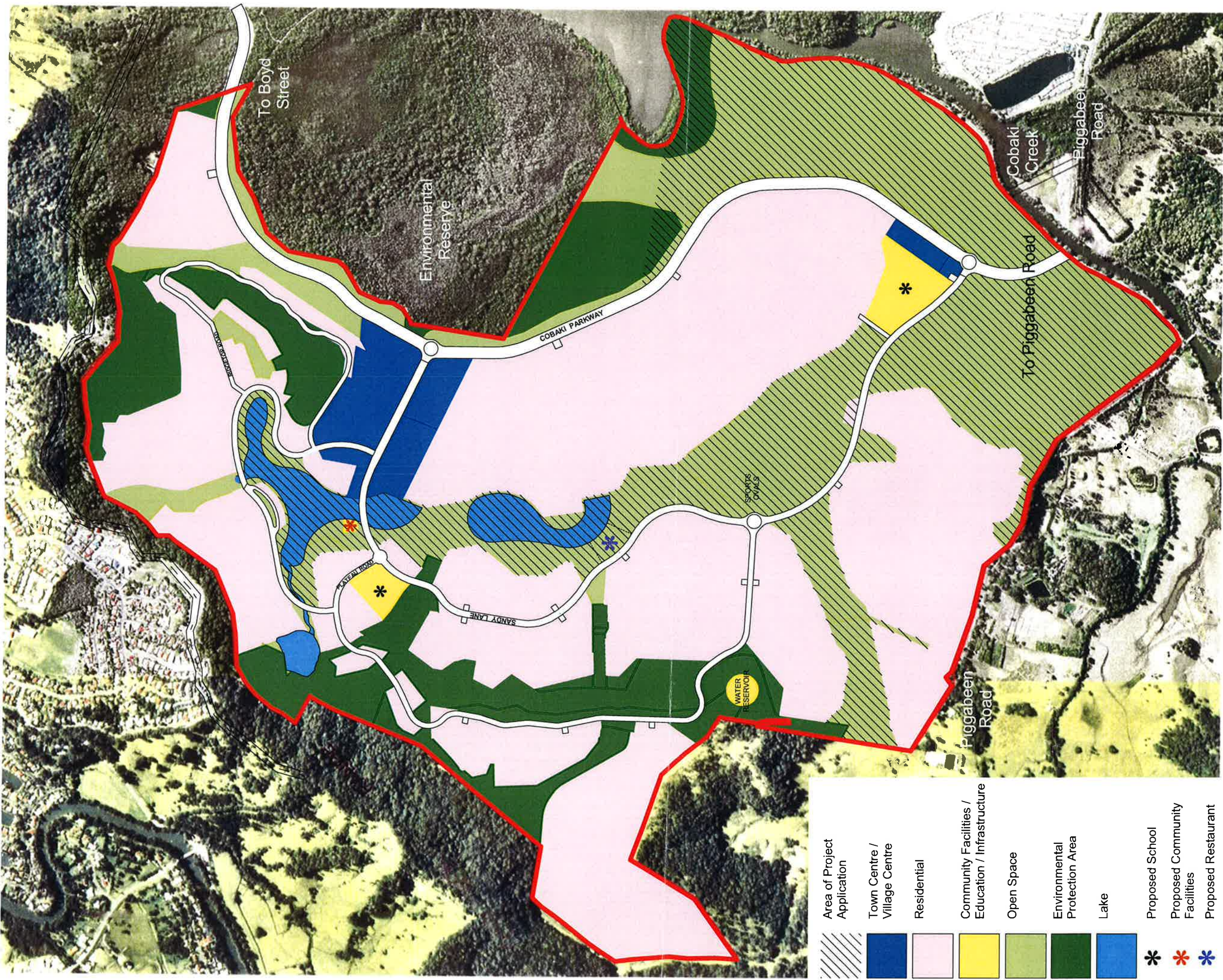


**Plex**  
 - 2 to 5 dwellings  
 - corner position a plus  
 - 400m<sup>2</sup> to 1200m<sup>2</sup>





# Project Application Plan



	Area of Project Application
	Town Centre / Village Centre
	Residential
	Community Facilities / Education / Infrastructure
	Open Space
	Environmental Protection Area
	Lake
	Proposed School
	Proposed Community Facilities
	Proposed Restaurant

