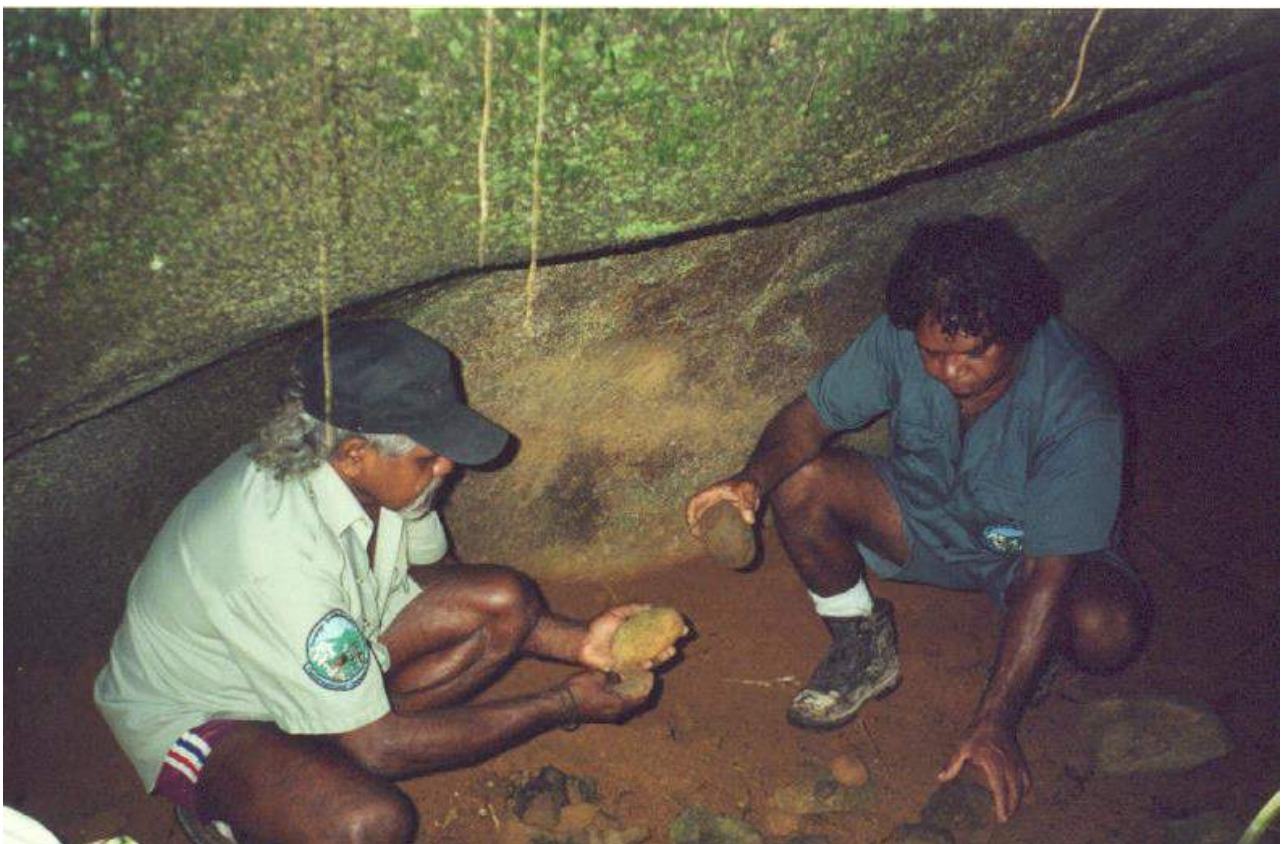




WORLD HERITAGE AREAS AND ENVIRONS LOCALITY

**TABLES OF ASSESSMENT
&
MAPS**



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WORLD HERITAGE AREAS AND ENVIRONS LOCALITY – TABLE 1

DEVELOPMENT ACTIVITY	PLANNING AREAS	GUIDE TO APPLICABILITY OF CODES																	
		World Heritage Areas and Environs Locality Code	Planning Area Code	OVERLAYS			LAND USE CODE	GENERAL											
Acid Sulfate Soils	Cultural Heritage & Valuable Sites			Natural Hazards	Design & Siting of Advertising Devices	Filling & Excavation		Landscaping	Natural Areas and Scenic Amenity	Vehicle Parking & Access	Sustainable Development								
MATERIAL CHANGE OF USE	Conservation																		
DEFINED LAND USE																			
Aircraft Landing Facility - Commercial	1	A	A	O	O	O	Yes	A	A	A	*A	A	*A						
Aquaculture	1	A	A	O	O	O	*Yes	A	A	A	*A	A	*A						
Business Facilities – using an existing Building	1	A	A	O	O	O	No	A		A	*A	A	*A						
Business Facilities – not using an existing Building	1	A	A	O	O	O	No	A	A	A	*A	A	*A						
Camping Ground	1	A	A	O	O	O	Yes	A	A	A	*A	A	*A						
Caravan Park	1	A	A	O	O	O	Yes	A	A	A	*A	A	*A						
Caretaker's Residence	1	A	A	O	O	O	Yes		A	A	*A	A							
Car Park	1	A	A	O	O	O	Yes	A	A	A	*A	A							
Cemetery & Crematorium	1	A	A	O	O	O	No	A	A	A	*A	A	*A						
Child Care Centre	1	A	A	O	O	O	Yes	A	A	A	*A	A	*A						
Display Facilities	1	A	A	O	O	O	Yes	A	A	A	*A	A	*A						
Educational Establishment	1	A	A	O	O	O	No	A	A	A	*A	A	*A						
Extractive Industry	1	A	A	O	O	O	Yes	A	A	A	*A	A							
Health Facility	1	A	A	O	O	O	No	A	A	A	*A	A	*A						
Holiday Accommodation	1	A	A	O	O	O	**Yes	A	A	A	*A	A	*A						
Home Activity	1	A	A	O	O	O	Yes	A		A	*A	A							
Home Based Business	1	A	A	O	O	O	Yes	A	A	A	*A	A	*A						
Home Industry	1	A	A	O	O	O	No		A	A	*A								
House	1	A	A	O	O	O	Yes		A	A	*A	A							
Indoor Sports & Entertainment	1	A	A	O	O	O	No	A	A	A	*A	A	*A						
Industry	1	A	A	O	O	O	No	A	A	A	*A	A							
Intensive Animal Husbandry	1	A	A	O	O	O	*Yes	A	A	A	*A	A	*A						
Interpretive Facility	1	A	A	O	O	O	Yes	A	A	A	*A	A	*A						

NOTE: Self Assessable development converts to Code Assessable development if the development cannot comply in full with the applicable Acceptable Solutions in any relevant Code

KEY

E	Exempt
S	Self Assessable
C	Code Assessable
I	Impact Assessable
I	Impact Assessable (Inconsistent)

A	The Code is Applicable
*A	If the circumstances described in the Applicability of the Code are triggered, the Code applies

O	Refer to the Overlay Maps for the World Heritage Areas and Environs Locality. If the site is affected by an Overlay and if the circumstances described in the Applicability of the relevant Code are triggered, the Code for the Overlay applies
---	--

*	See – Aquaculture & Intensive Animal Husbandry Code
---	---

**	See – Multi-Unit Housing/Holiday Accommodation/Retirement Facility Code
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WORLD HERITAGE AREAS AND ENVIRONS LOCALITY – TABLE 1

DEVELOPMENT ACTIVITY	PLANNING AREAS	GUIDE TO APPLICABILITY OF CODES																	
		World Heritage Areas and Environs Locality Code	Planning Area Code	OVERLAYS			LAND USE CODE	GENERAL											
				Acid Sulfate Soils	Cultural Heritage & Valuable Sites	Natural Hazards		Design & Siting of Advertising Devices	Filling & Excavation	Landscaping	Natural Areas and Scenic Amenity	Vehicle Parking & Access	Sustainable Development						
MATERIAL CHANGE OF USE	Conservation																		
Multi-Unit Housing	I	A	A	O	O	O	**Yes	A	A	A	*A	A	*A						
Off Premises Advertising Device	I	A	A	O	O	O	No	A		A	*A								
Outdoor Sport & Recreation	I	A	A	O	O	O	No	A	A	A	*A	A	*A						
Outstation/Seasonal Camp	I	A	A	O	O	O	No		A	A	*A	A							
Park & Open Space	E										*A								
Place of Assembly	I	A	A	O	O	O	No	A	A	A	*A	A	*A						
Primary Industry	I	A	A	O	O	O	Yes			A	*A	A							
Private Forestry	I	A	A	O	O	O	Yes			A	*A	A							
Public Utilities & Facilities	C	A	A	O	O	O	No		A	A	*A	A	*A						
Restaurant – using an existing Building	I	A	A	O	O	O	No	A		A	*A	A	*A						
Restaurant – not using an existing Building	I	A	A	O	O	O	No	A	A	A	*A	A	*A						
Retirement Facility	I	A	A	O	O	O	**Yes	A	A	A	*A	A	*A						
Service Industry	I	A	A	O	O	O	No	A	A	A	*A	A	*A						
Service Station	I	A	A	O	O	O	Yes	A	A	A	*A	A	*A						
Shopping Facility – using an existing Building	I	A	A	O	O	O	No	A		A	*A	A	*A						
Shopping Facility – not using an existing Building	I	A	A	O	O	O	No	A	A	A	*A	A	*A						
Short Term Accommodation	I	A	A	O	O	O	Yes	A	A	A	*A	A	*A						
Special Residential Use	I	A	A	O	O	O	No		A	A	*A	A	*A						
Staff Quarters	I	A	A	O	O	O	No		A	A	*A	A	*A						
Tavern	I	A	A	O	O	O	No	A	A	A	*A	A	*A						
Telecommunication Facilities	C	A	A	O	O	O	Yes	A	A	A	*A	A							
Tourist Attraction	I	A	A	O	O	O	Yes	A	A	A	*A	A	*A						
Veterinary Facilities	I	A	A	O	O	O	No	A	A	A	*A	A	*A						
Other-Undefined (Except Use for a Road)	I	A	A	O	O	O	No	A	A	A	*A	A	*A						

NOTE: Self Assessable development converts to Code Assessable development if the development cannot comply in full with the applicable Acceptable Solutions in any relevant Code

KEY

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*	See – Aquaculture & Intensive Animal Husbandry Code
**	See – Multi-Unit Housing/Holiday Accommodation/Retirement Facility Code

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WORLD HERITAGE AREAS AND ENVIRONS LOCALITY – TABLE 2

DEVELOPMENT ACTIVITY	PLANNING AREA	GUIDE TO APPLICABILITY OF CODES																		
		OVERLAYS					GENERAL													
		World Heritage Areas and Environs Locality	Planning Area	Acid Sulfate Soils	Cultural Heritage & Valuable Sites	Natural Hazards	Design & Siting of Advertising Devices	Filling & Excavation	Landscaping	Natural Areas and Scenic Amenity	Reconfiguring a Lot	Sustainable Development	Vegetation Management							
Conservation																				
Reconfiguring a Lot	I	A	A	O	O	O				*A	A									
Operational Work Associated with Reconfiguring a Lot	C	A	A	O	O	O		A	A	*A	A									
Operational Work - Filling or Excavation not associated with a Material Change of Use	C	A	A	O	O	O		A		*A										
Operational Work - Engineering Works not associated with a Material Change of Use	C	A	A	O	O	O		A		*A										
Operational Work - Placing an Advertising Device on Premises not associated with a Material Change of Use	C	A	A	O	O	O	A			*A										
Operational Works – Vegetation Damage	S																		A	
Building Work other than Minor Building Work not associated with a Material Change of Use	C	A	A	O	O	O				*A										

KEY

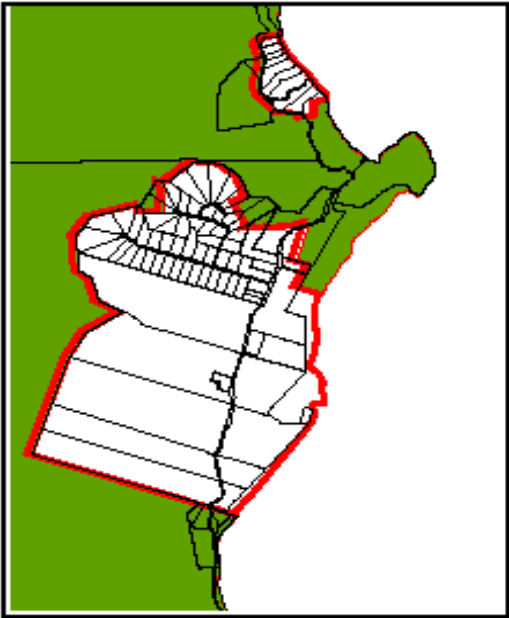
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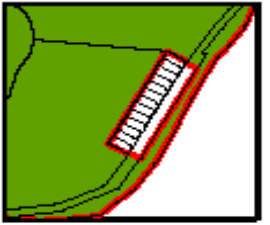
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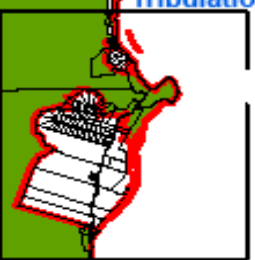
- Planning Areas**
- Rural
 - Rural Settlement
 - Residential 1
 - Residential 2
 - Commercial
 - Tourist & Residential
 - Industry
 - Conservation
 - Community and Recreational Facilities



Cape Tribulation

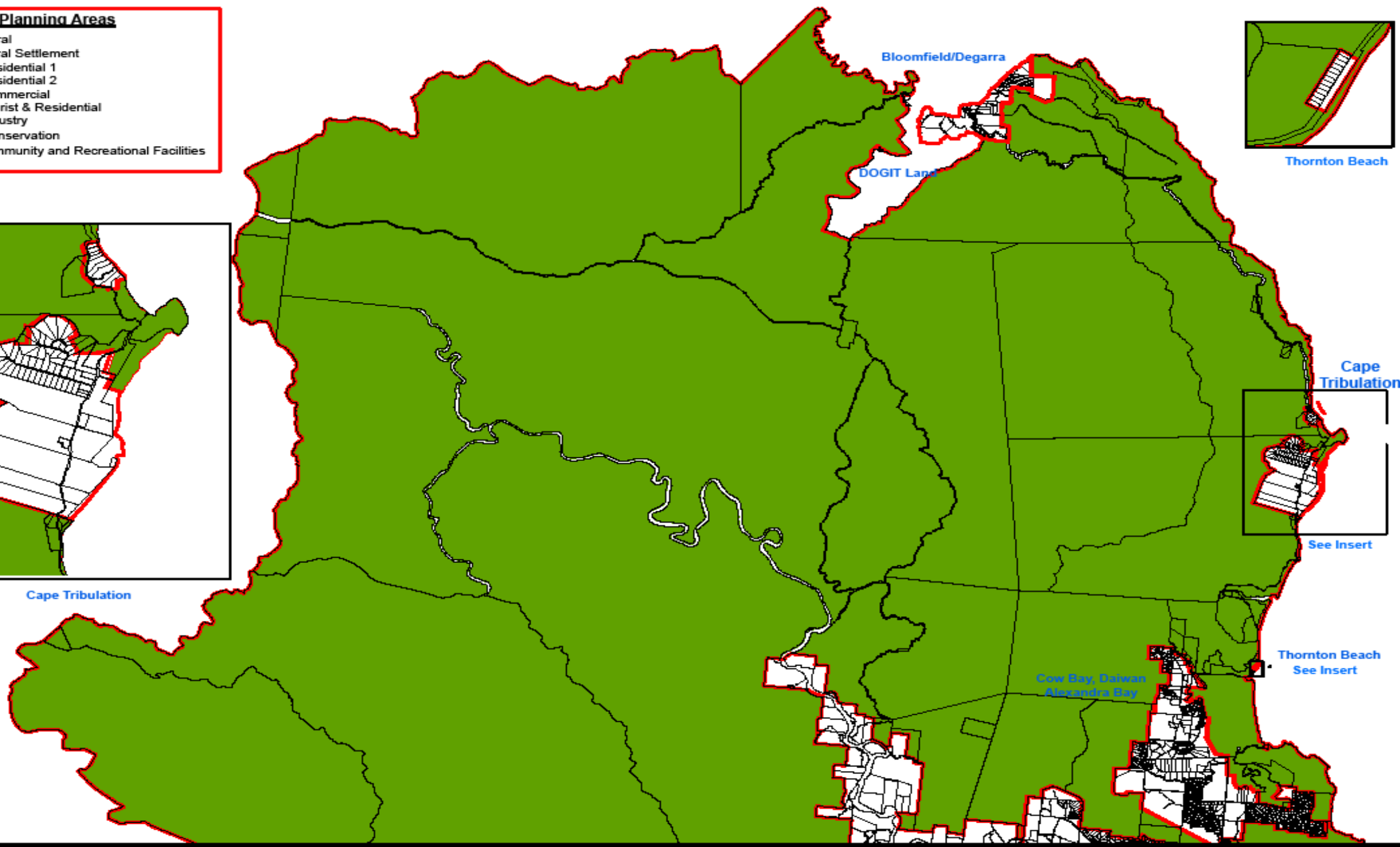


Thornton Beach



See Insert

Thornton Beach
See Insert



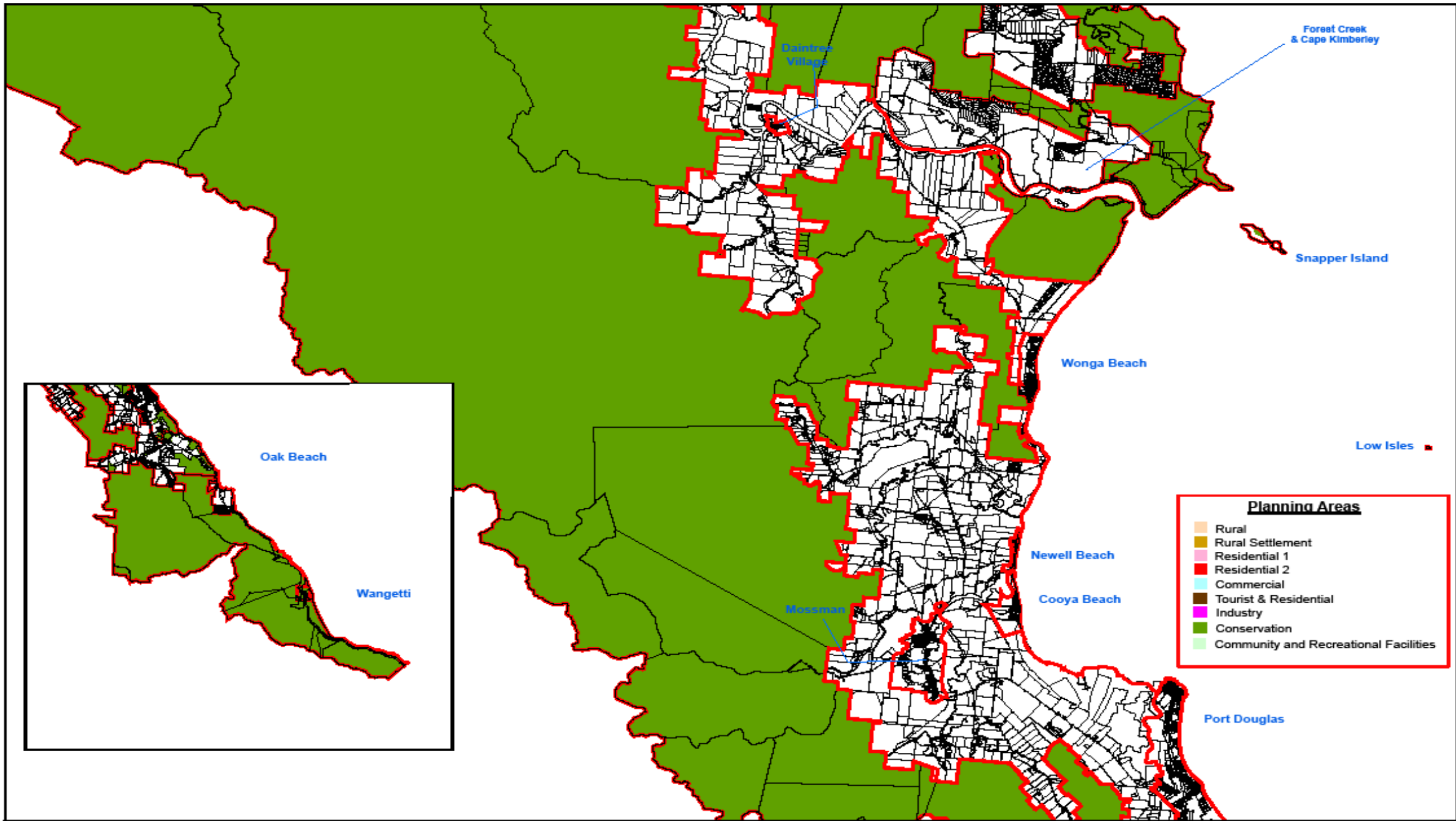
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Douglas Shire Council
Planning Areas
 World Heritage Areas and Environs Locality - Sheet 1



Date: August 2008
 Author: GDK
 Map No: **W1(a)**



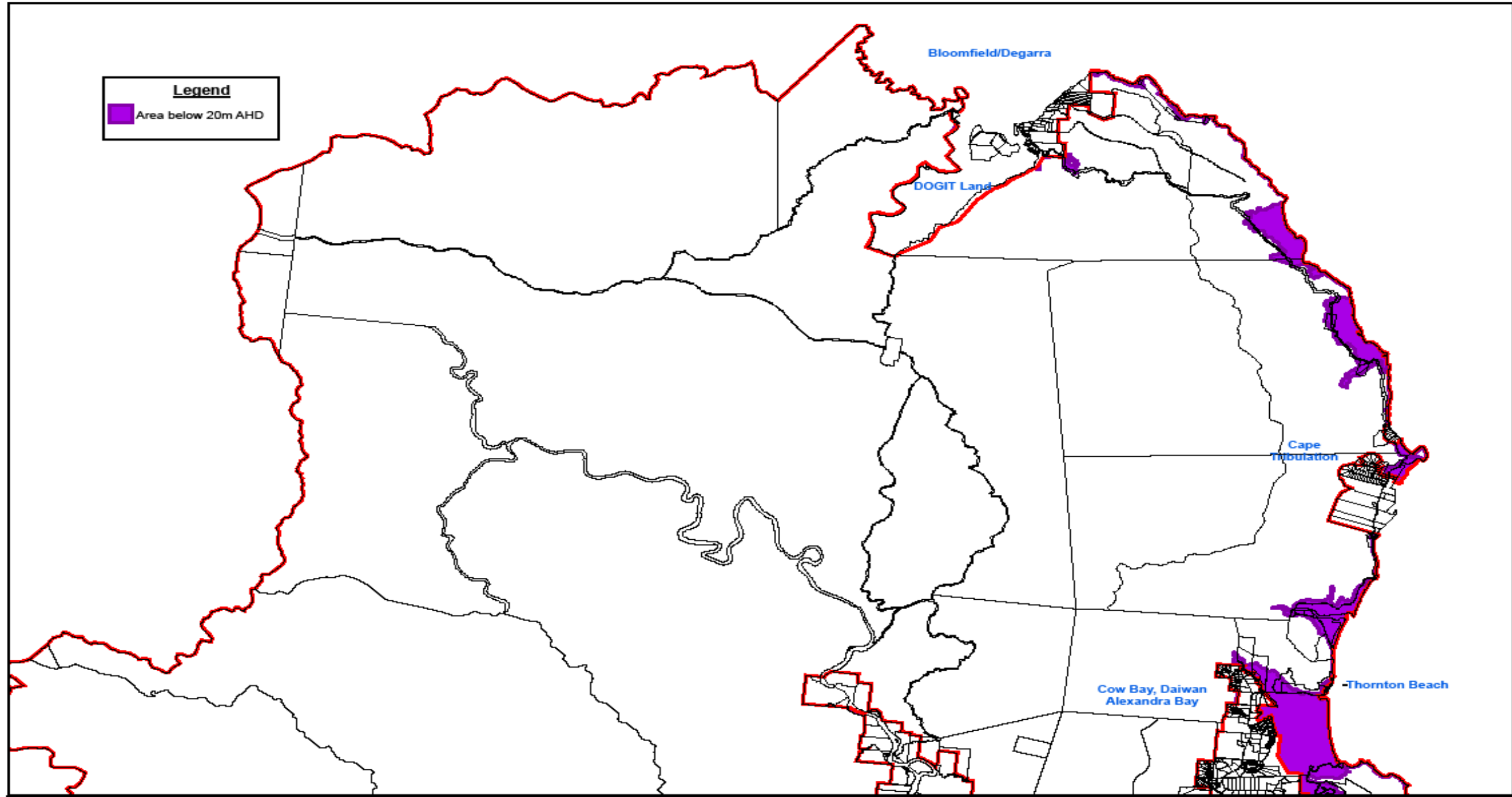
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 Planning Areas
 World Heritage Areas and Environs Locality - Sheet 2



Date: August 2006
 Author: GDK
 Map No: W1(b)



Legend
 Area below 20m AHD

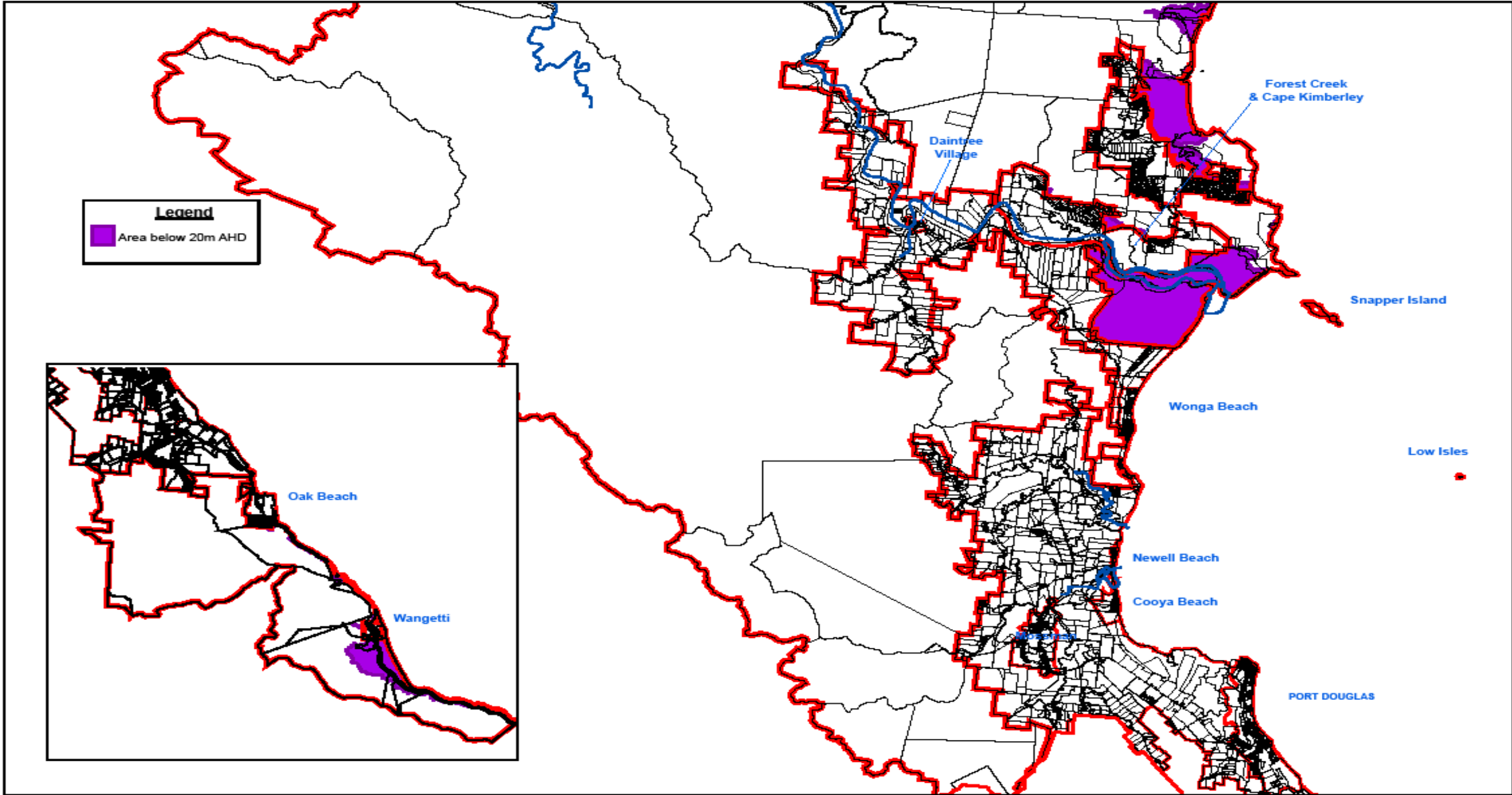
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Douglas Shire Council
 Overlay - Acid Sulfate Soils
 World Heritage Areas and Environs Locality - Sheet 1



Date: August 2006
 Author: GDN
 Map No: **W2(a)**



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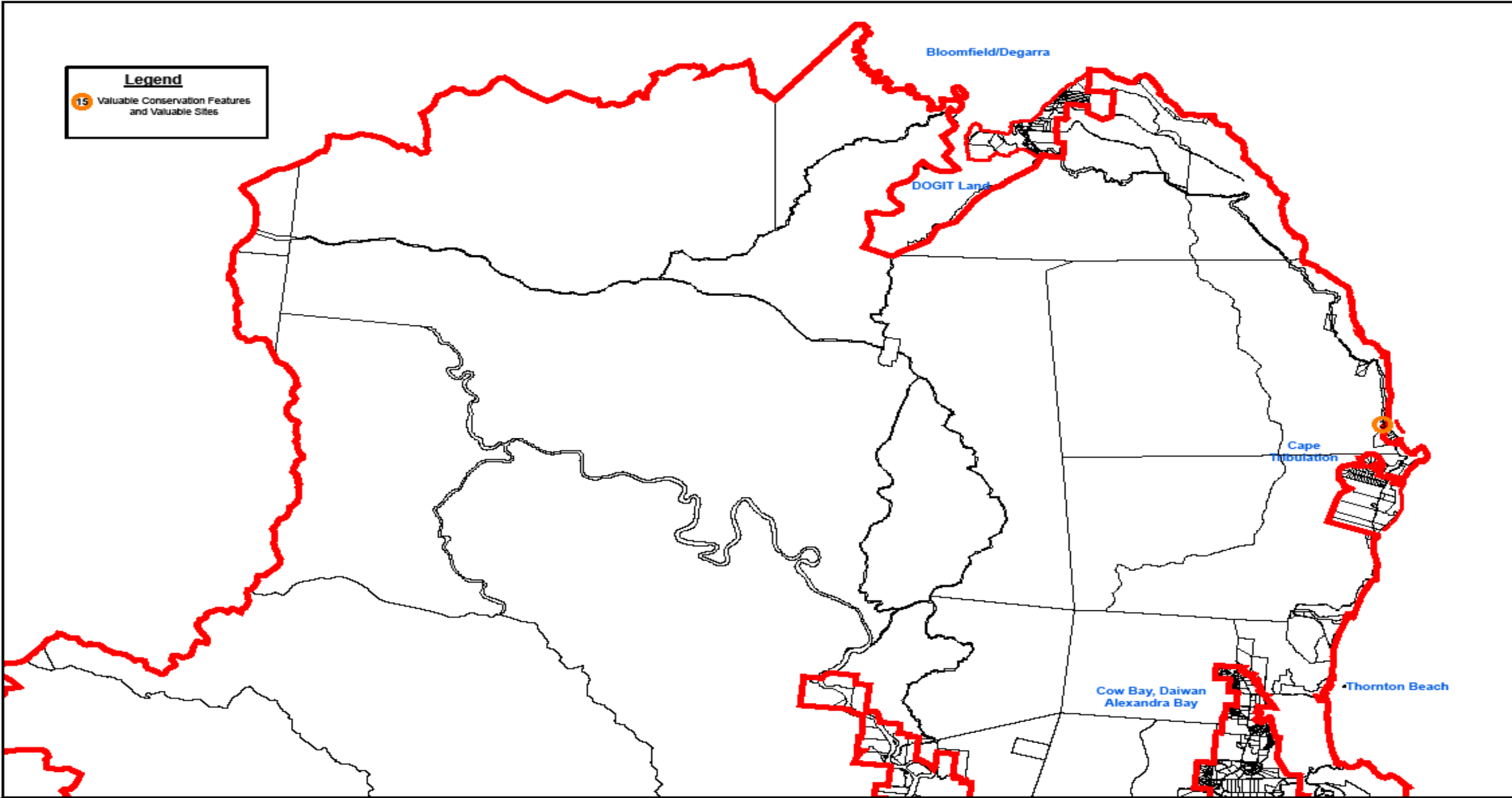
Douglas Shire Council
 Overlay - Acid Sulfate Soils
 World Heritage Areas and Environs Locality - Sheet 2



Date: August 2006
 Author: GDK
 Map No: **W2(b)**

Legend

15 Valuable Conservation Features and Valuable Sites



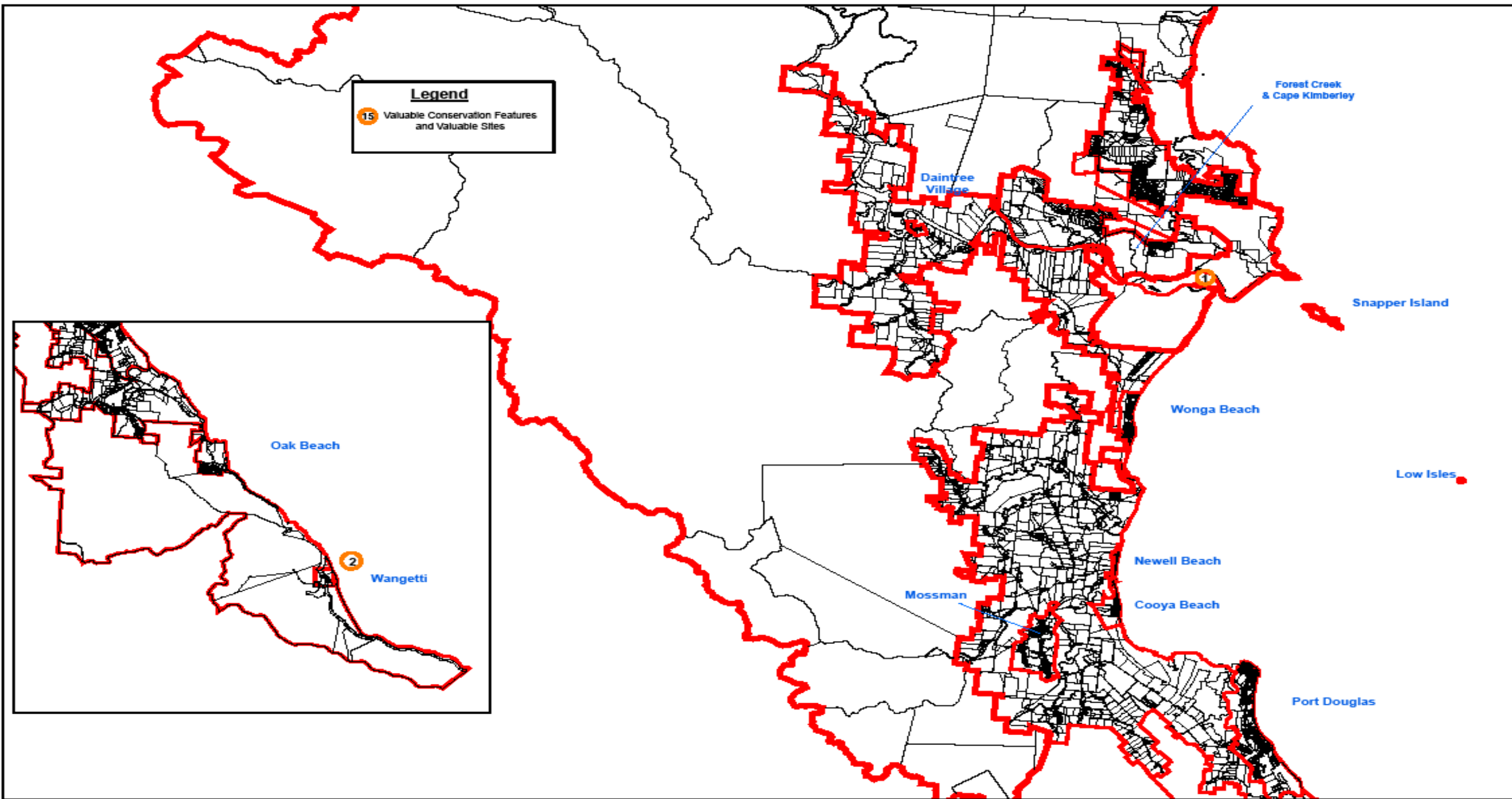
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 Overlay - Cultural Heritage & Valuable Sites
 World Heritage Areas & Environs Locality - Sheet 1



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 Map No: W3(a)



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 Overlay - Cultural Heritage & Valuable Sites
 World Heritage Areas & Environs Locality - Sheet 2



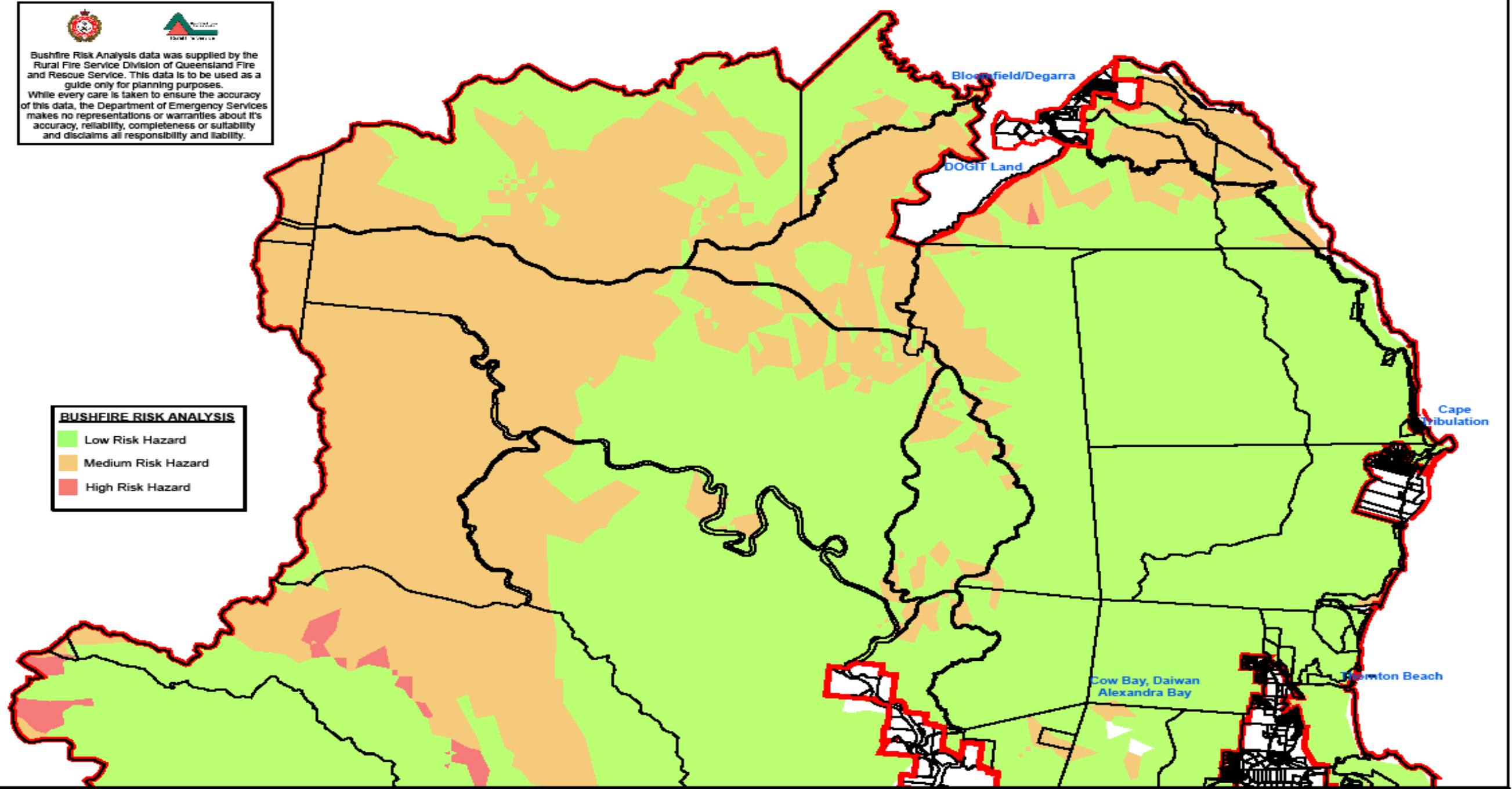
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 Map No: W3(b)



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BUSHFIRE RISK ANALYSIS

- Low Risk Hazard
- Medium Risk Hazard
- High Risk Hazard



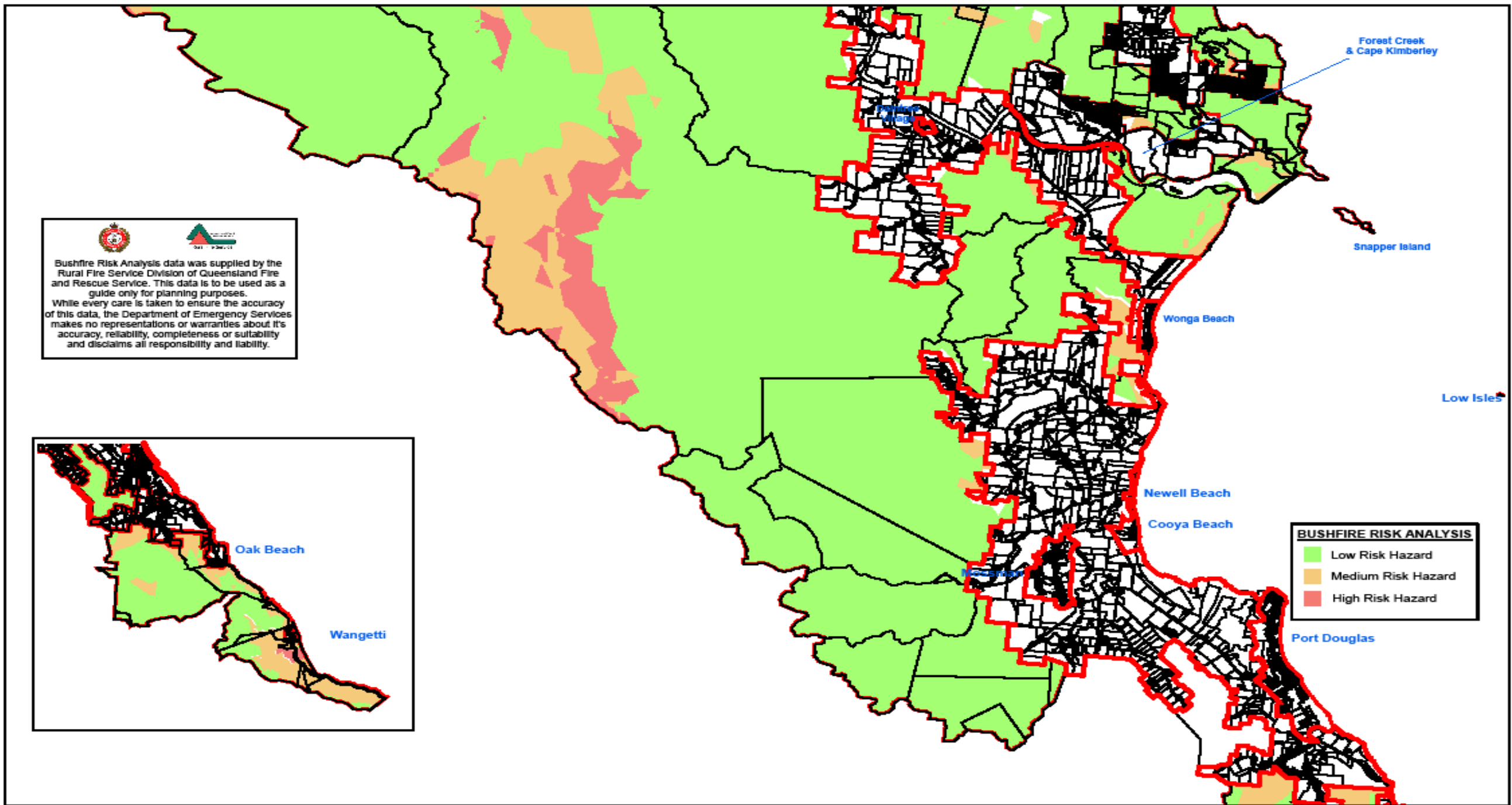
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Overlay - Natural Hazards
World Heritage Areas & Environs Locality - Sheet 1

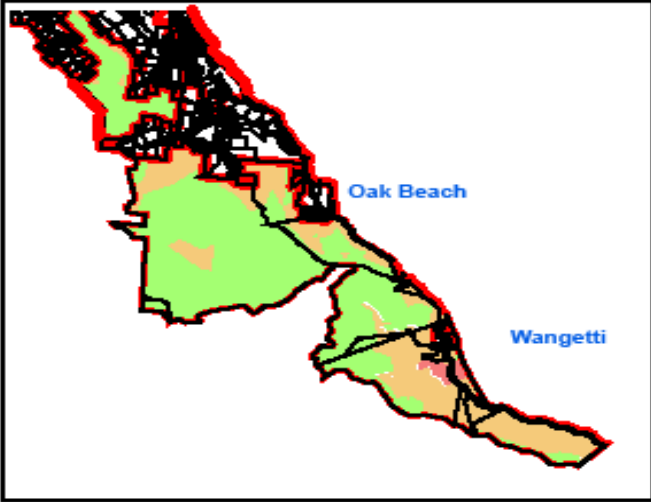


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 Map No: **W5(a)**





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 Overlay - Natural Hazards
 World Heritage Areas & Environs Locality - Sheet 2



Date: August 2008
 Author: GDK
 Map No: **W5(b)**