

NUZ1 – Broadacre Zone

Zone Objectives

- a) Make provision in a predominantly rural landscape setting for a range of uses which require larger sites and/or a location outside urban areas
- b) Make provision for activities requiring clearance zones or protection from conflicting development
- c) Ensure that development does not adversely impact or visually intrude on the landscape and environmental quality of the locality
- d) Ensure, where appropriate, that development and the use of land does not undermine the future use of land which may be required for urban and other purposes

NUZ1 – Broadacre Zone Development Table

EXEMPT Development approval not required, may need building approval
Exempt Development identified in Section 20 and Schedule 1 of the <i>Planning and Development Regulation 2008</i> .

ASSESSABLE DEVELOPMENT Development application required	
MINIMUM ASSESSMENT TRACK CODE Development application required and assessed in the Code Track	
Development	Code
No development identified.	
MINIMUM ASSESSMENT TRACK MERIT Development application required and assessed in the Merit Track, unless specified in Schedule 4 of the Planning and Development Act 2007 (as Impact Track) or listed as prohibited in the Site Specific section below	
Development	Code
Agriculture	Non-Urban Zones Development Code
Ancillary use	
Animal care facility	
Animal husbandry	
Caravan park/camping ground	
Cemetery	
Communications facility	
Community activity centre	
Consolidation	
Defence installation	
Demolition	
Educational establishment	
Emergency services facility	
Farm Tourism	
Health facility	
Land management facility	
MAJOR UTILITY INSTALLATION	
Minor use	
Municipal depot	
Nature conservation area	
Outdoor recreation facility	
Parkland	
Place of worship	
Residential care accommodation	
Road	
Scientific research establishment	
Sign	
Subdivision	
Supportive housing	
Temporary use	
Tourist facility	
Transport depot	
Veterinary hospital	
Woodlot	

Specific areas have additional developments that may be approved subject to assessment. These areas and the additional developments are listed below

Site Identifier	Additional Development	Code
Deakin Section 65 Block 1 and 3 (Figure 1)	Australian Mint	Non-Urban Zones Development Code
Jerrabomberra Blocks 182, 2100, 2099, 2000 and 2101 (Figure 2)	Car park	
	Freight transport facility	
	General industry	
	Hazardous industry	
	Hazardous waste facility	
	Incineration facility	
	Light industry	
	Offensive industry	
	Recycling facility	
	Recyclable materials collection	
	Store	
	Warehouse	
	Waste transfer station	
Jerrabomberra Block 2031 (Figure 3)	Mining industry	
Jerrabomerra Block 2114 (Figure 4)	Land fill site	
	Waste transfer station	
Lyneham and District of Gungahlin (Figure 5)	Place of assembly	
Pialligo Area 'a' (Figure 6)	Bulk landscape supplies	
	Retail plant nursery	
Pialligo Area 'b' (Figure 6)	Produce market	
Pialligo Sections 23, 24, 25 & 26 (Figure 3)	Mining Industry	
Symonston Area 'a' (Figure 7)	Cultural facility	
Symonston Area 'b' (Figure 7)	Mobile home park	

**MINIMUM ASSESSMENT TRACK
IMPACT**

Development application required and assessed in the Impact Track.

Development	Code
Corrections facility	Non-Urban Zones Development Code
1. A development that is not an Exempt, Code Track or Merit Track development where the development is allowed under an existing lease, (see section 134 of the Planning and Development Act 2007).	
2. A development that would be permissible under the National Capital Plan but which is identified as prohibited development in this Table.	
3. Development specified in Schedule 4 of the Planning and Development Act 2007 and not listed as prohibited development in this Table.	
4. Development declared under Section 123 and Section 124 of the Planning and Development Act 2007 and not listed as prohibited development in this Table.	
5. Any development not listed in this Table.	

PROHIBITED

A development application can not be made

Development listed below is prohibited development except where it is an ancillary use, minor use or temporary use as defined in Volume 2 Section 3 – Definitions.

Airport	Liquid fuel depot
Aquatic recreation facility	Light industry
Boarding house	Mining industry
Bulk landscape supplies	Mobile home park
Business agency	Motel
Caretakers residence	Multi-unit housing
Car park	Offensive industry
Child care centre	Office
Civic administration	Overnight camping area
Club	Pedestrian plaza
Community theatre	Place of assembly
Commercial accommodation unit	Plant and equipment hire establishment
Craft workshop	Plantation forestry
Cultural facility	Playing field
Drink establishment	Produce market
Drive-in cinema	Public agency
Financial establishment	Public transport facility
Freight transport facility	Railway use
Funeral parlour	Recyclable materials collection
General industry	Recycling facility
Group or organized camp	Religious associated use
Guest house	Relocatable unit
Habitable suite	Restaurant
Hazardous industry	Sand and gravel extraction
Hazardous waste facility	Service station
Home business	SHOP
Hospital	Stock/sale yard
Hotel	Store
Incineration facility	Tourist resort
Indoor entertainment facility	Vehicle sales
Indoor recreation facility	Warehouse
Industrial trades	Waste transfer station
Land fill site	Zoological facility

Specific areas have developments that are prohibited in those areas. These areas and the additional developments are listed below

Site Identifier	Development
Jerrabomberra Blocks 182, 2100, 2099, 2000 and 2101 (Figure 2)	Agriculture
	Animal care facility
	Animal husbandry
	Caravan park/camping ground
	Cemetery
	Community activity centre
	Corrections facility
	Educational establishment
	Farm tourism
	Health facility
	Land management facility
	Municipal depot
	Nature conservation area
Outdoor recreation facility	

	Place of worship
	Road
	Scientific research establishment
	Residential care accomodation
	Tourist facility
Jerrabomberra Blocks 182, 2100, 2099, 2000 and 2101 (Figure 2)	Transport depot
	Veterinary hospital
	Woodlot
Pialligo Areas 'a' and 'b' (Figure 6)	Caravan park/camping ground
	Cemetery
	Communications facility
	Community activity centre
	Corrections facility
	Defence installation
	Educational establishment
	Emergency services facility
	Health facility
	Land management facility
	MAJOR UTILITY INSTALLATION
	Municipal depot
	Place of worship
	Residential care accommodation
	Road
	Scientific research establishment
	Supportive housing
	Tourist facility
	Transport depot
	Woodlot
Pialligo Area 'b' (Figure 6)	Animal care facility
	Animal husbandry
	Veterinary hospital
Symonston Area 'a' (Figure 7)	Animal care facility
	Caravan park/camping ground
	Cemetery
	Communications facility
	Community activity centre
	Corrections facility
	Defence installation
	Emergency services facility
	Health facility
	Land management facility
	MAJOR UTILITY INSTALLATION
	Municipal depot
	Place of worship
	Residential care accommodation
	Road
	Scientific research establishment
	Supportive housing
	Tourist facility
	Transport depot
	Veterinary hospital
	Woodlot

OTHER CODES	
PRECINCT CODES	
Where a proposal is within an area covered by one of the following Precinct Codes, that Code applies in addition to any specified Development Code:	
No Codes identified	
GENERAL CODES	
The following General Codes may be called up by Development Codes as relevant considerations in assessing a Development Application:	
Access and Mobility	Parking and Vehicular Access
Bicycle Parking	Planning for Bushfire Risk Mitigation
Communications Facilities and Associated Infrastructure	Signs
Community and Recreation Facilities Location	Water Sensitive Urban Design
Crime Prevention Through Environmental Design	Water Use and Catchment

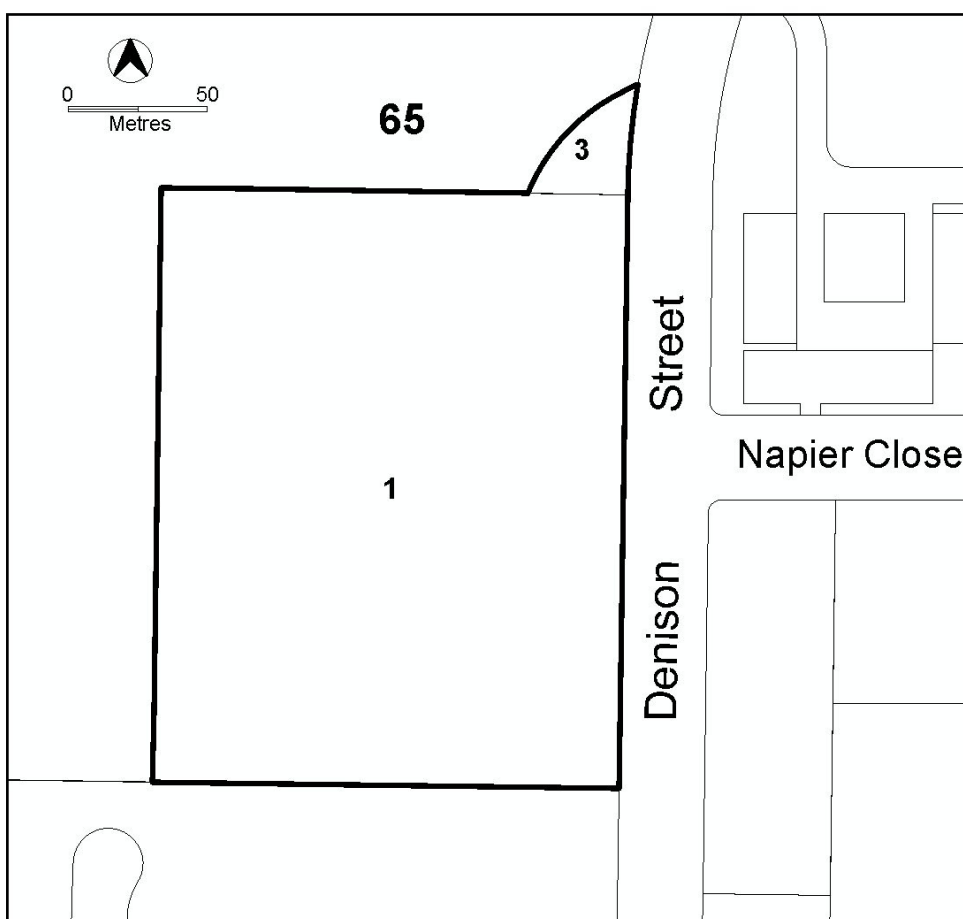


Figure 1 Australian Mint, Deakin

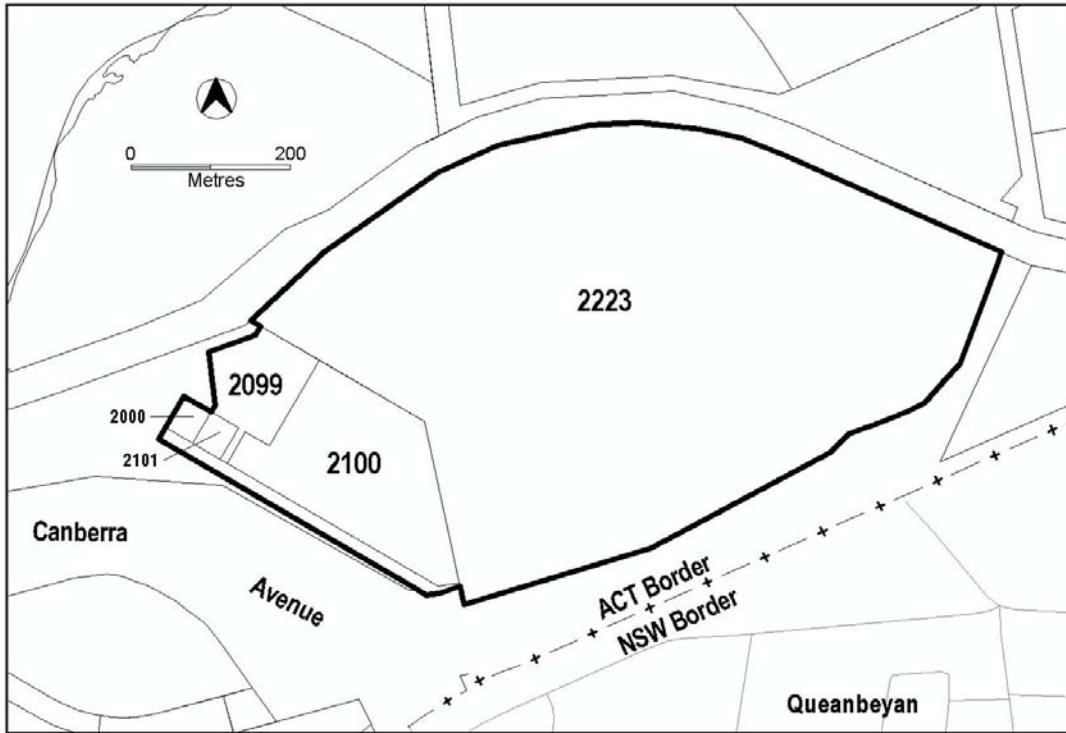


Figure 2 Harman Industrial Area, Jerrabomberra

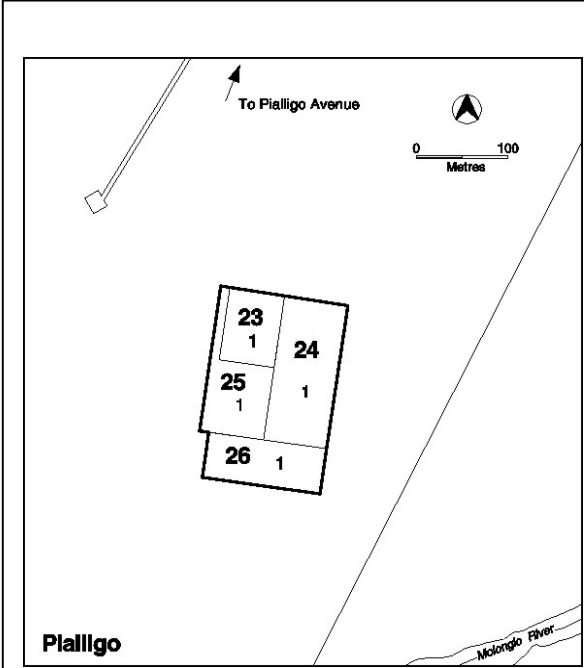
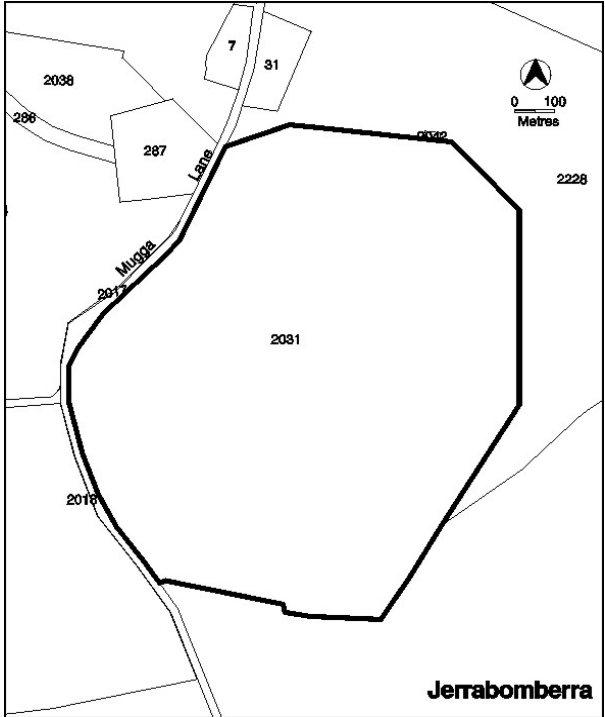


Figure 3 Mining



Jerrabomberra

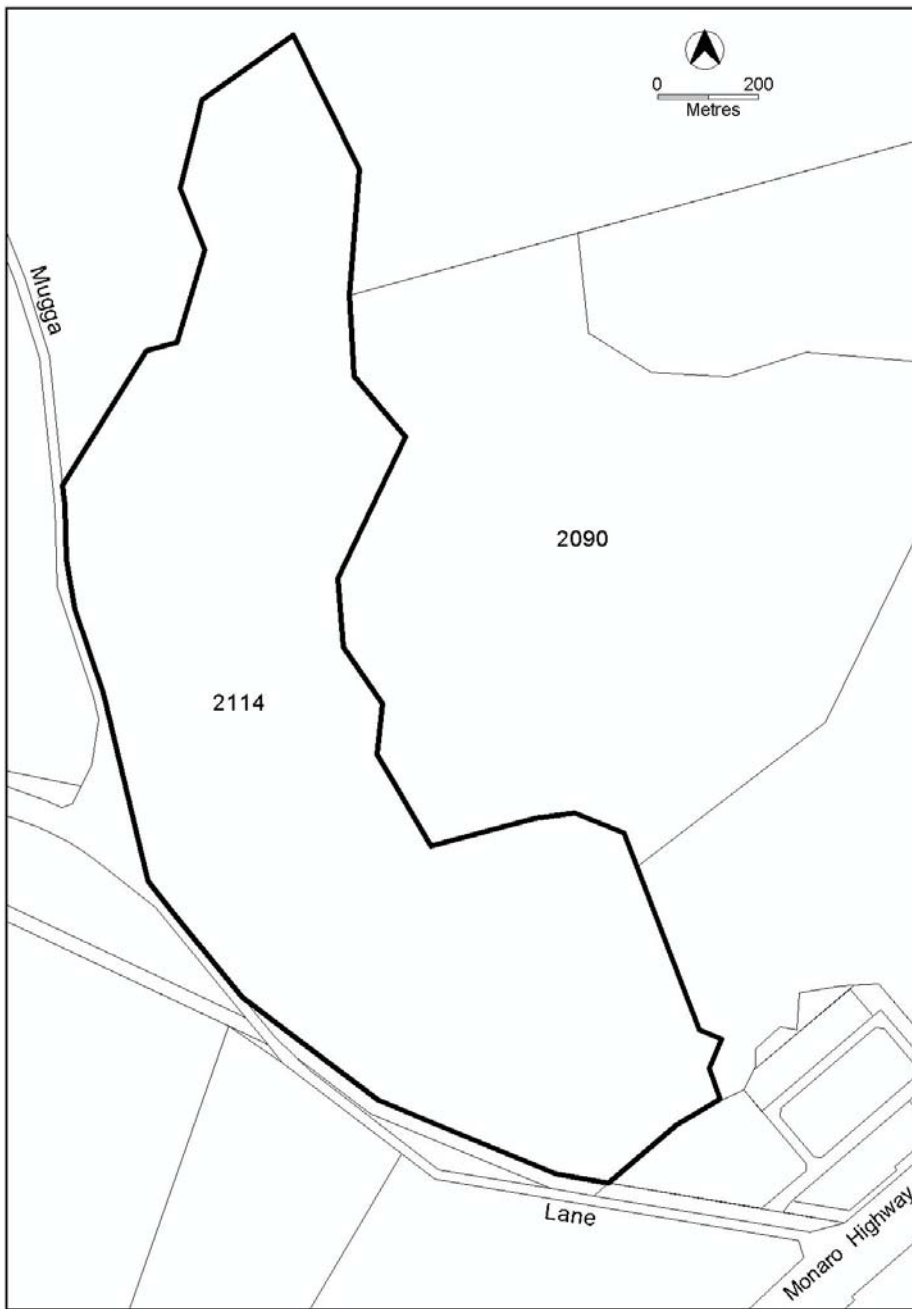


Figure 4 Mugga Lane Landfill, Jerrabomberra

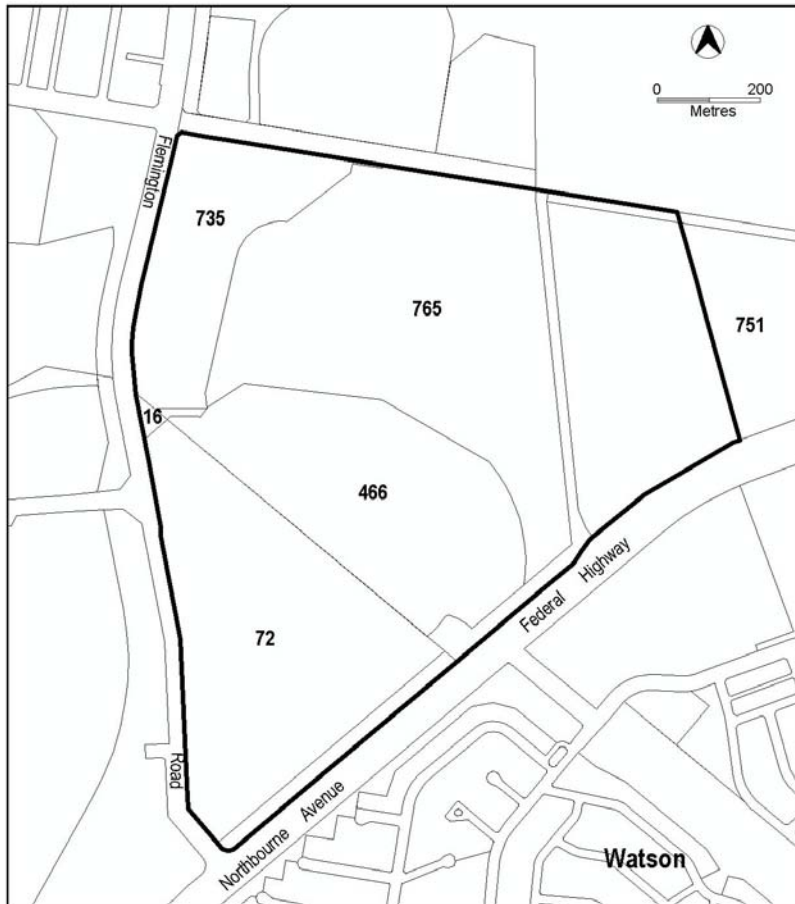
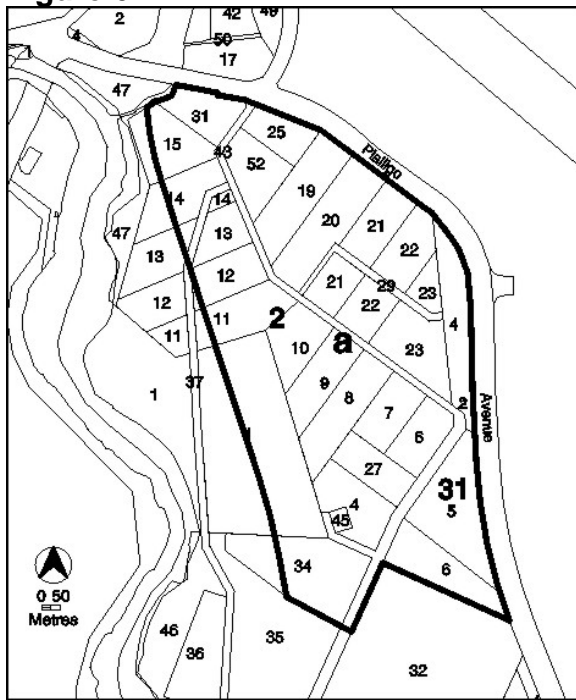
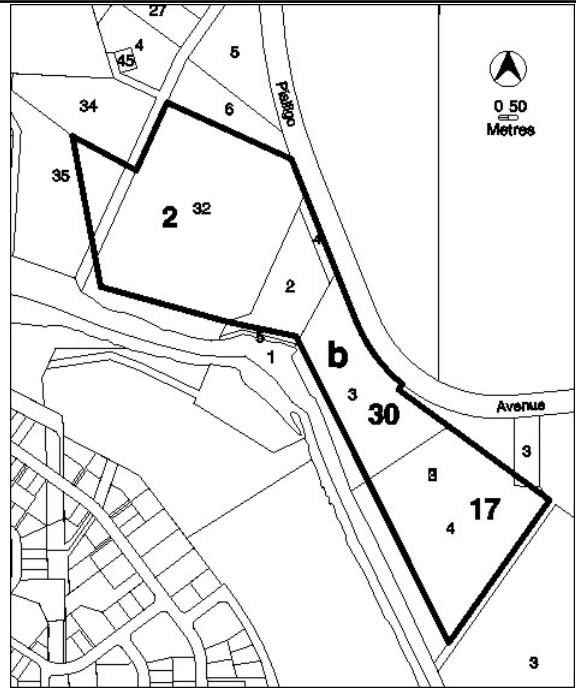


Figure 5 Lyneham and District of Gungahlin

Figure 6

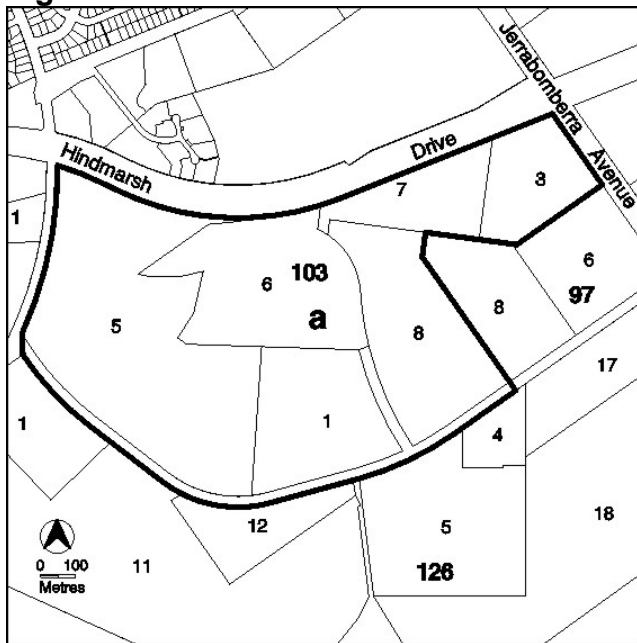


Pialligo Area 'a'

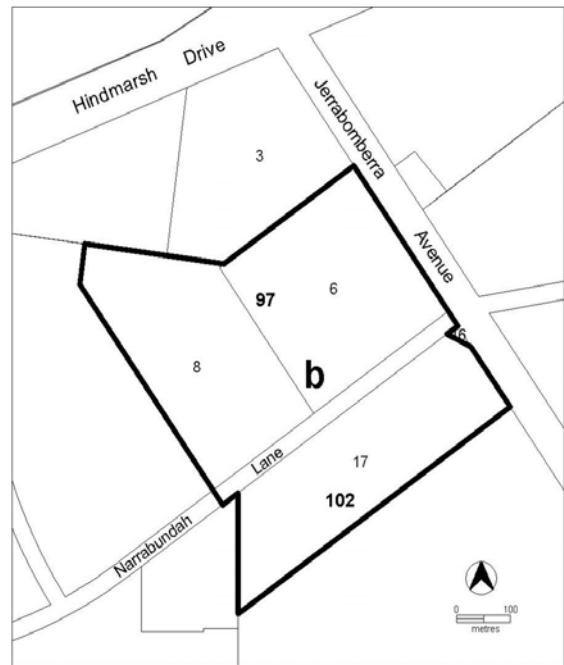


Pialligo Area 'b'

Figure 7



Symonston Area 'a'



Symonston Area 'b'