

Division 2: Accommodation Buildings Code**About the Accommodation Buildings Code**

- The Accommodation Buildings Code regulates different types of accommodation buildings, including motels, hostels, serviced apartments, and the accommodation component of hotels and community purpose uses, whether they are Self assessable, Code assessable or Impact assessable.
- The Code regulates the scale, siting, density and design of development.

(1) Accommodation Buildings Code

The provisions in this division comprise the Accommodation Buildings Code. They are;

- (i) the Purpose of the Accommodation Buildings Code – Section (2); and
- (ii) the Specific Outcomes, Probable Solutions and Acceptable Solutions for Accommodation Building development – Table 6.2.1.

(2) The Purpose of the Accommodation Buildings Code

The purpose of the Accommodation Buildings Code is to achieve the following overall outcomes; Accommodation Buildings;

- (i) Are located where they best serve the accommodation needs of users, particularly visitors to the Shire;
- (ii) Are located and designed to be compatible with the locality in which they are situated and do not adversely impact upon surrounding residential premises;
- (iii) Provide privacy and amenity to users; and
- (iv) Contribute positively to the streetscape and town character.

TABLE 6.2.1 ACCOMMODATION BUILDINGS CODE	
Specific outcomes (S) for Code and Impact assessable development	Probable Solutions (P) for Code and Impact assessable development; and Acceptable Solutions (A) for Self assessable development. (where Self assessable development does not meet the Acceptable Solutions in the applicable codes, it requires Code assessment. Refer to Section 1.2.9).
<i>All Accommodation Buildings</i>	
Site and Location	
<p>S1 Accommodation Buildings are located; (i) In those parts of the Shire that are normally frequented by visitors and tourists, or are adjacent to roads normally travelled by tourists to or through the Shire; and (ii) On land that is suitable for the use and of an area sufficient area to accommodate the requirements of this Code, whilst having regard to the following; (a) The existing development on the site; (b) The existing and proposed amenity of the Zone/Area/Precinct; and (c) The topography of the site.</p>	<p>P1.1 Accommodation Buildings are located in the Town – Commercial Precinct, or Village Zone.</p> <p>P1.2 Accommodation Buildings are located on lots with a; (i) Minimum lot size of 700 m² in the Town – Residential Accommodation Precinct; or (ii) Minimum lot size of 1000 m² where located outside the Town-Residential Accommodation Precinct; and (iii) Minimum primary road frontage of 20m.</p> <p>P1.3 Accommodation Buildings have a maximum site cover as follows; (i) 50% for all parts of a building or buildings one storey in height; and (ii) 40% for all parts of a building or buildings two storeys in height; and (iii) 35% for all parts of a building or buildings more than 2 storeys in height.</p>
Development Density	
<p>S2 The development density is consistent with the Overall Outcomes of the Zone and Area/Precinct in which the site is situated.</p>	<p>P2.1 For Accommodation Buildings the maximum number of accommodation units on a site is as follows; (i) Town - Residential Accommodation Precinct: 1 accommodation unit per 100m² of site area; and (ii) Other Zones: 1 accommodation unit per 200m² of site area.</p>
Landscaped Areas	
<p>S3 Sufficient landscaped areas are provided on-site; (i) To compliment any street plantings; (ii) To provide soft and hard landscaped areas on-site; (iii) To screen unsightly buildings; (iv) To accommodate the communal and private open space needs of residents; (v) To provide shaded recreational areas; (vi) To offer shelter to buildings with a western aspect; and (vii) To accommodate communal refuse storage and other services.</p>	<p>P3.1 Accommodation Buildings have landscaped areas which comprise at least 20% of the site, of which a minimum of 15% of the site as useable landscaped areas.</p> <p><i>Note also the provisions of P11.1 below, which relate to landscaped areas</i></p>
Car Parking and Access	
<p>S4 Vehicular access to the site is safe and allows for easy vehicle manoeuvring.</p>	<p>P4.1 Access driveways and any visitor car parking is; (i) Provided with an impervious seal; and (ii) Located and designed so that vehicles can exit the site in a forward gear.</p>
<p>S5 The design and location of vehicle access and parking areas within the development; (i) Has minimal impacts upon the amenity of neighbouring residential properties; and (ii) Contributes to the development of an attractive residential streetscape.</p>	<p>P5.1 Vehicle parking and turning areas are screened by fencing or landscaping or a combination of both to prevent a vehicle's glare and light intrusion in to neighbouring properties. or P5.2 Vehicle access and parking areas are located away from windows to an adjoining dwelling unit or accommodation unit on an adjoining property.</p>

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<i>All Accommodation Buildings</i>	
Building Design, Layout and Streetscape	
<p>S6 The development is sited and designed taking into account the relationship to adjoining premises and the street, and the locality which establishes the overall setting of the premises; having regard to the following;</p> <p>(i) The built form of existing buildings in the surrounding area;</p> <p>(ii) Significant site features such as shade trees or vegetation that can be incorporated into the building and landscape design;</p> <p>(iii) The location and amenity of adjacent buildings; and</p> <p>(iv) The streetscape character and context.</p>	<p>P6.1 The primary road frontage setback for buildings is within 20% of the average setback of adjoining buildings to the same street, or where there are no buildings on adjoining sites the setback is as specified in the relevant Zone Code.</p> <p>P6.2 Buildings and structures used for recreational purposes can be located in front of the building line, provided that they have a maximum site cover (whether pervious or impervious covering) of;</p> <p>(i) Pergolas and gazebos: - 30m²; and</p> <p>(ii) Gatehouses: - 6m².</p>
Privacy and Safety	
<p>S7 The development provides residents of the development and residents of adjacent residential properties with visual and acoustic privacy.</p>	<p>P7.1 Direct views between habitable rooms of adjacent dwelling units or accommodation units, or between habitable rooms and the private open space of adjacent dwelling units or accommodation units (whether part of the development or on land adjacent to the development) are obscured by;</p> <p>(i) Screening that is durable, permanently fixed and has a maximum of 25% openings; or</p> <p>(ii) Existing dense vegetation or new planting that can achieve a 75% screening within 3 years of planting.</p>
<p>S8 Any front fences and walls provided for privacy or to define the property;</p> <p>(i) Allow for casual surveillance of the street; and</p> <p>(ii) Are compatible with the building and streetscape.</p>	<p>P8.1 Where located in the Town Zone, fences and walls along the road frontage are a maximum of;</p> <p>(i) 1.2m high if solid; or</p> <p>(ii) 1.5m high if the fence has openings which make it at least 50% transparent.</p> <p>P8.2 As an exception to P8.1 above, solid front fences and walls up to 1.8m high may be provided where;</p> <p>(i) The useable landscaped areas and private open space areas are in front of buildings and the fence length is limited to 75% of the frontage; or</p> <p>(ii) The fence or wall fronts a main road and</p> <p>(iii) The length of the fence or wall does not exceed 15m in length without some articulation or detailing to provide visual interest.</p>
Development on sites with frontage to a Main Road	
<p>S9 Development on sites with a frontage to a main road are designed such that the negative effects of traffic noise are minimised and resident privacy is protected, having regard to;</p> <p>(i) Building siting;</p> <p>(ii) The use of front fences and walls;</p> <p>(iii) Internal layout of buildings; and</p> <p>(iv) The location of communal and private open space areas.</p>	<p>P9.1 Walls of buildings that face the road frontage have very few or no openings.</p> <p>P9.2 Mature landscaping is provided along walls referred to in P9.1 above, to avoid the appearance of blank walls from the road.</p> <p>P9.3 The room layout within accommodation units is arranged to reduce the impact of noise on the rooms which are most sensitive to noise. Eg locate bathrooms, hallways, stairways, storage rooms and car parking closest to the road frontage.</p> <p>P9.4 Private open space areas are not located in the building setback to the road.</p> <p>P9.5 Usable landscaped areas and private open space areas are only located in the building setback to the road, where resident privacy can be maintained with the use of a solid fence or wall provided in accordance with P8.2 (1) above.</p>

	<p>P9.6 Any walls or fences along the road frontage highlight site entrances and ensure that they are easily identifiable.</p>
All Accommodation Buildings	
Amenity	
<p>S10 Buildings and facilities are located and designed so as to minimise potential noise impacts beyond the property boundaries, particularly where adjoining residential premises.</p>	<p>P10.1 Vehicular access points are located at least 3 metres from any boundary shared with residential premises or land in the Town – Residential Precinct.</p> <p>P10.2 Air conditioning units and pool filters are located, enclosed, of a type, or otherwise installed such that they do not cause an environmental nuisance to any adjoining premises.</p>
<p>S11 Buildings and facilities are located and designed so as to enhance the streetscape appearance.</p>	<p>P11.1 Building setbacks are sufficient to enable the provision of at least a third of the landscaped area required in P3.1, across the primary road frontage of the site.</p> <p>P11.2 Air conditioning units and other service equipment and areas eg. Bin storage, kitchen vents, pool filters, are located such that they are not visible from the street or other public place.</p>
Motels	
Site characteristics	
<p>S12 Motel development is located on parcels of land of an area that is suitable for the siting of buildings, landscaped open space to screen living and recreation areas, and vehicle manoeuvring and parking, having regard to the following; (i) The existing development in the area; (ii) The existing and proposed amenity of the area; (iii) The topography of the site; and (iv) The number of roads to which the site has frontage.</p>	<p>P12.1 Motels have; (i) A minimum site area of 2000m²; (ii) A landscaped area comprising at least 20% of the site; and (iii) Sufficient land available for the provision of necessary bus manoeuvring and parking where there are more than 30 units.</p>
Amenity	
<p>S13 Buildings and facilities are located and designed so as to minimise potential noise impacts beyond the property boundaries, particularly where adjoining residential premises.</p>	<p>P13.1 Vehicular access points are located at least 3 metres from any boundary shared with residential premises or land in the Town – Residential Precinct.</p> <p>P13.2 Restaurants associated with Motels are provided only where the premises are sited within or adjoining the Town – Commercial Precinct.</p> <p>P13.3 Air conditioning units and pool filters are located, enclosed, of a type, or otherwise installed such that they are least likely to cause an environmental nuisance to any adjoining premises.</p>