

5.10 Categories of development and assessment – Overlays

The following tables identify where an overlay changes the category of development and assessment from that stated in a zone.

They also identify additional assessment benchmarks for assessable development.

For accepted development subject to requirements, the table identifies applicable codes which include required outcomes the development must meet in order to remain accepted. If no codes are listed in the assessment benchmarks and required outcomes column for development, this means that there are no required outcomes for the development to meet.

Other tables in this part may affect the category of development or category of assessment for a particular development, or identify additional assessment benchmarks or required outcomes for accepted development.

Insertion of the following new table for the Neighbourhood elements overlay:

Table 5.10.17: Neighbourhood elements overlay

Comment [OCOP1]: Submission/s

<u>Zone</u>	<u>Development</u>	<u>Categories of development and assessment</u>	<u>Assessment benchmarks and required outcomes</u>
Neighbourhood elements overlay map			
All zones	<u>Any material change of use n.e.i (excluding a Dwelling house or a Dual occupancy) on land located in a 'Neighbourhood element area' as identified on the Neighbourhood elements overlay map</u>	<u>No change to the categories of development and assessment</u>	<u>Neighbourhood elements overlay code</u>
	<u>Any reconfiguration of a lot on land located in a 'Traditional residential area' as identified on the Neighbourhood elements overlay map</u>	<u>No change to the categories of development and assessment</u>	<u>Neighbourhood elements overlay code</u>
	<u>Any material change of use on land located in a 'Traditional residential area' as identified on the Neighbourhood elements overlay map</u>	<u>Code assessment if provisionally made accepted or accepted subject to requirements by another table of assessment</u>	<u>Neighbourhood elements overlay code</u>
Low-medium density residential zone and Medium density residential zone	<u>A material change of use for Residential activities (excluding a Dwelling house) on land located in a 'Neighbourhood element area' as identified on the Neighbourhood elements overlay map where:</u> <u>(a) Site cover exceeds 50% for buildings up to 9m in height on lots equal to or greater than 400m²;</u> <u>or</u> <u>(b) Site cover exceeds 60% for buildings up to 9m in height on lots less than 400m²; or</u>	<u>Impact assessment</u>	<u>City Plan including:</u> <u>Strategic framework</u> <u>Neighbourhood elements overlay code</u> <u>Any overlay code triggered by an overlay map</u> <u>Any other relevant code</u>

Comment [OCOP1]: Submission/s

Table 5.10.17: Neighbourhood elements overlay

Zone	Development	Categories of development and assessment	Assessment benchmarks and required outcomes
	<p>(c) <u>Site cover exceeds 60% for buildings greater than 9m and up to 16m in height; or</u></p> <p>(d) <u>Site cover exceeds 50% for buildings greater 16m in height.</u></p>		
High density residential zone	<p><u>A material change of use for Residential activities (excluding a Dwelling house) on land located in a 'Neighbourhood element area' as identified on the Neighbourhood elements overlay map where:</u></p> <p>(a) <u>Site cover exceeds 50% for buildings up to 9m in height on lots equal to or greater than 400m²; or</u></p> <p>(b) <u>Site cover exceeds 70% for buildings up to 9m in height on lots less than 400m²; or</u></p> <p>(c) <u>Site cover exceeds 60% for buildings greater than 9m and up to 16m in height; or</u></p> <p>(d) <u>Site cover exceeds 50% for buildings greater 16m and up to 33m in height; or</u></p> <p>(e) <u>Site cover exceeds 40% for buildings greater than 33m and up to 55m in height; or</u></p> <p>(f) <u>Site cover exceeds 30% for buildings greater than 55m in building height.</u></p>	<u>Impact assessment</u>	<p><u>City Plan including:</u></p> <p><u>Strategic framework</u></p> <p><u>Neighbourhood elements overlay code</u></p> <p><u>Any overlay code triggered by an overlay map</u></p> <p><u>Any other relevant code</u></p>