

CFZ - Community Facility Zone

Zone Objectives

- a) Ensure that adequate sites are available to meet community needs for community services and facilities in appropriate and convenient locations, close to public transport routes and other community facilities
- b) Protect community facility land from competition from other land uses
- c) Enable the efficient use of land by allowing the grouping, co-location and multi-use of community facilities
- d) Provide sites for adaptable and affordable housing for people in need of supportive housing and residential care
- e) Safeguard the amenity of surrounding residential areas against unacceptable adverse impacts due to the operation of community facilities, such as traffic, parking, noise, or loss of privacy

CFZ – Community Facility Zone Development Table

EXEMPT
Development approval not required, may need building approval
Exempt Development identified in Section 20 and Schedule 1 of the Planning and Development Regulation 2008.

ASSESSABLE DEVELOPMENT		
Development application required		
MINIMUM ASSESSMENT TRACK CODE		
Development application required and assessed in the Code Track		
Development	Code	
No development identified		
MINIMUM ASSESSMENT TRACK MERIT		
Development application required and assessed in the Merit Track, unless specified in Schedule 4 of the Planning and Development Act 2007 (as Impact Track) or listed as prohibited in the Site Specific section below		
Development	Code	
Ancillary use	Community Facility Zone Development Code	
Business agency		
Child care centre		
Community activity centre		
Community theatre		
Consolidation		
Cultural facility		
Demolition		
Educational establishment		
Emergency services facility		
Funeral parlour		
Health facility		
Hospital		
Indoor recreation facility		
Minor use		
Office		
Outdoor recreation facility		
Parkland		
Place of worship		
Public agency		
Religious associated use		
Residential care accommodation		
Retirement complex		
Sign		
Subdivision		
Supportive housing		
Temporary use		
Specific areas have additional developments that may be approved subject to assessment. These areas and the additional developments are listed below		
Site Identifier	Additional Development	Code
Belconnen Section 87 (Figure 1)	RESIDENTIAL USE	Community Facility Zone Development Code
Campbell Section 38 Blocks 4 and 5 (Figure 2)	Scientific research establishment	Community Facility Zone Development Code

Forrest Section 24 Block 7 (Figure 3)	SHOP	Community Facility Zone Development Code
Richardson Section 450 Block 1 (Figure 4)	Agriculture	Community Facility Zone Development Code
MINIMUM ASSESSMENT TRACK IMPACT		
Development application required and assessed in the Impact Track. See also Schedule 4 of the Planning and Development Act 2007		
1. A development that is not an Exempt, Code Track or Merit Track development where the development is allowed under an existing lease, (see section 134 of the Planning and Development Act 2007).		
2. A development that would be permissible under the National Capital Plan but which is identified as prohibited development in the Table.		
3. Development specified in Schedule 4 of the Planning and Development Act 2007 and not listed as prohibited development in this Table.		
4. Development declared under Section 123 and Section 124 of the Planning and Development Act 2007 and not listed as prohibited development in this Table.		
5. Any development not listed in this Table.		

PROHIBITED	
A development application can not be made	
Development listed below is prohibited development except where it is an ancillary use, minor use or temporary use as defined in Volume 2 Section 3 – Definitions.	
Agriculture	Mining industry
Airport	Mobile home park
Animal care facility	Multi-unit housing
Animal husbandry	Municipal depot
Aquatic recreation facility	Nature conservation area
Boarding house	Offensive industry
Bulk landscape supplies	Overnight camping area
Car park	Pedestrian plaza
Caretakers residence	Place of assembly
Caravan park/camping ground	Plant and equipment hire establishment
Cemetery	Plantation forestry
Civic administration	Playing field
Club	Produce market
Communications facility	Public transport facility
COMMERCIAL ACCOMMODATION USE	Railway use
Corrections facility	Recyclable materials collection
Craft workshop	Recycling facility
Defence installation	Relocatable unit
Drink establishment	Restaurant
Drive-in cinema	Road
Farm Tourism	Sand and gravel extraction
Financial establishment	Scientific research establishment
Freight transport facility	Serviced apartment
General industry	Service station
Group or organised camp	SHOP
Habitable suite	Single dwelling housing
Hazardous industry	Special dwelling
Hazardous waste facility	Stock/sale yard

Home business	Store
Incineration facility	Tourist facility
Indoor entertainment facility	Transport depot
Industrial trades	Vehicle sales
Land fill site	Veterinary hospital
Land management facility	Warehouse
Light industry	Waste transfer station
Liquid fuel depot	Woodlot
MAJOR UTILITY INSTALLATION	Zoological facility
Specific areas have developments that are prohibited in those areas. These areas and the additional developments are listed below	
Site Identifier	Development
No development identified	

OTHER CODES	
PRECINCT CODES	
Where a proposal is within an area covered by one of the following Precinct Codes, that Code applies in addition to any specified Development Code:	
Northbourne Avenue	
GENERAL CODES	
The following General Codes may be called up by Development Codes as relevant considerations in assessing a Development Application:	
Access and Mobility	Parking and Vehicular Access
Bicycle Parking	Planning for Bushfire Risk Mitigation
Communications Facilities and Associated Infrastructure	Signs
Community and Recreation Facilities Location Guidelines	Water Ways: Water Sensitive Urban Design General Code
Crime Prevention Through Environmental Design	

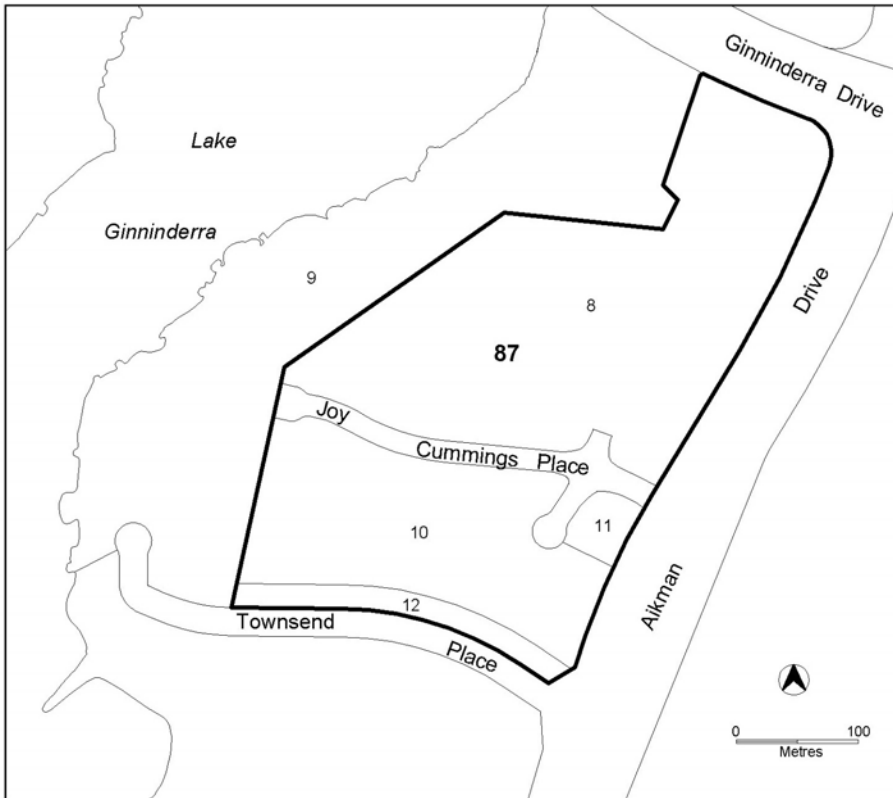


Figure 1 Belconnen, Section 87

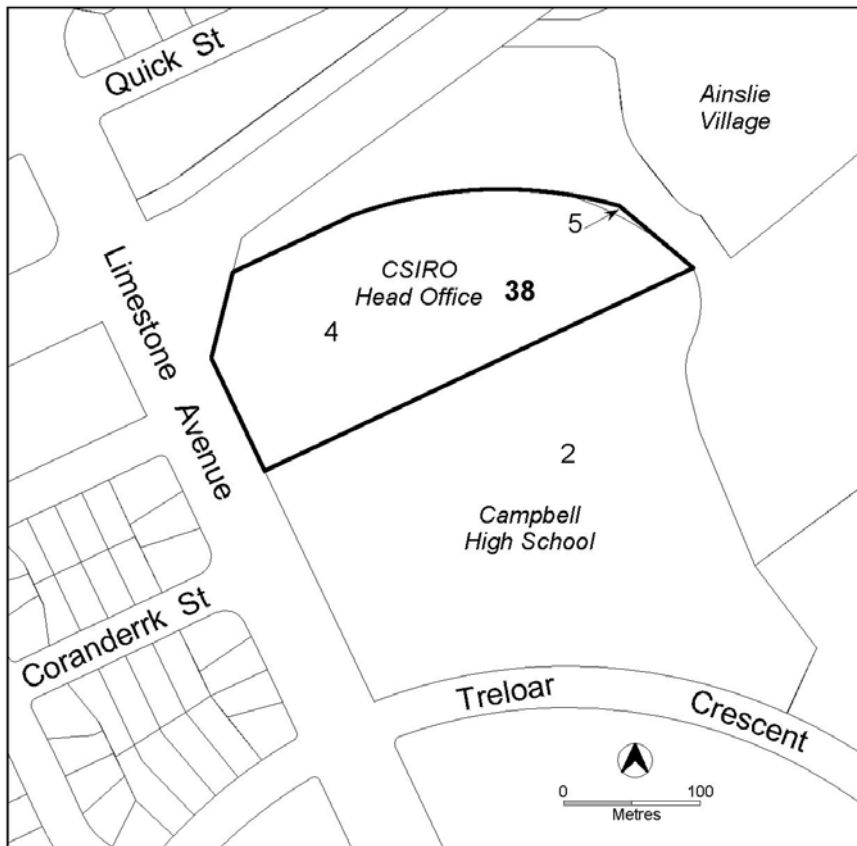


Figure 2 Campbell, Section 38 Blocks 4 and 5

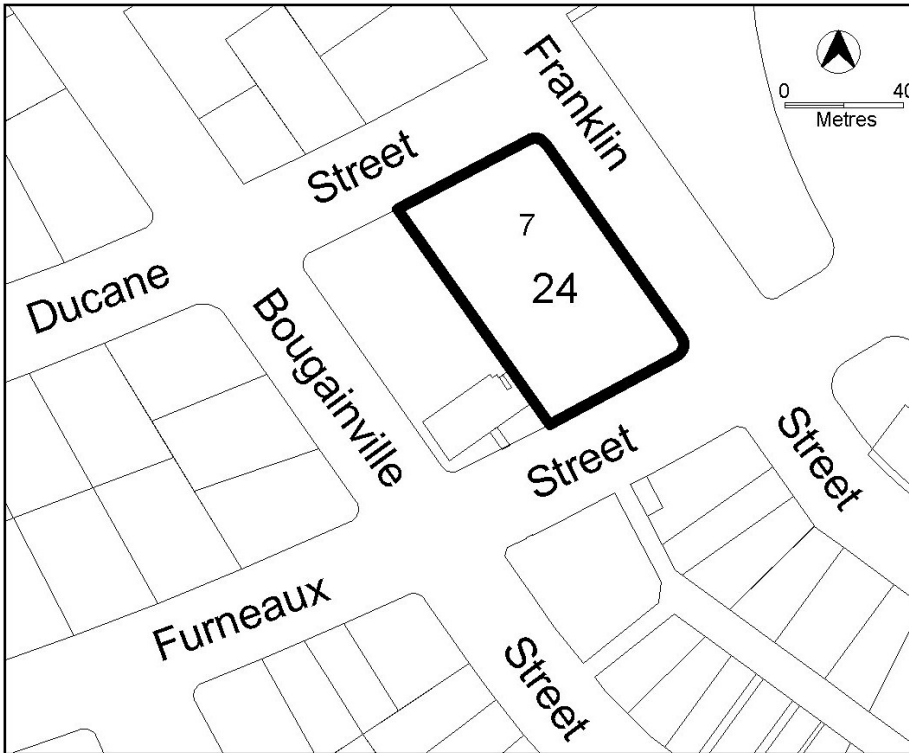


Figure 3 Forrest, Section 24 Block 7

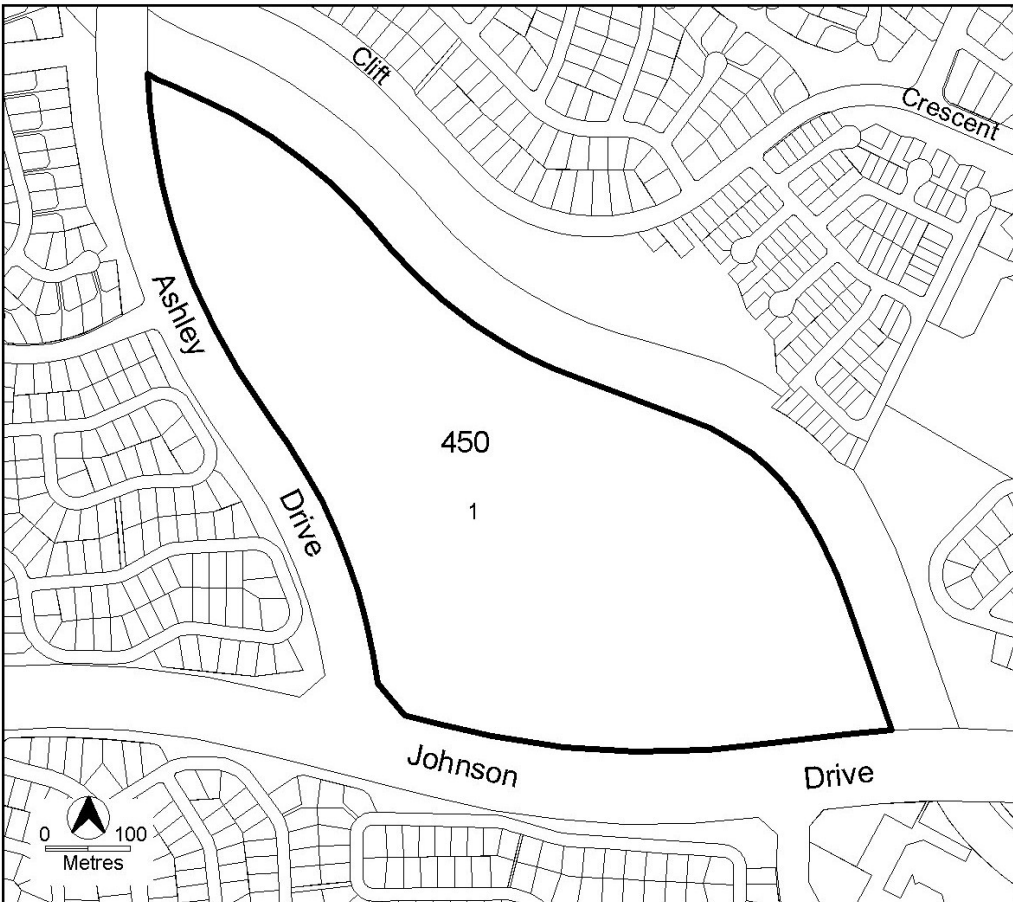


Figure 4 Richardson, Section 450 Block 1