

24/11/2011
C73**SCHEDULE 3 TO THE NEIGHBOURHOOD CHARACTER OVERLAY**

Shown on the planning scheme map as **NCO3**.

BEACON COVE RESIDENTIAL PRECINCT C**1.0**24/11/2011
C73**Statement of neighbourhood character**

Beacon Cove is a planned residential community in Port Melbourne. It displays a consistency in building forms which create a unique and clearly identifiable neighbourhood character, further defined by streetscapes with no or low front fences, key boulevards, views and vistas, and a relationship to the waterfront and piers of Port Melbourne.

Beacon Cove is a primarily residential estate consisting of a mix of single, two and three storey dwellings and townhouses; and 5 high rise apartment buildings on top of podium development along the waterfront. Its development, between 1996 and 2006, progressed west from Princes Street in stages. Beacon Cove comprises 9 precincts shown in Figure 1.

The character of Beacon Cove is defined by three overarching design principles which have guided its development, contributed to the character of the estate in its entirety and are valued by the community.

Design Principle One: A clear movement and street hierarchy defined by:

- Beacon Vista Boulevard which provides north - south access and a wide landscaped median for unimpeded views of, and between, the historic and operable shipping beacons;
- Beach Street which provides east - west access with a landscaped median strip in the centre of the road;
- A narrow road network creating a pedestrian and bicycle friendly environment where the impact of the car is minimised;
- The location of garages and shared driveways which have little visual impact on streetscapes.

Design Principle Two: Consistent built form defined by:

- Contemporary housing consisting of single, two and three storey dwellings; townhouses and apartment buildings;
- High quality building design and finishes;
- Clearly defined urban edges with a consistent building line to the street optimising space and privacy, and maximising solar access to each dwelling;
- A distinct pattern of front and side setbacks;
- Individual building setbacks that vary between adjoining buildings creating “staggered” frontages to streets;
- Minimal or no side setbacks between buildings;
- Balconies and pergolas that create streetscape interest and variation as well as passive surveillance of streets and parks.

Design Principle Three: An open space network integrated into the design of the estate defined by:

- A network of parks and open space areas, incorporating view corridors along key streets, in particular Beacon Vista, and contemporary landscaping;

- Minimal use of front fences creating an open urban environment with no or low fences;
- Integration with surrounding neighbourhoods provided through visually permeable edges;
- Housing which is oriented towards open space;
- Reduced driveway areas and hard paving which allow garden areas to be maximised and stormwater runoff reduced.
- Streets and open spaces which incorporate large lawn areas, mature trees, low height plants and native grasses.

The neighbourhood character of each precinct comprises subtle variations in layout, building design, building form, finishing colours, materials and roof forms.

Specific elements that define Precinct C are:

- Housing has English Regency influences.
- Compact residential development predominantly two storey attached and semi detached houses facing the central axis of Beacon Vista and the central open space of Beacon Cove.
- Incorporation of balconies and pergolas to create streetscape interest and variation as well as passive surveillance of streets and parks.
- Recessed first floors which form a strong horizontal band in the streetscape.
- Monotone white colour theme to houses surrounding the park on Beacon Vista and a two tone white and beige theme to the Beacon Vista spine which make this precinct visually distinct.
- External building elements including feature roof and building forms, and steel framework structures on balconies.
- Towers on corner blocks which frame main view corridors.
- Landscaped setback areas of a limited depth from street frontages and no front fences, create an open relationship between houses and the public realm.

2.0 Neighbourhood character objective

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- To ensure the form of new development reinforces the existing neighbourhood character.
- To ensure new development respects the existing subdivision pattern, building orientation, “staggered” setbacks and the streetscape rhythm within the precinct.
- To ensure new buildings and works respect the predominant heights and roof forms.
- To ensure building design elements; building materials, finishes and colours; letterbox and fence design; and landscape treatments be consistent across the precinct.
- To ensure existing views to open spaces, and along the Beacon Vista axis, from the public and private realm are maintained.

3.0 Permit requirement

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A permit is required to construct an outdoor swimming pool associated with a dwelling.

A permit is required to construct or extend an outbuilding normal to a dwelling.

A permit is required to demolish or remove a building.

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Modification to Clause 54 and Clause 55 standards

Standard	Modified Requirement		
<p>A3 and B6 Street Setback</p>	<p>Walls of buildings should be setback from streets the distance specified in Table A1 below</p> <p>Table A1 Street Setback</p>		
	Development context	Minimum setback from front street (metres)	Minimum setback from side street (metres)
	<p>There is an existing building on both the abutting lots facing the same street, and the site is not on a corner.</p>	<p>The average distance of the setback from the front boundary to the existing dwelling façade on the abutting lots facing the front street, or 2 metres, whichever is the greater</p> <p>For an upper level above a garage 1 metre from the setback of the ground level of the existing dwelling</p>	<p>Not applicable</p>
	<p>There is an existing building on one abutting allotment facing the same street and no existing building on the other abutting allotment facing the same street, and the site is not on a corner.</p>	<p>As above</p>	<p>Not applicable</p>
	<p>There is no existing building on either of the abutting allotments facing the same street, and the site is not on a corner</p>	<p>2 metres</p>	<p>Not applicable</p>
	<p>The site is on a corner</p>	<p>As per the requirements for front setbacks listed elsewhere in this table relevant to the location.</p>	<p>As per the requirements for front setbacks listed elsewhere in this table relevant to the location.</p>
<p>A4 and B7 Building Height</p>	<p>The maximum number of storeys must not exceed 3 and the overall height should not exceed 10 metres.</p> <p>Higher (by up to one storey) tower forms on street corners and entry</p>		

Standard	Modified Requirement
	<p>points may be incorporate with those existing in the precinct.</p> <p>Only single storey additions are allowed facing streets or parks.</p> <p>Additional storeys should have limited visibility from streets and should not diminish from the visual effect of buildings that incorporate towers.</p>
<p>A10 and B17 Side and rear setbacks</p>	<p>A new building must be set back 0 metres from the side boundary to support continuous streetscape frontages and compact development patterns of the precinct.</p>
<p>A19 and B31 Design Detail</p>	<p>The design of buildings should respect the neighbourhood character. This includes:</p> <ul style="list-style-type: none"> ▪ Building style, materials, colours ▪ Roof design, roof decks ▪ Fences and external elements <p>Design of buildings should also be environmentally sustainable as far as is possible in meeting neighbourhood character guidelines specified in this schedule.</p> <p>The architectural style of an addition to a building should complement the existing dwelling so as not to appear as an addition.</p> <p>Building features:</p> <p>Alterations and additions to dwellings in this precinct should include strong architectural elements such as well designed entry porches, front pergolas and balconies facing the street.</p> <p>Dwellings should incorporate the following external elements:</p> <ul style="list-style-type: none"> ▪ Stainless steel rails above rendered masonry half-balustrades; ▪ External steel frameworks structures to balconies; ▪ Balcony balustrades in painted steel horizontal rails. <p>Domestic services (including water tanks) should be discreetly located so as to not be visible from streets or parks.</p> <p>Finishes and materials:</p> <p>External walls should incorporate rendered masonry in white or beige tones to ground and upper levels which may be articulated with horizontal banding or roughcast texture in the same colour</p> <p>Colours:</p> <p>Paint colours for Precinct C must be selected from Appendix A - Paint Colour Specifications in the Beacon Cove Neighbourhood Character Guidelines 2010 (SJB Urban, 2010) and be consistent with the prevailing colours schemes in the precinct. The colour theme for this precinct is white and off white.</p> <p>Rendered surfaces, external timber fixtures, metal balustrading, facia boards and guttering should be painted in a colour to match the existing colour scheme of surrounding houses in the precinct.</p> <p>Roof Design and Materials</p>

Standard	Modified Requirement
	<p>Residential buildings should have red terracotta or grey slate pitched tiled roof or a grey metal flat roof, as specified on Figure 12 of the Beacon Cove Neighbourhood Character Guidelines 2010.</p> <p>If part of the roof of a building is to be removed or demolished to allow for a replacement structure, the replacement roof should be designed to match the style and colour of the existing or remaining roof.</p> <p>Roof eaves should match those in surrounding dwellings.</p> <p>Roofs may incorporate skylights. They should not be visible from streets or parks.</p> <p>All gutters and downpipe profiles, treatments and materials should match existing.</p> <p>Garages and Carports</p> <p>Garages must be incorporated in building setbacks (not project forwards of the front façade) and garage doors should match existing and be finished in colours complementary to the existing neighbourhood character.</p> <p>Carports should not be visible from streets or parks.</p>

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Decision guidelines

Before deciding on an application, and in addition to the decision guidelines listed in clause 43.05-5, the responsible authority must consider, as appropriate:

- The impact that new buildings or works will have on the character of the precinct, in particular, whether new buildings or works are visible from the street or public open space.
- The extent to which any building to be extended or otherwise modified, contributes to the preferred neighbourhood character of the precinct in terms of building form.
- Whether the new building or extension to an existing building or works respects the predominant heights and roof forms existing in the precinct.
- Whether an increase in height of any building or a building on an adjoining lot impacts on the visibility of taller elements such as a tower forms on street corners or the role of the tower as a dominant element within that streetscape
- Whether the new building or extension to an existing building or works respects the prevailing setbacks within the streetscape.
- Whether the new building or extension to an existing building or works respects the prevailing character of the precinct in colours, finishes and materials.
- The guidelines and statement of neighbourhood character for the precinct contained in Beacon Cove Neighbourhood Guidelines 2010 (SJB Urban, 2010).

Reference

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

FIGURE 1 – BEACON COVE PRECINCTS

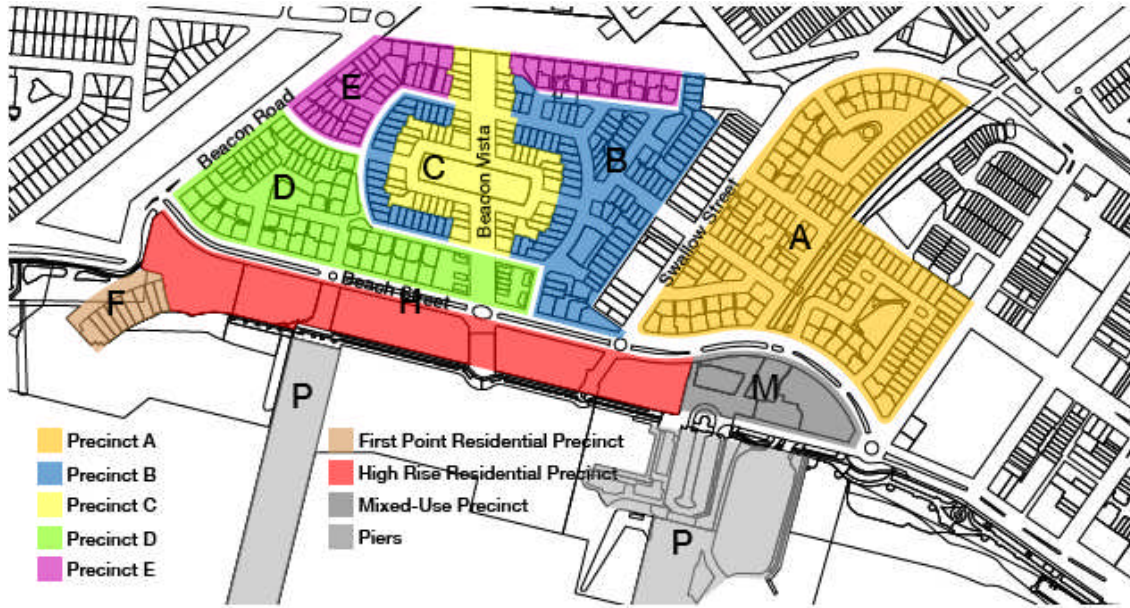


Figure 1: Layout and location of the Precincts