



4.5.20 Tourist Attraction Code

Purpose

The purpose of this Code is to:

- facilitate the development of Tourist Attractions in the Shire that showcase environmental, agricultural or rural attractions and which are compatible in character and scale with the surrounding environment and the locality;
- ensure that a Tourist Attraction is not located on GQAL; and
- ensure that a Tourist Attraction is located to be conveniently accessible and where there are minimal impacts on surrounding land uses.

Applicability

This Code applies to assessable development for a Material Change of Use for a Tourist Attraction.

Elements of the Code

Location and Compatibility

PERFORMANCE CRITERIA	ACCEPTABLE SOLUTIONS
<p>P1 Tourist Attractions are appropriately located to showcase existing environmental, agricultural or rural attractions and be complementary to surrounding uses, the environment and the locality.</p>	<p>A1.1 Tourist Attractions are not located on GQAL.</p> <p>A1.2 Tourist Attractions are based on environmental, agricultural or rural themes appropriate to the locality in which they are located and with the environmental, agricultural or rural activity remaining as the dominant or primary land use on the Site.</p> <p>A1.3 Tourist Attractions are located in accessible locations with all weather Access to a bitumen sealed Road.</p> <p>A1.4 Tourist Attractions are located on an existing lot or lots that do not require reconfiguration to contain the use.</p> <p>A1.5 Tourist Attractions do not adversely impact on surrounding uses, in terms of noise, traffic and general amenity.</p>



Amenity

PERFORMANCE CRITERIA		ACCEPTABLE SOLUTIONS	
P2	Any Buildings/structures associated with the Tourist Attraction are complementary to the surrounding environment.	A2.1	Buildings/structures are compatible in scale, design and colour to the surrounding natural and built environment.
		A2.2	Buildings/structures are compatible in scale with existing Buildings in the locality and are located on the Site so as to be unobtrusive.
		A2.3	Landscaping of the Site is appropriate to the facility and existing locality, with the retention of existing native vegetation and the inclusion of additional vegetation with species identified in the Plant Species Schedule in Planning Scheme Policy No 7 – Landscaping.

Ancillary facilities

PERFORMANCE CRITERIA		ACCEPTABLE SOLUTIONS	
P3	Any ancillary facilities or uses are compatible with and relevant to the theme of the Tourist Attraction.	A3.1	Any ancillary facilities or uses are limited to small-scale retail areas, café/Restaurant or display areas.
P4	Any ancillary Buildings are appropriate in terms of scale and design with the primary Tourist Attraction Building and provide connectivity and weather protection for patrons and staff.	A4.1	Any ancillary Buildings are compatible in scale, design and colour to the main Tourist Attraction Building and the surrounding environment.
		A4.2	Any ancillary Buildings are connected to the main Tourist Attraction Building with covered walkways 1.2 metres footspace.



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