



**ACT**

Government

Environment and  
Sustainable Development

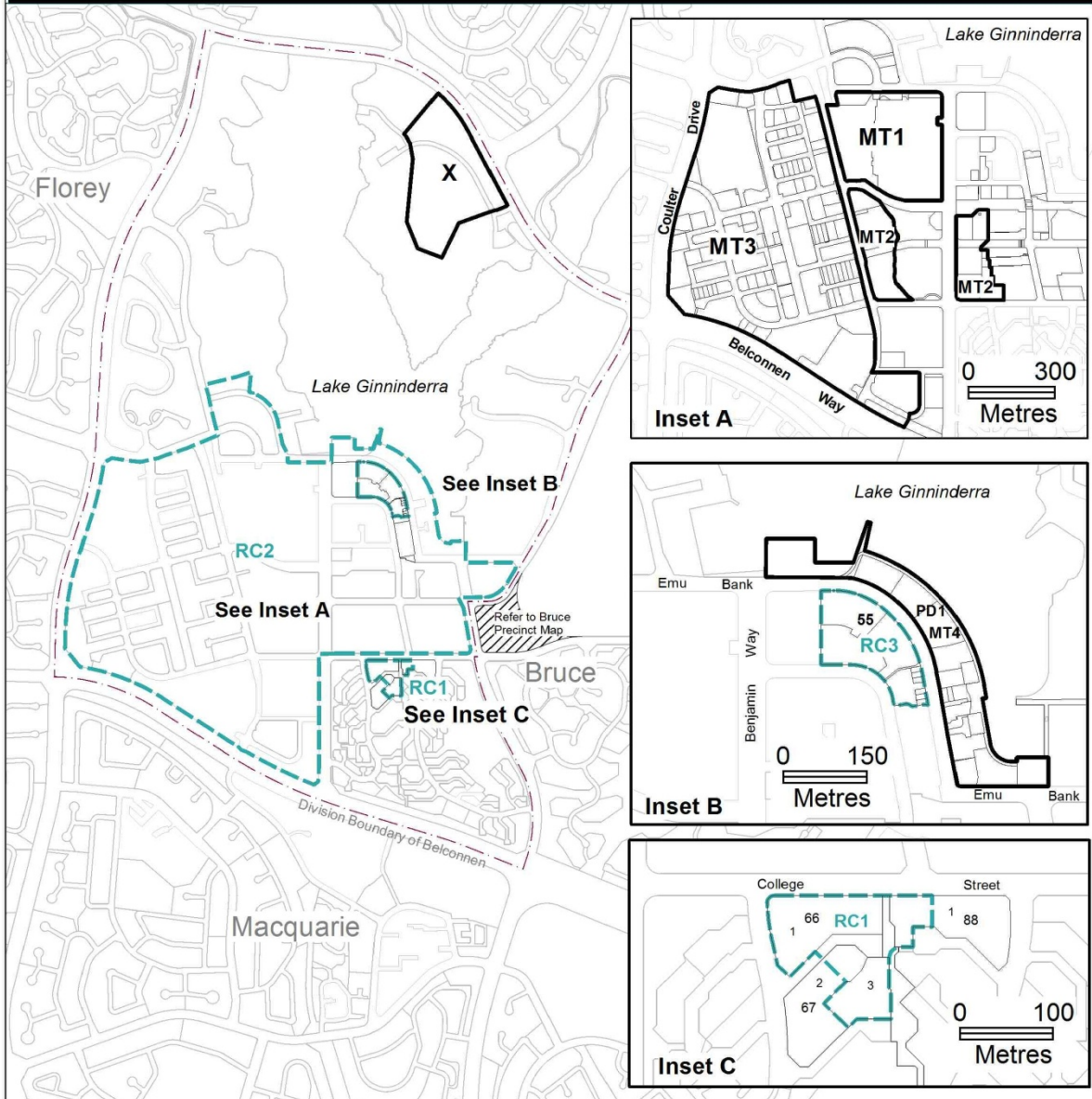
# Belconnen Precinct Map and Code


includes

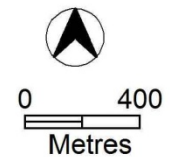
Belconnen Town Centre

*This page is intentionally blank.*

# Belconnen Precinct Map



- PD<sub>n</sub>** Additional prohibited development applies see Table 1
- MT<sub>n</sub>** Additional merit track development applies see Table 2
- RC<sub>n</sub>** Additional rules and criteria apply see Belconnen Precinct Code
- X** Urban open space - not public land
-  Refer to Bruce Precinct Map



# Assessment Tracks

The following tables identify the additional prohibited development and additional merit track development for blocks and parcels shown in the Belconnen Precinct Map (identified as PDn or MTn). Development that is exempt from requiring development approval, other prohibited development and the minimum assessment track applicable to each development proposal is set out in the relevant zone development table.

The following tables constitute part of the relevant zone development table.

**Table 1 – Additional prohibited development**

Additional prohibited development		
Suburb precinct map label	Zone	Development
PD1	CZ6	<i>caravan park / camping ground drive in cinema group or organised camp overnight camping area</i>

**Table 2 – Additional merit track development**

Additional merit track development that may be approved subject to assessment		
Suburb precinct map label	Zone	Development
MT1	CZ1	<i>produce market</i>
MT2	CZ2	<i>service station</i>
MT3	CZ3	<i>corrections facility</i>
MT4	CZ6	<i>office RESIDENTIAL USE</i>

# Belconnen Precinct Code

## Contents

Introduction.....	4
Additional rules and criteria.....	6
RC1 – Residential area 1.....	6
<b>Element 1: Buildings</b> .....	6
1.1 Number of <i>storeys</i> .....	6
RC2 – Belconnen Town Centre.....	7
<b>Element 2: Use</b> .....	7
2.1 Ground floor use.....	7
2.2 SHOP – floor area limit.....	7
2.3 Office and residential use.....	7
2.4 Service station.....	8
2.5 Development on nominated car parking areas.....	9
<b>Element 3: Buildings</b> .....	9
3.1 Height of buildings.....	9
3.2 Active frontage.....	10
3.3 Materials and finishes.....	10
3.4 Setback to Lake Ginninderra.....	10
RC3 – Residential area 2.....	11
<b>Element 4: Buildings</b> .....	11
4.1 Number of <i>storeys</i> .....	11

## Figures

Figure 1.....	8
---------------	---

# Introduction

## Name

The name of this code is **Belconnen Precinct Code**.

## Application

The code applies to the Division of Belconnen.

## Purpose

This code provides additional planning, design and environmental controls for specific areas or blocks and may also contain references to provisions in other codes.

In conjunction with other relevant codes it will be used by the *Authority* to assess development applications and offer guidance to intending applicants in designing development proposals and preparing development applications.

## Structure

This code contains additional rules and/or criteria for particular blocks or parcels identified as areas RCn on the precinct map, to be read in conjunction with the relevant development code. It may also contain sub-parts.

Each element has one or more rules and, unless the respective rule is mandatory, each rule has an associated criterion. Rules provide quantitative, or definitive, controls. By contrast, criteria are chiefly qualitative in nature.

In some instances rules are mandatory. Such rules are accompanied by the words “This is a mandatory requirement. There is no applicable criterion.” Non-compliance with a mandatory rule will result in the refusal of the development application. Conversely, the words “There is no applicable rule” is found where a criterion only is applicable.

## Code hierarchy

Under the *Planning and Development Act 2007*, where more than one type of code applies to a development, the order of precedence if there is inconsistency of provisions between codes is: precinct code, development code and general code.

If more than one precinct code applies to the site, the most recent precinct code takes precedence to the extent of any inconsistency.

## Definitions

Defined terms, references to legislation and other documents are italicised.

Definitions of terms used in this code are listed in part 13 of the Territory Plan or, for terms applicable only to this code, associated with the respective rule.

**Acronyms**

ACTPLA	Planning and Land Authority within the ACT Environment and Sustainable Development Directorate
EPA	ACT Environment Protection Authority
ESA	ACT Emergency Services Agency
ESDD	ACT Environment and Sustainable Development Directorate
NCA	National Capital Authority
P&D Act	Planning and Development Act 2007
TAMS	ACT Territory and Municipal Services Directorate

## Additional rules and criteria

This part applies to blocks and parcels identified in the Belconnen Precinct Map (RCn). It should be read in conjunction with the relevant zone development code and related codes.

### RC1 – Residential area 1

This part applies to blocks and parcels identified in area RC1 shown on the Belconnen Precinct Map.

#### Element 1: Buildings

Rules	Criteria
<b>1.1 Number of storeys</b>	
There is no applicable rule.	C1 Buildings are predominantly three storeys, with a maximum of five storeys on parts of the Sections.



## RC2 – Belconnen Town Centre

This part applies to area RC2 shown on the Belconnen Precinct Map. RC2 includes the larger part of the Belconnen Town Centre. See also the Bruce Precinct Code which contains a small part of the Belconnen Town Centre.

### Element 2: Use

Rules	Criteria
<b>2.1 Ground floor use</b>	
<p>R2</p> <p>This rule applies to buildings in area a fronting the main pedestrian areas and routes shown in figure 1.</p> <p>Only the following uses are permitted on the ground floor level:</p> <ul style="list-style-type: none"> <li>a) <i>business agency</i></li> <li>b) <i>club</i></li> <li>c) <i>community activity centre</i></li> <li>d) <i>drink establishment</i></li> <li>e) <i>financial establishment</i></li> <li>f) <i>hotel</i></li> <li>g) <i>indoor entertainment facility</i></li> <li>h) <i>indoor recreation facility</i></li> <li>i) <i>public agency</i></li> <li>j) <i>restaurant</i></li> <li>k) <i>SHOP.</i></li> </ul>	<p>C2</p> <p>Buildings fronting main pedestrian areas and routes incorporate uses on the ground floor that generate activity in the public space.</p>
<p>There is no applicable rule.</p>	<p>C3</p> <p>This criterion applies to buildings in area b fronting the main pedestrian areas and routes shown in figure 1.</p> <p>Buildings incorporate uses on the ground floor that generate activity in the public space.</p>
<b>2.2 SHOP – floor area limit</b>	
<p>R4</p> <p>This rule applies to area b shown in figure 1.</p> <p>The maximum <i>gross floor</i> area of any <i>SHOP</i> is 200m<sup>2</sup>.</p>	<p>C4</p> <p><i>SHOPS</i> are limited to a scale appropriate to providing convenient shopping and personal services for the local workforce and residents.</p>
<b>2.3 Office and residential use</b>	
<p>R5</p> <p>This rule applies to area d shown in figure 1.</p>	<p>This is a mandatory requirement. There is no</p>

Rules	Criteria
The following uses are not permitted at the ground floor level: a) office b) RESIDENTIAL USE	applicable criterion.

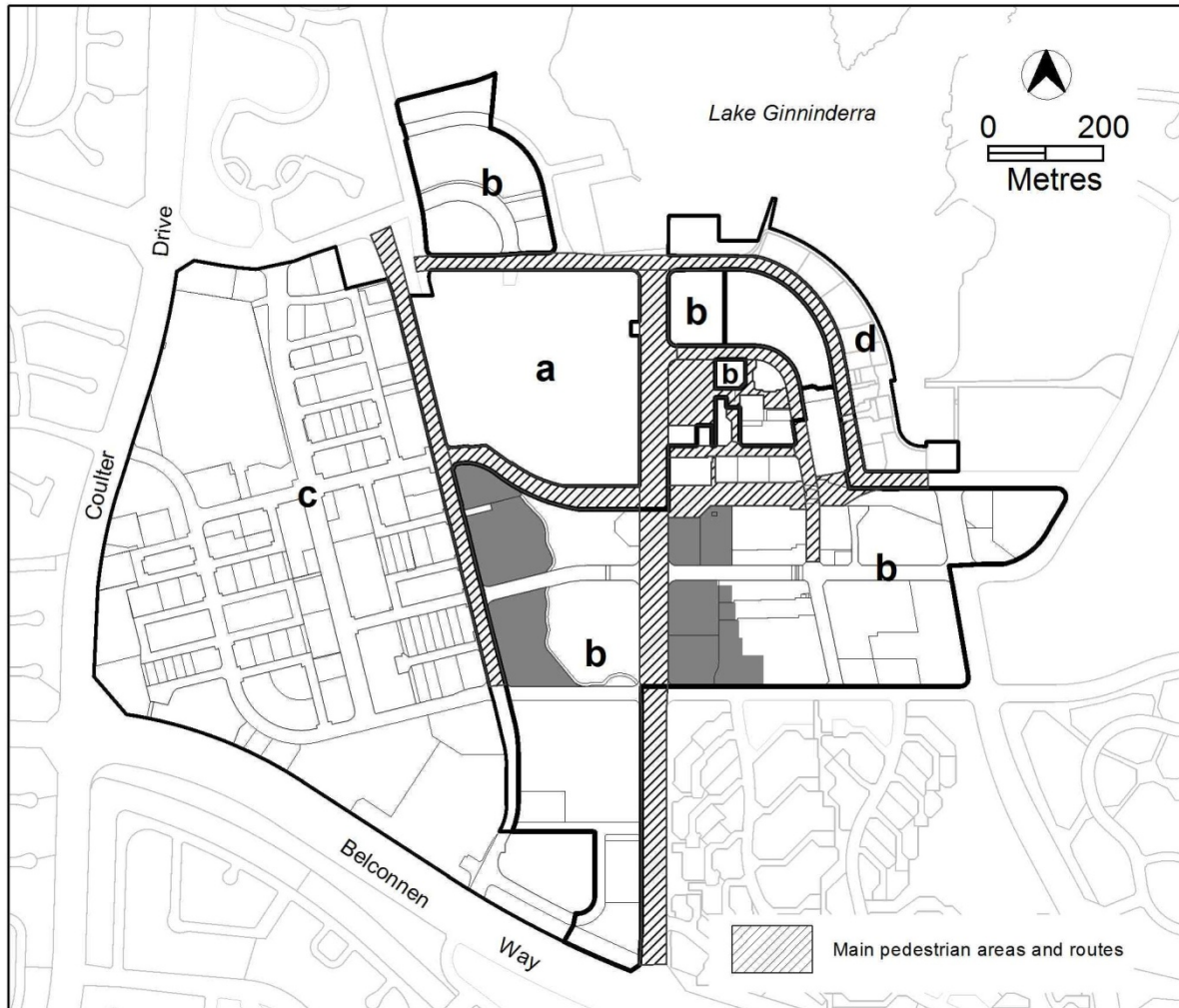


Figure 1

Rules	Criteria
<b>2.4 Service station</b>	
R6 This rule applies to the shaded area shown in figure 1. Development of a service station is only permitted in association with a structured car park.	This is a mandatory requirement. There is no applicable criterion.

Rules	Criteria
<b>2.5 Development on nominated car parking areas</b>	
<p>R7</p> <p>This rule applies to the shaded area shown in figure 1.</p> <p>Development complies with all of the following:</p> <p>a) the existing number of car parking spaces is retained on the site and made available for public use at all times</p> <p>b) provides car parking that is generated by the development on site in accordance with the <i>Parking and Vehicular Access General Code</i> in addition to the spaces required by item a)</p>	<p>C7</p> <p>Development achieves all of the following:</p> <p>a) any additional parking provision requirements (under the <i>Parking and Vehicular Access General Code</i>) for the development</p> <p>b) makes a substantial contribution to the long term parking supply for the town centre as endorsed by the Territory</p>

### Element 3: Buildings

Rules	Criteria
<b>3.1 Height of buildings</b>	
<p>There is no applicable rule.</p>	<p>C8</p> <p>This criterion applies to both area a and area b shown in figure 1.</p> <p>Buildings achieve all of the following:</p> <p>a) consistency with the <i>desired character</i></p> <p>b) scale appropriate to the function of the use</p> <p>c) minimal detrimental impacts including overshadowing and excessive scale</p>
<p>R9</p> <p>This rule applies to area d shown in figure 1.</p> <p>The maximum number of <i>storeys</i> is:</p> <p>a) on the southern and western boundary of section 187 – 4</p> <p>b) in all other cases – 2</p>	<p>C9</p> <p>Buildings achieve consistency with the <i>desired character</i>.</p>

Rules	Criteria
<b>3.2 Active frontage</b>	
<p>R10</p> <p>This rule applies to buildings fronting the main pedestrian areas and routes shown in figure 1. Buildings incorporate display windows and shop fronts with direct pedestrian access at ground floor level.</p>	<p>C10</p> <p>Buildings achieve all of the following:</p> <ul style="list-style-type: none"> <li>a) direct pedestrian access from main pedestrian areas</li> <li>b) avoidance of extensive lengths of blank walls unrelieved by doors, display windows or the like</li> </ul>
<b>3.3 Materials and finishes</b>	
<p>There is no applicable rule.</p>	<p>C11</p> <p>This criterion applies to buildings in the area shown in figure 1.</p> <p>Building colours and materials are consistent with existing development within the particular town centre.</p>
<b>3.4 Setback to Lake Ginninderra</b>	
<p>There is no applicable rule.</p>	<p>C12</p> <p>This criterion applies to area d shown in figure 1.</p> <p>Setbacks achieve all of the following:</p> <ul style="list-style-type: none"> <li>a) compatibility with the <i>desired character</i></li> <li>b) retain a continuous plaza along the shore of Lake Ginninderra</li> </ul>

## RC3 – Residential area 2

This part applies to blocks and parcels identified in area RC3 shown on the Belconnen Precinct Map.

### Element 4: Buildings

Rules	Criteria
<b>4.1 Number of storeys</b>	
R13 The maximum number of <i>storeys</i> is 3.	C13 Buildings achieve all of the following: a) consistency with the <i>desired character</i> b) minimal detrimental impacts including overshadowing and excessive scale c) high architectural quality