

24/11/2011
C73**SCHEDULE 20 TO THE DESIGN AND DEVELOPMENT OVERLAY**

Shown on the planning scheme map as **DDO20**.

BEACON COVE HIGH RISE RESIDENTIAL PRECINCT**1.0**24/11/2011
C73**Design objectives**

To maintain the existing built form character of the precinct.

To encourage high quality, well-designed buildings, works, renovations and additions compatible with the existing architectural and streetscape character.

To encourage built form that respects the unique appearance and location of Beacon Cove including:

- The layout and pattern of subdivision of Beacon Cove;
- The proximity to, and orientation towards, the waterfront;
- The consistency of materials, finishes and paint colours to the adjacent low rise residential precincts in Beacon Cove.

To maintain the character and distinct built form of each sub-area identified in the Table to Schedule 20. These sub-areas are:

- First Point residential area;
- Low rise area;
- Mid rise area; and
- High rise area.

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C73**Buildings and works**

A permit is required to construct a fence fronting a street or forward of the building line.

General requirements

- Buildings should maintain continuous built frontages of zero metres setback to the promenade and 1-2 metres setback from other streets (except in the First Point residential precinct).
- New building works must not extend beyond the existing front setbacks of adjoining properties.
- Buildings should have flat roofs, to accommodate terrace areas and roof decks.
- External walls should be finished in painted or rendered precast concrete in colours that match the existing colours on adjacent properties. The predominant colour should be a light shade, with up to two trim colours in a darker shade, in accordance with the colour palette in the *Beacon Cove Neighbourhood Character Guidelines 2010 (SJB Urban, 2010)*.
- Roof materials should match existing materials, including paving tiles for terrace areas.
- Fences should be rendered concrete walls and translucent screens with raised frontages fronting the Promenade, First Point and Beacon Vista.

- Building orientation, window design and external shading elements should be designed to optimise natural light access and solar efficiency.
- Dwellings should have a clear entrance to the street frontage and public promenade / beach frontage.

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Decision guidelines

Before making a decision on an application, the responsible authority must consider:

- Whether the buildings or works maintain the current pattern of subdivision and built form character of the precinct.
- Whether the buildings or works respect the colours, finishes and materials of adjacent properties and the prevailing character of the precinct.
- Whether the buildings or works adversely affect the amenity of the public promenade, beach, and Station and Princes piers.
- Whether the proposed buildings or works are in keeping with the preferred character statement for the area.
- The guidelines and character statements of neighbourhood character for the precinct contained in Beacon Cove Neighbourhood Guidelines 2010 (SJB Urban, 2010).

References

Beacon Cove Neighbourhood Character Guidelines 2010 (SJB Urban, 2010)

Map

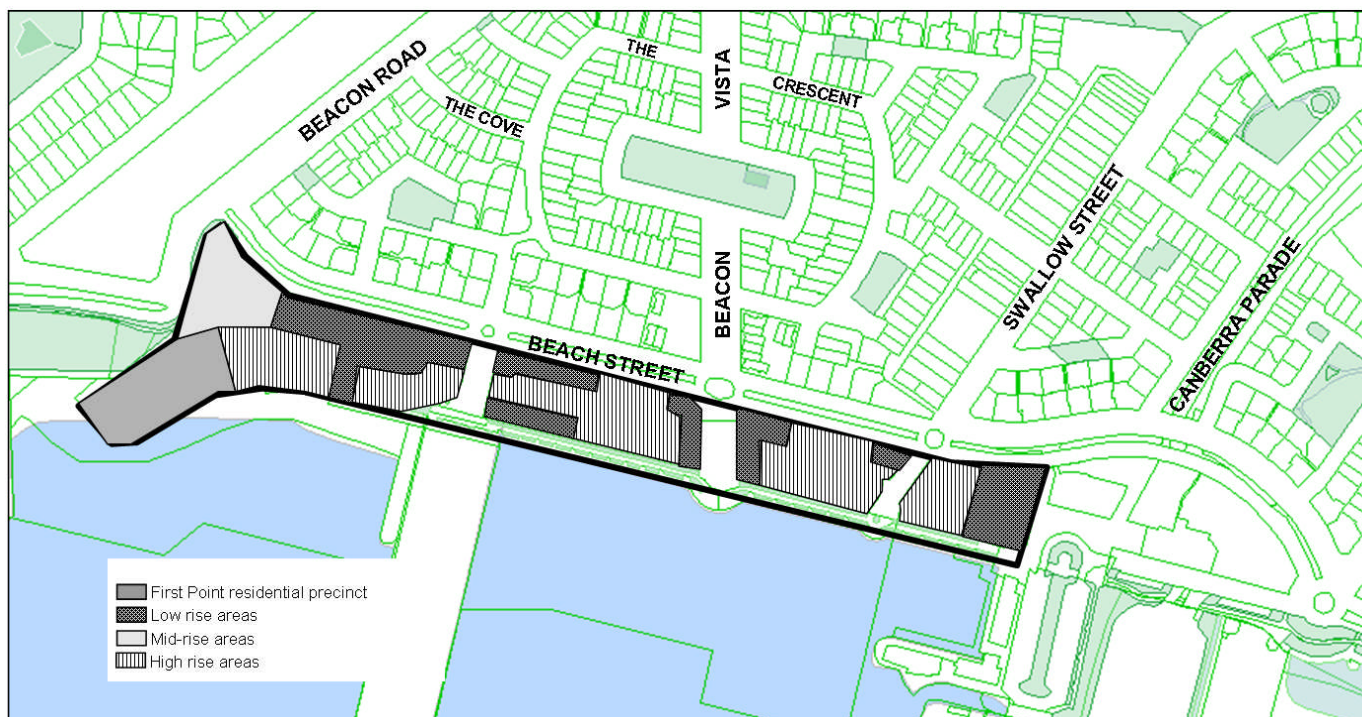


Table to Schedule 20

First Point residential area

Preferred character

- Contemporary, three storey townhouse residential development, with dual frontages facing the street and the beach.
- Extensive use of glass contributes to the contemporary “row housing” character.
- Dwellings are set within landscaped courtyards and have a strong visual connection to the public realm.

Design requirements

- Buildings should be oriented towards both First Point and the Promenade.
- Buildings should not exceed 3 storeys except where there is an open roof terrace/deck incorporated as a fourth storey. Total height, inclusive of the open roof terrace/deck, should not exceed 14 metres.
- Buildings should incorporate large front windows facing First Point.
- Building setbacks to First Point and the Promenade should be landscaped and setback approximately 8 – 10 metres in accordance with the prevailing pattern of development.
- Side setbacks or spaces between buildings should be 0m at ground floor and limited at upper levels in accordance with the existing style of dwellings in the sub-area.
- Building design should reflect the predominant aesthetic of contemporary architecture.
- Buildings should incorporate extensive glazing areas including glass balustrades to the beach and street frontages.
- Roofs may incorporate sky lights which should not be visible from the streets or parks.
- Access to roof terraces should be by internal stair access.
- Roof terraces should be open but may incorporate louvered canopies to match existing.
- North facing facades should incorporate metal louvered screens (movable).
- Double garages should be incorporated to accommodate car parking.

Low rise area

Preferred character

- Contemporary three to four storey townhouse and apartment buildings with clearly defined, visible entrances located along street frontages.

Design requirements

- Buildings should be oriented towards the street frontage.
- Building entrances should be clearly defined and face the street frontage.
- Buildings should not exceed 3 storeys except where there is an open roof terrace/deck incorporated as a fourth storey. Total height, inclusive of the open roof terrace/deck, should not exceed 14 metres.

- Instead of fencing, low height hedges should front Beach Street.
- Buildings should maintain continuous built frontages of zero setback to the promenade and 1-2 metres setback from other streets.

Mid rise area

Preferred character

- Contemporary six storey apartment buildings with clearly defined, visible entrances located along the street frontages.

Design requirements

- Buildings should not exceed 6 storeys (21 metres) in height.
- Buildings should be oriented towards the street frontage.
- Building entrances should be clearly defined and face the street frontage.
- Buildings should maintain continuous built frontages of zero metres setback to the promenade and 1-2 metres setback from other streets.

High rise area

Preferred character

- The built form profile of the area has a strong rhythm, when viewed from near and afar, established by the generous spacing between the slender high rise towers above, and the continuous and consistent three to four storey height of the podium development beneath.
- Development is oriented towards, and has a strong visual connection with, the waterfront promenade.

Design requirements

- Buildings should incorporate continuous podium forms 3 – 4 storeys (up to 14 metres) in height, with tower forms above. Total building height should be 12 – 14 storeys (up to 40 metres).
- Buildings should be oriented towards the waterfront promenade.
- Side setbacks or spaces between buildings should be avoided at podium level, but significant spacing should be achieved between tower forms above to maintain the distinct rhythm of the building profile within the area.
- Roof terraces should be incorporated at podium level.
- Parking should be incorporated at podium or basement level.