

Division 12—Recreation Zone: Assessment Criteria and Assessment Tables

15.12.1 Recreation Zone

The provisions in this division relate to the Recreation Zone as follows—

- overall outcomes (section 15.12.2);
- specific outcomes and probable solutions as follows—
 - effects of development – general (section 15.12.3);
 - effects of development within Sub Areas (section 15.12.4);
 - consistent and inconsistent uses, use classes and other development (section 15.12.5);
- assessment tables (Tables 15.12.1 and 15.15.2).

15.12.2 Overall Outcomes for Recreation Zone

- (1) The overall outcomes are the purpose of the Recreation Zone.

NOTE 15.12.2A

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 Recreation Zone are the following—
- (a) The Recreation Zone provides for the development of an integrated open space network including the use of land for—
- (i) both active and passive recreation opportunities within parks;
 - (ii) linear/riparian corridors as open space links; and
 - (iii) private and public sporting/recreation facilities.

NOTE 15.12.2B

The recreation zone is depicted in two ways on the zoning maps—

- (1) unbroken lines – representing committed current public parks and private recreation areas; and
- (2) broken lines – indicative future recreation land, subject to further detailed assessment as part of a development application.

- (b) The Recreation Zone provides sufficient land—
 - (i) to meet the recreational needs of residents and visitors within Citywide, district and local catchments; and
 - (ii) to achieve an equitable distribution of recreational areas and facilities in suitable and accessible locations.
- (c) The Recreation Zone provides for a wide range of recreational settings, including—
 - (i) Recreation Parks;
 - (ii) Sportsgrounds and Courts; and
 - (iii) Linear Parks.
- (d) Recreation may be designed as –
 - (i) formal parks and gardens including civic spaces in association with existing or proposed centres with elements such as—
 - (A) feature planting; and
 - (B) areas for picnics, barbeques, and informal recreation.
 - (ii) informal sellers, recreational needs, including facilities for children's play, non-organised sporting activities, walking, nature appreciation, picnics and barbeques and community/cultural events, as appropriate.
- (e) Sportsgrounds and Courts provide for a range of indoor and outdoor facilities including—
 - (i) ovals, fields, multipurpose courts, club houses, fenced playgrounds, pools, shaded seating, grandstands; and
 - (ii) provision for night competition/activity as appropriate to the setting of the facility and the likely impacts on the amenity and character of the surrounding area.
- (f) Linear Parks—
 - (i) are primarily designed to serve a connectivity/linkage function, mostly, but not exclusively along selected riparian corridors; and
 - (ii) whilst they may remain predominantly in a natural setting and retain important environmental values, including an important role as wildlife corridors, are primarily intended to serve an urban recreation rather than conservation focus.
- (g) Uses and works within the Recreation Zone are located, designed and managed to—
 - (i) maintain residential amenity and streetscape quality;



- (ii) maintain or enhance aspects of local character;
 - (iii) be compatible with other uses and works;
 - (iv) encourage multi use of facilities, particularly between sporting bodies and various recreation user groups; and
 - (v) minimise impacts on environmental values and places of environmental and cultural heritage significance.
- (h) Where land within the Recreation Zone is privately owned or controlled, access to the general public may be restricted.

NOTE 15.12.2C

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

15.12.3 Effects of Development – General**NOTE 15.12.3A**

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

(1) Integrated Planning, Uses and Works**Specific Outcomes**

- (a) Regard is had to Figure 15 in determining appropriate locations and embellishment levels for the different recreational settings for future Citywide (Level 1), District (Level 2) and Local (Level 3) parks.
- (b) Major recreational facilities are developed in an integrated manner that—
 - (i) provides, where possible, for primary and secondary recreational opportunities, including opportunities for informal recreation;
 - (ii) provides for multi use opportunities and joint use arrangements;
 - (iii) addresses likely impacts on other nearby uses and include measures to mitigate adverse impacts;
 - (iv) addresses likely impact in terms of significant landmark features, view corridors, gateways and approach routes;

(2) Building Design and Placement**Specific Outcomes**

- (a) The design and placement of buildings ensures—
 - (i) buildings generally remain subservient to and do not dominate the open landscape;
 - (ii) buildings maintain the visual prominence of any significant landmarks and conserve important view corridors;
 - (iii) public access is generally not diminished, unless privately owned or leased;
 - (iv) buildings are not significantly affected by flooding or stormwater drainage;
 - (v) buildings are sympathetic and respectful to places of cultural heritage significance;



- (vi) effective community safety measures are incorporated; and
- (vii) large expanses of blank wall are avoided, particularly where visually prominent.
- (b) Obsolete or extraneous buildings are removed or screened from view.
- (c) Attention is given to the design of roof forms and the placement of plant and equipment on sites with sloping topography, or where recreation areas are readily viewed from above.
- (d) Buildings are generally limited to 1 storey in height and are kept low scale.
- (e) 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.
- (b) Traffic impacts of recreation facility operation on nearby residential areas are minimised.
- (c) Carpark areas are designed so as not to detract from the visual amenity of recreation areas or to detract from the amenity of nearby residential areas.
- (d) Wherever possible, shared use of carparking areas occurs.
- (e) Landscape buffers of a minimum width of ten (10) metres are provided to side and rear boundaries where the site abuts land in the Sub Urban (T3), and General Urban (T4) Zones.
- (f) Landscape buffers include screen fences or mounding where the emission of noise, light or the visual effects of the use warrant additional screening.
- (g) Access points, carparking, night lit facilities, spectator areas and other major noise sources are oriented and designed to minimise impacts on the amenity and character of nearby areas.

(3) **Vegetation and Landscaping**

Specific Outcomes

- (a) Existing plantings and mature vegetation are conserved, where possible.
- (b) Important elements of cultural heritage fabric [e.g. historic walls and fences and indigenous scarred trees (usually called scar trees), midden sites etc] are conserved, where possible.
- (c) Riparian vegetation is conserved where possible.

(4) **Multi Use of Recreation Areas**

Specific Outcome

Recreation uses are designed to—

- (a) share facilities between different user groups;
- (b) facilitate the co-location of different recreational settings; and
- (c) facilitate co-location with other community facilities to create a community focal point.

(5) **Residential Amenity**

Specific Outcomes

- (a) Significant impacts of recreation facility operation are contained within the boundaries of existing and future sites, and appropriate on-site buffers are maintained, particularly where catering for night time activities and major spectator events.

(6) **Operation of Road Network and Access**

Specific Outcomes

- (a) Uses and works are located and designed to—
 - (i) ensure the safe and efficient operation of the road network;
 - (ii) avoid multiple access points along major roads; and
 - (iii) avoid significant adverse effects (e.g. by noise or dust generated) from use of the road network.
- (b) Roads are provided to the standards stated in the Traditional Neighbourhood Design Code (Part 12 division 3) or as otherwise stated in an approved Neighbourhood Master Plan.

(7) **Provision of Infrastructure**

Specific Outcomes

- (a) General—
 - (i) development in the Conservation (T1) zone that requires urban infrastructure in order to mitigate environmental impacts ensures that—
 - (A) the infrastructure is provided in a timely, orderly, integrated and coordinated manner to support urban uses and works;



- (B) in order for urban development to proceed, key infrastructure such as roads, public transport, water supply, sewerage, drainage, public parks, community facilities, electricity and telecommunications must be available (or be capable of being made available); and
 - (C) before development takes place, Infrastructure Agreements must be entered into with the Local Government and any other relevant infrastructure providers under Chapter 5 Part 1 Infrastructure Planning and Funding of the Act, to ensure that all appropriate infrastructure, including temporary infrastructure, is provided in an integrated and timely manner.
- (b) Infrastructure is—
- (i) provided to meet appropriate standards at the least whole-of-life cost for the requirements of the proposed development, including avoiding unnecessary duplication;
 - (ii) comprised of components and materials that are readily accessible and available from local sources where possible;
 - (iii) readily integrated with existing systems and facilitates the orderly provision of future systems; and
 - (iv) provided to the standards stated in the Traditional Neighbourhood Design Code (Part 12 division 3) or as otherwise stated in an approved Neighbourhood Master Plan.

15.12.4 Effects of Development within Sub Areas

NOTE 15.12.4A

- (1) The Recreation Zone includes four (4) Sub Areas, as outlined below.
- (2) The location of the Sub Areas are—
 - (a) depicted on the Zoning Maps Z23, Z24, Z32, Z33, Z34, Z42 and Z43; and
 - (b) described below.

(1) **Sub Area REC1RV – Ripley Valley Recreation Spines along Bundamba and Deebing Creeks**

NOTE 15.12.4B

- (1) There is a major opportunity to develop a central open space spine along Bundamba Creek and to a lesser extent, along Deebing Creek.
- (2) The Sub Area includes the former Deebing Creek Mission Cemetery which is an important indigenous cultural heritage site.
- (3) There is potential to link this site as part of the integrated open space network.
- (4) Further discussions should occur with local indigenous groups and the current and adjoining landowners to determine an appropriate, sensitive treatment of this site and its relationship to adjoining lands.

Specific Outcomes

- (a) Uses and works maximise opportunities to create a central open space spine along Bundamba and Deebing Creeks.
- (b) The central open space spine includes recreation parks, sports grounds and courts, and linear parks and may include school grounds as part of an integrated open space network.
- (c) Linear parks enhance the overall visual amenity and image of the Ripley Valley as an attractive, desirable and unique residential location.

(2) **Sub Area REC2RV – Ripley Valley Sporting Shooters Association**

NOTE 15.12.4C

- (1) REC2RV covers the substantial land holdings adjoining Daly’s Lagoon, at the southern extremity of the Ripley Valley, predominantly occupied by the Sporting Shooters Association.
- (2) These lands offer significant opportunities for a wide range of recreational activities including—
 - (a) difficult to locate activities such as shooting and archery in a well controlled, secluded and well buffered location;
 - (b) recreation park adjoining Daly’s Lagoon; and
 - (c) important nature conservation areas including Daly’s Lagoon wetlands and the vegetated hillsides and ridgelines adjoining the southern and eastern perimeters of the land.
- (3) A coordinated masterplan should be prepared and implemented for the area addressing the matters outlined below and in section 15.15.3(1) above.



- (4) The master plan should be publicly notified and used for the purposes of a preliminary approval under section 3.1.6 of the IPA.
- (5) The master plan (and any associated preliminary approval) should also determine the assessment process to be followed for the subsequent uses and works, e.g. whether further impact or code assessment is required.

Specific Outcomes

Recreational uses and works are designed, constructed and located to—

- (a) position ‘difficult to locate’ recreational activities away from other sensitive uses and to provide associated buffers, separation distances and safety imperatives (including restrictions on public access);
- (b) create recreational synergies as part of an integrated open space network;
- (c) protect and rehabilitate significant wetlands and areas of remnant native vegetation as part of a core conservation area linking Greenbank and Spring Mountain to Flinders Peak;
- (d) achieve high standards of water quality and appropriate catchment management; and
- (e) provide shared use of infrastructure and facilities, including clubhouses, parking areas and an enhanced road access.

(3) Sub Area REC3RV – Ripley Town Centre Park

Specific Outcomes

The Ripley Town Centre Park—

- (a) is located to maximise naturally occurring opportunities and is well integrated with other town centre uses;
- (b) provides civic spaces (plazas and squares) and formal gardens with feature plantings and areas for picnics, informal active recreation, barbeques, pedestrian/cycle connections, kiosks, and toilets;
- (c) includes substantive water features and other elements designed to create an attractive and distinctive sense of place; and
- (d) caters primarily for users of the town centre and residents of the Ripley Valley.

(2)

- (b) animal husbandry, if the lot is one hectare or more in area;
- (c) caretaker residential;
- (d) carrying out building work not associated with a material change of use, if building work on an existing building on site and complying with the Planning Scheme Building Matters Code;
- (e) clearing of vegetation which complies with the Vegetation Management Code;
- (f) community use, if a child care centre, community centre, community hall, cultural centre, gallery, information centre, library, meeting rooms, museum, senior citizens centre or youth centre within an existing building and the requisite number of parking spaces are provided for the use in accordance with the Traditional Neighbourhood Design Code (Part 12, division 3);
- (g) entertainment use, if a club, exhibition or trade fair within an existing building and the requisite number of parking spaces are provided for the use in accordance with the Traditional Neighbourhood Design Code (Part 12, division 3);
- (h) earthworks not associated with a material change of use and which complies with the Earthworks Code;
- (i) home based activity which complies with the Home Based Activities Code;
- (j) minor building work;
- (k) minor utility;
- (n) park, if—
 - (i) within a designated sportsground facility listed in Schedule 10; or
 - (ii) outside the areas listed in Schedule 10 and not involving illuminated sporting activities;
- (o) placing an advertising device on premises which complies with the Advertising Devices Code.

The following uses, use classes and other development categories are consistent with the outcomes sought for the Recreation 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) agriculture, if the lot is less than 1 hectare in area;
- (b) animal husbandry, if the lot is less than one hectare in area;
- (c) aviation use, if a helipad;

15.12.5 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 Recreation Zone—

- (a) agriculture, if the lot is 1 hectare or more in area;



- (d) business use, if a cafe, produce/craft market, restaurant, snack bar or takeaway food premises;
- (e) carpark;
- (f) carrying out operational work for reconfiguring a lot or in association with a material change of use;
- (g) community use, if not a child care centre, community centre, community hall, cultural centre, gallery, information centre, library, meeting rooms, museum, senior citizens centre or youth centre within an existing building or the requisite number of parking spaces are not provided for the use in accordance with the Traditional Neighbourhood Design Code (Part 12, division 3), or unless a cemetery, crematorium, or hospital;
- (h) entertainment use, unless a club, exhibition, or trade fair within an existing building or the requisite number of parking spaces are not provided for the use in accordance with the Traditional Neighbourhood Design Code (Part 12, division 3);
- (i) intensive animal husbandry, if a riding establishment or stable within Sub Area REC1RV or REC2RV;
- (j) major utility;
- (k) night court;
- (l) park, if involving illuminated sporting activities outside the areas listed in Schedule 10;
- (m) plant nursery (wholesale);
- (n) reconfiguring a lot;
- (o) recreation use, unless a motor sports complex;
- (p) temporary accommodation, if a camping ground;
- (q) temporary use;
- (r) tourist facility;
- (s) wine making.

(3) The following uses, use classes and other development categories are inconsistent with the outcomes sought and are not located within the Recreation Zone; and constitute undesirable development which is unlikely to be approved—

- (a) aviation use, unless a helipad;
- (b) business use, unless a cafe, garden centre, produce/craft market, restaurant, snack bar or takeaway food premises;
- (c) community use, if a cemetery, crematorium, or hospital;
- (d) correctional centre;

- (e) display housing;
- (f) dual occupancy;
- (g) extractive industry;
- (h) forestry;
- (i) general industry;
- (j) general store;
- (k) Mixed residential and commercial use (large scale);
- (l) Mixed residential and commercial use (small scale);
- (m) institutional residential;
- (n) intensive animal husbandry, unless a riding establishment or stable within Sub Area REC1RV or REC2RV;
- (o) multiple residential;
- (p) nuclear industry;
- (q) recreation use, if a motor sports complex;
- (r) service trades use;
- (s) shopping centre;
- (t) single residential;
- (u) special industry;
- (v) temporary accommodation, unless a camping ground;
- (w) temporary sales office.



Table 15.12.1: Assessment Categories and Relevant Assessment Criteria for Recreation Zone—Making a Material Change of Use

| Column 1 Defined use or use class ⁸⁷ | Column 2 Assessment category ⁸⁸ | Column 3 Relevant assessment criteria ⁸⁹ —applicable code if development is self-assessable or requires code assessment |
|--|--|---|
| RESIDENTIAL | | |
| Caretaker Residential | Exempt | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Display Housing— inconsistent use [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Dual Occupancy— inconsistent use [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| 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) Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12). |
| Institutional Residential— inconsistent use class [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Mixed residential and commercial use (large scale)—inconsistent use class if [refer s 15.7.4(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Mixed residential and commercial use (small scale)—inconsistent use class [refer s 15.7.4(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Multiple Residential— inconsistent use class [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Single Residential— inconsistent use [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |

⁸⁷ See Schedule 1 (dictionary), division 1 (defined uses and use classes).

⁸⁸ Assessment categories may also be affected by overlays. See overlay maps to determine whether the land is affected.

⁸⁹ 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 ⁸⁷ | Column 2 Assessment category ⁸⁸ | Column 3 Relevant assessment criteria ⁸⁹ —applicable code if development is self-assessable or requires code assessment |
|--|---|---|
| Temporary Accommodation—inconsistent use class unless a caravan park or camping ground [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| COMMERCIAL / INDUSTRIAL | | |
| Business Use—inconsistent use class, unless a cafe, produce/craft market, restaurant, snack bar or takeaway food premises [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Extractive Industry—inconsistent use [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) |
| General Industry—inconsistent use class [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| General Store—inconsistent use [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Nuclear Industry—inconsistent use [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Plant Nursery (Wholesale) | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Service Trades Use—inconsistent use class [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Shopping Centre—inconsistent use [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Special Industry—inconsistent use class [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Temporary Sales Office—inconsistent use class [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |



| Column 1 Defined use or use class ⁸⁷ | Column 2 Assessment category ⁸⁸ | Column 3 Relevant assessment criteria ⁸⁹ —applicable code if development is self-assessable or requires code assessment |
|--|--|---|
| RECREATION / ENTERTAINMENT | | |
| Entertainment Use | Exempt, if – <ul style="list-style-type: none"> (a) a club, exhibition or trade fair within an existing building; and (b) the requisite number of parking spaces are provided for the use in accordance with the Traditional Neighbourhood Design Code (Part 12, division 3). Code Assessable, if – <ul style="list-style-type: none"> (a) a club and not within an existing building; or (b) the requisite number of parking spaces are not provided for the use in accordance with the Traditional Neighbourhood Design Code (Part 12, division 3). Impact Assessable otherwise. | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Recreation and Entertainment Code (Part 12, division 11) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Night Court | Code Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) |
| Park | Exempt if— <ul style="list-style-type: none"> (a) within a designated sportsground facility listed in Schedule 10; or (b) outside the areas listed in Schedule 10 and not involving illuminated sporting activities. Code Assessable otherwise. | If Code Assessable— <ul style="list-style-type: none"> (a) Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12); (b) Recreation and Entertainment Code (Part 12, division 11); (c) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Recreation Use—inconsistent use class if motor sports complex [refer s 15.12.5(3)] | Impact Assessable if motor sports complex. Code Assessable otherwise. | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Recreation and Entertainment Code (Part 12, division 11) Traditional Neighbourhood Design Code (Part 12, division 3) |
| RURAL | | |
| Agriculture | Exempt if— <ul style="list-style-type: none"> (a) the lot is one hectare or more in area; and (b) does not involve fruit farming or turf farming within 8km of RAAF Base Amberley; and (c) does not involve the clearing of more than 0.5 hectares of native vegetation in any five year period; and (d) where involving vegetation clearing, complies with the acceptable solutions applicable to clauses (1) to (3) in column 2 of Table 12.4.1 in the Vegetation Management Code (Part 12, division 4). Code Assessable otherwise. | If Code Assessable— <ul style="list-style-type: none"> (a) Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12); (b) Vegetation Management Code (Part 12, division 4). |



| Column 1 Defined use or use class ⁸⁷ | Column 2 Assessment category ⁸⁸ | Column 3 Relevant assessment criteria ⁸⁹ —applicable code if development is self-assessable or requires code assessment |
|--|---|--|
| Animal Husbandry | Exempt if— <ul style="list-style-type: none"> (a) the lot is one hectare or more in area; and (b) does not involve the clearing of more than 0.5 hectares of native vegetation in any five year period; and (c) where involving vegetation clearing, complies with the acceptable solutions applicable to clauses (1) to (3) in column 2 of Table 12.4.1 in the Vegetation Management Code (Part 12, division 4). Code Assessable otherwise. | If Code Assessable— <ul style="list-style-type: none"> (a) Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12); (b) Vegetation Management Code (Part 12, division 4). |
| Forestry—inconsistent use class [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) |
| Intensive Animal Husbandry—inconsistent use class unless a riding establishment or stable within REC1RV or REC2RV [refer s 15.12.5(3)] | Code Assessable if a stable. Impact Assessable otherwise. | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Intensive Animal Husbandry Code (Part 12, division 8) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Wine Making | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| OTHER | | |
| Aviation Use—inconsistent use class unless a helipad [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) |
| Carpark | Code Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Community Use—inconsistent use if a cemetery, crematorium, or hospital [refer s 15.12.5(3)] | Exempt, if – <ul style="list-style-type: none"> (a) a child care centre, community centre, community hall, cultural centre, gallery, information centre, library, meeting rooms, museum, senior citizen centre or youth centre within an existing building; and (b) the requisite number of parking spaces are provided for the use in accordance with the Traditional Neighbourhood Design Code (Part 12, division 3). Code Assessable if – <ul style="list-style-type: none"> (a) a community centre or community hall and not within an existing building; or | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12). Community Use Code (Part 12, division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |



| Column 1 Defined use or use class ⁸⁷ | Column 2 Assessment category ⁸⁸ | Column 3 Relevant assessment criteria ⁸⁹ —applicable code if development is self-assessable or requires code assessment |
|---|---|---|
| | (b) the requisite number of parking spaces are not provided for the use in accordance with the Traditional Neighbourhood Design Code (Part 12, division 3). Impact Assessable otherwise. | |
| Correctional Centre—inconsistent use [refer s 15.12.5(3)] | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) |
| Major Utility | Impact Assessable, if involving treatment or disposal of putrescible waste. Code Assessable otherwise. | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) |
| Minor Utility | Exempt | |
| Temporary Use | Code Assessable | Temporary Use Code (Part 12, division 13) Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) |
| Tourist Facility | Impact Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Recreation and Entertainment Code (Part 12, division 11) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Other (not defined) | Assessment Category | Relevant assessment criteria ⁹⁰ —applicable code if development is self-assessable or requires code assessment |
| All except use for a road ⁹¹ | Impact Assessable (refer s 2.2) | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) |

⁹⁰ 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.

⁹¹ 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 15.12.2: Assessment Categories and Relevant Assessment Criteria for Recreation Zone—Other Development

| Column 1 Type of development | Column 2 Assessment category ⁹² | Column 3 Relevant assessment criteria ⁹³ —applicable code if development is self-assessable or requires code assessment |
|---|---|--|
| Carrying out building work not associated with a material change of use ⁹⁴ | <p>Self Assessable⁹⁵ if building work on an existing building on site.</p> <p>Code Assessable if—</p> <ul style="list-style-type: none"> (a) the Planning Scheme Building Matters Code is not complied with; or (b) building work other than on an existing building on the site. | <p>If Self Assessable—Planning Scheme Building Matters Code (Part 12, division 16)</p> <p>If Code Assessable—</p> <ul style="list-style-type: none"> (a) Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12); (b) Planning Scheme Building Matters Code (Part 12, division 16) |
| Clearing of Vegetation—not associated with a material change of use | <p>Exempt if involving vegetation clearing which complies with the acceptable solutions applicable to clause (5) in column 2 of Table 12.4.1 in the Vegetation Management Code (Part 12, division 4).</p> <p>Self Assessable if—</p> <ul style="list-style-type: none"> (a) involving the clearing of 0.5 hectares or less of native vegetation in any five year period; and (b) the acceptable solutions of the applicable code for Self Assessable Development are complied with. <p>Code Assessable if—</p> <ul style="list-style-type: none"> (a) involving the clearing of more than 0.5 hectares of native vegetation in any five year period; or (b) the applicable code for Self Assessable Development is not complied with. | <p>If Self Assessable—acceptable solutions applicable to clauses (1) to (4) in column 2 of Table 12.4.1 in the Vegetation Management Code (Part 12, division 4).</p> <p>If Code Assessable—</p> <ul style="list-style-type: none"> (a) Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12); (b) Vegetation Management Code (Part 12, division 4). |
| Earthworks—not associated with a material change of use | <p>Exempt if earthworks which meet the criteria set out in Schedule 8.</p> <p>Code Assessable if the criteria for exempt do not apply.</p> | <p>Earthworks Code (Part 12, division 15)</p> <p>Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12)</p> |
| Minor Building Work | <p>Exempt, if—</p> <ul style="list-style-type: none"> (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 Traditional Neighbourhood Design Code (Part 12, division 3). <p>Code Assessable otherwise.</p> | <p>If Code Assessable—</p> <ul style="list-style-type: none"> (a) Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12); (b) Planning Scheme Building Matters Code (Part 12, division 16); (c) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Placing an advertising device on premises | <p>Exempt if an advertising device which meets the criteria set out in Schedule 9, Part 1.</p> <p>Impact Assessable if a billboard with a signface area of more than 8.0m².</p> <p>Code Assessable otherwise.</p> | <p>Advertising Devices Code (Part 12, division 14)</p> <p>Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12)</p> |



| Column 1 Type of development | Column 2 Assessment category ⁹² | Column 3 Relevant assessment criteria ⁹³ —applicable code if development is self-assessable or requires code assessment |
|---|---|--|
| Reconfiguring a lot ⁹⁶ | Code Assessable | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) |
| Carrying out operational work for reconfiguring a lot or in association with a material change of use ⁹⁶ | Code Assessable if the reconfiguring or material change of use is assessable development. | Ripley Valley Master Planned Area Structure Plan Code (Part 15)—particularly the specific outcomes in section 15.3.3 and the Recreation Zone (division 12) Traditional Neighbourhood Design Code (Part 12, division 3) 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 | |

⁹² Assessment categories may also be affected by overlays. See overlay maps to determine whether the land is affected.

⁹³ 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.

⁹⁴ See Ipswich Planning Scheme Users Guide 2 for examples that explain the type of development involved in different proposals.

⁹⁵ 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.

⁹⁶ 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.

