

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



Policy Type

Local Planning Policy

Policy Purpose

The policy aims to ensure that the 10 design principles of State Planning Policy 7.0 'Design of the Built Environment' are implemented with regard to medium density development. Specifically the policy aims to ensure that development contributes to:

- Local context and identified neighbourhood character;
- Diversity and quality of the City's housing stock, providing sustainable, safe, functional, comfortable homes;
- Tree canopy cover and minimisation of the heat Island effect;
- A safe and comfortable pedestrian and cycling environment.

Town Planning Scheme No.3 (TPS 3) (Clause 4.4.4) provides for the application of this policy.

Policy Statement

- (1) Attachment 1 contains the Residential Design Guidelines.
- (2) This policy applies to all grouped dwellings.
- (3) This policy applies to multiple dwellings (areas coded less than R40).
- (4) This policy applies to single houses on lots with a frontage less than 10.5m wide; single houses on lots less than 260m².
- (5) The following sections of the policy apply to all dwellings (where applicable):
 - i) split coded lots (Clause 9.1 & 9.2)
 - ii) retained dwellings (Clause 10.3)
 - iii) garage widths (Clause 10.4)
 - iv) fencing (Clause 10.5)
- (6) This policy does not apply to land which is subject to a Local Development Plan (LDP) adopted under TPS 3.
- (7) Intended neighbourhood character is defined for the purposes of applying this policy into three categories as follows, defined in Appendix 1 of the Residential Design Guidelines (Attachment 1):
 - 'Garden Neighbourhood Character'
 - 'New Garden Neighbourhood Character'
 - 'Urban Character'

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



- (8) This policy does not exempt compliance with all other requirements of TPS 3, the R-Codes or other relevant City of Cockburn Policies and/or the Building Code of Australia/relevant Australian Standard(s).
- (9) Design Statement

Development applications relating to three or more grouped dwellings; or any number of multiple dwellings (in areas coded less than R40) , shall be accompanied by a Design Statement, demonstrating the application addresses the following:

1. The Design Principles of the R-Codes where 'deemed to comply' provisions have not been met;
2. Providing an explanation of how the proposal addresses the identified future neighbourhood character, Design Principles of SPP 7 and this Policy; and
3. TPS 3.

The statement shall be between 1 and no more than 5 pages (depending on the size and complexity of the proposal) and be accompanied with a plan illustrating the proposed development and the local contextual considerations including relationship to adjacent properties and interface with the street frontage (Site Context Plan). The aim of the design statement is to explain how design quality requirements of the abovementioned policies have been achieved. Appendix 2 provides example questions an applicant may consider.

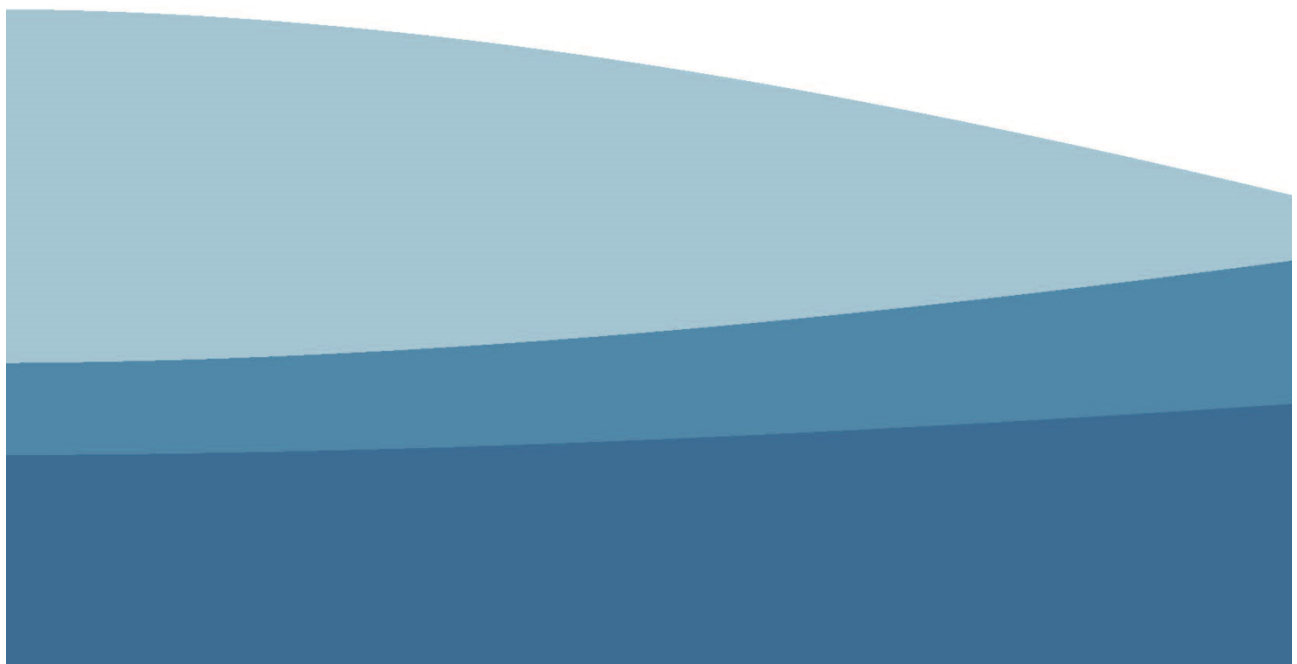
Strategic Link:	Town Planning Scheme No.3
Category	Planning – Town Planning & Development
Lead Business Unit:	Statutory Planning
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Next Review Due: (Governance Purpose Only)	June 2021
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Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



Attachment 1

City of Cockburn
Local Planning Policy 1.2
Residential Design Guidelines



Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



**Design Principle 1:
Context and Character**

Good design responds to and enhances the distinctive characteristics of a local area, contributing to a sense of place.

OBJECTIVES	
To ensure that development:	
O 1.1	Responds positively and contributes to the intended future neighbourhood character of the area, as set out in Appendix 1.
O 1.2	Demonstrates consideration of the local context, and achieves a sympathetic relationship and interface with adjacent sites, streetscapes and the surrounding neighbourhood.
O 1.3	In areas undergoing change, that the design responds to the identified future character of the locality, while mitigating impacts on existing residents and development.
O 1.4	Development includes deep soil areas with sufficient area and volume to sustain healthy plant and tree growth to contribute positively to the identified neighbourhood character.

DESIGN GUIDANCE

DG 1.1 GARDEN AREA

A Garden Area is to be provided for each grouped/ multiple dwelling to support and sustain the development of tree canopy, and to ensure that dwellings respect and contribute positively to the identified neighbourhood character. Garden Areas shall:

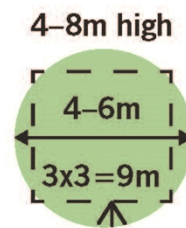
- a) Be a minimum area of 9m² located wholly on site;
- b) Be landscaped, uncovered, unpaved, free draining soil;
- c) Be a minimum length and width dimension of 3m;
- d) Be a minimum of 1m from any building, roof, fence or structure;
- e) Not be used for vehicle parking or access;
- f) Contain no buildings, patios, pergolas, swimming pools or external fixtures;
- g) Be distributed appropriately throughout the development;
- h) Be co-located with existing trees where possible (and the trees are an appropriate species), and in locations best suited to the development of a viable tree canopy;
- i) Be designed to account for irrigation and drainage pathways to reduce staining and ongoing maintenance of the planting infrastructure and the building fabric;

- j) Be accessible for routine pruning as may be required;
- k) Demonstrate measures to manage leaf litter impacts to minimise likely maintenance, and ensure ease of maintenance.

DG 1.2 DRIVEWAYS AND ACCESS

Development to reduce the visual impact of vehicle entries and circulation areas within the site on the intended future neighbourhood character, including consideration of the following:

- a) Changes in materials, colour, levels or landscaping to delineate pedestrian and vehicle circulation areas and define pedestrian paths in shared areas;
- b) locating vehicle entries to minimise ramp lengths and excavation;



- c) where required, incorporating aesthetically pleasing traffic calming devices that are integrated into the design such as changes in paving material or textures;
- d) reducing sections to single lane (3m width) to allow for the incorporation of Garden Areas and landscaping;
- e) minimising the visual impact of unavoidable long driveways through changing alignments and screen planting;
- f) Siting of crossovers to ensure safe and efficient traffic flows and promote intended future neighbourhood character;
- g) No additional crossovers to lots abutting Regional or major roads unless the existing crossover cannot be used for the proposed development. (Major Road defined in Australian Standard 1348: 'Roads and traffic engineering' and the Austroads Glossary of Terms as "A road to which is assigned a permanent priority for traffic movement over that of other roads";
- h) New developments with shared/common property access ways to utilise the shared/common property access way without additional crossover(s) wherever possible;
- i) New or modified crossovers located a minimum of 1m from existing street trees;
- j) Services such as water metres and power domes to be annotated on the site plans demonstrating they do not impact access to rear dwellings.

DG 1.3 CAR PARKING

- a) New carports and garages added to existing retained dwellings designed to complement the style and

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



- finish of the existing dwelling, considering materials, colour and roof pitch.
- b) Visitor and resident car parking designed to minimise the negative visual and environmental impacts on amenity and the identified neighbourhood streetscape character.

DG 1.4 CORNER LOTS

Development of corner lots shall contribute to enhancement of intended future neighbourhood character and improve passive surveillance, as follows:

- a) One dwelling facing each street (where possible);
- b) Corner dwellings to be designed to address both primary and secondary streets;
- c) Existing blank/solid fencing to the secondary street to be removed and replaced with open style fencing for no less than 50% of the boundary length;
- d) Battleaxe subdivision designs on corner lots will generally not be supported (see diagram below);
- e) Subdivision designs resulting in two long narrow lots with narrow frontages to the primary street generally not supported (see Figure 1).

DG 1.5 OUTDOOR LIVING AREAS

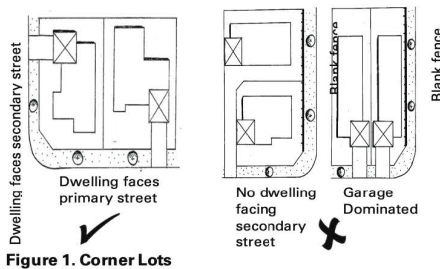


Figure 1. Corner Lots

Outdoor Living Areas (OLAs) may be supported in the front setback of a dwelling or between the dwelling and primary street where:

- a) The OLA achieves the design principles of Clause 5.3.1 of the R-Codes;
- b) The OLA is developed including provision of a level area either paved and drained or turfed and fenced with complementary fencing (mix of solid and open-style);
- c) Any roofing material covering the OLA matches or is complementary to the colour and material of the dwelling; and
- d) A separate drying area provided behind the dwelling alignment.

Design Principle 2: Landscape Quality

Good design recognises that together landscape and buildings operate as an integrated and sustainable system, within a broader ecological context.

OBJECTIVES

- O 2.1** To ensure the creation of attractive and functional outdoor spaces designed with people in mind.
- O 2.2** To ensure landscape design enhances streetscape and pedestrian amenity; improves the visual appeal and comfort of open space areas; and provides an attractive outlook for habitable rooms.
- O 2.3** To ensure soft landscaping creates external environments that interact in a considered manner with built form, resulting in well integrated, engaging places that contribute to local identity and streetscape character.

DESIGN GUIDANCE

DG 2.1 LANDSCAPING

- a) Development Applications for 3 or more Grouped dwellings to include a Landscape Plan containing a Site Schedule and a Site Plan. (See Appendix 3 for Landscape Plan requirements.)
- b) A semi-mature small-medium sized tree (as a minimum) shall be provided in each Garden Area with a minimum 90 litre pot size of an appropriate species considering:
 - i. Size at maturity
 - ii. Siting
 - iii. Root impacts
 - iv. Maintenance requirements
- c) Driveways separated along their length from adjacent structures and walls by a 0.5m wide landscaped area to be densely planted to reduce the visual prominence of adjacent walls and structures, to reduce the apparent width of the driveway, and to assist in dissipating heat build-up in walls and paving materials. This requirement does not apply to driveways under a roofed structure, and at doorways to buildings.
- d) For driveways where 5 or more dwellings are proposed containing straight sections longer than 35m (measured from front lot boundary), the width of the driveway landscaping area to extend a further 1m x 1.5m at no more than 10m intervals along one side of the driveway (Example provided in Figure 3). Selected plant species within these areas shall be taller than the rest of the driveway landscaping.

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



This is to:

- Create a sense of visual relief for visitors to these developments;
- Reduce the impact of extensive hardscape materials from the street and contribute positively to intended neighbourhood character.

Consideration will be given to alternative layouts that meet the desired design principle of reducing the impact of hardscapes in and around driveways.

DG 2.2 VERGES

- Removal of street trees located within verge areas is strictly not permitted without specific approval of the City. Where removal is approved two replacement trees are to be located and installed (Details of suitable species selection can be found at Appendix 4).
- Verges to be landscaped in accordance with the City's Residential Verge Development Guide.

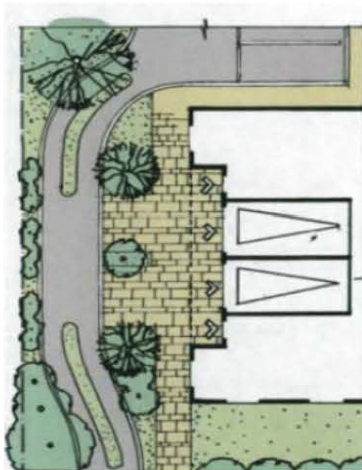


Figure 3: Curved pavement and landscape planting to reduce visual impact of driveway.

Design Principle 3: Built form and scale

Good design ensures that the massing and height of development is appropriate to its setting and successfully negotiates between existing built form and the intended future character of the local area.

OBJECTIVES

- O 3.1** To ensure that good design delivers buildings and places of a scale that respond to landform characteristics and existing built fabric in a considered manner, mitigating the potential for negative amenity impacts on both private land and the public realm.
- O 3.2** The scale, massing and height of new development should respond positively to that of the adjoining buildings, the topography, the general pattern of heights, and the views, vistas and landmarks of the place, reinforcing a coherent local identity.
- O 3.3** The orientation, proportion, composition, and articulation of built form elements should deliver an outcome that is suited to the purpose, defines the public domain, contributes to the character of adjacent streetscapes and parks, and provides good amenity for people at ground level.

DESIGN GUIDANCE

DG 3.1 BULK AND SCALE

- Developments to demonstrate how the siting, bulk and scale of new development does not dominate the streetscape; and any adjacent POS, and how they enhance and complement the intended future character.
- Bulk and scale of new buildings to consider the impact on neighbouring properties, the streetscape, and any adjacent POS, and to achieve a compatible interface.
- Overall shape, volume and arrangement of the parts of any new development should not dominate the identified neighbourhood character, with design elements reducing building bulk.

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



Design Principle 4: Functionality and build quality

Good design meets the needs of users efficiently and effectively, balancing functional requirements to perform well and deliver optimum benefit over the full life-cycle.

OBJECTIVES

To ensure that good design achieves:

- O 4.1** Good build quality through the use of durable materials, finishes, elements and systems that are - resilient to wear and tear expected from its intended use; easy to maintain; easy to upgrade; weather well over time; and does not have excessive maintenance requirements.
- O 4.2** Considers the full life-cycle of the development and mitigation of potential climate change impacts.
- O 4.3** Accommodates services in an integrated manner, without detriment to the appearance, functionality and serviceability of the final outcome.

DESIGN GUIDANCE

DG 4.1 WASTE STORAGE

Waste storage facilities to minimise negative impacts on the streetscape, building entries and the amenity of residents.

DG 4.2 EXTERNAL MATERIALS

Exterior material finishes to be durable and low-maintenance to ensure:

- The dwelling performs well over time with reasonable levels of maintenance for the property owner;
- A high-quality external appearance, contributing positively to the intended neighbourhood character over the full life-cycle of the dwelling.

Design Principle 5: Sustainability

Good design optimises the sustainability of the built environment, delivering positive environmental, social and economic outcomes.

OBJECTIVES

- O 5.1** Sustainable built environments that use passive environmental design measures at various scales, responding to local climate and site conditions by providing optimal orientation, shading, thermal performance and natural ventilation.
- O 5.2** To reduce reliance on technology for heating and cooling minimises energy use, resource consumption and operating costs over the life-cycle of the project.
- O 5.3** Building layouts that respond to the streetscape, topography and site attributes while optimising solar and daylight access within the development.
- O 5.4** Dwellings are designed to optimise natural ventilation of habitable rooms.

DESIGN GUIDANCE

DG 5.1 SOLAR AND DAYLIGHT ACCESS

- a) The development is sited and designed to optimise the number of dwellings receiving winter sunlight to private open space and via windows to habitable rooms.
- b) Windows are designed and positioned to optimise daylight access for habitable rooms.
- c) The development incorporates shading and glare control to minimise heat gain and glare from mid-spring to autumn

DG 5.2 NATURAL VENTILATION

- a) Individual dwellings to be designed to optimise natural ventilation of habitable rooms.
- b) To achieve better natural ventilation consider design solutions such as:
 - i. High and low level ventilation openings oriented between 45 degrees to 90 degrees of the prevailing cooling wind direction
 - ii. windows in at least two rooms and connecting doors located at the rear of the room rather than adjacent to the windows
 - iii. using stack effect ventilation/solar chimneys or wind scoops to naturally ventilate internal building areas or rooms such as bathrooms and laundries
 - iv. designing courtyards or building indentations that are open on one side and have a width-to depth ratio of at least 3:1.

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



Design Principle 6: Amenity

Good design provides successful places that optimise internal and external amenity for occupants, visitors and neighbours, providing environments that are comfortable, productive and healthy.

OBJECTIVES

To ensure that good design:

- O 6.1** Provides internal rooms and spaces that are adequately sized, comfortable and easy to use and furnish, with good levels of daylight, natural ventilation and outlook.
- O 6.2** Overall floor area of the dwelling and the dimensions of individual rooms that are large enough to accommodate differing arrangements of furniture depending on individual preferences and requirements.
- O 6.3** Provides good levels of internal amenity and also includes the provision of appropriate levels of acoustic protection and visual privacy, adequate storage space, and ease of access for all.

DESIGN GUIDANCE

DG 6.1 SIZE AND LAYOUT OF DWELLINGS

- a) The internal size and layout of dwellings is functional with the ability to flexibly accommodate furniture settings and personal goods, appropriate to the expected household size.
- b) The arrangement of doors, windows, circulation paths and electrical fittings should maximise flexibility and functionality of all dwellings.
- c) Ceiling heights and room dimensions provide for well proportioned spaces that facilitate good natural ventilation and daylight access, and maximise useability. In this regard the Table below will be used for guidance for minimum room sizes.

Habitable room type	Minimum internal floor area	Minimum internal dimension
Master bedroom	10m ²	¹ 3m ²
Other bedrooms	9m ²	¹ 3m ²
Living room	N/A	4m

¹Excluding robes

Design Principle 7: Legibility

Good design results in buildings and places that are legible, with clear connections and easily identifiable elements to help people find their way around.

OBJECTIVES

To achieve good design that:

- O 7.1** Makes places easy to navigate and ensure they are well-connected to existing movement networks.
- O 7.2** Considers sightlines, with built form responding to important vantage points.
- O 7.3** Ensures that movement is always easy for everyone who uses it, whether they are on foot or by bicycle, public transport or private vehicle.
- O 7.4** Seeks to prioritise pedestrian movement priority over vehicular movement.
- O 7.5** Ensures that access and circulation within developments contributes to a fine-grain network of direct and connected routes within and beyond the site and avoid creating large non-permeable blocks.

DESIGN GUIDANCE

DG 7.1 PEDESTRIAN LINKS

- a) Pedestrian links should be direct, with clear sightlines and passive surveillance from dwellings within the development, while maintaining appropriate privacy for residents.
- b) Consideration should be given to the provision of a gate and clearly defined path leading to front doors.

DG 7.2 CONNECTIVITY

On larger sites consider opportunities to provide pedestrian links through the site to provide connectivity to adjacent key pedestrian routes and key destinations including open space, main streets, activity centres and public transport.

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



Design Principle 8: Safety

Good design optimises safety and security, minimising the risk of personal harm and supporting safe behaviour and use.

OBJECTIVES

To promote safety and security by:

- O 8.1** Maximising opportunities for passive surveillance of public and communal areas.
- O 8.2** Providing clearly defined, well-lit, secure access points that are easily maintained and appropriate to the purpose of the development.
- O 8.3** Achieving a positive, clearly defined relationship between public and private spaces and addresses the need to provide optimal safety and security both within a development and to the adjacent public realm.
- O 8.4** Design of vehicular transport routes that integrate safety requirements in a manner that mitigates negative impacts on pedestrian amenity.

DESIGN GUIDANCE

DG 8.1 PASSIVE SURVEILLANCE

- a) Dwelling design to balance the need for safe and efficient vehicle access and egress, with the needs of pedestrians, cyclists, and other road users, in addition to the impacts on the identified streetscape character.
- b) Clearly defined front door entry to dwellings which incorporates features such as a portico/awning. Variations to these features are encouraged where front doors address an internal driveway to create greater visual interest.
- c) Garages and carports located in front of an existing dwelling to allow at least one major opening (window) facing the primary street and retain a clear entry to enable adequate surveillance of the street.

DG 8.2 SHARED/Common AREA LIGHTING

- a) For 6 or more dwellings, bollard lighting to light shared/common access ways into developments (including the existing retained dwellings).
- b) Light levels to comply with the relevant Australian standards.
- c) Lighting to be automatically switched on by falling ambient light levels.
- d) Details of the proposed bollard lights to be listed in the Landscape Plan schedule.

Design Principle 9: Community

Good design responds to local community needs as well as the wider social context, providing environments that support a diverse range of people and facilitate social interaction.

OBJECTIVES

To promote good design that:

- O 9.1** Achieves a mix of dwelling types, providing housing choice for different demographics, living needs and household budgets, and accommodating all ages and abilities.
- O 9.2** Has some capacity to adapt to changing demographics, an ageing population, new uses and people with disability so that it makes a positive contribution to the City's housing stock and the needs of the community.

To promote the following through split-codings:

- O 9.3** Improved surveillance of public open space ("POS") and activation of the streets opposite and adjacent to POS.
- O 9.4** Opportunities for dwelling diversity within the immediate vicinity of POS while achieving an improved balance between open space and dwelling floorspace through two-storey construction for higher density developments.
- O 9.5** The assembly of land parcels into larger development sites that can be developed in a more coordinated manner.
- O 9.6** Promotion of two storey construction for higher density developments so as to achieve an improved balance between open space and dwelling floorspace.

PROVISIONS

DG 9.1 SPLIT CODED R30/40 LOTS

Split coded R30/R40 residential lots may be developed up to the stated maximum R40 density where development is consistent with this policy and the following criteria:

- a) At least one of the dwellings is two storey or incorporates a habitable mezzanine/loft (excluding bedrooms) to create variety in design and height and provide opportunity for surveillance of the POS;
- b) New dwellings located on the front portion of a lot to have major windows fronting the street, and must not be orientated to solely face internal driveways (as shown in Figure 4);
- c) Wherever possible rear dwellings should be designed so that significant sections of the front elevations can be seen from the street (i.e. major openings to internal living areas)(as shown in Figure 5);

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2

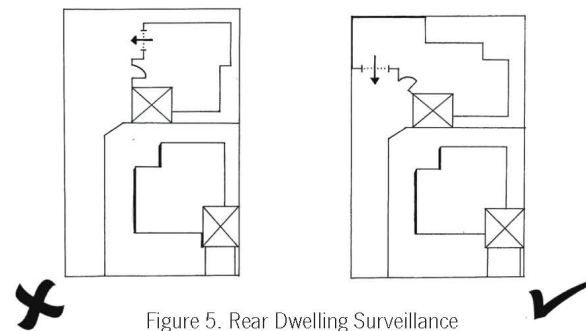
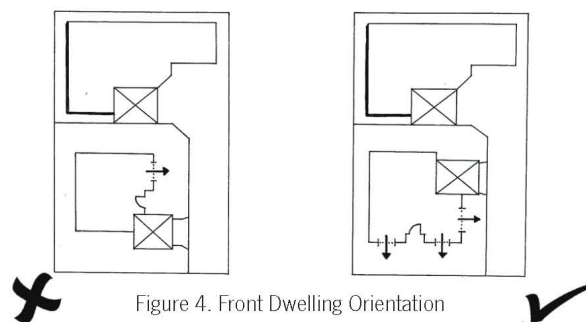


- d) Development on lots larger than 1500m² shall also demonstrate a suitable level of variety in design and height and promote surveillance of the POS.

DG 9.2 SPLIT CODED R30/40/60 LOTS

Split coded R30/R40/R60 residential lots may be developed at R40 or R60, where development is consistent with the requirements of this policy and the following criteria:

- a) In the absence of built development, land within any of the split coded areas depicted on the Scheme Map will only be granted subdivision approval up to the identified base code – that being Residential R30.
b) Built development refers to buildings constructed to plate height in accordance with an approved Development Application.



R40 Development Criteria	R60 Development Criteria
<ol style="list-style-type: none"> At least one of the dwellings is two storey or incorporates a habitable mezzanine/loft (excluding bedrooms) to create variety in design and height and provide opportunity for surveillance of the POS. New dwellings located on the front portion of a lot to have major windows fronting the street, and must not be orientated to solely face internal driveways (as shown in Figure 4). Wherever possible rear dwellings should be designed so that significant sections of the front elevations can be seen from the street (i.e. major openings to internal living areas) (as shown in Figure 5). Development on lots larger than 1500m² shall also demonstrate a suitable level of variety in design and height and promote surveillance of the POS. 	<ol style="list-style-type: none"> Development assembles more than one existing lot or the development site is over 2000m² in area. The majority of buildings (50%) are two storeys. Dwellings fronting a public street must address the primary street by way of design, fenestration, entry and must contain major opening(s) to a living area and/or master bedroom. Development shall demonstrate a suitable level of variety in design, height and rooflines and promote surveillance of the street and private access way. Development adjacent to POS must comply with the criteria set out in DG 9.1.

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



Design Principle 10: Aesthetics

Good design is the product of a skilled, judicious design process that results in attractive and inviting buildings and places that engage the senses.

OBJECTIVES

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|---------------|--|
| O 10.1 | To ensure that good design achieves a visually appealing and coherent outcome that addresses all aesthetic considerations from the articulation of building form through to the selection and detailing of materials and building elements, enabling integrated responses to the character of the place. |
| O 10.2 | To ensure that development responds to the local context, and addresses the intended future character. |
| O 10.3 | Street facing development and landscape design retains and enhances the amenity and safety of the adjoining public domain, including the provision of shade. |

DESIGN GUIDANCE

DG 10.1 FAÇADE DESIGN

Frontages to the street(s) to include:

- a) Well-articulated building facades, through architectural features such as balconies, verandahs, porticos, awnings, plinths and other such elements including cladding.
- b) Building facades visible from the public realm to contain a minimum of three different finished materials such as face brick, painted render and/or painted weatherboard and to incorporate a minimum of two of the following architectural features to provide a consistent architectural character:
 - i. Roof features such as gable ends (open or finished), flat roofs (where concealed by parapet walls), skillion roofs or dormer windows.
 - ii. Wall features such as decorative parapet walls, feature walls (including cladding), treated plinths and exposed brickwork.
 - iii. Protruding feature elements around major openings;
 - iv. A balcony or Juliette balcony.
 - v. Window awnings or window lintels.
 - vi. Porticos.
 - vii. Decorative treatment / moulding to parapet walls, lintels, window sills or horizontally expressed plinths to change in floor levels.

DG 10.2 FACADES TO DRIVEWAYS

Facades to internal driveways to include articulation and setback variations to create visual interest, provide landscaping opportunities, and avoid creation of a monotonous interface and hostile setting for grouped dwellings.

DG 10.3 RETAINED DWELLINGS

- a) Dwellings retained as part of a subdivision or development of grouped or multiple dwellings shall be of a standard capable of being upgraded so its appearance is not out of character with the new development. Upgrading may involve the following requirements:
 - i. Bagging or rendering external walls, replacing or professionally recoating non-masonry walls or professionally cleaning existing brickwork;
 - ii. Replacing or professionally recoating faded or discoloured roof tiles or metal sheeting;
 - iii. Replacing/repairing and painting gutters and downpipes;
 - iv. Replacing/upgrading driveways which are un-drained and extensively cracked or in a state of disrepair;
 - v. Modifying, upgrading or replacing damaged or dilapidated windows and frames;
 - vi. Demolishing unauthorised or poorly maintained additions, flat roof carports/extensions, sleep outs and constructing quality replacement structures (if required) which match or complement the existing dwelling and new development where visible from the street or public domain;
 - vii. Improvements to existing landscaping;
 - viii. Replacement of substandard or asbestos fencing where visible from the street.
- b) Works to be undertaken on the existing dwelling to be completed prior to subdivision clearance or occupation of the new dwelling (whichever comes first), imposed as a development or subdivision condition where appropriate.

DG 10.4 GARAGES AND MINIMUM FRONTAGES

A single-storey dwelling with a double width garage or carport will generally not be supported on a lot with a frontage of less than 10.5m (at the boundary). Double width shall refer to an opening of 4.8m or greater capable of accommodating two vehicles side by side.

DG 10.4 FENCING

Secondary street fencing to be permeable above 1.2m for no less than 50% of the boundary length so it does not detract from the identified neighbourhood character and that active frontages are achieved to secondary streets.

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2

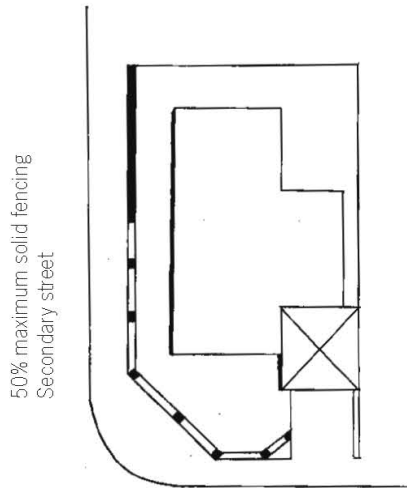


Figure 3. Fencing on corner lots

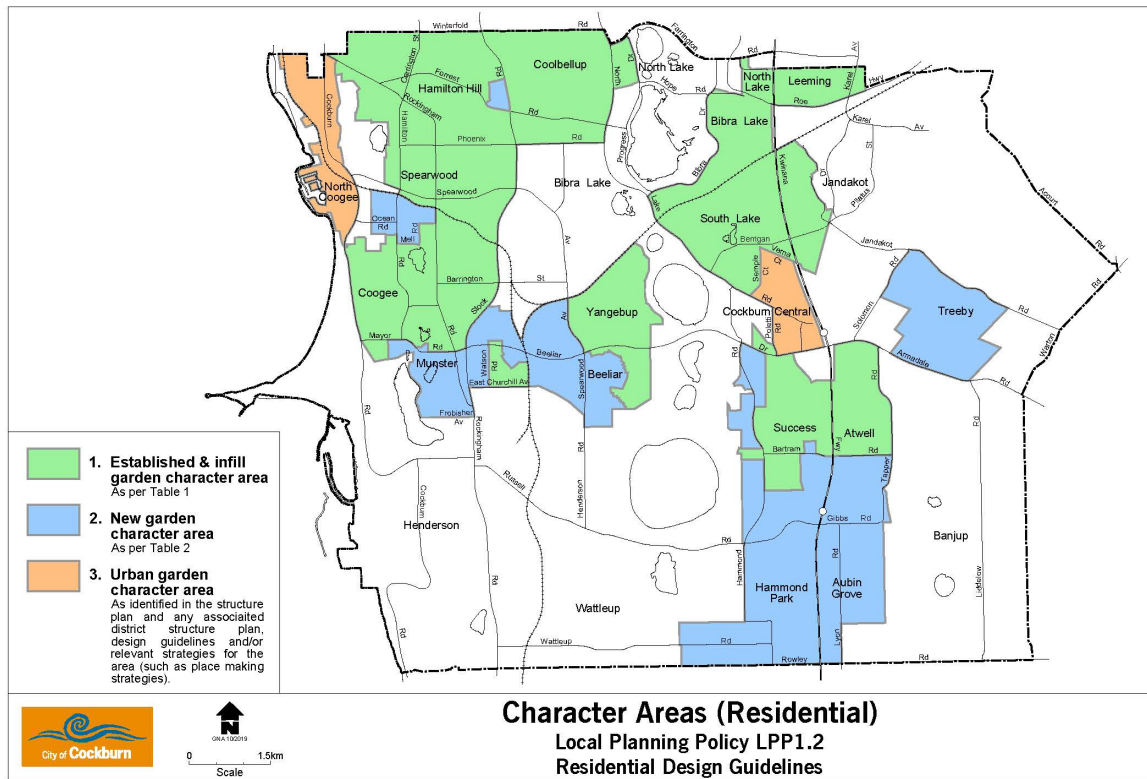
Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



Appendix 1 - Intended Neighbourhood Character

No.	Character Area	Intended future character
1	Infill Garden Character Area	As per Table 1
2	New Garden Character Area	As per Table 2
3	Urban Garden Character Area	As identified in the Structure Plan(s) and any associated District Structure Plan, Design Guidelines and/or relevant adopted strategies (such as Place Making Strategies).

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



TABLE 1: INFILL GARDEN CHARACTER AREAS – INTENDED FUTURE CHARACTER

	Current Valued Character Elements	Intended Future Desired Infill Character
1. Front Setbacks	<p>Open front setbacks characterised by predominately soft green elements, often including lawn, mature vegetation and trees, with hardscaped elements being integrated and subservient.</p> <p>These are valued for: Contributing to the creation of a green, leafy streetscape character, with landscaping softening the appearance of built form elements.</p> <p>a) Creating open space for the amenity of dwelling occupants. b) Improving dwelling occupant and pedestrian comfort by creating shade and reducing glare. c) Reducing the heat-island effect.</p>	<p>1.1 Streetscapes that have a garden character, with landscaping and trees within the site, front setback, and verge areas that soften the appearance of the built form.</p> <p>1.2 Hardscaping and car parking areas being subservient elements of the streetscape.</p> <p>1.3 Open front setback areas that include landscaping, and the opportunity for trees to enhance the streetscape character.</p> <p>1.4 Landscaping in front setbacks and verges that contribute to the amenity of pedestrians and cyclists.</p> <p>1.5 Views of front gardens from the street maintained wherever possible.</p>
2. Open Space	<p>Dwellings set amongst landscaping and open space, often including mature vegetation such as shrubs and trees.</p> <p>These are valued for: a) Contributing to the creation of a green, leafy streetscape character, with landscaping softening the appearance of built form elements. b) Creating open space for the amenity of dwelling occupants. c) Improving dwelling occupant and pedestrian comfort by creating shade and reducing glare. d) Reducing the heat-island effect.</p>	<p>2.1 Dwellings in a garden setting, with open spaces and landscaping creating amenity and functional outdoor spaces for occupants.</p> <p>2.2 A reduced reliance on technology for heating and cooling and minimisation of energy use by minimising hardscaping and maximising opportunities for trees and plants.</p>
3. Bulk & Scale	<p>Dwellings with a form, scale, bulk, style and roof line that generally does not detract from the open, landscaped streetscape, with a style that is distinctly 'suburban residential' in character; aligning with the predominately residential function of the neighbourhood.</p>	<p>3.1 Grouped dwellings with a bulk, scale and form that can sit comfortably alongside single dwellings, and does not dominate the suburban garden streetscape character.</p>
4. Dwelling Design & Liveability	<p>Dwelling facades characterised by: a) Different elements and details of design interest, including openings and articulation (rather than being one flat surface), and a roofline and eaves that provide visual interest; b) Durable external material finishes that generally weather well and maintain a good appearance over time; c) Variety of openings to the street(s) that serve to provide visual interest, break up the facade, and provide passive surveillance; and d) Garages, carports that do not visually dominate the façade.</p> <p>Dwellings that provide high levels of amenity; meet the needs of occupants and flexibly accommodate furniture and personal goods.</p>	<p>4.1 Dwellings that are visually appealing, with facades and rooflines that include different elements of design interest.</p> <p>4.2 Dwellings on corner lots that address and provide visual interest to both streets.</p> <p>4.3 Dwellings that have openings to the street(s) to provide visual interest and passive surveillance.</p> <p>4.4 Durable external material finishes that weather well and maintain a good appearance over time.</p> <p>4.5 Well-designed dwellings that provide high levels of amenity for occupants, flexibly accommodate furniture and personal goods, and contribute to the creation of diverse and high quality housing to meet the needs of the community.</p>
5. Crossovers & Driveways	<p>Predominately one (single or double crossover) for each existing established residential property which: a) Contribute to the creation of a green, leafy streetscape character, with landscaping softening the appearance of built form elements. b) Minimise disruption to the pedestrian and cyclist environment, thereby improving safety and comfort. c) Maximises opportunities for street trees and landscaping in verge areas which reduces the heat-island effect.</p>	<p>5.1 Streets that are pedestrian and cyclist friendly, with:</p> <ul style="list-style-type: none"> • Minimal crossover interruptions to maximise pedestrian and cyclist safety, comfort and convenience. • Trees and landscaping in front setbacks and verges creating shade and reducing glare. <p>5.2 The width and number of crossovers minimised to:</p> <ul style="list-style-type: none"> • Minimise hard standing and maximise tree and landscaping opportunities in the verge and front setback • Maximise street tree retention • Minimise conflict between vehicles and pedestrian/cyclist movement and maximise pedestrian and cyclist safety and comfort.

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



TABLE 2: NEW GARDEN NEIGHBOURHOOD CHARACTER AREAS – INTENDED FUTURE CHARACTER

	Key Elements of Future Intended Character	Intended Future Character Objectives
1. Front Setbacks	Streetscapes that have a landscaped garden character, with landscaping and trees within the site, front setback, and verge areas that soften the appearance of the built form.	<ul style="list-style-type: none"> 1.1 To create open front setback areas that include landscaping, and the opportunity for trees to contribute to the creation of a landscaped streetscape character. 1.2 To create functional on-site open spaces that contribute to the amenity of dwelling occupants and visitors. 1.3 To minimise hardscaping elements in the front setback and verge and maximise opportunities for landscaping. 1.4 To facilitate landscaping in front setbacks and verges that contributes to the amenity of pedestrians and cyclists. 1.5 To maintain views of front gardens from the street wherever possible.
2. Open Space	Dwellings in a garden setting, with open spaces and landscaping creating amenity and functional spaces for occupants.	<ul style="list-style-type: none"> 2.1 To reduce reliance on technology for heating and cooling and minimise energy use by minimising hardscaping and maximising opportunities for trees and plants. 2.2 Locate open space to optimise connection with living areas and support landscaping and tree planting.
3. Dwelling Design and Liveability	<ul style="list-style-type: none"> a) Dwellings with facades that include different elements of design interest, including articulation. b) Dwellings that have openings to the street(s), providing visual interest and passive surveillance. c) Well-planned, liveable dwellings that provide high levels of amenity for occupants, and contribute to the creation of diverse and high quality housing for the community. 	<ul style="list-style-type: none"> 3.1 Dwellings with an internal layout that is functional for occupants, providing the ability to flexibly accommodate furniture and personal goods. 3.2 Dwellings that have healthy and comfortable living environments for occupants, 3.3 Durable external material finishes that weather well and maintain a good appearance over time.
4. Crossovers & Driveways	<p>Streets that are pedestrian and cyclist friendly, with:</p> <ul style="list-style-type: none"> a) Trees and landscaping in front setbacks and verges creating shade and reducing glare. b) Minimal crossover interruptions to maximise pedestrian and cyclist safety, comfort and convenience. 	<ul style="list-style-type: none"> 4.1 To minimise the number and width of crossovers to: <ul style="list-style-type: none"> a) Maximise tree and landscaping opportunities in the verge and front setback b) Minimise hard standing. c) Maximise street tree retention d) Minimise conflict between vehicles and pedestrian/ cyclist movement and maximise pedestrian and cyclist safety and comfort.
5. Bulk & Scale	<ul style="list-style-type: none"> c) Grouped dwellings with a bulk, scale and form that does not dominate the current or future desired landscaped streetscape character. d) Grouped dwellings that contribute to the creation of a suburban residential neighbourhood character whilst contributing to housing diversity. 	<ul style="list-style-type: none"> 5.1 To ensure that the siting, bulk and scale of new development does not dominate the streetscape or public realm, or create a monotonous built form interface to internal driveways and common property. 5.2 To ensure that the bulk and scale of new buildings considers the impact on neighbouring properties and the streetscape, and achieves a compatible interface. 5.3 New development that enhances and complements the identified streetscape character.

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



Appendix 2 – Example questions for consideration of a Design Quality Statement

1. Does the proposal look appropriate in its context? Does the development respond to the intended future character and desirable elements of the area? Provide details.
2. Has the proposal considered the scale of surrounding development? In areas undergoing transition, does the bulk and scale of development consider any future aspirations of the locality? Provide details.
3. Is the built form appropriate for the site? For example how does the development interface with surrounding public domain areas including public open spaces, the street and does it provide a good level of internal amenity?
4. Have facades been designed to include a variety of elements of visual interest (minimum of three) as required by this policy? Outline and identify these features.
5. Where a development includes driveways do facades address the driveways and include variation in setbacks/features, as required by this policy? Provide details.
6. Does the proposal consider sustainable design solutions? Provide details.
7. Does the proposed landscaping integrate with the built form and result in a good aesthetic quality for both occupants and the adjoining public domain? Provide details.
8. Has amenity been considered through appropriate room dimensions, access to sunlight, natural ventilation, private outdoor spaces, privacy etc? Provide details.
9. Does the proposal provide a good level of security both internally and in public areas? Provide details.
10. Has the development considered the localities social context and housing affordability? For example through the provision of a range of housing types? Provide details.
11. Does the proposals aesthetics contribute to the existing or desired future character of the area? Provide details.
12. What site constraints were considered and how did these inform the final design? Provide details

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



Appendix 3 – Landscape Plan Requirements

The Site Schedule shall include the following:

1. Applicant name, Lot and Deposited Plan Number and address;
2. Area in square meters of:
 - a. Lot;
 - b. Verge excluding 2m wide back of kerb footpath reserve, crossover and footpaths;
 - c. Impervious paving, includes areas beneath roofed structures (buildings and sheds), paving required for car parking bays, and vehicle access driveways (excludes paving proposed but not required for these specific purposes);
 - d. Required 'Garden Area'
 - e. Area of impervious paving required other than that listed in c) above;
 - f. Area of unpaved, free draining soil.

The Landscape Plan is to be a dimensioned plan, drawn to scale, indicating the arrangement of the following:

1. The ground floor plan of dwellings and other roofed buildings proposed, including finished floor level, doors, dashed roof gutter line and window positions;
2. External paving and steps – extent of hard materials proposed;
3. Elevations of the finished ground level above Australian Height Datum (AHD) to describe:
 - a. Sudden changes in level
 - b. Highest and lowest points
 - c. Corners of areas of continuous paved or unpaved finish,
 - d. Method of draining all paved areas
4. Unroofed structures including but not limited to:
 - a. Retaining walls,
 - b. Swimming pools,
 - c. Fences and gates,
 - d. Light fittings,
5. Proposed planting, including:
 - a. Botanical and common species name,
 - b. Size of nursery stock to be used,
 - c. Anticipated mature height of species,
 - d. Numbers of plants of each species,
 - e. Methods of cultivating planting such as
 - i. type and depth of mulch
 - ii. details of tree staking, and
 - iii. method of irrigating the planting (source of water, is a reticulation system and controller proposed, source of water – nominated caretaker for site/common areas or separate supply points from each dwelling and so on).

Title	Residential Design Guidelines
Policy Number (Governance Purpose)	LPP 1.2



6. North point, bar scale and scale of drawing at a stated paper size (such as 1:100 Scale when printed on A3 sheet).

Example landscape plan:

