

21.0829/10/2009
C110**PARTICULAR USES AND DEVELOPMENT****Design and Built Form**

This clause provides local content to support Clause 19 (Particular Uses and Development) of the State Planning Policy Framework.

Overview

The long term benefits of good design are more attractive, functional and sustainable built environment. Good design is based on the principle of being site responsive, designing to take into account the character and constraints of a site and wider area.

The most pronounced physical features in the rural areas are the deeply incised creek valleys of Deep, Emu and Jacksons Creeks. Aside from these, much of the rural land in the City is characterised by a flat and sparsely treed landscape that enables open views across wide expanses of cleared grazing land and of the valleys. One of the consequences of such an open landscape is that there is only a limited amount of development that can be absorbed without the rural character changing.

Key Issues

- Recognising design issues in the rural townships including the need to protect and enhance the character and appearance of the town centres and associated sites of cultural heritage significance.
- Enhancing the design and built form of existing industrial areas.
- Recognising design issues need to be considered where new buildings are located within proximity of the Melbourne airport. (throughout existing MSS)
- The proliferation of standardised architecture and advertising signs has the potential to diminish the character and unique identity of the City's towns and suburbs.

Objective 1

Enhance the amenity and appearance of the City's employment and residential areas, activity centres, open spaces, gateways and approach roads. (21.02-5)

Strategies

- Ensure that new development adjacent to or visible from the Hume Highway is of a high quality appearance and makes a positive contribution to the amenity of the area.
- Ensure that all houses have appropriate and adequate residential amenity in terms of privacy from noise and overlooking, access to sunlight, car parking, outdoor entertainment and leisure, and access to shopping and community facilities and services.
- Ensure that new development along Pascoe Vale Road enhances the appearance and gateway function of that road.

Objective 2

Enhance the amenity and appearance of the City's industrial areas.

Strategies

- Discourage industry from establishing on the vacant land located south of the former reservoir, between the railway line and Pascoe Vale Road, that has the potential to cause detriment to the surrounding area.
- Promote development of the former reservoir site located on the southeast corner of Somerton and Pascoe Vale Roads as part of the Roxburgh Park Activity Centre, including;
 - Encouragement to restricted retailing, other forms of ‘highway retailing’ and offices on Somerton Road;
 - Services such as an hotel, motel, restaurants, conference meeting and reception facilities, medical consultancies, offices and associated uses along Pascoe Vale Road and eastward;

Objective 3

To minimise any adverse impacts of operations at the Melbourne Airport on the City’s residents and workers.

Strategies

- Ensure houses are appropriately located and designed to minimise any adverse effect from aircraft noise associated with Melbourne Airport
- Limit residential densities and discourage noise sensitive uses from establishing in areas that are or will be subject to high levels of aircraft noise exposure.

Objective 4

To protect and enhance the unique landscape qualities and features, that contribute to the rural character of the municipality and which give the different suburbs and towns in the City their own identity.

Strategies

- Ensure that the rural character of, and vistas from, the Calder Highway, Dalrymple Road, Mundy Road, Riddell Road, Sunbury Road, Lancefield Road, Mickleham Road, portion of the Hume Highway north of Craigieburn Road West and Donnybrook Road are protected from inappropriately located and designed development
- Ensure that new development is located and designed to have a minimal visual impact on the rural character of the area.
- Retain the hilltops and conservation areas identified on the Rural Areas Structure Plan in as near a natural state as possible

Objective 5

Ensure that signage does not detract from the amenity and appearance of the City

Strategies

- Discourage signage that is excessive, confusing or not in keeping with the character of the natural or built environment

Implementation

Use of Policy and Exercise Discretion

When deciding on applications for design and built form, consider as appropriate;

- Approved Structure Plans.
- Approved Precinct Structure Plans.
- Approved Development Plans.
- Approved Reference documents including but not limited to Hume Open Space Strategy (1999) and Hume City Council Planning Guidelines for Outdoor Advertising (1995).
- Clause 22.02 Rural Land Character and Urban Design.
- Clause 22.09 Advertising Signs Local Policy.
- The matters set out in Section 60 of the Act.

Gaming

Overview

In October 2006 the State Government introduced changes to the planning scheme, which gave Council the ability to consider social and economic effects of gaming premises on the community. Hume City Council recognises the need for a fair and equitable distribution of gaming machines throughout metropolitan Melbourne and the City. However, it also believes that whilst gaming is a legitimate form of recreation, it can lead to adverse consequences for the gambler, others and for the community.

Objective

Minimise the negative impacts of gaming on the community by ensuring that gaming machines are only located within venues that area appropriately located.

Strategy

Appropriately manage the distribution and location of gaming machines within Hume City Council.

The location of gaming machines should be reasonably accessible, but not convenient.

Implementation

Use of Policy and Exercise Discretion

When deciding on applications for gaming machines, consider as appropriate;

- Clause 22.17 (Gaming), Strategic Reference Document for Gaming in Hume City (2007).
- Incorporated document, Hume City Council Prohibited Gaming areas (Nov 2007).