

**ENVIRONMENTAL NUISANCE BY NOISE AND LIGHT CODE**

**1 Purpose of the Code**

The purpose of this Code is to:

- ensure that the amenity and environmental integrity of an area is maintained and not adversely impacted upon by excessive noise or light emissions; and
- ensure that the noise or light emitted from any land use does not create an environmental nuisance, as defined in the *Environmental Protection Act 1994*.

**2 Application of the Code**

There are no Secondary Codes to this Code.

**3 Definitions**

There are no definitions specific to this Code.

**4 Explanation**

This code sets out the requirements for environmental performance in terms of noise and light emissions.

**5 Performance Criteria and Acceptable Solutions**

Performance Criteria		Acceptable Solutions	
<b>Noise</b>			
<b>P1</b>	All buildings, plant and equipment is designed, constructed, operated and placed so that no environmental nuisance by noise, as defined in the <i>Environmental Protection Act 1994</i> , will occur.	<b>A1</b>	The noise from premises must not exceed the noise levels set out in the <i>Environmental Protection Regulation 1998</i> <sup>1</sup> .
<b>Light</b>			
<b>P2</b>	All buildings, plant and equipment is to be designed, constructed, operated and place so that no environmental nuisance by light, as defined in the <i>Environmental Protection Act 1994</i> ,	<b>A2.1</b>	The light from premises must not exceed 8 lux at a distance of 1.5 metres outside the boundary of the site.
		<b>A2.2</b>	<b>OR</b> A Light Report, prepared by a suitably qualified person, is required to ensure that the proposed measures to abate the environmental nuisance by light are effective.

<sup>1</sup> A Noise Report, prepared by a suitably qualified person, is required to ensure that the proposed measures to abate the environmental nuisance by noise are effective.



---

**ROCKHAMPTON CITY PLAN**  
**PLANNING SCHEME FOR THE CITY OF ROCKHAMPTON**

---

will occur.	
-------------	--

**CHAPTER 5**  
**ENVIRONMENTAL NUISANCE BY NOISE AND LIGHT CODE**

