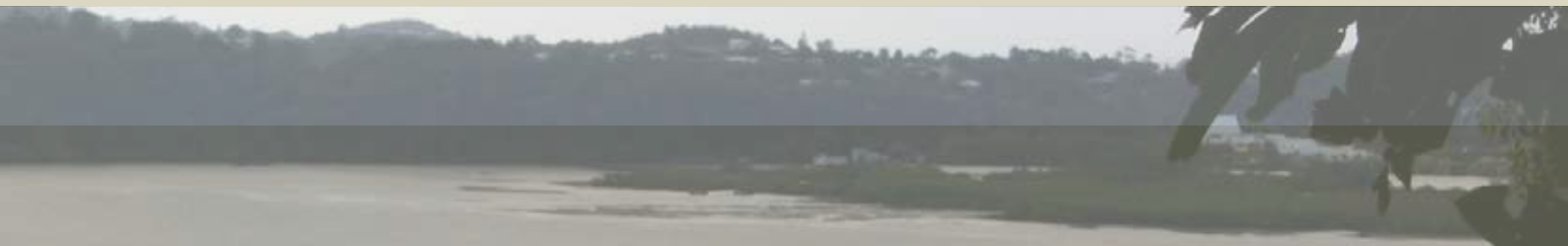

03 VILLAGE CENTRE

- 3.1 Village Centre Vision & DA Requirements
- 3.2 Design Principle 1 - Placemaking & Urban Design
- 3.3 Design Principle 2 - Built Form Design
- 3.4 Design Principle 3 - Community Infrastructure
- 3.5 Design Principle 4 - Commercial & Retail Facilities
- 3.6 Design Principle 5 - Fostering Walkability and Integrated Movement





1. Green buffer gateway
Formal landscape
Green link between casual and structured open space
2. Main street running north south view terminating with wetland (north) and vegetated ridge (south)
Approximately 5000sqm of retail floor space
Overland flow parallel to main street (east) forming landscaped feature with connections back to the Main Street
Fine grain retail to ground floor
Integration of larger floor plate (supermarket) within street block
Two north facing gateway buildings
Promotion of mid block pedestrian connections to pocket car parking at rear
Promotion of shop top housing and/or aged care on upper levels
Investigate height to 15.0m within village core to accommodate shop-top housing
3. Co-locate a mix of residential accommodation including aged care within village centre as shop top housing
4. Co-locate pocket car parks with open space and community facilities
5. Integration of community facilities within village centre including library & neighbourhood centre
6. Retention of land over 18° & identified bushland
7. Investigate pedestrian paths through bushland linking through to the Mahers Lane Precinct and Lindsfarne School
8. Investigate medium density residential nestled within sloping site along contours, with green landscape fingers permeating allotments
9. Open space including full sized oval, criterion and mountain bike trails.

Figure 3.1 Indicative Village Centre Structure Plan

3.1 Village Centre Vision

Vision

Facilitate the creation of the village centre as the primary activity hub for Area E through opportunities for retail, commercial and other non-residential development. Develop a village centre that provides high quality built form, public domain and infrastructure, encouraging pedestrian movement and comfort, co-ordinated parking and efficient vehicle movement, to create an overall character and appearance of a coastal hinterland 'village'.

As discussed throughout this Code the village centre is to be the social, economic and cultural hub of the Area E community. This is achieved through the provision of approximately 4,000 - 5,000m² of ground-level non-residential floorspace, combined with integrated carparking and upper levels of residential floorspace. It is envisaged that non-residential floorspace will be occupied by a variety of retail, commercial, community, cultural and home business uses. Non-residential development plays an important role in assisting the:

- creation of a distinctive sense of place and character;
- improving the use, activity and vibrancy of the public domain;
- co-locating activities to minimise car transport and create an active centre;
- defining the street edge of a commensurate scale;
- providing legibility, connectivity, safety, strong pedestrian links; and
- providing opportunity for a range of uses and facilities which appeal to a wide age demographic.

Figure 3.1 defines the extent of the Village Centre and along with Figure 3.2 identify the key 'structure planning principles' for the purposes of this Part.

To address the above mentioned Vision, the following broad design principles are embodied:

- Place Making & Urban Design;
- Built Form Design;
- Community Infrastructure;
- Commercial & Retail Facilities; and
- Fostering Walkability and Integrated Movement.

Development Applications within the Village Centre must include the following:

- ☑ Staging Plan detailing the structure and subdivision of the Village Centre
- ☑ A public domain plan, including, but not limited to, the location and detail treatment of:
 - structured open space areas;
 - casual and informal open space areas;
 - pocket car parking areas;
 - overland flow paths and other WSUD measures;
 - streets and street elements, including but not limited to street furniture, alfresco dining areas, shading, feature walls, surface -finish / paving, lighting and landscaping beds / features;
 - movement, including not be limited to, driveway and access points, pedestrian crossings and access ways.
- ☑ Landscape and planting plan which includes, but not limited to:
 - predominantly endemic and native species;
 - compatibility with buildings, hard paved areas, overhead and underground services;
 - scale relative to the size and nature of the development and its setting;
 - landscape planting (particularly shade trees) is to be provided within or adjacent to the rear lane;
 - establishes a strong landscape corridor linking the village centre, with the vegetated land to the north and south.
- ☑ 3D modelling of proposed built form.
- ☑ Any development application must demonstrate a coordinated and integrated approach to carparking within the village centre by submission of a Village Centre Carparking Masterplan, detailing:
 - the location of the parks on the periphery of the village centre precinct, traffic movements are then diffused within the heart of the village, offering greater user amenity;
 - ensuring carparks are sized so as not to disrupt the urban fabric of the village centre, and dispersed to enable an equitable benefit to uses;
 - creating a greater level of permeability and walkability throughout the precinct by reducing distances between uses created by requiring large amounts of car parking in the core of the village centre; and
 - Increasing the efficiency and effectiveness of the spaces by enabling improved cross-utilisation of spaces and broader hours of use. This could be achieved by co-locating carparks for office and sporting uses or retail and community uses.

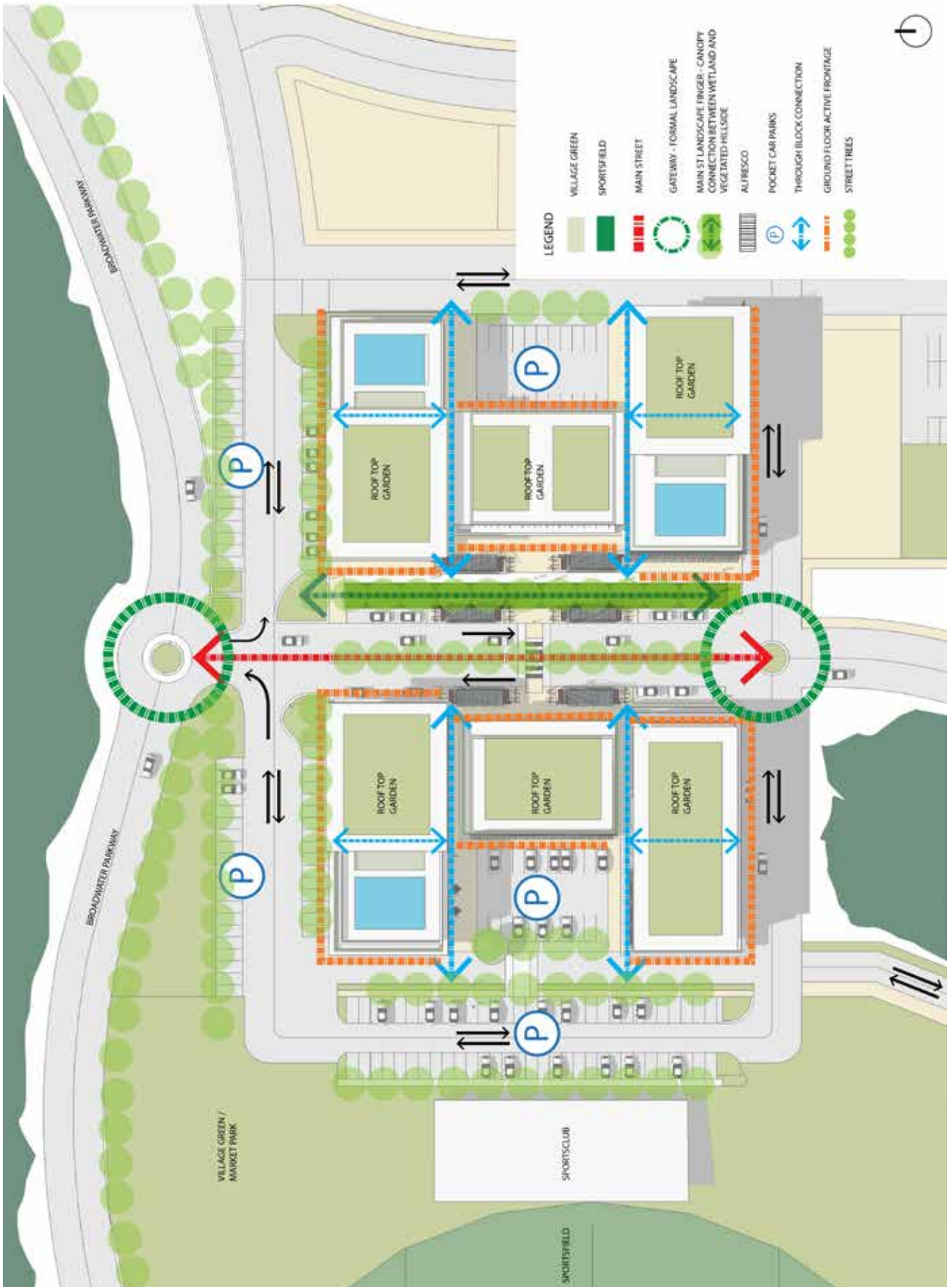


Figure 3.2 Village Centre Structure Principles

3.2 Design Principle 1: Placemaking and Urban Design

Vision

The village centre's north-south main street and connected open space areas are the focus for public domain embellishments within Area E. Public domain and infrastructure provides quality and comfortable spaces for pedestrian movement and comfort, parking and efficient vehicle movement, and a village with a coastal hinterland character.

A mix of land uses, combined with architectural quality which is responsive to the surrounding topography and vegetation will make the village centre an active and lively place to be. The principal focus for public activity will be on its main street and open space (formal and informal) areas. Urban design provides a high streetscape appeal and strong linkages to and from open space areas.

The primary urban design and placemaking principles include:

1. Village Centre Structure

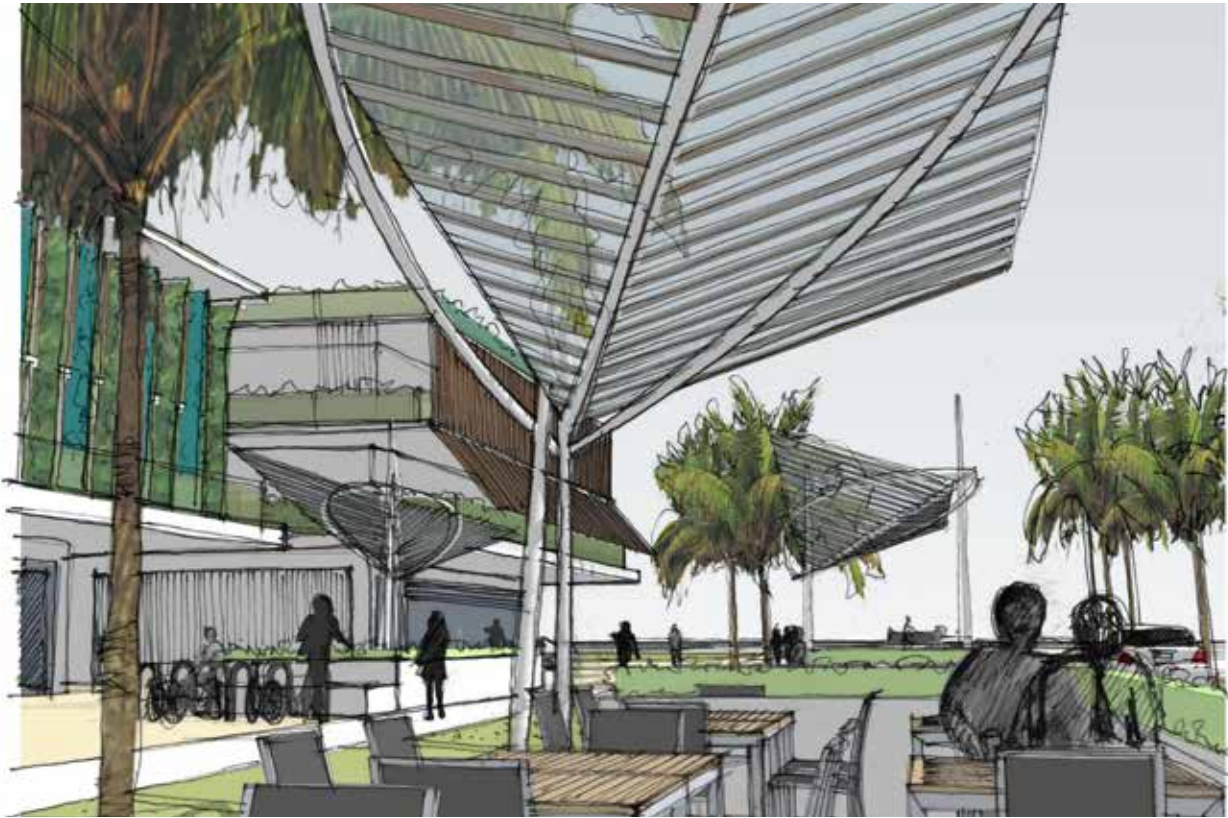
Layout – Inclusion of a strong spine road, or 'Main Street', orientated to provide a strong links, views and connections to the environmental protection to the north and the residential land to the south. A North-South Main Street alignment ensures that one half of the street is not in constant shadow, but enables both sides of the street to have a balance of sun and shade throughout the day. A wide landscape merge running parallel to the Main Street functioning as a key pedestrian zone with visual and physical connection to wetland vegetation should also be integrated.

A more extensive list of layout principles is provided in Figure 3.1 and 3.2, however key design features include;

- larger and deep lots 'bookending' the Main Street, capturing solar access;
- lots in-between are to accommodate a shallower built form with an active edge addressing the Main Street; and
- a secondary active edge is also encouraged.

Legibility – The village centre layout is to have a structural logic and hierarchy. The Main Street should be the higher order movement corridor, addressed with active frontages, service and all day car parking located on rear laneways, or on secondary streets. A clearly navigable subdivision layout supports the village centre. To provide a legible village centre, design treatments such as links between carparking areas, retail areas and open space, a strong street pattern, using landmarks, vistas, feature trees, gateways and public art are to be used.

Ease of movement - Connectivity and permeability is to be provided for pedestrians and cyclists through a choice of routes and well connected streets. High quality pedestrian space along the Main Street to be provided by way of generously wide footpaths (minimum of 3.0m in width) and an integrated public domain treatment. This space is designed to encourage pedestrian usage with shade trees, seating and active street frontages. Pocket carparks on the periphery of the village will enable multiple access and encourage pedestrian



Placemaking and Urban Design - The principal focus for public activity within Area E will be on the village main street incorporating of a mixture of retail and commercial uses with streetscape appeal including a strong landscape reference to the adjoining littoral rainforest and urban design embellishments including wide footpaths, integrated pockets of landscaping, alfresco dining areas and quality street furniture including lighting, bench seats, water bubblers, bike parking and shade structures.

movement throughout the village. Parallel car parking within the main street road reserve is also encouraged. To encourage shop-top housing within the village centre, an integrated carparking plan must be included, addressing parking requirements and urban design principles.

Diversity - Lot shapes and sizes must be designed to incorporate diversity in future building types, and scale. In addition, lot design needs to acknowledge that future development shall include non-residential uses at street level, with residential development above and needs to address the competing priorities of each use (particularly car parking provision).

Adaptability - Embedded flexibility into building and public domain design allows for 'cycles of change' to accommodate alternate uses and activities to evolve and therefore longevity of future building use, particularly at ground level.

2. Village Centre Public Domain

Character - The village creates a sense of place and history with local distinctiveness, reflecting local context and climatic conditions of the coastal hinterland location and embracing the heavily vegetated ridgeline backdrop flanking the village.

Continuity and enclosure - Provide a strongly defined Main Street, active edge to shopfronts and mix of outdoor/pedestrian spaces and experiences. Variety in experience by including 'places' for shade and relaxation, varying building setback to allow for a wider path and courtyard spaces, connecting passages between primary and secondary street edges or spaces is encouraged.

Quality of the public realm - The village is designed to promote public safety and amenity within an attractive landscaped environment. Carparking is integrated within the streetscape through street tree planting and vegetation.

Objectives

- The village centre layout maximises the opportunities and attributes of the site, particularly solar access, user amenity and quality of experience;
- Ensure the village centre functions as the social, community and cultural hub of Area E;
- Ensure quality public domain and infrastructure that addresses pedestrian movement and comfort, parking and efficient vehicle movement, and provides a village with a coastal hinterland village character;
- Encourage active public spaces during the day and night;
- Integrate an embellished overland flow path, or lineal landscape strip with services below, with subtropical rainforest landscaping as a defining urban design and public domain embellishment of this precinct;
- Encourage rainforest species along overland flow path through village centre to provide a strong green link from the wetland to upper sections of precinct; and
- Manage stormwater flows into waterways and encourage water re-use whilst improving the appearance of the public domain through Water Sensitive Urban Design.



Townscape and Building Character - It is important that new buildings within the village relate strongly to the climate and context with a particular emphasis on embedding passive design elements. It is through the creative engagement that a building has with the climate, landscape and user that the village centres character, form, materials and identity will emerge.

Development Controls

Development Applications within the Village Centre must include the following:

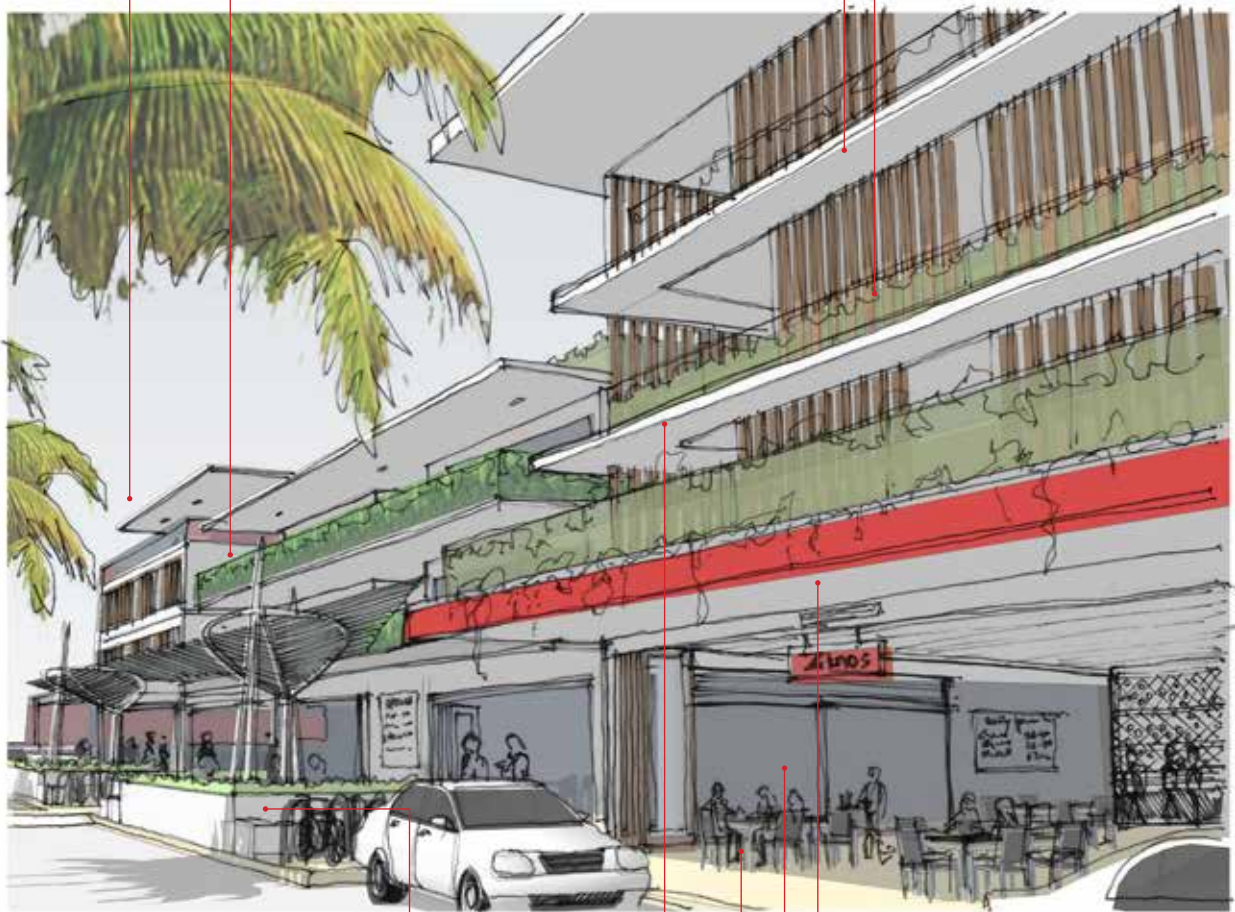
- A **public domain plan**, including but not limited to, the location and detail treatment of:
 - structured open space areas;
 - casual and informal open space areas;
 - pocket car parking areas;
 - overland flow paths and other WSUD measures;
 - streets and street elements, including but not limited to wide pedestrian footpath, street furniture, alfresco dining areas, shading, feature walls, surface -finish / paving, lighting and landscaping beds / features; and
 - movement, including not be limited to, driveway and access points, pedestrian crossings and access ways.
 - **Landscape and planting plan** which includes, but not limited to:
 - predominantly endemic native species referencing adjoining vegetation communities including the littorial rainforest palm forest;
 - compatibility with buildings, hard paved areas, overhead and underground services;
 - scale relative to the size and nature of the development and its setting;
 - landscape planting (particularly shade trees) is to be provided within or adjacent to the rear lane; and
 - establishes a strong landscape corridor linking the village centre, with the vegetated land to the north and south.
1. Identify the street hierachy, including at least one 'Main Street'.
 2. Demonstrate lot shapes and sizes that incorporate diversity in future building types, and scale.
 3. The minimum lot size to be created is 2,000m². Lots below 2,000m² may only be created when the lot is for the purposes of a road, car parking or other essential infrastructure.
 4. Shopfronts are restricted to a maximum width of 15m for at least 70% of the Main Street frontage.
 5. Locate outdoor dining areas with good amenity, landscape, and outlook, solar access in winter and shading in summer and a traffic environment that can be calmed or supports outdoor dining usage.
 6. Nominate areas suitable for alfresco dining areas, shade structures, water bubblers, bike parking and other street furniture. Provide high quality and durable outdoor dining furniture of contemporary design and materials in consultation with Council's Recreation Services Unit. Furniture should be attractive, safe to use, add to the street's character and not contain advertising.
 7. Provide footpath widths that allow for pedestrian movement and street furniture.
 8. A width of no less than 2.0 metres unobstructed must be maintained along the footpath for pedestrian movement along the main street.

Up to 15 metres in height, with the upper level setback from the street reduces the bulk and visual impact whilst providing for density objectives.

Mix use development and mix of building heights are encouraged along the main street as are the inclusion of balcony areas (3-5m depth) to upper levels. Deep roof overhangs and screened balconies provide good opportunities for shading and outdoor living as well as providing architectural interest to upper levels and passive surveillance to the street.

Express horizontal lines of slab edges and overhangs to define the base, middle and top of the building. Deep overhangs provide additional shading and articulation to a buildings elevation.

Upper level landscaping, creepers and planter boxes provide additional layering and texture to the streetscape.



Cafe & restaurant build-out alfresco areas integrated outdoor seating, sun shading, landscaping, lighting and bike parking.

Mix of materiality can include rendered base or similar offset by lightweight materials and detailing to upper levels. Building design to include quality architectural detailing which may include timber posts, panelled soffit or exposed timber awning structure, upper level timber screening, well proportioned shop front and door frames, stainless steel down pipes and rainwater collector heads (rather than pvc).

Street awnings integrated with street planting & creepers on upper levels provide sun shade, a soft street edge and pleasant pedestrian scale and amenity.

Well proportioned shop-fronts promote smaller speciality uses and active and inviting street frontage and greater street level transparency.

Wider footpaths and building lines which recess allow opportunity for footpath dining.

Figure 3.3 - Area E Village Centre - Broad Design Considerations

3.3 Design Principle 2: Built Form Design

Vision

The Village Centre incorporates diverse building types, densities, heights and scales, combined with visual and architectural interest to assist in creating an active and vibrant environment. Built form design is to be inspired by and maximise the unique contextual, topographic and climatic considerations of the village and address solar orientation, shade, breeze, water and natural environment.

The Village Centre shall include non-residential uses at street level, with residential development above. Built form density and building heights of up to 15 metres will create a visual 'village core'. Building design will be of high quality materials, architectural interest and be integrated with landscaping. Some broad design considerations are illustrated in Figure 3.3.

Built form design must provide articulation and visual interest suitable to a pedestrian, especially at ground floor level. The following design treatments are suggested to assist with providing an appropriate human scale and contribute architectural interest:

- a variety of building heights;
- diversity of materials and colours;
- articulation through balconies, projections and upper level landscaping; and
- courtyards or voids.

Along the Main Street, upper level built form must compliment and assist in framing and providing proportion and scale to the street, particularly through:

- deep verandahs;
- lightweight solar shutters;
- narrow floor plates allowing for cross ventilation and sun light access;
- inside / outside living;
- roof top gardens and recreation areas taking advantage of sunlight and panoramic views;
- external living areas provided and orientated to the primary frontage; and
- strong visual connection and passive surveillance over the street.

These design features are encouraged along all streets in the village centre, however primacy should be given to the Main Street should buildings possess dual street frontages.

Built form should be encourage pedestrian movement and activity through shade, landscaping and access to daylight. Built form should also create 'street rhythm' through vertical articulation, narrow shop fronts, unbroken pedestrian movement along the public domain. Corresponding car parks should be well lit, shroud in landscape, provide a legible hierarchy of circulation and explore appropriate siting, dimensions and shape accordingly. Parallel car parking within the main street road reserve is encouraged.



Village Centre Architecture - One of the primary design objectives is to encourage the use of architectural features, materials and colours that contribute to the coastal hinterland and subtropical climatic zone of the locality in defining the streetscape character of the village centre precinct.



Gateway Corner - Corner sites at the intersection of the Main Street and Broadwater Parkway, as well as the southern end of the village centre possess significant development opportunity.

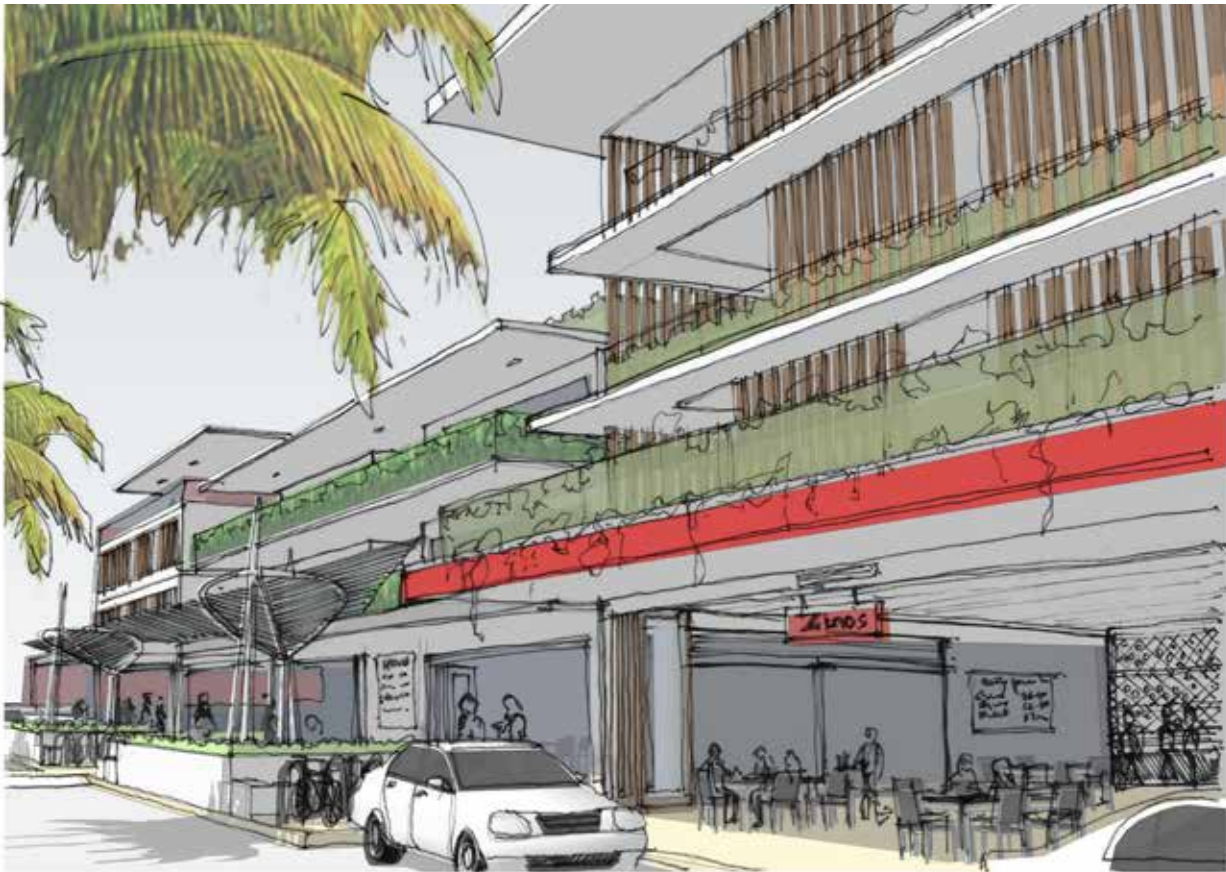
Corner sites at the intersection of the Main Street and Broadwater Parkway, as well as the southern end of the village centre provide significant development opportunity as they are visually prominent. Corner sites are designed as ‘gateway’ sites, taking advantage of views and framing the village centre.

Objectives

- Development should create or contribute to the village townscape and landscape character of Area E.
- Achieve a strong, active street edge and strengthen the Main Street through built form design.
- Facilitate mixed-use development in the Village Centre, with retail, commercial and community uses to be located on the ground floor and residential (and where appropriate, commercial) uses above.
- Ensure residential amenity is maintained in the design of mixed use development in the village centre.
- Ensure passive surveillance and activity within the village centre.
- Ensure opportunities for non-retail development in order to broaden the economic base and attractiveness of the village centre.
- Ensure that the height of buildings does not negatively impact on the amenity of the public domain.
- Provide a variety of building height.
- Ensure appropriate solar access to adjacent public and private space.
- Create lively and interesting frontages.
- To encourage the use of architectural features, architectural detailing, materials, finishes and colours that contribute to the coastal hinterland and subtropical climatic zone of the locality and define the streetscape character of the village centre precinct.
- Provide weather protection in areas of high pedestrian traffic and in semi-public space.
- Encourage the use of consistent and continuous awnings where retail shopfronts are provided.
- To provide opportunity for roof decks as open space for residential units.
- To confine advertising and signage to appropriate, consistent and visually acceptable locations.
- To provide adequate pedestrian/vehicle separation.

Development Controls

1. Development is to comply with the provisions of Section A1 of the Tweed DCP as they relate to Shop-Top Housing and Shop-Top Residential Flat Buildings, except where varied in this part, and as follows:
 - The provision of Deep Soil Zones are not mandatory;
 - Landscaped Gardens are not mandatory ;
 - A Floor Space Ratio is not mandated; and
 - The maximum building height and minimum floor-to-ceiling heights are detailed within this Code.



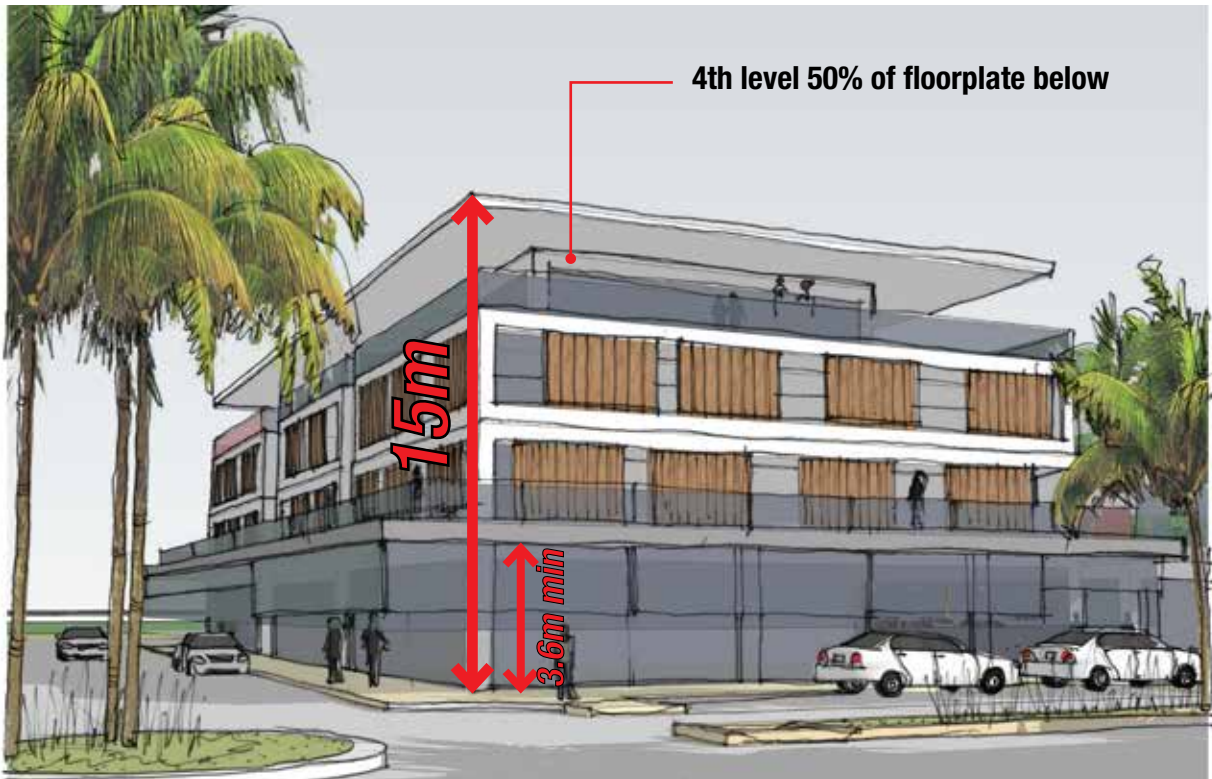
Mixed use development is appropriate as it provides opportunities to broaden the mix of uses in the village centre. This provides greater flexibility and a wider range of uses to assist in maintaining and enhancing the attractiveness of the village centre for business and residents, improving its viability.

Additional Controls - Townscape and Building Character

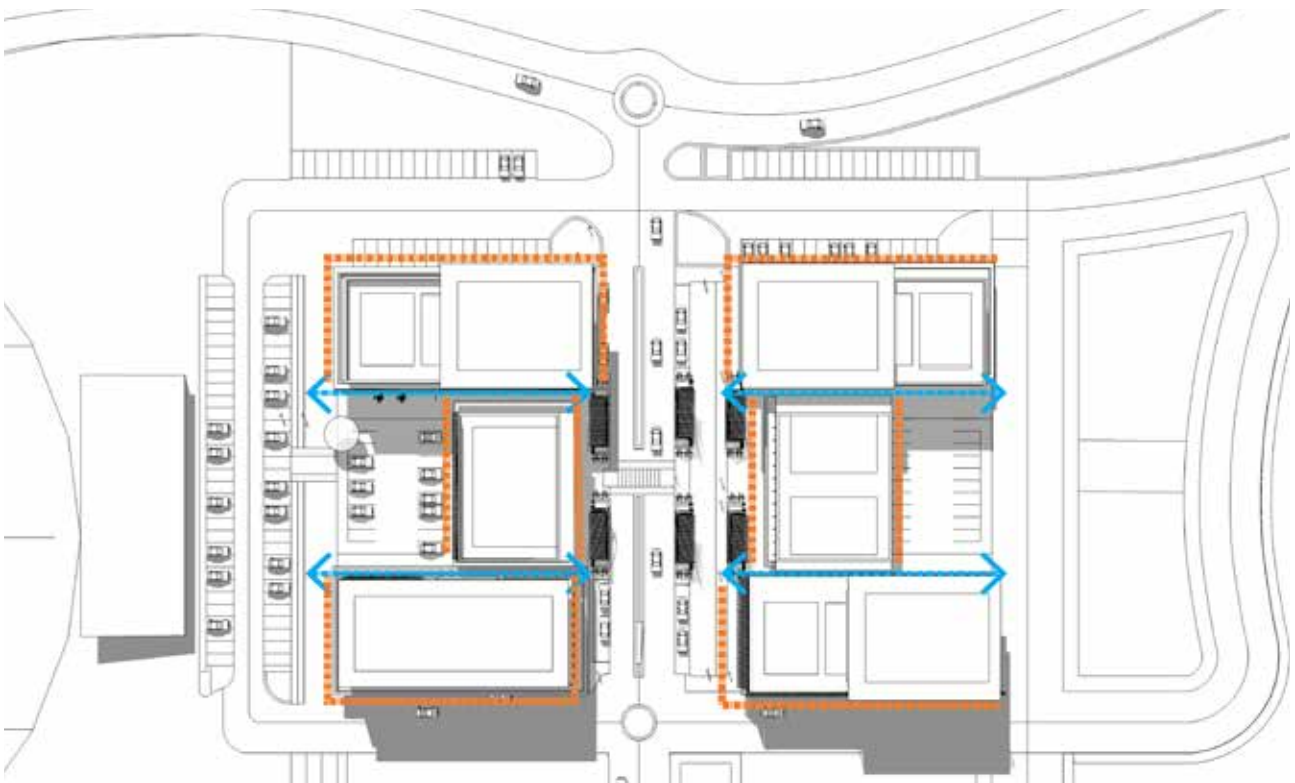
2. Incorporate diversity of building types, densities, heights and scales into the village centre. Design for the sites unique contextual and climatic considerations with buildings (and public domain) form, configuration and materiality to relate to passive design principles including solar orientation, shade, breeze, water and natural environment.
3. Maximum building elevation length of 30.0m along the Main Street
4. Minimum 3.0m separation between buildings fronting the Main Street.
5. Building separations are to maintain access to the sky.
6. Vehicular access, car parking and service areas/loading bays are restricted to the secondary, or rear frontage. Loading bays and delivery access are to be suitably screened.
7. Include a variety of roof planes (projecting roofs, skillion roofs, pitched roofs) and depth to the building elevation.
8. Conceal service and mechanical plant equipment from public view, both from within and beyond the village centre.
9. Facades are to incorporate variation, use of varied textures, screening and layering.
10. Buildings are to be articulated with awnings, recesses, detail and texture to create a human scale and encourage pedestrian use.
11. Vertical or horizontal masses are to be broken down with the use of a combination of colour, depth and layering to the façade (for example balustrades, landscape planters, balconies, glazing).
12. Building construction is to avoid large areas of rendered masonry.
13. Composite construction including lightweight cladding and screening materials are to be incorporated to provide a coastal hinterland character.
14. Commercial, retail and residential entries are to be clearly identifiable.
15. Buildings incorporate the use of screening, sun shading devices and deep recesses to create deep shadows and shading on building facades.
16. Corner sites must address both street frontages and the public domain area of the street corner by way of landscaping, edge delineation and street furniture.
17. Roof top open space areas are encouraged and may include appropriate shading, landscaping.
18. The use of blank walls and expansive areas of unarticulated facades and oversized photographic 'lifestyle' imagery in shopfronts is not permitted.

Mixed Use Development

19. Street front ground floor land use is to be non-residential.
20. Residential uses must have clearly defined and separate entrances to the street frontage.
21. The entrances for upper floor uses is not to occupy more than 20% of the street frontage and must not be contiguous.
22. Residential uses must provide passive surveillance to the public domain, whilst allowing for suitable privacy for upper storey residential apartments.



Building Height - The key objectives of building height relate to achieving a good balance and proportion between building and street scale, solar aspect and public domain amenity.



Active Frontage - The key objectives of the village centre is to encourage a strongly defined street edge and active frontage to the street level. The village centre structure plan and building design should also allow for a series of through building connections linking carparks to the rear with the main street.

Building Height

23. The maximum allowable height within the Village Centre is 15 metres.
24. The top floor of any development is not to occupy more than 50% of the floorplate of the level immediately below and must be setback from the front building line by 3.0m. This setback can be occupied by an open balcony.
25. Ground floors of all buildings within the village centre are to have a minimum floor to floor height of 3.6m in order to provide for flexibility of future use.
26. Above ground level, residential floors are to have a minimum floor to ceiling height of 2.7 metres.
27. Above ground level, commercial and retail floors are to have a minimum floor to floor height of 3.3 metres.

Large Floorplate Development

28. Developments with a floorplate of over 1,000m² are to demonstrate how the proposal integrates and positively contributes to the identified architectural and urban design themes of the village centre, including, but not limited to;
 - active non-residential ground floor uses to the Main Street;
 - retail frontages comparable with that along the Main Street (approx. 10-15m width);
 - provision of contiguous ground level weather protection;
 - visual interest and variety in the building form and at street level;
 - variety of materials are utilised, particularly on the primary façade, such as integrated landscaped elements, lightweight upper level materials and open shopfronts;
 - integration of landscaping and street furniture (seating, bins, bubblers, bike racks) along retail frontage and formed footpath; and
 - Sleeving large floor plate development with speciality retail and commercial space to create active village shopfronts.

Active Frontage and Setback Controls

29. Main Street properties must provide an Active Frontage.
30. Where a retail ground floor use is proposed, 85% of the building frontage is to align with the property boundary (zero setback).
31. Council will only consider applications where zero front setback is not provided within the Active Frontage area if the application clearly demonstrates that the design makes a positive contribution to the overall image and character of the village centre through forecourts, wider footpaths, courtyards and other design treatments.
32. The 2nd and 3rd floor of any development must be setback at least 3m from the front building line. Open balconies are permitted within this setback.
33. The 4th floor of any development must be setback at least 6m from the front building line. Open balconies are permitted within this setback.



Corner Buildings - Strong corner buildings can provide valuable street definition and assist in defining the architectural character of the village centre. Dual ground floor frontages are important inclusions on corner sites.



Building Materials - Mix of materiality and quality of architectural detailing contributes strongly to streetscape character. Integrate landscape design with building design.

Corner Buildings

34. Buildings on corner sites shall emphasise the prominence of their location through architectural expression including but not limited to: strong roof form, facade treatment and materiality, which reinforces the corner, distribution of mass and landscape treatments.
35. Design landscape and footpath treatment at corners which reinforces the prominence of the corner and defines the block.
36. Where a building is located on an allotment that has more than one street frontage, the main retail/commercial pedestrian entry is to be oriented toward the primary frontage with a preference for dual frontage and active interface.

Building Materials

Building material details are to be submitted with any Development Application, including:

- retail shop front details - including doors and window schedules, design of recesses and signage, and should be of a proportion (height and width) which reinforces the a fine grain retail frontage of (typically 5-10m width).
 - colour samples - Colours are to draw on the idea of colours that contribute to the coastal hinterland and subtropical climatic zone of the locality.
37. Buildings are to utilise a mix of materials and finishes suitable to the climatic context. This may include the use of heavier masonry materials at the buildings base with the overall structural system offset by lighter weight materials and building detailing (awning posts, detailing to balustrades, sun shading devices and screens). Integrate landscape design with building design.
 38. PVC stormwater fixtures and fittings are not permitted to the street frontage

Signage Controls

All applications shall detail the design, location and type of signage.

39. Signage should be contained within the shopfront, awning and building 'frame' (main structuring elements).
40. Signs are designed and treated as an extension of the architecture of the building reflecting the building in terms of styling, materials and colour.
41. The scale proportion and form of advertising devices and entry features are proportionate to the streetscape or other setting in which they are located.
42. Pole signs are not permitted.
43. Signage devices are designed and integrated into the building and landscape design so as to minimise visual clutter.
44. Signage must relate to the use of the building.
45. Signs above the awning of a building are not permitted.
46. Signs or lifestyle and product images are not to cover windows or detract from the shopfront.



Community Infrastructure - the provision of community meeting rooms, neighbourhood centre and preschool is to be within the village centre, further contributing to the social and community life of the locality.

3.4 - Design Principle 3: Provision of Community Infrastructure

Vision

The focus for community facilities including the provision of community meeting rooms, neighbourhood centre and preschool is to be within the village centre, further contributing to the social and community life of the locality.

Within Area E, the following community infrastructure is to be provided:

- 1x Community meeting room/multi-purpose Hall (minimum size of 1,000m²);
- 1x Neighbourhood Centre; and
- A preschool.

The Village Centre is considered to be the best location for many of the community uses, combined with retail, commercial uses and higher density residential uses to create an active and vibrant centre.

The provision and developer contribution framework of the community meeting room/hall and the neighbourhood centre is detailed within Councils Section 94 Contributions Plan - Community Facilities. This Code requires the subdivision of the Village Centre to cater for the provision of a pre-school, however both these facilities may be constructed 'in-kind' within a larger development scheme, enabling greater economies of scale for the community facilities.

Objectives

- Ensure the village centre includes a Community meeting room/multi-purpose hall, a neighbourhood centre and a preschool.
- To promote the active and community use of the village centre.

Development Controls

1. Provide land for the purposes of:
 - a Community Meeting Room/Multi-purpose Hall of minimum size of 1,000m²;
 - a Neighbourhood Centre; and
 - a Preschool.
2. Demonstrate how the above facilities can suitably function on the land identified.
3. Demonstrate how the above facilities integrate into the wider village centre fabric.

Note: Applicants are encouraged to liaise with Department of Education & Training staff with regards to the needs and number of students within the preschool

3.5 - Design Principle 4: Provision of Commercial & Retail Facilities

Vision

The village centre includes a range of retail and commercial floorspace flexibly designed to adapt to the needs of the future community and to integrate within the surrounding locality.

The 'Retail Strategy 2005' by Core Economics, established that an additional supermarket within Banora Point would likely preclude a supermarket in Area E, and that an economic review would be required to determine if chore-based retail was an acceptable use.

Whilst a supermarket at Banora Point has been provided, there is scope for alternate forms of retail, more in-keeping with a village character. A pedestrian based Main Street retail may include an outlet for any food production pursued on-site, or within the locality. A supermarket facility which can effectively act as an anchor to a village centre. Siting of any supermarket needs to be carefully considered. Supporting uses should be co-located, and innovative design measures used to create a distinct village sense of place, character and community.

The Retail Strategy Matrix for the village centre is:

Chore Retail (Supermarket)	Economic Review Required
Impulse Retail	Acceptable
Personal Retail	Acceptable
Homewares Retail/ Bulky Goods	Unacceptable
Retail Services	Acceptable
Professional Services	Acceptable
General Commercial Office	Unacceptable - Economic review required if pursued
Industry	Unacceptable
Recreation	Unacceptable - Economic review required if pursued
Entertainment/Leisure	Unacceptable

As detailed above, homewares retail/bulky goods and industry are not considered appropriate uses within the village centre. Whilst significant entertainment/leisure, recreation and general commercial offices facilities are also not considered appropriate, these uses in an ancillary form may be considered appropriate within the village centre. Supermarket facilities up to 2,500m² do not require an economic review.

Objectives

- Provide for a variety of daily retail services and professional services;
- Ensure flexible floorspace to enable a variety of uses adaptable to the lifespan of the building;
- Provide for larger floorplate development, including an enclosed farmers market, market space or supermarket where appropriate; and
- Enable the provision of recreation, entertainment and leisure uses that are ancillary to the predominate retail, commercial, community and open space uses of the village centre.

Development Controls

1. Supermarket development greater than 2,500m² GFA must be supported by an economic impact study to Council's satisfaction.
2. Retail uses to be provided at the ground floor.
3. Commercial uses that do not have an active frontage are to be provided above the ground floor.



Farmers Market - Given the surrounding agricultural landuses, opportunity exists for the establishment of a market selling local produce.

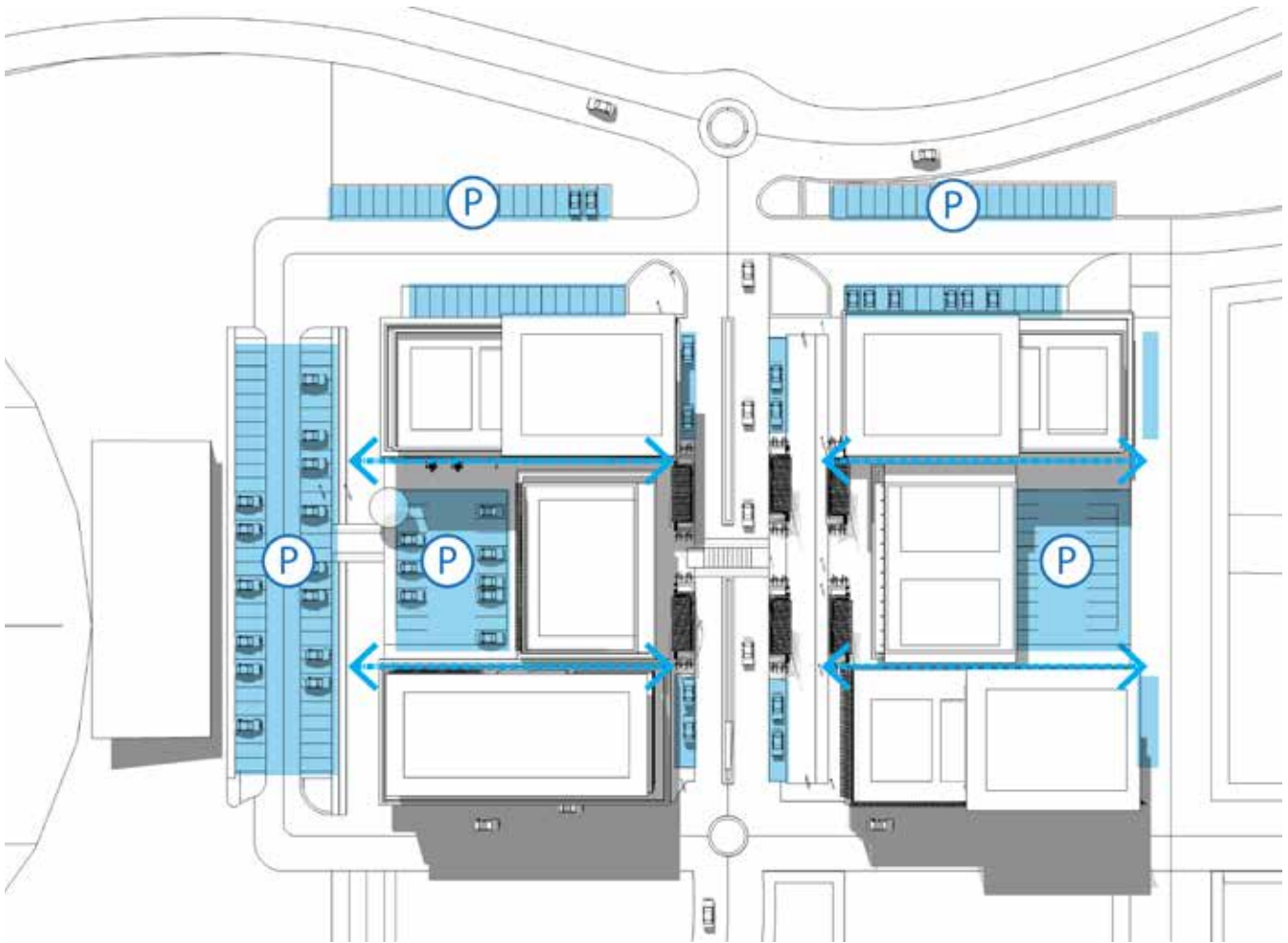


Figure 3.4 Indicative Village Centre Car Parking - this Code advocates the design and construction of a series of 'pocket car parks' distributed throughout the village centre.

3.6 - Design Principle 5: Reduction in Car Parking Rates Through Co-Locating Carparks and Fostering Walkability

Vision

The village achieves Environmentally Sustainable Development (ESD) outcomes, the orderly and economic use of land and fosters greater walkability through coordinated carparking facilities, points of activity and integrated landscaping.

The provision of car parking often impacts on achieving full utilisation of commercial land. Development of the village centre is to investigate the co-location of car parking facilities, to achieve:

- efficient parking for the mixed use development,
- appropriate security for residents,
- wider operational hours of use of car parks, and
- foster walkability through pedestrian primacy and attractive streetscapes.

The village centre is contained within a 75 metre radius. This compact form facilitates pedestrian activity, enabling users arriving by vehicle to park in a single location and undertake numerous tasks before returning to their vehicle. The ability to cross-utilise car spaces with surrounding open space demands enables the number of vehicle spaces required within the village centre to be reduced, thus the number of vehicle movements within the village will be less. This contributes towards greater environmental sustainability.

To maximise the efficiency of cross utilising car spaces, this Code advocates the design and construction of a series of ‘pocket car parks’ distributed throughout the village centre. Indicative locations and sizes of the pocket carparks are illustrated on the Village Centre Structure Plan (Figure 3.1, 3.2 and 3.4).

Note: Council acknowledges that the form, timing and ownership of the pocket carparks may be pursued in a variety of ways. In this regard, interested applicants should contact council to discuss their proposal prior to the lodgement of any application to establish these parameters and any necessary VPA's or amendments to existing Section 94 Developer Contribution Plans required to facilitate this component of the Code.

Objectives

- To encourage the highest economic use of land within the Village Centre.
- To promote coordinated and shared car parking facilities for the collective use of the village centre.
- To encourage pedestrian activity to and within the village centre.

Development Control

Any Development Application must demonstrate a coordinated and integrated approach to carparking within the village centre by submission of a Village Centre Carparking Masterplan, detailing:

- the location the parks on the periphery of the village centre precinct, traffic movements are then diffused within the heart of the village, offering greater user amenity;
- ensuring carparks are sized so as not to disrupt the urban fabric of the village centre, and dispersed to enable an equitable benefit to uses;
- creating a greater level of permeability and walkability throughout the precinct by reducing distances between uses created by requiring large amounts of car parking in the core of the village centre; and
- Increasing the efficiency and effectiveness of the spaces by enabling improved cross-utilisation of spaces and broader hours of use. This could be achieved by co-locating carparks for office and sporting uses or retail and community uses.

1. Car parking is to be consistent with Section 4.1 of the Tweed DCP 2008 - Section A2, except varied as follows:

Customer car parking rates detailed within the:

- *shop and retail group (Section A2 - Table 4.9C);*
- *refreshment room and restaurant in the recreation, dining and entertainment group (Section A2 - Table 4.9D);*
- *development in the commercial, office group (Section A2 - Table 4.9G); and*
- *development in the health, consulting group (Section A2 - Table 4.9H).*

are reduced by 50% for development less than 1,000m² GFA cumulatively per site, or 30% for development more than 1,000m² GFA cumulatively per site.

2. Of the minimum number of car spaces required, post any concessions granted, 50% of those spaces are to be provided on site, whilst the remaining number of spaces are to be provided through coordinated pocket carparks. (This is Council's preferred option, however it is acknowledged that this requirement may not be achievable in all circumstances. Council is therefore open to considering alternate design solutions where they demonstrate they meet the vision and objections of this Design Principle.
3. Any development application must demonstrate that appropriate framework is in place to ensure the long-term retention and equitable use of the pocket carparks.
4. Integrate on-street parking into the overall design of the village centre streets near a number of co-related uses.
5. Service and access facilities (e.g. driveways) are to be accessed via rear laneways and occupy no more than 50% of an individual properties frontage

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6. Amalgamated rear access handle lanes are encouraged where they can service more than one development site.
 7. Applicants should consider a multi-storey car park, or coordinated 'cross-site' basement carparking in an effort to minimise at-grade carparking that dominates the village centre urban fabric.

