

9. EMPLOYMENT DEVELOPMENT

This plan, which may be cited as "Dungog Development Control Plan No. 1" – Employment Development, constitutes a Development Control Plan as provided for by Section 72 of the Environmental Planning and Assessment Act, 1979

9.1 AIMS & OBJECTIVES

In adopting this policy, Council has the following objectives, which will be taken into consideration with regard to employment development:

- To encourage economic development and the creation of employment opportunities within the Shire.
- To ensure that employment development does not adversely affect the amenity of any public place or adjoining property.
- To encourage good design and appearance of employment development consistent with Council's desire to enhance the character of the Shire.

9.2 GENERAL PRINCIPLES

In assessing any application for employment development within the Shire, Council will give careful consideration to the following general principles:

(a) **building siting, design and construction**

The development proposal must recognise the physical characteristics of the site and complement and enhance the function of the locality.

(b) **the special characteristics of the development**

Any special characteristics that may adversely affect the amenity of the site or surrounding areas must be identified and appropriate design features and/or ameliorative measures incorporated. Such characteristics may include open storage, noisy activities, odorous activities, excessive traffic generation potential etc.

(c) **access, traffic and parking**

The development must comply with the requirements of the guidelines issued by the NSW Roads Traffic Authority and AustRoads, in particular for off-street parking and traffic movements.

(d) **landscaping and appearance**

The development must enhance the appearance of the site and its surrounding area. Landscaping will be required with applications for employment development.

9.3 PERFORMANCE STANDARDS

Each of the standards in this section must be satisfied by any development proposal except where, in the opinion of Council, the merits of an application or the constraints of the site warrant the variation of a particular standard.

9.3.1 SITE COVERAGE

No specific limitation applies to the percentage of the site covered by buildings. Each application will be considered on its merits and must demonstrate, to Council's satisfaction, compliance with all other requirements of this Development Control Plan, including floor space ratio, setbacks, landscaping, car parking, service vehicle areas and vehicle access and movement.

9.3.2 SETBACK FROM STREET

Development, other than the use of land for landscaping, parking, utility installations, roadways for access, or the erection of a sign will not be permitted:

Land Zoned Employment 4(a)

- (a) within 6 metres from the front alignment of the site;
- (b) within 3 metres from a side boundary adjacent to a road or laneway.

Land Zoned Rural Enterprise 1(e)

- a) 140m from a main road; and
- b) 50m from any other public road, or
- c) 20m from new roads within a Rural Lifestyle 1(l) or Rural Enterprise 1(e) zoned subdivision.
- d) 20m from side and rear boundaries,

Note: Building line set backs in rural enterprise zones may require variation by Council due to bulk and scale, the nature of the proposed use and the impact on the amenity of the locality.

9.3.3 LANDSCAPING

A landscaped area shall be provided to all street frontages occupying a minimum of 3 metres setback from the boundary. These setback areas, car parking areas and any unused areas on the site shall be landscaped with nature strips and maintained to Council's satisfaction.

9.3.4 PARKING AND LOADING

Car parking and loading/manoeuvring areas should be located so as to provide the maximum convenience and safety for customers, staff and service vehicles. The visual impact of such areas should be softened by the appropriate use of landscaping, and shade trees provided at frequent intervals throughout the car parking area.

9.3.5 LOADING DOCKS

Loading docks, service areas and vehicular entries to warehouse or factory buildings should not be located on any street elevation of a building unless suitably screened from view from

any public place. Screening may be achieved by fencing, landscaping, mounding or a combination of these, or by other means to Council's satisfaction.

9.3.6 BUILDING MATERIALS

Buildings must be attractive, functional and harmonious with surrounding development. External walls of the building shall be pre-coloured metal sheeting, or other non-combustible materials to the satisfaction of the Council.

Where a building is designed for multiple tenancies it must be compliant with the Building Code of Australia.

Floor levels of all buildings shall be a minimum of 300mm above allotment ground level.

Garbage stands shall be screened from view from any public place.

9.3.7 FENCING

Security fencing will be permitted on side and rear boundaries but must be located behind the designated landscape setback area on any street frontage.

Low ornamental fences may be erected within the designated landscape setback area as part of the landscape design.

9.3.8 SIGNS

For multiple tenant factory unit development, advertising shall be limited to:

- (a) one sign per unit, not exceeding 1.2 m x 0.6 m, of the same size and shape throughout the development, and located in a position common to all units;
- (b) an index board erected at the site entry, with total area not exceeding 4 m².

9.3.9 EFFLUENT DISPOSAL

Council encourages the use of modern effluent treatment and disposal systems such as aerated septic, that facilitate efficient use of treated effluent. All systems are subject to the approval of the Council.

All employment development is to be connected to the reticulated sewerage system, unless reticulated sewer is not available in the locality. If standard septic systems are used, a minimum area specified by Council, or such other area as determined by Council, shall be set aside for the disposal of effluent. Areas required for other disposal systems will be determined by the Council.