

17/04/2008  
C46 (Part 2)

## **SCHEDULE 4 TO THE DESIGN AND DEVELOPMENT OVERLAY**

Shown on the planning scheme map as **DDO4**

### **BUSINESS & MIXED USE ZONES (COWES & SAN REMO)**

#### **1.0**

#### **Design objectives**

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- To ensure that development is compatible with traditional town scale and development patterns within San Remo and Cowes.
- To encourage high quality development design.
- To ensure that development design enhances the coastal context, the fine grain appearance and the variety of styles that now characterises Cowes and San Remo.
- To protect views of the urban areas from the waters of Western Port.
- To encourage developments to be outwardly focussed so as to support safe and active streets and public places.

#### **2.0**

#### **Buildings and works**

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#### **Permit not Required:**

A permit is not required to construct a building or construct or carry out works for:

- Navigational aids.
- A radio mast.
- A television antenna.
- A television mast associated with a building.

#### **Permit requirements**

An application to construct a building within any of the Cowes precincts below must be accompanied by a site analysis report, incorporating an urban context report documenting how the development responds to the particular Criteria for Design Assessment contained in the *Cowes Foreshore Precinct Phillip Island – Urban Design Report 2000 and 2003*.

Buildings and works must be constructed in accordance with the following requirements.

#### **Cowes**

##### **Thompson Avenue – between Chapel Street and Church Street**

Building height should not exceed two storeys (seven metres to the top of the wall and 8 metres to the ridgeline) measured from natural ground level.

##### **Thompson Avenue – between Church Street and Settlement Road**

Building height should not exceed three storeys (or 10.5 metres to top of wall) in total from natural ground level, with the third storey stepped back from the street.

**Thompson Avenue – between Settlement Road and Ventnor Road**

Building height should not exceed two storeys (seven metres to the top of the wall and 8 metres to the ridgeline) measured from natural ground level.

San Remo

**Marine Parade – west of Bergin Grove and between Bergin Grove and Back Beach Road**

Building height should not exceed three storeys (or 10.5 metres to top of wall) in total from natural ground level, with the third storey stepped back from the street.

**Phillip Island Road - East of Back Beach Road**

Building height should not exceed two storeys (seven metres to the top of the wall and 8 metres to the ridgeline), measured from natural ground level.

**3.0**

**Decision guidelines**

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Before deciding on an application, the responsible authority must consider:

- How the development responds to the design guidelines of the *Phillip Island and San Remo Design Framework*.