Development is contained by streets

located around the parks.

2 storeys houses, however, single storey buildings on larger

landscape dominates the built form. Integrated housing is

Streets are wide enough to enable extensive plantings of new

lots will be located close to the ridge to ensure that the



A2.1 Urban Structure

The key components of the structure plan are:

- Access to the estate is via Flowers Drive and Montefiore Drive from the Pacific Highway.
- The development footprint is divided into two hamlets. Sawmill Camp and Colliery Hamlet have development capacity of 8.3 dwellings per hectare and 7.5 dwellings per hectare respectively.
- Two urban parks will be located in Area B, and a third one between Areas A and B.
- Beside the creek, a linear park will incorporate the heritage walk along the alignment of the former railway line. The heritage walk will link the hamlets to the beach and community facilities of Middle Camp and Catherine Hill Bay.
- Bushland Reserves will be dedicated in areas around the periphery of the development footprints, combining a buffer zone to the conservation lands and bushfire asset protection
- Bushfire asset protection zones will occur on all peripheral areas of the development footprint.

Area A: Sawmill Camp will have:

- · A grid like street and block pattern of cul-de-sacs terminating at the base of steep topography.
- Streets wide enough to enable extensive plantings of new
- Streets with views at both ends to the bushland.
- A landscape buffer along Flowers Drive to maintain the bush character approach to the existing Middle Camp and to limit the number of intersections from Flowers Drive.
- · Large numbers of lots with bushland frontages.
- A pedestrian link to the gateway park and the pathway along the railway line.

Area B: Colliery Hamlet will have:

- A structure that responds to the archaeology and heritage of the Pit E area. The former workshop and archaeological remains of a house in the western part of the site are the organising elements for the layout of Area B.
- 2 parks that are like 'green fingers' that link the vegetation of the ridge to the creek. The heritage objects are located in parks to ensure that they remain in the public domain.
- 3 smaller hamlets within its development footprint. These minor hamlets are defined at their edges by the 'green fingers' of parks.
- A grid like street and block pattern with long streets and blocks running parallel to the contours of the slope, and short blocks running up and down the hills. The regular grid like street and block pattern relates to the terracing of the railway used for loading coal







Proposed local road

Existing APZ (commons

Proposed heritage wal

Proposed green 'fingers

Density ranging from 7-8.5 dwellings/ha

Figure A2.1.1 - Urban structure







A2.2 Built Form

The concept plan provides for 222 dwellings. Key principles of the built form are:

Area A: Sawmill Camp will have:

- Four superlots have been identified to allow for integrated small lot attached housing. These lots have minimum lot sizes ranging from 250m² to 450m². This strategy has been developed to achieve smaller housing types that are not addressed in Lake Macquarie Council's controls. The lots are located behind the landscape buffer along Flowers Drive where the topography is flatter.
- Medium sized lots for detached housing with a minimum lot size of 500m². Courtyard housing is encouraged on these lots.
- Larger lots for detached housing with a minimum lots size of 600m². These lots are located where the topography is steeper.
- · Maximum building height of 2 storeys.

Area B: Colliery Hamlet will have:

- Three superlots around the parks to allow for integrated small lot housing with a minimum lot size of 250m².
- Typical lots with a minimum of 500m² along the slopes.
- 2 storey detached courtyard houses are encouraged in this area.
- Larger lots with a minimum of 600m² are located in blocks close to the ridge. These larger lots will accommodate single storey houses in a landscape setting.



Figure A2.2.1 - Built form

KEY

Superlots

1 storey height limit2 storey height limit