

Division 6—Residential Medium Density Zone: Assessment Criteria and Assessment Tables

4.6.1 Residential Medium Density Zone

The provisions in this division relate to the Residential Medium Density Zone as follows—

- overall outcomes (section 4.6.2);
- specific outcomes and probable solutions as follows—
 - effects of development – general (section 4.6.3);
 - effects of development within Sub Areas (section 4.6.4);
 - consistent and inconsistent uses, use classes and other development (section 4.6.5);
- assessment tables (Tables 4.6.1 and 4.6.2).

- (ii) maintain or enhance aspects of local character;
- (iii) be compatible with other uses and works;
- (iv) maintain the safety of people, buildings and works; and
- (v) avoid significant adverse effects on the natural environment.

NOTE 4.6.2B

- (1) Some of the land within the Residential Medium Density Zone is affected by development constraints, particularly flooding and mining.
- (2) Refer to the overlay maps and Part 11 to determine whether a proposal is affected by an overlay.

4.6.2 Overall Outcomes for Residential Medium Density Zone

- (1) The overall outcomes are the purpose of the Residential Medium Density Zone.

NOTE 4.6.2A

Sub-section (1) provides the link between the overall outcomes sought for the zone and the area code and the IPA code assessment rules which refer to the 'purpose' of the code [see IPA s.3.5.13(2)].

- (2) The overall outcomes sought for the Residential Medium Density Zone are the following—
- (a) The Residential Medium Density Zone provides a range of residential forms to meet community housing needs for higher intensity living, to the general exclusion of most other uses.
 - (b) Uses within the Residential Medium Density Zone are provided with full urban services such as reticulated water, sewerage, sealed roads, parks and other community facilities.
 - (c) Uses and works within the Residential Medium Density Zone are located and designed to maximise the efficient extension and safe operation of infrastructure.
 - (d) Uses and works within the Residential Medium Density Zone are located, designed and managed to—
 - (i) maintain residential amenity and streetscape quality;

4.6.3 Effects of Development – General

NOTE 4.6.3A

The specific outcomes which are sought to apply generally throughout the Residential Medium Density Zone are set out below.

Residential Uses – Density and Character Specific Outcomes

- (1) Uses and works reflect the desired built character, maintain amenity and protect and enhance important townscape and landscape elements within local areas having regard to—
- (a) building height;
 - (b) dwelling density;
 - (c) lot sizes and dimensions;
 - (d) boundary clearances and the provision of space around buildings;
 - (e) access to natural light and ventilation;
 - (f) privacy;
 - (g) noise attenuation;
 - (h) vegetation protection;
 - (i) landscape treatment;
 - (j) places of cultural significance or streetscape value; and
 - (k) the form, scale, bulk, style, siting, orientation, roof lines, materials and detailing of buildings.



- (2) **Probable Solutions – for sub-section (1)(a)**
- (a) New buildings and additions to buildings do not exceed three storeys in height (Sub Area RM1) or two storeys in height (Sub Area RM2 and Sub Area RM3).
 - (b) An additional storey is not provided unless appropriate with—
 - (i) the scale of adjoining development;
 - (ii) the extent of fall across the land; and
 - (iii) the character and amenity of the area and the overall townscape.

Building Setbacks and Design

(3) **Specific Outcomes**

Buildings—

- (a) are setback 6 metres from the street frontage unless an alternative setback does not detrimentally affect the character and amenity of the area and the overall townscape;
- (b) on the corner of major roads are sited and composed to form attractive ‘gateways’ and focal points;
- (c) protect and enhance the amenity and intended character of buildings on adjoining sites;
- (d) minimise undesirable levels of enclosure or loss of outlook;
- (e) provide for air circulation, natural light penetration and privacy for existing or likely residents on adjoining sites;
- (f) use articulation to minimise the potential for bulkiness and disproportionate facade length; and
- (g) avoid the use of blank walls, particularly where facing the street.

Vegetation and Landscaping

(4) **Specific Outcomes**

- (a) Appropriate landscaping including street trees is used to soften building outlines and enhance the overall appearance of the area.
- (b) Significant vegetation is conserved, where possible.

Non Residential Uses

(5) **Specific Outcomes**

Each non-residential use—

- (a) fulfils a local community need; and
- (b) is accessible to the population it serves; and

- (c) where possible co-locates with other non residential uses but does not contribute to undesirable commercial ribbon development; and
- (d) does not have a significant detrimental impact on the amenity of nearby residents, including through the generation of—
 - (i) odours;
 - (ii) noise;
 - (iii) waste products;
 - (iv) dust;
 - (v) traffic;
 - (vi) electrical interference; or
 - (vii) lighting; and
- (e) maintains a scale and appearance in keeping with the residential amenity and character of the locality with adequate buffering or screening to nearby residential uses (both existing and proposed).

Operation of Road Network and Access

(6) **Specific Outcomes**

Uses and works are located and designed to—

- (a) ensure the safe and efficient operation of the road network; and
- (b) avoid multiple access points along major roads.

Provision Infrastructure

(7) **Specific Outcomes**

Infrastructure is—

- (a) provided to meet appropriate standards at the least whole-of-life cost, including avoiding unnecessary duplication; and
- (b) comprised of components and materials that are readily accessible and available from local sources; and
- (c) readily integrated with existing systems and facilitates the orderly provision of future systems.

(8) **Probable Solution – for sub-section (7)**

Infrastructure is provided to the standards stated in Part 13—Local Government Infrastructure Plan and Planning Scheme Policy 3—General Works.



4.6.4 Effects of Development within Sub Areas

NOTE 4.6.4A

- (1) The Residential Medium Density Zone includes three (3) Sub Areas, as outlined below.
- (2) The locations of the Sub Areas are—
 - (a) depicted on the Zoning Maps Z14, Z15, Z16, Z17, Z23, Z24 and Z25; and
 - (b) described below.

(1) Sub Area – Residential Medium Density: 3 Storeys (RM1)

(a) Specific Outcome

Uses and reconfiguring provide for medium density housing that takes advantage of the area's characteristics and prime location such as proximity to the City Centre, University, Bremer River views, public transport nodes and routes (particularly railway stations), centres, major open space, major employment nodes, schools and concentrations of community facilities.

(b) Probable Solutions – for sub-section (1)(a)

- (i) The overall density does not exceed 75 dwellings per hectare at three storeys in height.
- (ii) For land situated in the area between Short and Lion Streets and Warwick and Salisbury Roads, Ipswich, buildings are limited to 2 storeys in height fronting the street, but may step up to 3 storeys in height towards the centre of the area.

(2) Sub Area – Residential Medium Density: 2 Storeys (RM2)

(a) Specific Outcomes

- (i) Uses and reconfiguring provide for medium density housing taking advantage of the area's characteristics and location.
- (ii) The established low rise urban profile of the area is protected.

(b) Probable Solution – for sub-section (2)(a)

The overall density does not exceed 50 dwellings per hectare at two storeys in height.

(3) Sub Area – Residential Mixed Density (RM3)

(a) Specific Outcomes

- (i) A range of densities is provided which are appropriate to the area's location relative to public transport nodes, centres, parkland and at points between the RM1 and RM2 Sub Areas and surrounding Residential Low Density Zone.
- (ii) A mix of residential forms is provided.
- (iii) Buildings reinforce the low key, built form character.

(b) Probable Solution – for sub-section (3)(a)

The overall density does not exceed 50 dwellings per hectare at two storeys in height.

4.6.5 Consistent and Inconsistent Uses, Use Classes and Other Development

Specific Outcomes

(1) The following are consistent uses, use classes and other development categories in the Residential Medium Density Zone—

- (a) caretaker residential;
- (b) carrying out building work not associated with a material change of use, if there is an existing building on site and complying with the Planning Scheme Building Matters Code;
- (c) clearing of vegetation;
- (d) dual occupancy;
- (e) earthworks, not associated with a material change of use and which complies with the Earthworks Code;
- (f) home based activity which complies with the Home Based Activities Code;
- (g) minor building work;
- (h) minor utility;
- (i) multiple residential, unless a caravan park, and if not exceeding the following building heights or densities—
 - (i) RM1 Sub Area – 3 storeys and 75 dwellings per hectare;
 - (ii) RM2/3 Sub Area – 2 storeys and 50 dwellings per hectare;
- (j) park, if not involving illuminated sporting activities;



- (k) placing an advertising device on premises which complies with the Advertising Devices Code;
- (l) single residential.
- (2) The following uses, use classes and other development categories are consistent with the outcomes sought for the Residential Medium Density Zone if of a type and scale appropriate for the prevailing nature of the area and the particular circumstances of the site and its surrounds—
- (a) carpark;
- (b) carrying out operational work for reconfiguring a lot or in association with a material change of use;
- (c) community use, unless a cemetery, crematorium or emergency services depot;
- (d) display housing;
- (e) general store, if operating between the hours of 6.00 a.m. to 9.00 p.m.;
- (f) institutional residential;
- (g) major utility;
- (h) night court;
- (i) park, if involving illuminated sporting activities;
- (j) reconfiguring a lot;
- (k) temporary accommodation, unless a camping ground or caravan park;
- (l) temporary sales office;
- (m) temporary use;
- (n) tourist facility.
- (3) The following uses, use classes and other development categories are inconsistent with the outcomes sought and are not located within the Residential Medium Density Zone; and constitute undesirable development which is unlikely to be approved—
- (a) agriculture;
- (b) animal husbandry;
- (c) aviation use;
- (d) business use;
- (e) community use, if a cemetery, crematorium or emergency services depot;
- (f) correctional centre;
- (g) entertainment use;
- (h) extractive industry;
- (i) forestry;
- (j) general industry;
- (k) general store, if operating between the hours of 9.00 p.m. to 6.00 a.m.;
- (l) intensive animal husbandry;
- (m) multiple residential, if a caravan park;
- (n) nuclear industry;
- (o) plant nursery (wholesale);
- (p) recreation use;
- (q) service trades use;
- (r) shopping centre;
- (s) special industry;
- (t) temporary accommodation, if a camping ground or caravan park;
- (u) wine making.



Table 4.6.1: Assessment Categories and Relevant Assessment Criteria for Residential Medium Density Zone—Making a Material Change of Use

Column 1 Defined use or use class ²⁵	Column 2 Assessment category ²⁶	Column 3 Relevant assessment criteria ²⁷ —applicable code if development is self-assessable or requires code assessment
RESIDENTIAL		
Caretaker Residential	Code Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Residential Code (Part 12, division 6)
Display Housing	Code Assessable if involving only one dwelling. Impact Assessable otherwise.	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Residential Code (Part 12, division 6) Parking Code (Part 12, division 9)
Dual Occupancy	Code Assessable.	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Residential Code (Part 12, division 6) Parking Code (Part 12, division 9)
Home Based Activity	Impact Assessable if Home Industry. Self Assessable, unless Home Industry, if the applicable code for Self Assessable development is complied with. Code Assessable otherwise.	If Self Assessable—acceptable solutions in the Home Based Activities Code. If Code Assessable— (a) Home Based Activities Code (Part 12, division 2); (b) Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6).
Institutional Residential	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Residential Code (Part 12, division 6) Parking Code (Part 12, division 9)
Multiple Residential— inconsistent use class if a caravan park [refer s 4.6.5(3)]	Code Assessable if— (a) other than a caravan park; and (b) situated within the RM1 or RM2 Sub Areas and if not exceeding the following building heights or densities— (i) RM1 Sub Area – 3 storeys, 75 dwellings per hectare; (ii) RM2 Sub Area – 2 storeys, 50 dwellings per hectare. Impact Assessable if— (a) a caravan park; or (b) situated within the RM1 or RM2 Sub Areas and if exceeding the building height or density of the Sub Area as outlined for Code Assessable above; or (c) situated within the RM3 Sub Area.	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Residential Code (Part 12, division 6) Parking Code (Part 12, division 9)

²⁵ See Schedule 1 (dictionary), division 1 (defined uses and use classes).

²⁶ Assessment categories may also be affected by overlays. See overlay maps to determine whether the land is affected.

²⁷ For impact assessable development, 'relevant assessment criteria' are provided to assist the preparation of an application and in no way affect the regard given to the planning scheme as a whole in accordance with Section 3.5.5 of the IPA.



Column 1 Defined use or use class ²⁵	Column 2 Assessment category ²⁶	Column 3 Relevant assessment criteria ²⁷ —applicable code if development is self-assessable or requires code assessment
Single Residential	Self Assessable if the applicable code for Self Assessable development is complied with. Code Assessable otherwise.	If Self Assessable—where the lot is 450m ² or more in area acceptable solutions for Single Residential in section 12.6.5(8)—Table 12.6.1, in the Residential Code (Part 12, division 6), and where the lot is less than 450m ² in area acceptable solutions for Single Residential in section 12.6.5(8)—Table 12.6.2, in the Residential Code (Part 12, division 6). If Code Assessable— (a) Residential Code (Part 12, division 6); (b) Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6).
Temporary Accommodation—inconsistent use class if a camping ground, or caravan park [refer s 4.6.5(3)]	Code Assessable if— (a) other than a caravan park or camping ground; and (b) situated within the RM1 or RM2 Sub Areas and if not exceeding the following building heights or densities— (i) RM1 Sub Area – 3 storeys, 75 dwellings per hectare; (ii) RM2 Sub Area – 2 storeys, 50 dwellings per hectare. Impact Assessable if— (a) a caravan park or camping ground; or (b) situated within the RM1 or RM2 Sub Areas and if exceeding the building height or density of the Sub Area as outlined for Code Assessable above; or (c) situated within the RM3 Sub Area.	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Residential Code (Part 12, division 6) Parking Code (Part 12, division 9)
COMMERCIAL / INDUSTRIAL		
Business Use—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Commercial and Industrial Code (Part 12, division 7) Parking Code (Part 12, division 9)
Extractive Industry—inconsistent use [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)
General Industry—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Commercial and Industrial Code (Part 12, division 7) Parking Code (Part 12, division 9)
General Store—inconsistent use if operating between the hours of 9.00 p.m. to 6.00 a.m. [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Commercial and Industrial Code (Part 12, division 7) Parking Code (Part 12, division 9)
Nuclear Industry—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Commercial and Industrial Code (Part 12, division 7) Parking Code (Part 12, division 9)



Column 1 Defined use or use class ²⁵	Column 2 Assessment category ²⁶	Column 3 Relevant assessment criteria ²⁷ —applicable code if development is self-assessable or requires code assessment
Plant Nursery (Wholesale)—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Commercial and Industrial Code (Part 12, division 7) Parking Code (Part 12, division 9)
Service Trades Use—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Commercial and Industrial Code (Part 12, division 7) Parking Code (Part 12, division 9)
Shopping Centre—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Commercial and Industrial Code (Part 12, division 7) Parking Code (Part 12, division 9)
Special Industry—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Commercial and Industrial Code (Part 12, division 7) Parking Code (Part 12, division 9)
Temporary Sales Office	Code Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Commercial and Industrial Code (Part 12, division 7) Parking Code (Part 12, division 9)
RECREATION / ENTERTAINMENT		
Entertainment Use—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Recreation and Entertainment Code (Part 12, division 11) Parking Code (Part 12, division 9)
Night Court	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)
Park	Exempt unless involving illuminated sporting activities. Code Assessable otherwise.	If Code Assessable— (a) Recreation and Entertainment Code (Part 12, division 11); (b) Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6); (c) Parking Code (Part 12, division 9).
Recreation Use—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Recreation and Entertainment Code (Part 12, division 11) Parking Code (Part 12, division 9)
RURAL		
Agriculture—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)
Animal Husbandry—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)
Forestry—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)
Intensive Animal Husbandry—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Intensive Animal Husbandry Code (Part 12, division 8) Parking Code (Part 12, division 9)



Column 1 Defined use or use class ²⁵	Column 2 Assessment category ²⁶	Column 3 Relevant assessment criteria ²⁷ —applicable code if development is self-assessable or requires code assessment
Wine Making—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Parking Code (Part 12, division 9)
OTHER		
Aviation Use—inconsistent use class [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)
Carpark	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Parking Code (Part 12, division 9)
Community Use—inconsistent use class if a cemetery, crematorium, or emergency services depot [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6) Community Use Code (Part 12, division 12) Parking Code (Part 12, division 9)
Correctional Centre—inconsistent use [refer s 4.6.5(3)]	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)
Major Utility	Impact Assessable, if involving treatment or disposal of putrescible waste. Code Assessable otherwise.	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)
Minor Utility	Exempt	
Temporary Use	Code Assessable	Temporary Use Code (Part 12, division 13) Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)
Tourist Facility	Impact Assessable	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)
Other (not defined)	Assessment Category	Relevant assessment criteria²⁸—applicable code if development is self-assessable or requires code assessment
All except use for a road ²⁹	Impact Assessable (refer s 2.2)	Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)

²⁸ For impact assessable development, 'relevant assessment criteria' are provided to assist the preparation of an application and in no way affect the regard given to the planning scheme as a whole in accordance with Section 3.5.5 of the IPA.

²⁹ All roads are included in a zone but use for a road is not defined. The table indicates that use for a road remains exempt under a planning scheme.



Table 4.6.2: Assessment Categories and Relevant Assessment Criteria for Residential Medium Density Zone—Other Development

Column 1 Type of development	Column 2 Assessment category ³⁰	Column 3 Relevant assessment criteria ³¹ —applicable code if development is self-assessable or requires code assessment
Carrying out building work not associated with a material change of use ³²	Self Assessable ³³ if there is an existing building on site. Code Assessable if— (a) the Planning Scheme Building Matters Code is not complied with; or (b) no existing building on the site.	If Self Assessable—Planning Scheme Building Matters Code (Part 12, division 16). If Code Assessable— (a) Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6); (b) Planning Scheme Building Matters Code (Part 12, division 16).
Clearing of Vegetation—not associated with a material change of use	Exempt	
Earthworks—not associated with a material change of use	Exempt if earthworks which meet the criteria set out in Schedule 8. Code Assessable if the criteria for exempt do not apply.	Earthworks Code (Part 12, division 15) Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)
Minor Building Work	Exempt, if— (a) the Planning Scheme Building Matters Code is complied with; and (b) the requisite number of parking spaces are provided for the use in accordance with Table 12.9.1 of the Parking Code (Part 12, division 9). Code Assessable otherwise.	If Code Assessable— (a) Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6); (b) Planning Scheme Building Matters Code (Part 12, division 16); (c) Parking Code (Part 12, division 9).
Placing advertising device on premises	Exempt if an advertising device which meets the criteria set out in Schedule 9, Part 2. Impact Assessable if a billboard with a signface area of more than 6.0m ² . Code Assessable otherwise.	Advertising Devices Code (Part 12, division 14) Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)
Reconfiguring a lot ³⁴	Code Assessable	Reconfiguring a Lot Code (Part 12, division 5) Urban Areas Code (Part 4)—particularly the specific outcomes in section 4.3.3 and the Residential Medium Density Zone (division 6)
Carrying out operational work for reconfiguring a lot or in association with a material change of use ³⁴	Code Assessable if the reconfiguring or material change of use is assessable development.	Reconfiguring a Lot Code (Part 12, division 5) Earthworks Code (Part 12, division 15) NOTE The provisions of Planning Scheme Policy 3 – General Works may also apply depending on the nature of the operational work.
Other	Exempt	

³⁰ Assessment categories may also be affected by overlays. See overlay maps to determine whether the land is affected.

³¹ For impact assessable development, 'relevant assessment criteria' are provided to assist the preparation of an application and in no way affect the regard given to the planning scheme as a whole in accordance with section 3.5.5 of the IPA.

³² See Ipswich Planning Scheme Users Guide 2 for examples that explain the type of development involved in different proposals.

³³ This does not include building work that under IPA Schedule 8, is exempt and cannot be made self-assessable or assessable by a planning scheme.

³⁴ Under IPA, Schedule 9, the reconfiguring of a lot is exempt and cannot be made self-assessable or assessable by a planning scheme if the proposal is for amalgamating 2 or more lots, for a building format plan that does not subdivide the land, in relation to the Acquisition of Land Act 1967, or on Strategic Port Land.

