

### **APPENDIX 3. PROPOSED CODE POLICY**

## Part 2 - Zones and Sub Zones

### Urban Neighbourhood Zone

#### Assessment Provisions (AP)

Desired Outcome (DO)

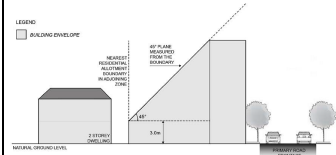
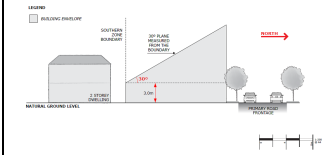
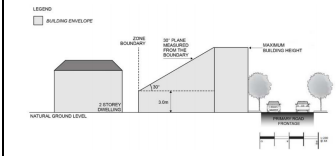
| Desired Outcome |   |
|-----------------|---|
| DO 1            | <p>A mixed use area that:</p> <ul style="list-style-type: none"> <li>(a) provides a flexible policy framework for the redevelopment of urban areas in close proximity to high frequency public transport corridors or adjacent primary road corridors that have the potential to become activity generators</li> <li>(b) provides for the high-quality design and integration of buildings and public realm in mixed use areas with walkable urban form, excellent provision for walking and cycling and active street frontages that encourage social interaction, positively contribute to public safety and vibrancy and promote active movement and public transport use</li> <li>(c) provides a concentration of mixed use activity close to community focal points, such as a high frequency fixed transit stop, activity centre or high quality open space</li> <li>(d) provides adaptable and flexible buildings that can accommodate changes in land use and respond to changing economic and social conditions and advances in technology</li> <li>(e) transitions to a reduced scale and intensity at the zone boundary to maintain the amenity of residential properties located within adjoining zones.</li> </ul> |

Performance Outcomes (PO) and Deemed to Satisfy (DTS) / Designated Performance Feature (DPF) Criteria

| Performance Outcome   | Deemed-to-Satisfy Criteria / Designated Performance Feature  |
|---|--|
| Land Use and Intensity  |  |
| <p>PO 1.1</p> <p>Development of medium and high density accommodation types for living, including dwellings, supported accommodation, student accommodation, short term accommodation, either as part of a mixed use development or wholly residential development.</p> | <p>DTS/DPF 1.1</p> <p>Development comprises one or more of the following:</p> <ul style="list-style-type: none"> <li>(a) Advertisement</li> <li>(b) Carport</li> <li>(c) Consulting Room</li> <li>(d) Dwelling</li> <li>(e) Educational Establishment</li> <li>(f) Hotel</li> <li>(g) Licensed Premises</li> <li>(h) Light Industry</li> <li>(i) Office</li> <li>(j) Outbuilding</li> <li>(k) Pre-school</li> <li>(l) Residential Flat Building</li> <li>(m) Retirement Facility</li> <li>(n) Shop</li> <li>(o) Student Accommodation</li> <li>(p) Supported Accommodation</li> <li>(q) Tourist Accommodation</li> </ul> |
| <p>PO 1.2</p> <p>Development of diverse medium density accommodation, and high density accommodation in specified locations (locations where 7 or more building levels is envisaged), either as part of a mixed use development or wholly residential development.</p>  | <p>DTS/DPF 1.2</p> <p>None are applicable.</p>   |
| <p>PO 1.3</p> <p>Light industrial and commercial uses (including high technology and</p>  | <p>DTS/DPF 1.3</p> <p>None are applicable.</p>   |

|   |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
|---|---|----------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|--------------------------------------|--------------------------------------|----------------------------------|--------------------------------|----------------------------------|----------------------------------|----------------------------------|----------------------------------|----------------------------------|----------------------------------|--------------------------------|----------------------------------|----------------------------------|----------------------------------|----------------------------------|
| research based activity) where compatible with adjoining uses.  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| <p>PO 1.4</p> <p>Co-locate close to public transport land uses that generate high levels of pedestrian activity, encourage public transport use and provide opportunities for multi-purpose trips.</p>  | <p>DTS/DPF 1.4</p> <p>None are applicable.</p>  |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| <p>PO 1.5</p> <p>In clusters of non-residential development, provide high-quality, inclusive and integrated public realm, including open spaces, sport and recreation facilities, and places that serve as hubs for communal activity.</p>  | <p>DTS/DPF 1.5</p> <p>None are applicable.</p>  |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| <p>PO 1.6</p> <p>Shops, offices and consulting rooms services and facilities to meet the needs of the local community.</p>  | <p>DTS/DPF 1.6</p> <p>Except where a Main Street Subzone or Urban Neighbourhood Retail Subzone applies, shops, offices or consulting room uses not exceeding a maximum gross leasable floor area of 500m<sup>2</sup> for individual tenancies and 1000m<sup>2</sup> in a single building.</p>   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| <p>PO 1.7</p> <p>Larger scale shops, offices, and consulting rooms primarily clustered together to provide a focus for services and facilities.</p>   | <p>DTS/DPF 1.7</p> <p>None are applicable.</p>  |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Built Form and Character  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| <p>PO 2.1</p> <p>Development positively contributes to creating activity nodes around high-frequency public transport stops/stations and multi-modal transport interchanges, encourages public transport use and positively contributes to a fine-grain streetscape that provides a safe, comfortable, vibrant and walkable public realm at ground level.</p> | <p>DTS/DPF 2.1</p> <p>None are applicable.</p>  |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| <p>PO 2.2</p> <p>Building height is consistent with the form expressed in the Building Height (Maximum Levels) Technical and Numeric Variation and the Building Height (Maximum Metres) Technical and Numeric Variation, and otherwise positively responds to the local context including the site's frontage, depth, and adjacent primary street width.</p>  | <p>DTS/DPF 2.2</p> <p>Except where a Concept Plan specifies otherwise, development does not exceed the following building height(s):</p> <table><tr><td>Maximum Building Height (Levels)</td></tr><tr><td>Maximum building height is 3 levels</td></tr><tr><td>Maximum building height is 4 levels</td></tr><tr><td>Maximum building height is 5 levels</td></tr><tr><td>Maximum building height is 6 levels</td></tr><tr><td>Maximum building height is 8 levels</td></tr><tr><td>Maximum building height is 10 levels</td></tr><tr><td>Maximum building height is 12 levels</td></tr><tr><td>Maximum Building Height (Metres)</td></tr><tr><td>Maximum building height is 12m</td></tr><tr><td>Maximum building height is 12.5m</td></tr><tr><td>Maximum building height is 13.5m</td></tr><tr><td>Maximum building height is 16.5m</td></tr><tr><td>Maximum building height is 18.5m</td></tr><tr><td>Maximum building height is 24.5m</td></tr><tr><td>Maximum building height is 32.5m</td></tr><tr><td>Maximum building height is 43m</td></tr><tr><td>Maximum building height is 20.5m</td></tr><tr><td>Maximum building height is 28.5m</td></tr><tr><td>Maximum building height is 40.5m</td></tr><tr><td>Maximum building height is 48.5m</td></tr></table> | Maximum Building Height (Levels) | Maximum building height is 3 levels | Maximum building height is 4 levels | Maximum building height is 5 levels | Maximum building height is 6 levels | Maximum building height is 8 levels | Maximum building height is 10 levels | Maximum building height is 12 levels | Maximum Building Height (Metres) | Maximum building height is 12m | Maximum building height is 12.5m | Maximum building height is 13.5m | Maximum building height is 16.5m | Maximum building height is 18.5m | Maximum building height is 24.5m | Maximum building height is 32.5m | Maximum building height is 43m | Maximum building height is 20.5m | Maximum building height is 28.5m | Maximum building height is 40.5m | Maximum building height is 48.5m |
| Maximum Building Height (Levels)  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 3 levels   |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 4 levels   |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 5 levels   |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 6 levels   |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 8 levels   |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 10 levels  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 12 levels  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum Building Height (Metres)  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 12m  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 12.5m  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 13.5m  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 16.5m  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 18.5m  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 24.5m  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 32.5m  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 43m  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 20.5m  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 28.5m  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 40.5m  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |
| Maximum building height is 48.5m  |   |                                  |                                     |                                     |                                     |                                     |                                     |                                      |                                      |                                  |                                |                                  |                                  |                                  |                                  |                                  |                                  |                                |                                  |                                  |                                  |                                  |

|   |   |
|---|---|
|   | <p>In relation to DTS/DPF 2.2, in instances where:</p> <ul style="list-style-type: none"> <li>(a) more than one value is returned in the same field, refer to the <i>Maximum Building Height (Levels) Technical and Numeric Variation layer</i> or <i>Maximum Building Height (Metres) Technical and Numeric Variation layer</i> in the SA planning database to determine the applicable value relevant to the site of the proposed development</li> <li>(b) only one value is returned (i.e. there is one blank field), then the relevant height in metres or building levels applies with no criteria for the other</li> <li>(c) no value is returned (i.e. there are blank fields for both maximum building height (metres) and maximum building height (levels)), then none are applicable and the relevant development cannot be classified as deemed-to-satisfy.</li> </ul> |
| <p>PO 2.3</p> <p>Buildings are designed to be adaptable and flexible to suit a range of land uses, including retail, office and residential, without the need for significant change to the building.</p>   | <p>DTS/DPF 2.3</p> <p>The ground floor of buildings contains a minimum floor to ceiling height of 3.5m.</p>   |
| <p>PO 2.4</p> <p>Buildings designed to create visual connection between the public realm and ground level interior, promote an active human-scale interface with the primary road / public transport corridor and open space and maximise passive surveillance.</p>   | <p>DTS/DPF 2.4</p> <p>Not less than 50% of the ground floor primary frontage of buildings are visually permeable, transparent or clear glazed.</p>  |
| <p>PO 2.5</p> <p>Buildings set back from the primary street boundaries consistent with the existing/emerging streetscape.</p>   | <p>DTS/DPF 2.5</p> <p>The building line of buildings setback from the primary street boundary in accordance with either of the following:</p> <ul style="list-style-type: none"> <li>(a) no minimum where adjoining allotments are vacant or</li> <li>(b) the average setback to the building line of existing buildings on adjoining sites which face the same primary street (including those buildings that would adjoin the site if not separated by a public road).</li> </ul>   |
| <p>PO 2.6</p> <p>Buildings set back from secondary street boundaries in a manner compatible with the emerging streetscape pattern.</p>  | <p>DTS/DPF 2.6</p> <p>Building walls setback from the secondary street frontage in accordance with either of the following:</p> <ul style="list-style-type: none"> <li>(a) no minimum where adjoining allotments are vacant or</li> <li>(b) the average of the setback of the existing building on each adjoining site fronting the same street.</li> </ul>   |
| <p>PO 2.7</p> <p>Buildings set back from rear boundaries (other than street boundaries) to:</p> <ul style="list-style-type: none"> <li>(a) minimise impacts on properties in neighbouring zones</li> <li>(b) maximise intensity of development within the zone.</li> </ul>  | <p>DTS/DPF 2.7</p> <p>Building walls setback from the rear boundaries as follows:</p> <ul style="list-style-type: none"> <li>(a) 5m or more where the subject land directly abuts an allotment of a different zone or</li> <li>(b) 0 metres in all other cases.</li> </ul>  |
| <p>PO 2.8</p> <p>Buildings set back from side boundaries (other than street boundaries) to:</p> <ul style="list-style-type: none"> <li>(a) reduce impacts of building bulk on adjoining properties</li> <li>(b) provide adequate direct sun and ventilation to the building and open spaces</li> <li>(c) minimise the extent of overlooking and resultant loss of privacy on adjoining properties</li> <li>(d) minimise the extent of overshadowing on adjoining properties.</li> </ul> | <p>DTS/DPF 2.8</p> <p>Building walls setback from the side boundaries the average of the setback of the existing building on each adjoining site fronting the same street.</p>  |
| <p>PO 2.9</p> <p>Buildings set back from street boundaries (in the case of rear access ways) to provide adequate manoeuvrability for vehicles.</p>  | <p>DTS/DPF 2.9</p> <p>Building walls setback from the rear access way:</p>  |

|   |  |
|---|--|
|   | <p>(a) no requirement where the access way is not less than 6.5m wide or</p> <p>(b) where the access way is less than 6.5m wide, the distance equal to the additional width required to make the access way at least 6.5m wide.</p>  |
| Interface Height  |  |
| <p>PO 3.1</p> <p>Buildings mitigate visual impacts of building massing on residential development within a neighbourhood-type zone.</p>   | <p>DTS/DPF 3.1</p> <div data-bbox="831 376 1506 1191"> <div data-bbox="831 376 1506 409"> <p><b>Interface Height</b></p> </div> <p>Buildings constructed within a building envelope provided by a:</p> <p>(a) 45 degree plane measured from a height of 3 metres above natural ground level at the boundary of an allotment used for residential purposes within a neighbourhood-type zone as shown in the following diagram (except where this boundary is a southern boundary):</p>  <p>(a) in relation to a southern boundary, 30 degree plane grading north, measured from a height of 3m above natural ground at the boundary of an allotment used for residential purposes within a neighbourhood-type zone as shown in the following diagram:</p>  </div> <p>Buildings constructed within a building envelope provided by a 30 degree plane measured from a height of 3m above natural ground level at the boundary of an allotment used for residential purposes within a neighbourhood-type zone as shown in the following diagram:</p>  |
| <p>PO 3.2</p> <p>Development that manages the interface with a low-rise neighbourhood-type zone by incorporating less dense, low-rise residential land uses at the interface, and avoiding land uses or intensity of land uses that adversely affect residential amenity.</p> | <p>DTS/DPF 3.2</p> <p>None are applicable.</p>   |
| Site Dimensions and Land Division   |  |
| <p>PO 4.1</p> <p>Where appropriate, a street grid pattern is provided in mixed use areas to maintain clear sightlines, improve public safety and legibility within the public realm, and ensure walkability and connectivity are maximised.</p>                               | <p>DTS/DPF 4.1</p> <p>None are applicable.</p>   |

| Movement, parking and access   |   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |
|--|---|-------------|---------------------------------------|-----------------------------------|---|---------------------------|-------------------------------|--------------------------------|-------------------------------|-----------------------------|---------------------------|----------------------------------|
| <p>PO 5.1</p> <p>Where practicable, buildings provide vehicle access via a side street or rear lane access way that is designed to:</p> <p>(a) provide space between buildings that reduces building mass and creates a more visually diverse public realm</p> <p>(b) minimises conflicts with pedestrians and cyclists</p> <p>(c) achieve active frontages at a lower intensity than the primary street frontage.</p> | <p>DTS/DPF 5.1</p> <p>Vehicular access to be provided:</p> <p>(a) via side streets or rear lanes provided there is no negative impact on residential amenity within the zone and in adjacent zones or</p> <p>(b) where it consolidates or replaces existing crossovers.</p>   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |
| Concept Plans  |   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |
| <p>PO 6.1</p> <p>Development is compatible with the outcomes sought by any relevant Concept Plan contained within Part 12 - Concept Plans of the Planning and Design Code.</p>   | <p>DTS/DPF 6.1</p> <p>The site of the development is wholly located outside any relevant Concept Plan boundary. The following Concept Plans are relevant:</p> <table><tr><th>Description</th></tr><tr><td>Concept Plan 5 - Bowden Urban Village</td></tr><tr><td>Concept Plan 34 - Bowden-Brompton</td></tr><tr><td>Concept Plan 3 - Mount Barker and Littlehampton</td></tr><tr><td>Concept Plan 89 - Tonsley</td></tr><tr><td>Concept Plan 86 - Edwardstown</td></tr><tr><td>Concept Plan 94 - Old Reynella</td></tr><tr><td>Concept Plan 112 - West Lakes</td></tr><tr><td>Concept Plan 111 - St Clair</td></tr><tr><td>Concept Plan 109 - Seaton</td></tr><tr><td>Concept Plan 115 - Morphettville</td></tr></table> <p>In relation to DTS/DPF 6.1, in instances where:</p> <p>(a) one or more Concept Plan is returned, refer to Part 12 - Concept Plans in the Planning and Design Code to determine if a Concept Plan is relevant to the site of the proposed development. Note: multiple concept plans may be relevant.</p> <p>(b) in instances where 'no value' is returned, there is no relevant concept plan and DTS/DPF 6.1 is met.</p> | Description | Concept Plan 5 - Bowden Urban Village | Concept Plan 34 - Bowden-Brompton | Concept Plan 3 - Mount Barker and Littlehampton | Concept Plan 89 - Tonsley | Concept Plan 86 - Edwardstown | Concept Plan 94 - Old Reynella | Concept Plan 112 - West Lakes | Concept Plan 111 - St Clair | Concept Plan 109 - Seaton | Concept Plan 115 - Morphettville |
| Description  |   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |
| Concept Plan 5 - Bowden Urban Village  |   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |
| Concept Plan 34 - Bowden-Brompton  |   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |
| Concept Plan 3 - Mount Barker and Littlehampton  |   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |
| Concept Plan 89 - Tonsley  |   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |
| Concept Plan 86 - Edwardstown  |   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |
| Concept Plan 94 - Old Reynella   |   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |
| Concept Plan 112 - West Lakes  |   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |
| Concept Plan 111 - St Clair  |   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |
| Concept Plan 109 - Seaton  |   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |
| Concept Plan 115 - Morphettville   |   |             |                                       |                                   |   |                           |                               |                                |                               |                             |                           |                                  |

**Table 1 - Accepted Development Classification**

The following table identifies Classes of Development that are classified as Accepted Development subject to meeting the Accepted Development Classification Criteria

| Class of Development   | Accepted Development Classification Criteria   |
|--|--|
| <p>Air handling unit, air conditioning system or exhaust fan</p> <p>Except where any of the following apply:</p> <ul style="list-style-type: none"> <li>Local Heritage Place Overlay</li> <li>State Heritage Area Overlay</li> <li>State Heritage Place Overlay</li> </ul>   | <ol style="list-style-type: none"> <li>The item will be installed on or within an existing building</li> <li>The item being installed does not encroach on a public street or affect the ability of the building to resist the spread of fire</li> <li>If the associated building is in a Historic Area Overlay, no part of the item, when installed, will be able to be seen by a person standing at ground level in a public street.</li> </ol>  |
| <p>Internal building work</p> <p>Except where any of the following apply:</p> <ul style="list-style-type: none"> <li>Local Heritage Place Overlay</li> <li>State Heritage Area Overlay</li> <li>State Heritage Place Overlay</li> </ul>  | <ol style="list-style-type: none"> <li>There will be no increase in the total floor area of the building.</li> <li>Other than where located within the Historic Area Overlay there will be no alteration to the external appearance of the building to any significant degree.</li> <li>There will be no alteration to the external appearance of the building where located within the Historic Area Overlay.</li> </ol>  |
| <p>Partial demolition of a building or structure</p> <p>Except where any of the following apply:</p> <ul style="list-style-type: none"> <li>Historic Area Overlay</li> <li>Local Heritage Place Overlay</li> <li>State Heritage Area Overlay</li> <li>State Heritage Place Overlay</li> </ul>  | None   |
| <p>Shade sail</p> <p>Except where any of the following apply:</p> <ul style="list-style-type: none"> <li>Future Local Road Widening Overlay</li> <li>Future Road Widening Overlay</li> <li>Historic Area Overlay</li> <li>Local Heritage Place Overlay</li> <li>State Heritage Area Overlay</li> <li>State Heritage Place Overlay</li> </ul> | <ol style="list-style-type: none"> <li>The development will not be contrary to the regulations prescribed for the purposes of section 86 of the <i>Electricity Act 1996</i>.</li> <li>The development will not be built, or encroach, on an area that is, or will be, required for a sewerage system or waste control system.</li> <li>Shade sail consists of permeable material.</li> <li>The total area of the sail does not exceed 40m<sup>2</sup>.</li> <li>No part of the shade sail will be: <ol style="list-style-type: none"> <li>3m above ground or floor level (depending on where it is situated) at</li> </ol> </li> </ol> |

|  |   |
|--|---|
|  | <p>any place within 900mm of a boundary of the allotment</p> <p>(b) 5 m above ground or floor level (depending on where it is situated) within any other part of the allotment.</p> <p>6. Primary street setback - at least as far back as the building line of the building to which it is ancillary.</p> <p>7. If any part of the sail will be situated on a boundary of the allotment, the length of sail along a boundary does not exceed 11m.</p> <p>8. In a case where any part of the sail or a supporting structure will be situated on a side boundary of the allotment - the length of the sail and any such supporting structure together with all relevant walls or structures located along the boundary will not exceed 45% of the length of the boundary.</p> <p>9. Does not involve the clearance of native vegetation.</p> <p>10. The development will not be located within the extents of the River Murray 1956 Flood Level as delineated by the SA Property and Planning Atlas.</p>   |
| <p>Solar photovoltaic panels (roof mounted)</p> <p>Except where any of the following apply:</p> <ul style="list-style-type: none"> <li>Local Heritage Place Overlay</li> <li>State Heritage Area Overlay</li> <li>State Heritage Place Overlay</li> </ul>  | <p>1. The development will not be contrary to the regulations prescribed for the purposes of section 86 of the <i>Electricity Act 1996</i>.</p> <p>2. Panels are installed parallel to the roof of a building and with the underside surface of the panel not being more than 100mm above the surface of the roof.</p> <p>3. Panels and associated components do not overhang any part of the roof.</p> <p>4. Does not apply to a system with a generating capacity of more than 5MW that is to be connected to the State's power system.</p> <p>5. If the building is in a Historic Area Overlay-no part of the system, when installed, will be able to be seen by a person standing at ground level in a public street.</p>   |
| <p>Swimming pool or spa pool</p> <p>Except where any of the following apply:</p> <ul style="list-style-type: none"> <li>Coastal Areas Overlay</li> <li>Future Local Road Widening Overlay</li> <li>Future Road Widening Overlay</li> <li>Hazards (Acid Sulfate Soils) Overlay</li> <li>Hazards (Flooding) Overlay</li> <li>Historic Area Overlay</li> <li>Local Heritage Place Overlay</li> <li>State Heritage Area Overlay</li> <li>State Heritage Place Overlay</li> </ul> | <p>1. The development will not be contrary to the regulations prescribed for the purposes of section 86 of the <i>Electricity Act 1996</i>.</p> <p>2. The development will not be built, or encroach, on an area that is, or will be, required for a sewerage system or waste control system.</p> <p>3. It is ancillary to a dwelling erected on the site or a dwelling to be erected on the site in accordance with a development authorisation which has been granted.</p> <p>4. Allotment boundary setback - not less than 1m.</p> <p>5. Primary street setback - at least as far back as the building line of the building to which it is ancillary.</p> <p>6. Location of filtration system from a dwelling on an adjoining allotment:</p> <p>(a) not less than 5m where the filtration system is located inside a solid structure that will have material impact on the transmission of noise; or</p> <p>(b) not less than 12m in any other case.</p> <p>7. Does not involve the clearance of native vegetation.</p> <p>8. The development will not be located within the extents of the River Murray 1956 Flood Level as delineated by the SA Property and Planning Atlas.</p> |
| <p>Water tank (underground)</p> <p>Except where any of the following apply:</p> <ul style="list-style-type: none"> <li>Coastal Areas Overlay</li> <li>Hazards (Acid Sulfate Soils) Overlay</li> <li>Ramsar Wetlands Overlay</li> </ul>   | <p>1. The development will not be built, or encroach, on an area that is, or will be, required for a sewerage system or waste control system</p> <p>2. The tank (including any associated pump) is located wholly below the level of the ground</p> <p>3. Does not involve the clearance of native vegetation.</p>  |

**Table 2 - Deemed-to-Satisfy Development Classification**

The following table identifies Classes of Development that are classified as Deemed-to-Satisfy Development subject to meeting the 'Deemed-to-Satisfy Development Classification Criteria'. Provisions referred to in the table are Deemed-to-Satisfy Criteria. Where a development comprises more than one Class of Development the relevant criteria will be taken to be the sum of the criteria for each Class of Development.

| Class of Development   | Deemed-to-Satisfy Development Classification Criteria |  |  |   |
|--|---|--|--|---|
|  | Zone  | General Development Policies   | Subzone (applies only in the area affected by the Subzone) | Overlay (applies only in the area affected by the Overlay)                                      |
| <p>Advertisement</p> <p>Except where any of the following apply:</p> | None  | <p>Advertisements [Appearance]</p> <p>DTS/DPF 1.1, DTS/DPF 1.2, DTS/DPF 1.3, DTS/DPF 1.4</p> | None   | <p>Advertising Near Signalised Intersections Overlay</p> <p>[Advertisements Near Signalised</p> |

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|--|---|---|------|---|
| <ul style="list-style-type: none"> <li>• Character Preservation District Overlay</li> <li>• Heritage Adjacency Overlay</li> <li>• Historic Area Overlay</li> <li>• Local Heritage Place Overlay</li> <li>• Non-stop Corridor Overlay</li> <li>• Significant Landscape Protection Overlay</li> <li>• State Heritage Area Overlay</li> <li>• State Heritage Place Overlay</li> </ul>   |   | <p>Advertisements [Proliferation of Advertisements]<br/>DTS/DPF 2.3</p> <p>Advertisements [Advertising Content]<br/>DTS/DPF 3.1</p> <p>Advertisements [Amenity Impacts]<br/>DTS/DPF 4.1</p> <p>Advertisements [Safety]<br/>DTS/DPF 5.1, DTS/DPF 5.2, DTS/DPF 5.3, DTS/DPF 5.4, DTS/DPF 5.5, DTS/DPF 5.6</p> <p>Clearance from Overhead Powerlines<br/>DTS/DPF 1.1</p> <p>Infrastructure and Renewable Energy Facilities [Wastewater Services]<br/>DTS/DPF 12.2</p>  |      | <p>Intersections]<br/>DTS/DPF 1.1</p> <p>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form]<br/>DTS/DPF 1.1</p> <p>Airport Building Heights (Regulated) Overlay [Built Form]<br/>DTS/DPF 1.1</p> <p>Building Near Airfields Overlay<br/>DTS/DPF 1.3</p> <p>Defence Aviation Area Overlay [Built Form]<br/>DTS/DPF 1.1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>DTS/DPF 1.1</p> <p>Gateway Overlay [Advertisements]<br/>DTS/DPF 4.1</p> <p>Native Vegetation Overlay [Environmental Protection]<br/>DTS/DPF 1.1</p> <p>State Significant Native Vegetation Areas Overlay [Environmental Protection]<br/>DTS/DPF 1.1</p>  |
| <p>Dwelling addition<br/>Except where any of the following apply:</p> <ul style="list-style-type: none"> <li>• Coastal Areas Overlay</li> <li>• Hazards (Bushfire - General Risk) Overlay</li> <li>• Hazards (Bushfire - High Risk) Overlay</li> <li>• Hazards (Bushfire - Medium Risk) Overlay</li> <li>• Hazards (Bushfire - Regional) Overlay</li> <li>• Hazards (Flooding) Overlay</li> <li>• Heritage Adjacency Overlay</li> <li>• Interface Management Overlay</li> <li>• Local Heritage Place Overlay</li> <li>• Non-stop Corridor Overlay</li> <li>• River Murray Flood Plain Protection Area Overlay</li> <li>• Significant Landscape Protection Overlay</li> <li>• State Heritage Area Overlay</li> <li>• State Heritage Place Overlay</li> <li>• Water Resources Overlay</li> </ul> | <p>Land Use and Intensity<br/>DTS/DPF 1.1</p> <p>Built Form and Character<br/>DTS/DPF 2.2, DTS/DPF 2.3, DTS/DPF 2.4, DTS/DPF 2.5, DTS/DPF 2.6, DTS/DPF 2.7, DTS/DPF 2.8, DTS/DPF 2.9</p> <p>Interface Height<br/>DTS/DPF 3.1, DTS/DPF 3.2</p> <p>Movement, parking and access<br/>DTS/DPF 5.1</p> | <p>Clearance from Overhead Powerlines<br/>DTS/DPF 1.1</p> <p>Design in Urban Areas [All Development [On-site Waste Treatment Systems]]<br/>DTS/DPF 6.1</p> <p>Design in Urban Areas [All Development [Earthworks and sloping land]]<br/>DTS/DPF 8.1, DTS/DPF 8.2</p> <p>Design in Urban Areas [All Development [Overlooking / Visual Privacy (low rise buildings)]]<br/>DTS/DPF 10.1, DTS/DPF 10.2</p> <p>Design in Urban Areas [All residential development [Front elevations and passive surveillance]]<br/>DTS/DPF 17.1, DTS/DPF 17.2</p> <p>Design in Urban Areas [All residential development [Outlook and Amenity]]<br/>DTS/DPF 18.1</p> <p>Design in Urban Areas [Residential Development - Low Rise [External appearance]]<br/>DTS/DPF 20.1, DTS/DPF 20.2</p> <p>Design in Urban Areas [Residential Development - Low Rise [Private Open Space]]<br/>DTS/DPF 21.1, DTS/DPF 21.2</p> <p>Design in Urban Areas [Residential Development - Low Rise [Landscaping]]<br/>DTS/DPF 22.1</p> <p>Design in Urban Areas [Residential Development - Low Rise [Car parking, access and manoeuvrability]]<br/>DTS/DPF 23.1, DTS/DPF 23.2, DTS/DPF 23.3, DTS/DPF 23.4, DTS/DPF 23.5, DTS/DPF 23.6</p> <p>Design in Urban Areas [Residential Development - Low Rise [Waste storage]]<br/>DTS/DPF 24.1</p> <p>Infrastructure and Renewable Energy Facilities [Wastewater Services]<br/>DTS/DPF 12.2</p> | None | <p>Aircraft Noise Exposure Overlay [Built Form]<br/>DTS/DPF 2.1</p> <p>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form]<br/>DTS/DPF 1.1</p> <p>Airport Building Heights (Regulated) Overlay [Built Form]<br/>DTS/DPF 1.1</p> <p>Building Near Airfields Overlay<br/>DTS/DPF 1.3</p> <p>Character Area Overlay [Alterations and Additions]<br/>DTS/DPF 3.1</p> <p>Character Preservation District Overlay [Land Use and Intensity]<br/>DTS/DPF 1.2</p> <p>Coastal Flooding Overlay<br/>DTS/DPF 1.1</p> <p>Defence Aviation Area Overlay [Built Form]<br/>DTS/DPF 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening]<br/>DTS/DPF 1.1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>DTS/DPF 1.1</p> <p>Gateway Overlay [Built Form and Character]<br/>DTS/DPF 1.1</p> <p>Hazards (Bushfire - Outback) Overlay [Habitable Buildings]<br/>DTS/DPF 1.1</p> <p>Hazards (Bushfire - Outback) Overlay [Vehicle Access - Roads and Driveways]<br/>DTS/DPF 2.2</p> <p>Hazards (Flooding - General) Overlay [Flood Resilience]<br/>DTS/DPF 2.1</p> <p>Hazards (Flooding - Evidence Required) Overlay [Flood Resilience]<br/>DTS/DPF 1.1</p> <p>Historic Area Overlay [Alterations and additions]</p> |



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|  |  | <p>Transport, Access and Parking<br/>[Vehicle Parking Rates]<br/>DTS/DPF 5.1</p> <p>Transport, Access and Parking<br/>[Corner Cut-Offs]<br/>DTS/DPF 10.1</p> | <p>DTS/DPF 3.1</p> <p>Historic Shipwrecks Overlay<br/>[General]<br/>DTS/DPF 1.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Safe Entry and<br/>Exit (Traffic Flow)]<br/>DTS/DPF 1.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - On-Site Queuing]<br/>DTS/DPF 2.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Existing Access<br/>Points]<br/>DTS/DPF 3.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Location<br/>(Spacing)]<br/>DTS/DPF 4.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Location (Sight<br/>Lines)]<br/>DTS/DPF 5.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Mud and Debris]<br/>DTS/DPF 6.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Stormwater]<br/>DTS/DPF 7.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Public Road Junctions]<br/>DTS/DPF 8.1</p> <p>Key Railway Crossings Overlay<br/>[Access, Design and Function]<br/>DTS/DPF 1.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Safe Entry and<br/>Exit (Traffic Flow)]<br/>DTS/DPF 1.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - On-Site Queuing]<br/>DTS/DPF 2.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access – Location<br/>(Spacing) - Existing Access Points]<br/>DTS/DPF 3.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access – Location<br/>(Spacing) – New Access Points]<br/>DTS/DPF 4.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Location (Sight<br/>Lines)]<br/>DTS/DPF 5.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Mud and Debris]<br/>DTS/DPF 6.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Stormwater]<br/>DTS/DPF 7.1</p> <p>Major Urban Transport Routes<br/>Overlay [Building on Road<br/>Reserve]<br/>DTS/DPF 8.1</p> <p>Major Urban Transport Routes<br/>Overlay [Public Road Junctions]<br/>DTS/DPF 9.1</p> <p>Major Urban Transport Routes<br/>Overlay [Corner Cut-Offs]<br/>DTS/DPF 10.1</p> <p>Mount Lofty Ranges Water Supply<br/>Catchment (Area 1) Overlay<br/>[Stormwater]<br/>DTS/DPF 3.5, DTS/DPF 3.9</p> <p>Native Vegetation Overlay</p> |
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|  |      |      |      | [Environmental Protection]<br>DTS/DPF 1.1<br><br>Resource Extraction Protection<br>Area Overlay [Protection of<br>Strategic Resources]<br>DTS/DPF 1.1<br><br>Scenic Quality Overlay<br>[Earthworks]<br>DTS/DPF 4.1<br><br>Significant Interface Management<br>Overlay [Land Use and Intensity]<br>DTS/DPF 1.2<br><br>State Significant Native Vegetation<br>Areas Overlay [Environmental<br>Protection]<br>DTS/DPF 1.1<br><br>Urban Transport Routes Overlay<br>[Access - Safe Entry and Exit<br>(Traffic Flow)]<br>DTS/DPF 1.1<br><br>Urban Transport Routes Overlay<br>[Access - On-Site Queuing]<br>DTS/DPF 2.1<br><br>Urban Transport Routes Overlay<br>[Access - (Location Spacing) -<br>Existing Access Point]<br>DTS/DPF 3.1<br><br>Urban Transport Routes Overlay<br>[Access - Location (Spacing) -<br>New Access Points]<br>DTS/DPF 4.1<br><br>Urban Transport Routes Overlay<br>[Access - Location (Sight Lines)]<br>DTS/DPF 5.1<br><br>Urban Transport Routes Overlay<br>[Access - Mud and Debris]<br>DTS/DPF 6.1<br><br>Urban Transport Routes Overlay<br>[Access - Stormwater]<br>DTS/DPF 7.1<br><br>Urban Transport Routes Overlay<br>[Building on Road Reserve]<br>DTS/DPF 8.1<br><br>Urban Transport Routes Overlay<br>[Public Road Junctions]<br>DTS/DPF 9.1<br><br>Urban Transport Routes Overlay<br>[Corner Cut-Offs]<br>DTS/DPF 10.1 |
| Replacement building<br>Except where any of the following<br>apply: <ul style="list-style-type: none"> <li>• Coastal Areas Overlay</li> <li>• Hazard (Flooding) – Phase 3 Overlay</li> <li>• Hazards (Bushfire - High Risk) Overlay</li> <li>• Hazards (Bushfire - Medium Risk) Overlay</li> <li>• Historic Area Overlay</li> <li>• Local Heritage Place Overlay</li> <li>• River Murray Flood Plain Protection Area Overlay</li> <li>• State Heritage Area Overlay</li> <li>• State Heritage Place Overlay</li> </ul> | None | None | None | None   |
| Temporary accommodation in an area affected by bushfire  | None | None | None | None   |

**Table 3 - Applicable Policies for Performance Assessed Development**

The following table identifies the policies that are applicable to the assessment of the identified Class of Development. Policies referred to are Performance Outcome policies, and any associated Designated Performance Features. Relevant Desired Outcomes are not listed, but automatically apply in relation to a Performance Assessed Development. Where a development comprises more than one Class of Development the relevant policies will be taken to be the sum of the applicable policies for each Class of Development.

| Class of Development | Applicable Policies |         |         |         |
|----------------------|---------------------|---------|---------|---------|
|                      | Zone                | General | Subzone | Overlay |

|               |      | <b>Development Policies</b>   | <b>(applies only in the area affected by the Subzone)</b> | <b>(applies only in the area affected by the Overlay)</b>   |
|---------------|------|---|---|---|
| Advertisement | None | <p>Advertisements [Appearance]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>Advertisements [Proliferation of Advertisements]<br/>PO 2.1, PO 2.2, PO 2.3</p> <p>Advertisements [Advertising Content]<br/>PO 3.1</p> <p>Advertisements [Amenity Impacts]<br/>PO 4.1</p> <p>Advertisements [Safety]<br/>PO 5.1, PO 5.2, PO 5.3, PO 5.4, PO 5.5, PO 5.6</p> <p>Clearance from Overhead Powerlines<br/>PO 1.1</p> <p>Infrastructure and Renewable Energy Facilities [Wastewater Services]<br/>PO 12.2</p> | None  | <p>Advertising Near Signalised Intersections Overlay [Advertisements Near Signalised Intersections]<br/>PO 1.1</p> <p>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form]<br/>PO 1.1</p> <p>Airport Building Heights (Regulated) Overlay [Built Form]<br/>PO 1.1</p> <p>Building Near Airfields Overlay<br/>PO 1.3</p> <p>Character Area Overlay [All Development]<br/>PO 1.1</p> <p>Character Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.5</p> <p>Character Area Overlay [Ancillary Development]<br/>PO 4.3</p> <p>Character Area Overlay [Context and Streetscape Amenity]<br/>PO 6.2</p> <p>Character Preservation District Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2, PO 2.3</p> <p>Character Preservation District Overlay [Built Form and Character in the Rural Area]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5</p> <p>Character Preservation District Overlay [Earthworks]<br/>PO 4.1</p> <p>Coastal Flooding Overlay<br/>PO 1.1</p> <p>Defence Aviation Area Overlay [Built Form]<br/>PO 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Gateway Overlay [Advertisements]<br/>PO 4.1</p> <p>Hazards (Flooding) Overlay [Flood Resilience]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Flooding) Overlay [Environmental Protection]<br/>PO 4.2</p> <p>Heritage Adjacency Overlay [Built Form]<br/>PO 1.1</p> <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.5</p> <p>Historic Area Overlay [Ancillary development]<br/>PO 4.3</p> <p>Historic Area Overlay [Context and</p> |

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|-----------------|---|---|---|--|
|                 |   |   |   | Streetscape Amenity]<br>PO 6.2<br><br>Historic Area Overlay [Ruins]<br>PO 8.1<br><br>Local Heritage Place Overlay [Built Form]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7<br><br>Local Heritage Place Overlay [Alterations and Additions]<br>PO 2.1, PO 2.2<br><br>Local Heritage Place Overlay [Ancillary Development]<br>PO 3.3<br><br>Native Vegetation Overlay [Environmental Protection]<br>PO 1.1, PO 1.2, PO 1.4<br><br>Non-Stop Corridors Overlay [Non-Stop Corridor Overlay]<br>PO 1.1<br><br>Scenic Quality Overlay [Land Use and Intensity]<br>PO 1.1<br><br>Scenic Quality Overlay [Built Form and Character]<br>PO 2.1<br><br>Significant Landscape Protection Overlay [Land Use and Intensity]<br>PO 1.1<br><br>Significant Landscape Protection Overlay [Built Form and Character]<br>PO 2.1, PO 2.2<br><br>Significant Landscape Protection Overlay [Landscaping]<br>PO 3.1<br><br>Significant Landscape Protection Overlay [Earthworks]<br>PO 4.1<br><br>State Heritage Area Overlay [Built Form]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5<br><br>State Heritage Area Overlay [Ancillary Development]<br>PO 3.3<br><br>State Heritage Area Overlay [Landscape Context and Streetscape Amenity]<br>PO 5.1<br><br>State Heritage Place Overlay [Built Form]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6<br><br>State Heritage Place Overlay [Ancillary Development]<br>PO 3.3<br><br>State Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br>PO 5.1<br><br>State Significant Native Vegetation Areas Overlay [Environmental Protection]<br>PO 1.1 |
| Consulting room | Land Use and Intensity<br>PO 1.1, PO 1.2, PO 1.6, PO 1.7<br><br>Built Form and Character<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5, PO 2.6, PO 2.7, PO 2.8, PO 2.9<br><br>Interface Height<br>PO 3.1, PO 3.2<br><br>Movement, parking and access<br>PO 5.1<br><br>Concept Plans | Clearance from Overhead Powerlines<br>PO 1.1<br><br>Design in Urban Areas [All Development [External Appearance]]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5<br><br>Design in Urban Areas [All Development [Safety]]<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5 | Main Street Subzone [Land Use and Intensity]<br>PO 1.1, PO 1.3, PO 1.4<br><br>Main Street Subzone [Built Form and Character]<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5<br><br>Urban Neighbourhood Retail Subzone [Land Use and Intensity]<br>PO 1.1 | Aircraft Noise Exposure Overlay [Land Use and Intensity]<br>PO 1.1<br><br>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form]<br>PO 1.1<br><br>Airport Building Heights (Regulated) Overlay [Built Form]<br>PO 1.1<br><br>Building Near Airfields Overlay   |

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|  | PO 6.1 | <p>Design in Urban Areas [All Development [Landscaping]]<br/>PO 3.1</p> <p>Design in Urban Areas [All Development [Environmental Performance]]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Design in Urban Areas [All Development [On-site Waste Treatment Systems]]<br/>PO 6.1</p> <p>Design in Urban Areas [All Development [Car parking appearance]]<br/>PO 7.1, PO 7.2, PO 7.3, PO 7.4, PO 7.5, PO 7.6, PO 7.7</p> <p>Design in Urban Areas [All Development [Earthworks and sloping land]]<br/>PO 8.1, PO 8.2, PO 8.3, PO 8.4, PO 8.5</p> <p>Design in Urban Areas [All Development [Overlooking / Visual Privacy (low rise buildings)]]<br/>PO 10.1, PO 10.2</p> <p>Design in Urban Areas [All Development [Site Facilities / Waste Storage (excluding low rise residential development)]]<br/>PO 11.1, PO 11.2, PO 11.3, PO 11.4, PO 11.5</p> <p>Design in Urban Areas [All Development - Medium and High Rise [External Appearance]]<br/>PO 12.1, PO 12.2, PO 12.3, PO 12.4, PO 12.5, PO 12.6, PO 12.7, PO 12.8</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Landscaping]]<br/>PO 13.1, PO 13.2, PO 13.3, PO 13.4</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Environmental]]<br/>PO 14.1, PO 14.2, PO 14.3</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Car Parking]]<br/>PO 15.1, PO 15.2</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Overlooking/Visual Privacy]]<br/>PO 16.1</p> <p>Design in Urban Areas [All non-residential development [Water Sensitive Design]]<br/>PO 42.1, PO 42.2, PO 42.3</p> <p>Design in Urban Areas [All non-residential development [Wash-down and Waste Loading and Unloading]]<br/>PO 43.1</p> <p>Design in Urban Areas [Laneway Development [Infrastructure and Access]]<br/>PO 44.1</p> <p>Interface between Land Uses [Hours of Operation]<br/>PO 2.1</p> <p>Interface between Land Uses [Overshadowing]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Interface between Land Uses [Activities Generating Noise or Vibration]<br/>PO 4.1, PO 4.2, PO 4.5, PO 4.6</p> <p>Interface between Land Uses [Air</p> | <p>PO 1.3</p> <p>Character Area Overlay [All Development]<br/>PO 1.1</p> <p>Character Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Character Area Overlay [Alterations and Additions]<br/>PO 3.1</p> <p>Character Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Character Preservation District Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2, PO 2.3</p> <p>Character Preservation District Overlay [Built Form and Character in the Rural Area]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6</p> <p>Character Preservation District Overlay [Earthworks]<br/>PO 4.1</p> <p>Coastal Areas Overlay [Hazard Risk Minimisation]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Coastal Areas Overlay [Coast Protection Works]<br/>PO 3.1, PO 3.2</p> <p>Coastal Areas Overlay [Environment Protection]<br/>PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO 4.5, PO 4.6, PO 4.7</p> <p>Coastal Areas Overlay [Access]<br/>PO 5.1, PO 5.2, PO 5.4</p> <p>Coastal Flooding Overlay<br/>PO 1.1</p> <p>Defence Aviation Area Overlay [Built Form]<br/>PO 1.1, PO 1.2</p> <p>Design Overlay [General]<br/>PO 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines (Facilities) Overlay [Safety]<br/>PO 1.1</p> <p>Gateway Overlay [Built Form and Character]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Gateway Overlay [Landscaping]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4</p> <p>Hazards (Acid Sulfate Soils) Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Built Form]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - General Risk)</p> |
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|  |  | <p>Quality]<br/>PO 5.2</p> <p>Interface between Land Uses<br/>[Light Spill]<br/>PO 6.1</p> <p>Interface between Land Uses<br/>[Solar Reflectivity / Glare]<br/>PO 7.1</p> <p>Out of Activity Centre Development<br/>PO 1.1, PO 1.2</p> <p>Site Contamination<br/>PO 1.1</p> <p>Transport, Access and Parking<br/>[Movement Systems]<br/>PO 1.2, PO 1.4</p> <p>Transport, Access and Parking<br/>[Sightlines]<br/>PO 2.1, PO 2.2</p> <p>Transport, Access and Parking<br/>[Vehicle Access]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6, PO 3.7, PO 3.8, PO 3.9</p> <p>Transport, Access and Parking<br/>[Access for People with Disabilities]<br/>PO 4.1</p> <p>Transport, Access and Parking<br/>[Vehicle Parking Rates]<br/>PO 5.1</p> <p>Transport, Access and Parking<br/>[Vehicle Parking Areas]<br/>PO 6.1, PO 6.2, PO 6.3, PO 6.4, PO 6.5, PO 6.6</p> <p>Transport, Access and Parking<br/>[Undercroft and Below Ground Garaging and Parking of Vehicles]<br/>PO 7.1</p> <p>Transport, Access and Parking<br/>[Bicycle Parking in Designated Areas]<br/>PO 9.1, PO 9.2, PO 9.3</p> <p>Transport, Access and Parking<br/>[Corner Cut-Offs]<br/>PO 10.1</p> | <p>Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Land Use]<br/>PO 1.1</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Siting]<br/>PO 2.1</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Built Form]<br/>PO 3.1, PO 3.2</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Vehicle Access –Roads, Driveways and Fire Tracks]<br/>PO 6.1, PO 6.2, PO 6.3</p> <p>Hazards (Bushfire - Medium Risk)<br/>Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Medium Risk)<br/>Overlay [Built Form]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - Medium Risk)<br/>Overlay [Vehicle Access - Roads, Driveways and Fire Tracks]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Outback)<br/>Overlay [Vehicle Access - Roads and Driveways]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - Regional)<br/>Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Regional)<br/>Overlay [Built Form]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - Regional)<br/>Overlay [Vehicle Access -Roads and Driveways]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>Hazards (Flooding) Overlay [Flood Resilience]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5</p> <p>Hazards (Flooding) Overlay [Environmental Protection]<br/>PO 4.2</p> <p>Hazards (Flooding) Overlay [Site Earthworks]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay [Access]<br/>PO 6.1, PO 6.2</p> <p>Hazards (Flooding – General)<br/>Overlay [Flood Resilience]<br/>PO 2.1</p> <p>Hazards (Flooding – General)<br/>Overlay [Environmental Protection]<br/>PO 3.1</p> <p>Hazards (Flooding - Evidence Required) Overlay [Flood Resilience]<br/>PO 1.1</p> <p>Heritage Adjacency Overlay [Built Form]<br/>PO 1.1</p> <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Historic Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> |
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|  |  |  |  | <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Historic Shipwrecks Overlay<br/>[General]<br/>PO 1.1</p> <p>Interface Management Overlay<br/>[Land Use and Intensity]<br/>PO 1.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Safe Entry and<br/>Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Existing Access<br/>Points]<br/>PO 3.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Location<br/>(Spacing)]<br/>PO 4.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Location (Sight<br/>Lines)]<br/>PO 5.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Public Road Junctions]<br/>PO 8.1</p> <p>Key Railway Crossings Overlay<br/>[Access, Design and Function]<br/>PO 1.1</p> <p>Limited Dwelling Overlay<br/>PO 1.1</p> <p>Local Heritage Place Overlay [Built<br/>Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO<br/>1.5, PO 1.6, PO 1.7</p> <p>Local Heritage Place Overlay<br/>[Landscape Context and<br/>Streetscape Amenity]<br/>PO 5.1</p> <p>Local Heritage Place Overlay<br/>[Conservation Works]<br/>PO 7.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Safe Entry and<br/>Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access – Location<br/>(Spacing) - Existing Access Points]<br/>PO 3.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access – Location<br/>(Spacing) – New Access Points]<br/>PO 4.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Location (Sight<br/>Lines)]<br/>PO 5.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Mud and Debris]<br/>PO 6.1</p> |
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|  |  |  |  | Major Urban Transport Routes Overlay [Access - Stormwater]<br>PO 7.1                                      |
|  |  |  |  | Major Urban Transport Routes Overlay [Building on Road Reserve]<br>PO 8.1                                 |
|  |  |  |  | Major Urban Transport Routes Overlay [Public Road Junctions]<br>PO 9.1                                    |
|  |  |  |  | Major Urban Transport Routes Overlay [Corner Cut-Offs]<br>PO 10.1   |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Water Quality]<br>PO 1.1                      |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Wastewater]<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4 |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Stormwater]<br>PO 3.1, PO 3.2, PO 3.3, PO 3.9 |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Landscapes and Natural Features]<br>PO 4.1    |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Water Quality]<br>PO 1.1                      |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Wastewater]<br>PO 2.1, PO 2.3, PO 2.4, PO 2.5 |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Stormwater]<br>PO 3.1, PO 3.2, PO 3.3, PO 3.9 |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Landscapes and Natural Features]<br>PO 4.1    |
|  |  |  |  | Native Vegetation Overlay [Environmental Protection]<br>PO 1.1, PO 1.2, PO 1.4                            |
|  |  |  |  | Non-Stop Corridors Overlay [Non-Stop Corridor Overlay]<br>PO 1.1  |
|  |  |  |  | Resource Extraction Protection Area Overlay [Protection of Strategic Resources]<br>PO 1.1                 |
|  |  |  |  | River Murray Flood Plain Protection Area Overlay [Wastewater]<br>PO 1.1                                   |
|  |  |  |  | River Murray Flood Plain Protection Area Overlay [Built Form and Character]<br>PO 4.1, PO 4.3             |
|  |  |  |  | River Murray Flood Plain Protection Area Overlay [Flood Resilience]<br>PO 5.1, PO 5.2                     |
|  |  |  |  | River Murray Flood Plain Protection Area Overlay [Environmental Protection]<br>PO 6.1, PO 6.2, PO 6.3     |
|  |  |  |  | River Murray Flood Plain Protection Area Overlay [Access]<br>PO 7.1, PO 7.2, PO 7.3                       |
|  |  |  |  | Scenic Quality Overlay [Land Use and Intensity]<br>PO 1.1   |



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|  |  |  |  | <p>Scenic Quality Overlay [Built Form and Character]<br/>PO 2.1</p> <p>Scenic Quality Overlay [Landscaping]<br/>PO 3.1</p> <p>Scenic Quality Overlay [Earthworks]<br/>PO 4.1</p> <p>Significant Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2</p> <p>Significant Landscape Protection Overlay [Landscaping]<br/>PO 3.1</p> <p>Significant Landscape Protection Overlay [Earthworks]<br/>PO 4.1</p> <p>State Heritage Area Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>State Heritage Area Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Area Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>State Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Significant Native Vegetation Areas Overlay [Environmental Protection]<br/>PO 1.1</p> <p>Stormwater Management Overlay<br/>PO 1.1</p> <p>Traffic Generating Development Overlay [Traffic Generating Development]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Urban Transport Routes Overlay [Access - (Location Spacing) - Existing Access Point]<br/>PO 3.1</p> <p>Urban Transport Routes Overlay [Access - Location (Spacing) - New Access Points]<br/>PO 4.1</p> <p>Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> |
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|                   |   |   |   | <p>Urban Transport Routes Overlay [Access – Mud and Debris]<br/>PO 6.1</p> <p>Urban Transport Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Urban Transport Routes Overlay [Building on Road Reserve]<br/>PO 8.1</p> <p>Urban Transport Routes Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Urban Transport Routes Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Urban Tree Canopy Overlay<br/>PO 1.1</p> <p>Water Resources Overlay [Water Catchment]<br/>PO 1.1, PO 1.2, PO 1.5, PO 1.6, PO 1.7, PO 1.8</p>   |
| Demolition        | None  | None  | None  | <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Demolition]<br/>PO 7.1, PO 7.2, PO 7.3</p> <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Local Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>Local Heritage Place Overlay [Demolition]<br/>PO 6.1, PO 6.2</p> <p>Local Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Heritage Area Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Area Overlay [Demolition]<br/>PO 6.1</p> <p>State Heritage Area Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Place Overlay [Demolition]<br/>PO 6.1</p> <p>State Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> |
| Detached dwelling | <p>Land Use and Intensity<br/>PO 1.1, PO 1.2</p> <p>Built Form and Character<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5, PO 2.6, PO 2.7, PO 2.8, PO 2.9</p> <p>Interface Height<br/>PO 3.1, PO 3.2</p> <p>Movement, parking and access<br/>PO 5.1</p> | <p>Clearance from Overhead Powerlines<br/>PO 1.1</p> <p>Design in Urban Areas [All Development [On-site Waste Treatment Systems]]<br/>PO 6.1</p> <p>Design in Urban Areas [All Development [Car parking appearance]]<br/>PO 7.1</p> <p>Design in Urban Areas [All Development [Earthworks and sloping land]]<br/>PO 8.1, PO 8.2, PO 8.3, PO 8.4, PO 8.5</p> <p>Design in Urban Areas [All Development [Overlooking / Visual</p> | <p>Main Street Subzone [Land Use and Intensity]<br/>PO 1.3, PO 1.4</p> <p>Main Street Subzone [Built Form and Character]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> | <p>Adelaide Dolphin Sanctuary Overlay [Land Use]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Affordable Housing Overlay [Land Division]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Affordable Housing Overlay [Built Form and Character]<br/>PO 2.1</p> <p>Affordable Housing Overlay [Affordable Housing Incentives]<br/>PO 3.1, PO 3.2</p> <p>Affordable Housing Overlay [Movement and Car Parking]<br/>PO 4.1</p> <p>Aircraft Noise Exposure Overlay [Land Use and Intensity]</p>  |

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|  |  | <p>Privacy (low rise buildings)]]<br/>PO 10.1, PO 10.2</p> <p>Design in Urban Areas [All residential development [Front elevations and passive surveillance]]<br/>PO 17.1, PO 17.2</p> <p>Design in Urban Areas [All residential development [Outlook and Amenity]]<br/>PO 18.1</p> <p>Design in Urban Areas [Residential Development - Low Rise [External appearance]]<br/>PO 20.1, PO 20.2, PO 20.3</p> <p>Design in Urban Areas [Residential Development - Low Rise [Private Open Space]]<br/>PO 21.1, PO 21.2</p> <p>Design in Urban Areas [Residential Development - Low Rise [Landscaping]]<br/>PO 22.1</p> <p>Design in Urban Areas [Residential Development - Low Rise [Car parking, access and manoeuvrability]]<br/>PO 23.1, PO 23.2, PO 23.3, PO 23.4, PO 23.5, PO 23.6</p> <p>Design in Urban Areas [Residential Development - Low Rise [Waste storage]]<br/>PO 24.1</p> <p>Design in Urban Areas [Residential Development - Low Rise [Design of Transportable Buildings]]<br/>PO 25.1</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Amenity]]<br/>PO 31.2, PO 31.3, PO 31.4</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Car parking, access and manoeuvrability]]<br/>PO 33.1, PO 33.4, PO 33.5</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Soft landscaping]]<br/>PO 34.2</p> <p>Design in Urban Areas [Laneway Development [Infrastructure and Access]]<br/>PO 44.1</p> <p>Infrastructure and Renewable Energy Facilities [Water Supply]<br/>PO 11.2</p> <p>Infrastructure and Renewable Energy Facilities [Wastewater Services]<br/>PO 12.1, PO 12.2</p> <p>Interface between Land Uses [Overshadowing]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Site Contamination<br/>PO 1.1</p> <p>Transport, Access and Parking [Vehicle Parking Rates]<br/>PO 5.1</p> <p>Transport, Access and Parking [Corner Cut-Offs]<br/>PO 10.1</p> | <p>PO 1.1</p> <p>Aircraft Noise Exposure Overlay [Built Form]<br/>PO 2.1</p> <p>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form]<br/>PO 1.1</p> <p>Airport Building Heights (Regulated) Overlay [Built Form]<br/>PO 1.1</p> <p>Building Near Airfields Overlay<br/>PO 1.3</p> <p>Character Area Overlay [All Development]<br/>PO 1.1</p> <p>Character Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Character Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Character Preservation District Overlay [Land Use and Intensity]<br/>PO 1.2</p> <p>Character Preservation District Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2, PO 2.3</p> <p>Character Preservation District Overlay [Built Form and Character in the Rural Area]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6</p> <p>Character Preservation District Overlay [Earthworks]<br/>PO 4.1</p> <p>Coastal Areas Overlay [Hazard Risk Minimisation]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Coastal Areas Overlay [Coast Protection Works]<br/>PO 3.1, PO 3.2</p> <p>Coastal Areas Overlay [Environment Protection]<br/>PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO 4.5, PO 4.6, PO 4.7</p> <p>Coastal Areas Overlay [Access]<br/>PO 5.1, PO 5.2, PO 5.4</p> <p>Coastal Flooding Overlay<br/>PO 1.1</p> <p>Defence Aviation Area Overlay [Built Form]<br/>PO 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines (Facilities) Overlay [Safety]<br/>PO 1.1</p> <p>Gateway Overlay [Built Form and Character]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Gateway Overlay [Landscaping]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4</p> <p>Hazards (Acid Sulfate Soils) Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk)</p> |
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|  |  |  |  | <p>Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk)<br/>Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - General Risk)<br/>Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - General Risk)<br/>Overlay [Vehicle Access – Roads,<br/>Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Land Use]<br/>PO 1.1</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Siting]<br/>PO 2.1</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Built Form]<br/>PO 3.1</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Habitable Buildings]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Vehicle Access –Roads,<br/>Driveways and Fire Tracks]<br/>PO 6.2, PO 6.3</p> <p>Hazards (Bushfire - Medium Risk)<br/>Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Medium Risk)<br/>Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - Medium Risk)<br/>Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Medium Risk)<br/>Overlay [Vehicle Access - Roads,<br/>Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Outback)<br/>Overlay [Habitable Buildings]<br/>PO 1.1</p> <p>Hazards (Bushfire - Outback)<br/>Overlay [Vehicle Access - Roads<br/>and Driveways]<br/>PO 2.2</p> <p>Hazards (Bushfire - Regional)<br/>Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Regional)<br/>Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - Regional)<br/>Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Regional)<br/>Overlay [Vehicle Access -Roads<br/>and Driveways]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Flooding) Overlay [Flood<br/>Resilience]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO<br/>3.5</p> <p>Hazards (Flooding) Overlay<br/>[Environmental Protection]<br/>PO 4.2</p> <p>Hazards (Flooding) Overlay [Site<br/>Earthworks]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay<br/>[Access]<br/>PO 6.1, PO 6.2</p> |
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|  |  |  |  | <p>Hazards (Flooding – General) Overlay [Flood Resilience]<br/>PO 2.1</p> <p>Hazards (Flooding - Evidence Required) Overlay [Flood Resilience]<br/>PO 1.1</p> <p>Heritage Adjacency Overlay [Built Form]<br/>PO 1.1</p> <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Historic Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Historic Shipwrecks Overlay [General]<br/>PO 1.1</p> <p>Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Key Outback and Rural Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Key Outback and Rural Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Key Outback and Rural Routes Overlay [Access - Existing Access Points]<br/>PO 3.1</p> <p>Key Outback and Rural Routes Overlay [Access - Location (Spacing)]<br/>PO 4.1</p> <p>Key Outback and Rural Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Key Outback and Rural Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Key Outback and Rural Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Key Outback and Rural Routes Overlay [Public Road Junctions]<br/>PO 8.1</p> <p>Key Railway Crossings Overlay [Access, Design and Function]<br/>PO 1.1</p> <p>Limited Dwelling Overlay<br/>PO 1.1</p> <p>Local Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>Local Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>Local Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> <p>Major Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> |
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|  |  |  |  | Major Urban Transport Routes Overlay [Access - On-Site Queuing] PO 2.1                                 |
|  |  |  |  | Major Urban Transport Routes Overlay [Access – Location (Spacing) - Existing Access Points] PO 3.1     |
|  |  |  |  | Major Urban Transport Routes Overlay [Access – Location (Spacing) – New Access Points] PO 4.1          |
|  |  |  |  | Major Urban Transport Routes Overlay [Access - Location (Sight Lines)] PO 5.1                          |
|  |  |  |  | Major Urban Transport Routes Overlay [Access - Mud and Debris] PO 6.1                                  |
|  |  |  |  | Major Urban Transport Routes Overlay [Access - Stormwater] PO 7.1                                      |
|  |  |  |  | Major Urban Transport Routes Overlay [Building on Road Reserve] PO 8.1                                 |
|  |  |  |  | Major Urban Transport Routes Overlay [Public Road Junctions] PO 9.1                                    |
|  |  |  |  | Major Urban Transport Routes Overlay [Corner Cut-Offs] PO 10.1   |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Water Quality] PO 1.1                      |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Wastewater] PO 2.2, PO 2.3, PO 2.4         |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Stormwater] PO 3.1, PO 3.2, PO 3.3, PO 3.9 |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Landscapes and Natural Features] PO 4.1    |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Water Quality] PO 1.1                      |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Wastewater] PO 2.1, PO 2.4, PO 2.5         |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Stormwater] PO 3.1, PO 3.2, PO 3.3, PO 3.9 |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Landscapes and Natural Features] PO 4.1    |
|  |  |  |  | Native Vegetation Overlay [Environmental Protection] PO 1.1, PO 1.2, PO 1.4                            |
|  |  |  |  | Non-Stop Corridors Overlay [Non-Stop Corridor Overlay] PO 1.1  |
|  |  |  |  | Resource Extraction Protection Area Overlay [Protection of Strategic Resources] PO 1.1                 |
|  |  |  |  | River Murray Flood Plain Protection  |

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|  |  |  |  | <p>Area Overlay [Wastewater]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection<br/>Area Overlay [Built Form and<br/>Character]<br/>PO 4.1, PO 4.3</p> <p>River Murray Flood Plain Protection<br/>Area Overlay [Flood Resilience]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>River Murray Flood Plain Protection<br/>Area Overlay [Environmental<br/>Protection]<br/>PO 6.1, PO 6.2, PO 6.3</p> <p>River Murray Flood Plain Protection<br/>Area Overlay [Access]<br/>PO 7.1, PO 7.2, PO 7.3</p> <p>Scenic Quality Overlay [Land Use<br/>and Intensity]<br/>PO 1.1</p> <p>Scenic Quality Overlay [Built Form<br/>and Character]<br/>PO 2.1</p> <p>Scenic Quality Overlay<br/>[Landscaping]<br/>PO 3.1</p> <p>Scenic Quality Overlay<br/>[Earthworks]<br/>PO 4.1</p> <p>Significant Interface Management<br/>Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection<br/>Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection<br/>Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2</p> <p>Significant Landscape Protection<br/>Overlay [Landscaping]<br/>PO 3.1</p> <p>Significant Landscape Protection<br/>Overlay [Earthworks]<br/>PO 4.1</p> <p>State Heritage Area Overlay [Built<br/>Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO<br/>1.5</p> <p>State Heritage Area Overlay<br/>[Landscape Context and<br/>Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Area Overlay<br/>[Conservation Works]<br/>PO 7.1</p> <p>State Heritage Place Overlay [Built<br/>Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO<br/>1.5, PO 1.6, PO 1.7</p> <p>State Heritage Place Overlay<br/>[Landscape Context and<br/>Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Place Overlay<br/>[Conservation Works]<br/>PO 7.1</p> <p>State Significant Native Vegetation<br/>Areas Overlay [Environmental<br/>Protection]<br/>PO 1.1</p> <p>Stormwater Management Overlay<br/>PO 1.1</p> <p>Traffic Generating Development<br/>Overlay [Traffic Generating<br/>Development]<br/>PO 1.1, PO 1.2, PO 1.3</p> |
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|          |   |  |   | <p>Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)] PO 1.1</p> <p>Urban Transport Routes Overlay [Access - On-Site Queuing] PO 2.1</p> <p>Urban Transport Routes Overlay [Access - (Location Spacing) - Existing Access Point] PO 3.1</p> <p>Urban Transport Routes Overlay [Access – Location (Spacing) – New Access Points] PO 4.1</p> <p>Urban Transport Routes Overlay [Access - Location (Sight Lines)] PO 5.1</p> <p>Urban Transport Routes Overlay [Access – Mud and Debris] PO 6.1</p> <p>Urban Transport Routes Overlay [Access - Stormwater] PO 7.1</p> <p>Urban Transport Routes Overlay [Building on Road Reserve] PO 8.1</p> <p>Urban Transport Routes Overlay [Public Road Junctions] PO 9.1</p> <p>Urban Transport Routes Overlay [Corner Cut-Offs] PO 10.1</p> <p>Urban Tree Canopy Overlay PO 1.1</p> <p>Water Resources Overlay [Water Catchment] PO 1.1, PO 1.2, PO 1.5, PO 1.6, PO 1.7, PO 1.8</p> |
| Dwelling | <p>Land Use and Intensity PO 1.1, PO 1.2</p> <p>Built Form and Character PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5, PO 2.6, PO 2.7, PO 2.8, PO 2.9</p> <p>Interface Height PO 3.1, PO 3.2</p> <p>Movement, parking and access PO 5.1</p> | <p>Clearance from Overhead Powerlines PO 1.1</p> <p>Design in Urban Areas [All Development [External Appearance]] PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>Design in Urban Areas [All Development [Safety]] PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Design in Urban Areas [All Development [Landscaping]] PO 3.1</p> <p>Design in Urban Areas [All Development [Environmental Performance]] PO 4.1, PO 4.2, PO 4.3</p> <p>Design in Urban Areas [All Development [On-site Waste Treatment Systems]] PO 6.1</p> <p>Design in Urban Areas [All Development [Car parking appearance]] PO 7.1, PO 7.2, PO 7.3, PO 7.4, PO 7.5, PO 7.6, PO 7.7</p> <p>Design in Urban Areas [All Development [Earthworks and sloping land]] PO 8.1, PO 8.2, PO 8.3, PO 8.4, PO 8.5</p> <p>Design in Urban Areas [All Development [Overlooking / Visual Privacy (low rise buildings)]] PO 10.1, PO 10.2</p> | <p>Main Street Subzone [Land Use and Intensity] PO 1.3, PO 1.4</p> <p>Main Street Subzone [Built Form and Character] PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> | <p>Affordable Housing Overlay [Land Division] PO 1.1, PO 1.2, PO 1.3</p> <p>Affordable Housing Overlay [Built Form and Character] PO 2.1</p> <p>Affordable Housing Overlay [Affordable Housing Incentives] PO 3.1, PO 3.2</p> <p>Affordable Housing Overlay [Movement and Car Parking] PO 4.1</p> <p>Aircraft Noise Exposure Overlay [Land Use and Intensity] PO 1.1</p> <p>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form] PO 1.1</p> <p>Airport Building Heights (Regulated) Overlay [Built Form] PO 1.1</p> <p>Building Near Airfields Overlay PO 1.3</p> <p>Character Area Overlay [All Development] PO 1.1</p> <p>Character Area Overlay [Built Form] PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Character Area Overlay [Context and Streetscape Amenity] PO 6.1, PO 6.2</p> <p>Coastal Areas Overlay [Hazard Risk Minimisation]</p>  |



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|  | <p>Design in Urban Areas [All Development [Site Facilities / Waste Storage (excluding low rise residential development)]]<br/>PO 11.1, PO 11.2, PO 11.3, PO 11.4, PO 11.5</p> <p>Design in Urban Areas [All Development - Medium and High Rise [External Appearance]]<br/>PO 12.1, PO 12.2, PO 12.3, PO 12.4, PO 12.5, PO 12.6, PO 12.7, PO 12.8</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Landscaping]]<br/>PO 13.1, PO 13.2, PO 13.3, PO 13.4</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Environmental]]<br/>PO 14.1, PO 14.2, PO 14.3</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Overlooking/Visual Privacy]]<br/>PO 16.1</p> <p>Design in Urban Areas [All residential development [Front elevations and passive surveillance]]<br/>PO 17.1, PO 17.2</p> <p>Design in Urban Areas [All residential development [Outlook and Amenity]]<br/>PO 18.1, PO 18.2</p> <p>Design in Urban Areas [Residential Development - Low Rise [External appearance]]<br/>PO 20.1, PO 20.2, PO 20.3</p> <p>Design in Urban Areas [Residential Development - Low Rise [Private Open Space]]<br/>PO 21.1, PO 21.2</p> <p>Design in Urban Areas [Residential Development - Low Rise [Landscaping]]<br/>PO 22.1</p> <p>Design in Urban Areas [Residential Development - Low Rise [Car parking, access and manoeuvrability]]<br/>PO 23.1, PO 23.2, PO 23.3, PO 23.4, PO 23.5, PO 23.6</p> <p>Design in Urban Areas [Residential Development - Low Rise [Waste storage]]<br/>PO 24.1</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Outlook and Visual Privacy]]<br/>PO 26.1, PO 26.2</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Private Open Space]]<br/>PO 27.1</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Residential amenity in multi-level buildings]]<br/>PO 28.1, PO 28.2, PO 28.3, PO 28.4, PO 28.5, PO 28.6, PO 28.7</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Dwelling Configuration]]<br/>PO 29.1, PO 29.2</p> | <p>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Coastal Areas Overlay [Coast Protection Works]<br/>PO 3.1, PO 3.2</p> <p>Coastal Areas Overlay [Environment Protection]<br/>PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO 4.5, PO 4.6, PO 4.7</p> <p>Coastal Areas Overlay [Access]<br/>PO 5.1, PO 5.2, PO 5.4</p> <p>Coastal Flooding Overlay<br/>PO 1.1</p> <p>Defence Aviation Area Overlay [Built Form]<br/>PO 1.1</p> <p>Design Overlay [General]<br/>PO 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines (Facilities) Overlay [Safety]<br/>PO 1.1</p> <p>Gateway Overlay [Built Form and Character]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Gateway Overlay [Landscaping]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4</p> <p>Hazards (Acid Sulfate Soils) Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - General Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Land Use]<br/>PO 1.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Siting]<br/>PO 2.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Built Form]<br/>PO 3.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Habitable Buildings]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Vehicle Access –Roads, Driveways and Fire Tracks]<br/>PO 6.2, PO 6.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Medium Risk)</p> |
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|  | <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Common Areas]]<br/>PO 30.1</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Amenity]]<br/>PO 31.1, PO 31.2, PO 31.3, PO 31.4</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Communal Open Space]]<br/>PO 32.1, PO 32.2, PO 32.3, PO 32.4, PO 32.5</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Car parking, access and manoeuvrability]]<br/>PO 33.1, PO 33.2, PO 33.3, PO 33.4, PO 33.5</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Soft landscaping]]<br/>PO 34.1, PO 34.2</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Site Facilities / Waste Storage]]<br/>PO 35.1, PO 35.2, PO 35.3, PO 35.4, PO 35.5, PO 35.6</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Water sensitive urban design]]<br/>PO 36.1, PO 36.2</p> <p>Design in Urban Areas [Laneway Development [Infrastructure and Access]]<br/>PO 44.1</p> <p>Infrastructure and Renewable Energy Facilities [Water Supply]<br/>PO 11.2</p> <p>Infrastructure and Renewable Energy Facilities [Wastewater Services]<br/>PO 12.1, PO 12.2</p> <p>Interface between Land Uses [General Land Use Compatibility]<br/>PO 1.1</p> <p>Interface between Land Uses [Overshadowing]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Interface between Land Uses [Activities Generating Noise or Vibration]<br/>PO 4.3, PO 4.4</p> <p>Site Contamination<br/>PO 1.1</p> <p>Transport, Access and Parking [Sightlines]<br/>PO 2.1, PO 2.2</p> <p>Transport, Access and Parking [Vehicle Access]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6, PO 3.7</p> <p>Transport, Access and Parking [Access for People with Disabilities]<br/>PO 4.1</p> <p>Transport, Access and Parking [Vehicle Parking Rates]</p> | <p>Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Vehicle Access - Roads, Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Outback) Overlay [Habitable Buildings]<br/>PO 1.1</p> <p>Hazards (Bushfire - Outback) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 2.2</p> <p>Hazards (Bushfire - Regional) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Regional) Overlay [Built Form]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - Regional) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Regional) Overlay [Vehicle Access -Roads and Driveways]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>Hazards (Flooding) Overlay [Flood Resilience]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5</p> <p>Hazards (Flooding) Overlay [Environmental Protection]<br/>PO 4.2</p> <p>Hazards (Flooding) Overlay [Site Earthworks]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay [Access]<br/>PO 6.1, PO 6.2</p> <p>Hazards (Flooding – General) Overlay [Flood Resilience]<br/>PO 2.1</p> <p>Hazards (Flooding - Evidence Required) Overlay [Flood Resilience]<br/>PO 1.1</p> <p>Heritage Adjacency Overlay [Built Form]<br/>PO 1.1</p> <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Historic Area Overlay [Context and Streetscape Amenities]<br/>PO 6.1, PO 6.2</p> <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Historic Shipwrecks Overlay [General]<br/>PO 1.1</p> <p>Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Key Railway Crossings Overlay [Access, Design and Function]<br/>PO 1.1</p> <p>Local Heritage Place Overlay [Built Form]</p> |
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|  |  | <p>PO 5.1</p> <p>Transport, Access and Parking<br/>[Vehicle Parking Areas]<br/>PO 6.1, PO 6.2</p> <p>Transport, Access and Parking<br/>[Corner Cut-Offs]<br/>PO 10.1</p> |  | <p>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>Local Heritage Place Overlay<br/>[Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>Local Heritage Place Overlay<br/>[Conservation Works]<br/>PO 7.1</p> <p>Major Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Major Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Major Urban Transport Routes Overlay [Access – Location (Spacing) - Existing Access Points]<br/>PO 3.1</p> <p>Major Urban Transport Routes Overlay [Access – Location (Spacing) – New Access Points]<br/>PO 4.1</p> <p>Major Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Major Urban Transport Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Major Urban Transport Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Major Urban Transport Routes Overlay [Building on Road Reserve]<br/>PO 8.1</p> <p>Major Urban Transport Routes Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Major Urban Transport Routes Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Noise and Air Emissions Overlay [Siting and Design]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Non-Stop Corridors Overlay [Non-Stop Corridor Overlay]<br/>PO 1.1</p> <p>Resource Extraction Protection Area Overlay [Protection of Strategic Resources]<br/>PO 1.1</p> <p>State Heritage Area Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>State Heritage Area Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Area Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>State Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> |
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|                   |   |   |   | <p>Stormwater Management Overlay<br/>PO 1.1</p> <p>Traffic Generating Development Overlay [Traffic Generating Development]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Urban Transport Routes Overlay [Access - (Location Spacing) - Existing Access Point]<br/>PO 3.1</p> <p>Urban Transport Routes Overlay [Access - Location (Spacing) - New Access Points]<br/>PO 4.1</p> <p>Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Urban Transport Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Urban Transport Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Urban Transport Routes Overlay [Building on Road Reserve]<br/>PO 8.1</p> <p>Urban Transport Routes Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Urban Transport Routes Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Urban Tree Canopy Overlay<br/>PO 1.1</p> <p>Water Resources Overlay [Water Catchment]<br/>PO 1.1, PO 1.2, PO 1.5, PO 1.6, PO 1.7, PO 1.8</p> |
| Dwelling addition | <p>Land Use and Intensity<br/>PO 1.1</p> <p>Built Form and Character<br/>PO 2.2, PO 2.3, PO 2.4, PO 2.5, PO 2.6, PO 2.7, PO 2.8, PO 2.9</p> <p>Interface Height<br/>PO 3.1, PO 3.2</p> <p>Movement, parking and access<br/>PO 5.1</p> | <p>Clearance from Overhead Powerlines<br/>PO 1.1</p> <p>Design in Urban Areas [All Development [Earthworks and sloping land]]<br/>PO 8.1, PO 8.2, PO 8.3, PO 8.4, PO 8.5</p> <p>Design in Urban Areas [All Development [Overlooking / Visual Privacy (low rise buildings)]]<br/>PO 10.1, PO 10.2</p> <p>Design in Urban Areas [All residential development [Front elevations and passive surveillance]]<br/>PO 17.1, PO 17.2</p> <p>Design in Urban Areas [All residential development [Outlook and Amenity]]<br/>PO 18.1</p> <p>Design in Urban Areas [Residential Development - Low Rise [External appearance]]<br/>PO 20.1, PO 20.2, PO 20.3</p> <p>Design in Urban Areas [Residential Development - Low Rise [Private Open Space]]<br/>PO 21.1, PO 21.2</p> <p>Design in Urban Areas [Residential Development - Low</p> | <p>Main Street Subzone [Land Use and Intensity]<br/>PO 1.3, PO 1.4</p> <p>Main Street Subzone [Built Form and Character]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> | <p>Aircraft Noise Exposure Overlay [Built Form]<br/>PO 2.1</p> <p>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form]<br/>PO 1.1</p> <p>Airport Building Heights (Regulated) Overlay [Built Form]<br/>PO 1.1</p> <p>Building Near Airfields Overlay<br/>PO 1.3</p> <p>Character Area Overlay [All Development]<br/>PO 1.1</p> <p>Character Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Character Area Overlay [Alterations and Additions]<br/>PO 3.1, PO 3.2</p> <p>Character Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Character Preservation District Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2, PO 2.3</p> <p>Character Preservation District Overlay [Built Form and Character</p>   |

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|  |  | <p>Rise [Landscaping]]<br/>PO 22.1</p> <p>Design in Urban Areas<br/>[Residential Development - Low<br/>Rise [Car parking, access and<br/>manoeuvrability]]<br/>PO 23.1, PO 23.2, PO 23.3, PO<br/>23.4, PO 23.5, PO 23.6</p> <p>Design in Urban Areas<br/>[Residential Development - Low<br/>Rise [Waste storage]]<br/>PO 24.1</p> <p>Infrastructure and Renewable<br/>Energy Facilities [Wastewater<br/>Services]<br/>PO 12.2</p> <p>Interface between Land Uses<br/>[Overshadowing]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Transport, Access and Parking<br/>[Vehicle Parking Rates]<br/>PO 5.1</p> <p>Transport, Access and Parking<br/>[Corner Cut-Offs]<br/>PO 10.1</p> | <p>in the Rural Area]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO<br/>3.5, PO 3.6</p> <p>Character Preservation District<br/>Overlay [Earthworks]<br/>PO 4.1</p> <p>Coastal Areas Overlay [Hazard<br/>Risk Minimisation]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO<br/>2.5</p> <p>Coastal Areas Overlay [Coast<br/>Protection Works]<br/>PO 3.1, PO 3.2</p> <p>Coastal Areas Overlay<br/>[Environment Protection]<br/>PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO<br/>4.5, PO 4.6, PO 4.7</p> <p>Coastal Areas Overlay [Access]<br/>PO 5.1, PO 5.2, PO 5.4</p> <p>Defence Aviation Area Overlay<br/>[Built Form]<br/>PO 1.1</p> <p>Future Local Road Widening<br/>Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Future Road Widening Overlay<br/>[Future Road Widening]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum<br/>Pipelines (Facilities) Overlay<br/>[Safety]<br/>PO 1.1</p> <p>Gateway Overlay [Built Form and<br/>Character]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Gateway Overlay [Landscaping]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4</p> <p>Hazards (Acid Sulfate Soils)<br/>Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk)<br/>Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk)<br/>Overlay [Built Form]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - General Risk)<br/>Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - General Risk)<br/>Overlay [Vehicle Access – Roads,<br/>Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Land Use]<br/>PO 1.1</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Siting]<br/>PO 2.1</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Built Form]<br/>PO 3.1, PO 3.2</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Habitable Buildings]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Hazards (Bushfire - High Risk)<br/>Overlay [Vehicle Access –Roads,<br/>Driveways and Fire Tracks]<br/>PO 6.2, PO 6.3</p> <p>Hazards (Bushfire - Medium Risk)<br/>Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Medium Risk)<br/>Overlay [Built Form]</p> |
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|  |  |  |  | <p>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Vehicle Access - Roads, Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Outback) Overlay [Habitable Buildings]<br/>PO 1.1</p> <p>Hazards (Bushfire - Outback) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 2.2</p> <p>Hazards (Bushfire - Regional) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Regional) Overlay [Built Form]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - Regional) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Regional) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Flooding) Overlay [Flood Resilience]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4</p> <p>Hazards (Flooding) Overlay [Environmental Protection]<br/>PO 4.2</p> <p>Hazards (Flooding) Overlay [Site Earthworks]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay [Access]<br/>PO 6.1, PO 6.2</p> <p>Hazards (Flooding – General) Overlay [Flood Resilience]<br/>PO 2.1</p> <p>Hazards (Flooding - Evidence Required) Overlay [Flood Resilience]<br/>PO 1.1</p> <p>Heritage Adjacency Overlay [Built Form]<br/>PO 1.1</p> <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Historic Area Overlay [Alterations and additions]<br/>PO 3.1, PO 3.2</p> <p>Historic Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Historic Shipwrecks Overlay [General]<br/>PO 1.1</p> <p>Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Key Outback and Rural Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> |
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|  |  |  |  | Key Outback and Rural Routes Overlay [Access - On-Site Queuing]<br>PO 2.1                             |
|  |  |  |  | Key Outback and Rural Routes Overlay [Access - Existing Access Points]<br>PO 3.1                      |
|  |  |  |  | Key Outback and Rural Routes Overlay [Access - Location (Spacing)]<br>PO 4.1                          |
|  |  |  |  | Key Outback and Rural Routes Overlay [Access - Location (Sight Lines)]<br>PO 5.1                      |
|  |  |  |  | Key Outback and Rural Routes Overlay [Access - Mud and Debris]<br>PO 6.1                              |
|  |  |  |  | Key Outback and Rural Routes Overlay [Access - Stormwater]<br>PO 7.1                                  |
|  |  |  |  | Key Outback and Rural Routes Overlay [Public Road Junctions]<br>PO 8.1                                |
|  |  |  |  | Key Railway Crossings Overlay [Access, Design and Function]<br>PO 1.1                                 |
|  |  |  |  | Local Heritage Place Overlay [Built Form]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7   |
|  |  |  |  | Local Heritage Place Overlay [Alterations and Additions]<br>PO 2.1, PO 2.2                            |
|  |  |  |  | Local Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br>PO 5.1                    |
|  |  |  |  | Local Heritage Place Overlay [Conservation Works]<br>PO 7.1   |
|  |  |  |  | Major Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br>PO 1.1          |
|  |  |  |  | Major Urban Transport Routes Overlay [Access - On-Site Queuing]<br>PO 2.1                             |
|  |  |  |  | Major Urban Transport Routes Overlay [Access – Location (Spacing) - Existing Access Points]<br>PO 3.1 |
|  |  |  |  | Major Urban Transport Routes Overlay [Access – Location (Spacing) – New Access Points]<br>PO 4.1      |
|  |  |  |  | Major Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br>PO 5.1                      |
|  |  |  |  | Major Urban Transport Routes Overlay [Access - Mud and Debris]<br>PO 6.1                              |
|  |  |  |  | Major Urban Transport Routes Overlay [Access - Stormwater]<br>PO 7.1                                  |
|  |  |  |  | Major Urban Transport Routes Overlay [Building on Road Reserve]<br>PO 8.1                             |
|  |  |  |  | Major Urban Transport Routes Overlay [Public Road Junctions]<br>PO 9.1                                |
|  |  |  |  | Major Urban Transport Routes Overlay [Corner Cut-Offs]  |

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|  |  |  |  | <p>PO 10.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Water Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Wastewater]<br/>PO 2.2, PO 2.3, PO 2.4</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Stormwater]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.5, PO 3.9</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Landscapes and Natural Features]<br/>PO 4.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Water Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Wastewater]<br/>PO 2.1, PO 2.4, PO 2.5</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Stormwater]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.5, PO 3.9</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Landscapes and Natural Features]<br/>PO 4.1</p> <p>Native Vegetation Overlay [Environmental Protection]<br/>PO 1.1, PO 1.2, PO 1.4</p> <p>Non-Stop Corridors Overlay [Non-Stop Corridor Overlay]<br/>PO 1.1</p> <p>Resource Extraction Protection Area Overlay [Protection of Strategic Resources]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection Area Overlay [Wastewater]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection Area Overlay [Built Form and Character]<br/>PO 4.1, PO 4.3</p> <p>River Murray Flood Plain Protection Area Overlay [Flood Resilience]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>River Murray Flood Plain Protection Area Overlay [Environmental Protection]<br/>PO 6.1, PO 6.2, PO 6.3</p> <p>River Murray Flood Plain Protection Area Overlay [Access]<br/>PO 7.1, PO 7.2, PO 7.3</p> <p>Scenic Quality Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Scenic Quality Overlay [Built Form and Character]<br/>PO 2.1</p> <p>Scenic Quality Overlay [Landscaping]<br/>PO 3.1</p> <p>Scenic Quality Overlay [Earthworks]<br/>PO 4.1</p> |
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|  |  |  |  | Significant Interface Management Overlay [Land Use and Intensity]<br>PO 1.2                         |
|  |  |  |  | Significant Landscape Protection Overlay [Land Use and Intensity]<br>PO 1.1                         |
|  |  |  |  | Significant Landscape Protection Overlay [Built Form and Character]<br>PO 2.1, PO 2.2               |
|  |  |  |  | Significant Landscape Protection Overlay [Landscaping]<br>PO 3.1                                    |
|  |  |  |  | Significant Landscape Protection Overlay [Earthworks]<br>PO 4.1                                     |
|  |  |  |  | State Heritage Area Overlay [Built Form]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5                  |
|  |  |  |  | State Heritage Area Overlay [Alterations and Additions]<br>PO 2.1, PO 2.2                           |
|  |  |  |  | State Heritage Area Overlay [Landscape Context and Streetscape Amenity]<br>PO 5.1                   |
|  |  |  |  | State Heritage Area Overlay [Conservation Works]<br>PO 7.1  |
|  |  |  |  | State Heritage Place Overlay [Built Form]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7 |
|  |  |  |  | State Heritage Place Overlay [Alterations and Additions]<br>PO 2.1, PO 2.2                          |
|  |  |  |  | State Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br>PO 5.1                  |
|  |  |  |  | State Heritage Place Overlay [Conservation Works]<br>PO 7.1   |
|  |  |  |  | State Significant Native Vegetation Areas Overlay [Environmental Protection]<br>PO 1.1              |
|  |  |  |  | Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br>PO 1.1              |
|  |  |  |  | Urban Transport Routes Overlay [Access - On-Site Queuing]<br>PO 2.1                                 |
|  |  |  |  | Urban Transport Routes Overlay [Access - (Location Spacing) - Existing Access Point]<br>PO 3.1      |
|  |  |  |  | Urban Transport Routes Overlay [Access - Location (Spacing) - New Access Points]<br>PO 4.1          |
|  |  |  |  | Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br>PO 5.1                          |
|  |  |  |  | Urban Transport Routes Overlay [Access - Mud and Debris]<br>PO 6.1                                  |
|  |  |  |  | Urban Transport Routes Overlay [Access - Stormwater]<br>PO 7.1                                      |
|  |  |  |  | Urban Transport Routes Overlay [Building on Road Reserve]<br>PO 8.1                                 |
|  |  |  |  | Urban Transport Routes Overlay  |

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|                |  |  |  | [Public Road Junctions]<br>PO 9.1<br><br>Urban Transport Routes Overlay<br>[Corner Cut-Offs]<br>PO 10.1<br><br>Water Resources Overlay [Water Catchment]<br>PO 1.1, PO 1.2, PO 1.5, PO 1.6, PO 1.7, PO 1.8  |
| Group dwelling | Land Use and Intensity<br>PO 1.1, PO 1.2<br><br>Built Form and Character<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5, PO 2.6, PO 2.7, PO 2.8, PO 2.9<br><br>Interface Height<br>PO 3.1, PO 3.2<br><br>Movement, parking and access<br>PO 5.1 | Clearance from Overhead Powerlines<br>PO 1.1<br><br>Design in Urban Areas [All Development [External Appearance]]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5<br><br>Design in Urban Areas [All Development [Safety]]<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5<br><br>Design in Urban Areas [All Development [Landscaping]]<br>PO 3.1<br><br>Design in Urban Areas [All Development [Environmental Performance]]<br>PO 4.1, PO 4.2, PO 4.3<br><br>Design in Urban Areas [All Development [On-site Waste Treatment Systems]]<br>PO 6.1<br><br>Design in Urban Areas [All Development [Car parking appearance]]<br>PO 7.1, PO 7.2, PO 7.3, PO 7.4, PO 7.5, PO 7.6, PO 7.7<br><br>Design in Urban Areas [All Development [Earthworks and sloping land]]<br>PO 8.1, PO 8.2, PO 8.3, PO 8.4, PO 8.5<br><br>Design in Urban Areas [All Development [Overlooking / Visual Privacy (low rise buildings)]]<br>PO 10.1, PO 10.2<br><br>Design in Urban Areas [All Development [Site Facilities / Waste Storage (excluding low rise residential development)]]<br>PO 11.1, PO 11.2, PO 11.3, PO 11.4, PO 11.5<br><br>Design in Urban Areas [All Development - Medium and High Rise [External Appearance]]<br>PO 12.1, PO 12.2, PO 12.3, PO 12.4, PO 12.5, PO 12.6, PO 12.7, PO 12.8<br><br>Design in Urban Areas [All Development - Medium and High Rise [Landscaping]]<br>PO 13.1, PO 13.2, PO 13.3, PO 13.4<br><br>Design in Urban Areas [All Development - Medium and High Rise [Environmental]]<br>PO 14.1, PO 14.2, PO 14.3<br><br>Design in Urban Areas [All Development - Medium and High Rise [Overlooking/Visual Privacy]]<br>PO 16.1<br><br>Design in Urban Areas [All residential development [Front elevations and passive surveillance]]<br>PO 17.1, PO 17.2<br><br>Design in Urban Areas [All residential development [Outlook and Amenity]]<br>PO 18.1, PO 18.2 | Main Street Subzone [Land Use and Intensity]<br>PO 1.3, PO 1.4<br><br>Main Street Subzone [Built Form and Character]<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5 | Affordable Housing Overlay [Land Division]<br>PO 1.1, PO 1.2, PO 1.3<br><br>Affordable Housing Overlay [Built Form and Character]<br>PO 2.1<br><br>Affordable Housing Overlay [Affordable Housing Incentives]<br>PO 3.1, PO 3.2<br><br>Affordable Housing Overlay [Movement and Car Parking]<br>PO 4.1<br><br>Aircraft Noise Exposure Overlay [Land Use and Intensity]<br>PO 1.1<br><br>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form]<br>PO 1.1<br><br>Airport Building Heights (Regulated) Overlay [Built Form]<br>PO 1.1<br><br>Building Near Airfields Overlay<br>PO 1.3<br><br>Character Area Overlay [All Development]<br>PO 1.1<br><br>Character Area Overlay [Built Form]<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5<br><br>Character Area Overlay [Context and Streetscape Amenity]<br>PO 6.1, PO 6.2<br><br>Character Preservation District Overlay [Land Use and Intensity]<br>PO 1.2<br><br>Character Preservation District Overlay [Built Form and Character]<br>PO 2.1, PO 2.2, PO 2.3<br><br>Character Preservation District Overlay [Built Form and Character in the Rural Area]<br>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6<br><br>Character Preservation District Overlay [Earthworks]<br>PO 4.1<br><br>Coastal Areas Overlay [Hazard Risk Minimisation]<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5<br><br>Coastal Areas Overlay [Coast Protection Works]<br>PO 3.1, PO 3.2<br><br>Coastal Areas Overlay [Environment Protection]<br>PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO 4.5, PO 4.6, PO 4.7<br><br>Coastal Areas Overlay [Access]<br>PO 5.1, PO 5.2, PO 5.4<br><br>Coastal Flooding Overlay<br>PO 1.1<br><br>Defence Aviation Area Overlay [Built Form]<br>PO 1.1 |

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|  |  | <p>Design in Urban Areas<br/>[Residential Development - Low Rise [External appearance]]<br/>PO 20.1, PO 20.2, PO 20.3</p> <p>Design in Urban Areas<br/>[Residential Development - Low Rise [Private Open Space]]<br/>PO 21.1, PO 21.2</p> <p>Design in Urban Areas<br/>[Residential Development - Low Rise [Landscaping]]<br/>PO 22.1</p> <p>Design in Urban Areas<br/>[Residential Development - Low Rise [Car parking, access and manoeuvrability]]<br/>PO 23.1, PO 23.2, PO 23.3, PO 23.4, PO 23.5, PO 23.6</p> <p>Design in Urban Areas<br/>[Residential Development - Low Rise [Waste storage]]<br/>PO 24.1</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Outlook and Visual Privacy]]<br/>PO 26.1, PO 26.2</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Private Open Space]]<br/>PO 27.1</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Residential amenity in multi-level buildings]]<br/>PO 28.1, PO 28.2, PO 28.3, PO 28.4, PO 28.5, PO 28.6, PO 28.7</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Dwelling Configuration]]<br/>PO 29.1, PO 29.2</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Common Areas]]<br/>PO 30.1</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Amenity]]<br/>PO 31.1, PO 31.2, PO 31.3, PO 31.4</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Communal Open Space]]<br/>PO 32.1, PO 32.2, PO 32.3, PO 32.4, PO 32.5</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Car parking, access and manoeuvrability]]<br/>PO 33.1, PO 33.2, PO 33.3, PO 33.4, PO 33.5</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Soft landscaping]]<br/>PO 34.1, PO 34.2</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Site Facilities /</p> | <p>Design Overlay [General]<br/>PO 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines (Facilities) Overlay [Safety]<br/>PO 1.1</p> <p>Gateway Overlay [Built Form and Character]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Gateway Overlay [Landscaping]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4</p> <p>Hazards (Acid Sulfate Soils) Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - General Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Land Use]<br/>PO 1.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Siting]<br/>PO 2.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Built Form]<br/>PO 3.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Habitable Buildings]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 6.2, PO 6.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Vehicle Access - Roads, Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Outback) Overlay [Habitable Buildings]<br/>PO 1.1</p> <p>Hazards (Bushfire - Outback) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 2.2</p> <p>Hazards (Bushfire - Regional)</p> |
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|  |  | <p>Waste Storage]]<br/>PO 35.1, PO 35.2, PO 35.3, PO 35.4, PO 35.5, PO 35.6</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Water sensitive urban design]]<br/>PO 36.1, PO 36.2</p> <p>Design in Urban Areas [Laneway Development [Infrastructure and Access]]<br/>PO 44.1</p> <p>Infrastructure and Renewable Energy Facilities [Water Supply]<br/>PO 11.2</p> <p>Infrastructure and Renewable Energy Facilities [Wastewater Services]<br/>PO 12.1, PO 12.2</p> <p>Interface between Land Uses [General Land Use Compatibility]<br/>PO 1.1</p> <p>Interface between Land Uses [Overshadowing]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Site Contamination<br/>PO 1.1</p> <p>Transport, Access and Parking [Vehicle Access]<br/>PO 3.1, PO 3.5, PO 3.6</p> <p>Transport, Access and Parking [Vehicle Parking Rates]<br/>PO 5.1</p> <p>Transport, Access and Parking [Corner Cut-Offs]<br/>PO 10.1</p> |  | <p>Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Regional) Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - Regional) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Regional) Overlay [Vehicle Access -Roads and Driveways]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Flooding) Overlay [Flood Resilience]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5</p> <p>Hazards (Flooding) Overlay [Environmental Protection]<br/>PO 4.2</p> <p>Hazards (Flooding) Overlay [Site Earthworks]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay [Access]<br/>PO 6.1, PO 6.2</p> <p>Hazards (Flooding – General) Overlay [Flood Resilience]<br/>PO 2.1</p> <p>Hazards (Flooding - Evidence Required) Overlay [Flood Resilience]<br/>PO 1.1</p> <p>Heritage Adjacency Overlay [Built Form]<br/>PO 1.1</p> <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Historic Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Historic Shipwrecks Overlay [General]<br/>PO 1.1</p> <p>Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Key Outback and Rural Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Key Outback and Rural Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Key Outback and Rural Routes Overlay [Access - Existing Access Points]<br/>PO 3.1</p> <p>Key Outback and Rural Routes Overlay [Access - Location (Spacing)]<br/>PO 4.1</p> <p>Key Outback and Rural Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Key Outback and Rural Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> |
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|  |  |  |  | Key Outback and Rural Routes Overlay [Access - Stormwater]<br>PO 7.1                                      |
|  |  |  |  | Key Outback and Rural Routes Overlay [Public Road Junctions]<br>PO 8.1                                    |
|  |  |  |  | Key Railway Crossings Overlay [Access, Design and Function]<br>PO 1.1                                     |
|  |  |  |  | Limited Dwelling Overlay<br>PO 1.1  |
|  |  |  |  | Local Heritage Place Overlay [Built Form]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7       |
|  |  |  |  | Local Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br>PO 5.1                        |
|  |  |  |  | Local Heritage Place Overlay [Conservation Works]<br>PO 7.1   |
|  |  |  |  | Major Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br>PO 1.1              |
|  |  |  |  | Major Urban Transport Routes Overlay [Access - On-Site Queuing]<br>PO 2.1                                 |
|  |  |  |  | Major Urban Transport Routes Overlay [Access – Location (Spacing) - Existing Access Points]<br>PO 3.1     |
|  |  |  |  | Major Urban Transport Routes Overlay [Access – Location (Spacing) – New Access Points]<br>PO 4.1          |
|  |  |  |  | Major Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br>PO 5.1                          |
|  |  |  |  | Major Urban Transport Routes Overlay [Access - Mud and Debris]<br>PO 6.1                                  |
|  |  |  |  | Major Urban Transport Routes Overlay [Access - Stormwater]<br>PO 7.1                                      |
|  |  |  |  | Major Urban Transport Routes Overlay [Building on Road Reserve]<br>PO 8.1                                 |
|  |  |  |  | Major Urban Transport Routes Overlay [Public Road Junctions]<br>PO 9.1                                    |
|  |  |  |  | Major Urban Transport Routes Overlay [Corner Cut-Offs]<br>PO 10.1   |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Water Quality]<br>PO 1.1                      |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Wastewater]<br>PO 2.3, PO 2.4                 |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Stormwater]<br>PO 3.1, PO 3.2, PO 3.3, PO 3.9 |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Landscapes and Natural Features]<br>PO 4.1    |
|  |  |  |  | Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Water   |

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|  |  |  |  | <p>Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Wastewater]<br/>PO 2.4, PO 2.5</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Stormwater]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.9</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Landscapes and Natural Features]<br/>PO 4.1</p> <p>Native Vegetation Overlay [Environmental Protection]<br/>PO 1.1, PO 1.2, PO 1.4</p> <p>Noise and Air Emissions Overlay [Siting and Design]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Non-Stop Corridors Overlay [Non-Stop Corridor Overlay]<br/>PO 1.1</p> <p>Resource Extraction Protection Area Overlay [Protection of Strategic Resources]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection Area Overlay [Wastewater]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection Area Overlay [Built Form and Character]<br/>PO 4.1, PO 4.3</p> <p>River Murray Flood Plain Protection Area Overlay [Flood Resilience]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>River Murray Flood Plain Protection Area Overlay [Environmental Protection]<br/>PO 6.1, PO 6.2, PO 6.3</p> <p>River Murray Flood Plain Protection Area Overlay [Access]<br/>PO 7.1, PO 7.2, PO 7.3</p> <p>Scenic Quality Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Scenic Quality Overlay [Built Form and Character]<br/>PO 2.1</p> <p>Scenic Quality Overlay [Landscaping]<br/>PO 3.1</p> <p>Scenic Quality Overlay [Earthworks]<br/>PO 4.1</p> <p>Significant Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2</p> <p>Significant Landscape Protection Overlay [Landscaping]<br/>PO 3.1</p> <p>Significant Landscape Protection Overlay [Earthworks]<br/>PO 4.1</p> <p>State Heritage Area Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO</p> |
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|               |  |   |      | <p>1.5</p> <p>State Heritage Area Overlay<br/>[Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Area Overlay<br/>[Conservation Works]<br/>PO 7.1</p> <p>State Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>State Heritage Place Overlay<br/>[Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Place Overlay<br/>[Conservation Works]<br/>PO 7.1</p> <p>State Significant Native Vegetation Areas Overlay [Environmental Protection]<br/>PO 1.1</p> <p>Stormwater Management Overlay<br/>PO 1.1</p> <p>Traffic Generating Development Overlay [Traffic Generating Development]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Urban Transport Routes Overlay [Access - (Location Spacing) - Existing Access Point]<br/>PO 3.1</p> <p>Urban Transport Routes Overlay [Access - Location (Spacing) - New Access Points]<br/>PO 4.1</p> <p>Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Urban Transport Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Urban Transport Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Urban Transport Routes Overlay [Building on Road Reserve]<br/>PO 8.1</p> <p>Urban Transport Routes Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Urban Transport Routes Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Urban Tree Canopy Overlay<br/>PO 1.1</p> <p>Water Resources Overlay [Water Catchment]<br/>PO 1.1, PO 1.2, PO 1.5, PO 1.6, PO 1.7, PO 1.8</p> |
| Land division | <p>Land Use and Intensity<br/>PO 1.1</p> <p>Site Dimensions and Land Division<br/>PO 4.1</p> <p>Concept Plans<br/>PO 6.1</p> | <p>Land Division [All land division [Allotment configuration]]<br/>PO 1.1, PO 1.2</p> <p>Land Division [All land division [Design and Layout]]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5, PO 2.6, PO 2.7, PO 2.8</p> | None | <p>Affordable Housing Overlay [Land Division]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Affordable Housing Overlay [Affordable Housing Incentives]<br/>PO 3.1</p> <p>Aircraft Noise Exposure Overlay</p>   |

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|  |  | <p>Land Division [All land division [Roads and Access]]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6, PO 3.7, PO 3.8, PO 3.9, PO 3.10, PO 3.11</p> <p>Land Division [All land division [Infrastructure]]<br/>PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO 4.5, PO 4.6</p> <p>Land Division [Minor Land Division (Under 20 Allotments) [Open Space]]<br/>PO 5.1</p> <p>Land Division [Minor Land Division (Under 20 Allotments) [Solar Orientation]]<br/>PO 6.1</p> <p>Land Division [Minor Land Division (Under 20 Allotments) [Water Sensitive Design]]<br/>PO 7.1, PO 7.2</p> <p>Land Division [Minor Land Division (Under 20 Allotments) [Battle-Axe Development]]<br/>PO 8.1, PO 8.2, PO 8.3, PO 8.4</p> <p>Land Division [Major Land Division (20+ Allotments) [Open Space]]<br/>PO 9.1, PO 9.2, PO 9.3</p> <p>Land Division [Major Land Division (20+ Allotments) [Water Sensitive Design]]<br/>PO 10.1, PO 10.2, PO 10.3</p> <p>Land Division [Major Land Division (20+ Allotments) [Solar Orientation]]<br/>PO 11.1</p> | <p>[Land Division]<br/>PO 3.1</p> <p>Character Area Overlay [All Development]<br/>PO 1.1</p> <p>Character Area Overlay [Land Division]<br/>PO 5.1</p> <p>Character Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Character Preservation District Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Character Preservation District Overlay [Earthworks]<br/>PO 4.1</p> <p>Coastal Areas Overlay [Land Division]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Coastal Areas Overlay [Hazard Risk Minimisation]<br/>PO 2.3</p> <p>Coastal Areas Overlay [Coast Protection Works]<br/>PO 3.1, PO 3.2</p> <p>Coastal Areas Overlay [Environment Protection]<br/>PO 4.2, PO 4.3, PO 4.5, PO 4.6, PO 4.7</p> <p>Coastal Areas Overlay [Access]<br/>PO 5.1, PO 5.2, PO 5.3, PO 5.4</p> <p>Coastal Flooding Overlay<br/>PO 1.1</p> <p>Dwelling Excision Overlay [Land Division]<br/>PO 1.1</p> <p>Environment and Food Production Areas Overlay<br/>PO 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines (Facilities) Overlay [Safety]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Land Division]<br/>PO 4.1, PO 4.2, PO 4.3, PO 4.4</p> <p>Hazards (Bushfire - General Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Land Use]<br/>PO 1.1, PO 1.2</p> <p>Hazards (Bushfire - High Risk) Overlay [Land Division]<br/>PO 5.1, PO 5.2, PO 5.3, PO 5.4, PO 5.5</p> <p>Hazards (Bushfire - High Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 6.1, PO 6.2, PO 6.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Land Division]</p> |
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|  |  |  |  | <p>PO 4.1, PO 4.2, PO 4.3, PO 4.4</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Vehicle Access - Roads, Driveways and Fire Tracks]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Outback) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - Regional) Overlay [Land Division]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Hazards (Bushfire - Regional) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Urban Interface) Overlay [Land Division]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6</p> <p>Hazards (Bushfire - Urban Interface) Overlay [Vehicle Access - Roads, Driveways and Fire Tracks]<br/>PO 2.1</p> <p>Hazards (Flooding) Overlay [Land Division]<br/>PO 1.1</p> <p>Hazards (Flooding) Overlay [Site Earthworks]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay [Access]<br/>PO 6.1, PO 6.2</p> <p>Heritage Adjacency Overlay [Land Division]<br/>PO 2.1</p> <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Land Division]<br/>PO 5.1</p> <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Key Outback and Rural Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Key Outback and Rural Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Key Outback and Rural Routes Overlay [Access - Existing Access Points]<br/>PO 3.1</p> <p>Key Outback and Rural Routes Overlay [Access - Location (Spacing)]<br/>PO 4.1</p> <p>Key Outback and Rural Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Key Outback and Rural Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Key Outback and Rural Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Key Outback and Rural Routes Overlay [Public Road Junctions]<br/>PO 8.1</p> <p>Key Railway Crossings Overlay [Access, Design and Function]<br/>PO 1.1</p> |
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|  |  |  |  | <p>Limited Land Division Overlay [General]<br/>PO 1.1, PO 1.2</p> <p>Local Heritage Place Overlay [Land Division]<br/>PO 4.1</p> <p>Major Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Major Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Major Urban Transport Routes Overlay [Access – Location (Spacing) - Existing Access Points]<br/>PO 3.1</p> <p>Major Urban Transport Routes Overlay [Access – Location (Spacing) – New Access Points]<br/>PO 4.1</p> <p>Major Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Major Urban Transport Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Major Urban Transport Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Major Urban Transport Routes Overlay [Building on Road Reserve]<br/>PO 8.1</p> <p>Major Urban Transport Routes Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Marine Parks (Managed Use) Overlay [Land Use]<br/>PO 1.1</p> <p>Marine Parks (Restricted Use) Overlay [Land Use]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Water Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Wastewater]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Stormwater]<br/>PO 3.1, PO 3.3, PO 3.9</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Landscapes and Natural Features]<br/>PO 4.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Land Division]<br/>PO 5.1, PO 5.2</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Water Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Wastewater]<br/>PO 2.1, PO 2.3, PO 2.4, PO 2.5</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Stormwater]</p> |
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|  |  |  |  | <p>PO 3.1, PO 3.2, PO 3.3, PO 3.9</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Landscapes and Natural Features]<br/>PO 4.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Land Division]<br/>PO 5.1, PO 5.2</p> <p>Native Vegetation Overlay [Land division]<br/>PO 2.1</p> <p>Non-Stop Corridors Overlay [Non-Stop Corridor Overlay]<br/>PO 1.1</p> <p>Ramsar Wetlands Overlay [Land Division]<br/>PO 2.1</p> <p>Resource Extraction Protection Area Overlay [Protection of Strategic Resources]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection Area Overlay [Land Division]<br/>PO 3.1, PO 3.2</p> <p>River Murray Flood Plain Protection Area Overlay [Access]<br/>PO 7.1, PO 7.2, PO 7.3</p> <p>River Murray Tributaries Protection Area Overlay [Land Division]<br/>PO 2.1, PO 2.2</p> <p>Significant Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>State Heritage Area Overlay [Land Division]<br/>PO 4.1</p> <p>State Heritage Place Overlay [Land Division]<br/>PO 4.1</p> <p>State Significant Native Vegetation Areas Overlay [Land division]<br/>PO 2.1</p> <p>Traffic Generating Development Overlay [Traffic Generating Development]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Urban Transport Routes Overlay [Access - (Location Spacing) - Existing Access Point]<br/>PO 3.1</p> <p>Urban Transport Routes Overlay [Access – Location (Spacing) – New Access Points]<br/>PO 4.1</p> <p>Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Urban Transport Routes Overlay [Access – Mud and Debris]<br/>PO 6.1</p> <p>Urban Transport Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Urban Transport Routes Overlay [Building on Road Reserve]<br/>PO 8.1</p> |
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|                   |   |   |   | Urban Transport Routes Overlay<br>[Public Road Junctions]<br>PO 9.1  |
| Licensed Premises | <p>Land Use and Intensity<br/>PO 1.1, PO 1.2</p> <p>Built Form and Character<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5, PO 2.6, PO 2.7, PO 2.8, PO 2.9</p> <p>Interface Height<br/>PO 3.1, PO 3.2</p> <p>Movement, parking and access<br/>PO 5.1</p> <p>Concept Plans<br/>PO 6.1</p> | <p>Clearance from Overhead Powerlines<br/>PO 1.1</p> <p>Design in Urban Areas [All Development [External Appearance]]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>Design in Urban Areas [All Development [Safety]]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Design in Urban Areas [All Development [Landscaping]]<br/>PO 3.1</p> <p>Design in Urban Areas [All Development [Environmental Performance]]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Design in Urban Areas [All Development [On-site Waste Treatment Systems]]<br/>PO 6.1</p> <p>Design in Urban Areas [All Development [Car parking appearance]]<br/>PO 7.1, PO 7.2, PO 7.3, PO 7.4, PO 7.5, PO 7.6, PO 7.7</p> <p>Design in Urban Areas [All Development [Earthworks and sloping land]]<br/>PO 8.1, PO 8.2, PO 8.3, PO 8.4, PO 8.5</p> <p>Design in Urban Areas [All Development [Overlooking / Visual Privacy (low rise buildings)]]<br/>PO 10.1, PO 10.2</p> <p>Design in Urban Areas [All Development [Site Facilities / Waste Storage (excluding low rise residential development)]]<br/>PO 11.1, PO 11.2, PO 11.3, PO 11.4, PO 11.5</p> <p>Design in Urban Areas [All Development - Medium and High Rise [External Appearance]]<br/>PO 12.1, PO 12.2, PO 12.3, PO 12.4, PO 12.5, PO 12.6, PO 12.7, PO 12.8</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Landscaping]]<br/>PO 13.1, PO 13.2, PO 13.3, PO 13.4</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Environmental]]<br/>PO 14.1, PO 14.2, PO 14.3</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Car Parking]]<br/>PO 15.1, PO 15.2</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Overlooking/Visual Privacy]]<br/>PO 16.1</p> <p>Design in Urban Areas [All non-residential development [Water Sensitive Design]]<br/>PO 42.1, PO 42.2, PO 42.3</p> <p>Design in Urban Areas [All non-residential development [Wash-down and Waste Loading and Unloading]]<br/>PO 43.1</p> <p>Design in Urban Areas [Laneway</p> | <p>Main Street Subzone [Land Use and Intensity]<br/>PO 1.3, PO 1.4</p> <p>Main Street Subzone [Built Form and Character]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> | <p>Aircraft Noise Exposure Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form]<br/>PO 1.1</p> <p>Airport Building Heights (Regulated) Overlay [Built Form]<br/>PO 1.1</p> <p>Building Near Airfields Overlay<br/>PO 1.3</p> <p>Character Area Overlay [All Development]<br/>PO 1.1</p> <p>Character Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Character Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Coastal Areas Overlay [Hazard Risk Minimisation]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Coastal Areas Overlay [Coast Protection Works]<br/>PO 3.1, PO 3.2</p> <p>Coastal Areas Overlay [Environment Protection]<br/>PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO 4.5, PO 4.6, PO 4.7</p> <p>Coastal Areas Overlay [Access]<br/>PO 5.1, PO 5.2, PO 5.4</p> <p>Coastal Flooding Overlay<br/>PO 1.1</p> <p>Defence Aviation Area Overlay [Built Form]<br/>PO 1.1</p> <p>Design Overlay [General]<br/>PO 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines (Facilities) Overlay [Safety]<br/>PO 1.1</p> <p>Gateway Overlay [Built Form and Character]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Gateway Overlay [Landscaping]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4</p> <p>Hazards (Acid Sulfate Soils) Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Hazards (Flooding) Overlay [Flood Resilience]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5</p> <p>Hazards (Flooding) Overlay [Environmental Protection]<br/>PO 4.2</p> |

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|  |  | Development [Infrastructure and Access]]<br>PO 44.1  | Hazards (Flooding) Overlay [Site Earthworks]<br>PO 5.1, PO 5.2  |
|  |  | Interface between Land Uses [Hours of Operation]<br>PO 2.1   | Hazards (Flooding) Overlay [Access]<br>PO 6.1, PO 6.2   |
|  |  | Interface between Land Uses [Overshadowing]<br>PO 3.1, PO 3.2, PO 3.3  | Hazards (Flooding – General) Overlay [Flood Resilience]<br>PO 2.1                                     |
|  |  | Interface between Land Uses [Activities Generating Noise or Vibration]<br>PO 4.1, PO 4.2, PO 4.5, PO 4.6                 | Hazards (Flooding - Evidence Required) Overlay [Flood Resilience]<br>PO 1.1                           |
|  |  | Interface between Land Uses [Air Quality]<br>PO 5.2  | Heritage Adjacency Overlay [Built Form]<br>PO 1.1   |
|  |  | Interface between Land Uses [Light Spill]<br>PO 6.1  | Historic Area Overlay [All Development]<br>PO 1.1   |
|  |  | Interface between Land Uses [Solar Reflectivity / Glare]<br>PO 7.1   | Historic Area Overlay [Built Form]<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5                          |
|  |  | Site Contamination<br>PO 1.1   | Historic Area Overlay [Alterations and additions]<br>PO 3.1, PO 3.2                                   |
|  |  | Transport, Access and Parking [Movement Systems]<br>PO 1.4   | Historic Area Overlay [Context and Streetscape Amenity]<br>PO 6.1, PO 6.2                             |
|  |  | Transport, Access and Parking [Sightlines]<br>PO 2.1, PO 2.2   | Historic Area Overlay [Ruins]<br>PO 8.1   |
|  |  | Transport, Access and Parking [Vehicle Access]<br>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6, PO 3.7, PO 3.8, PO 3.9 | Historic Shipwrecks Overlay [General]<br>PO 1.1   |
|  |  | Transport, Access and Parking [Access for People with Disabilities]<br>PO 4.1  | Interface Management Overlay [Land Use and Intensity]<br>PO 1.1                                       |
|  |  | Transport, Access and Parking [Vehicle Parking Rates]<br>PO 5.1  | Key Railway Crossings Overlay [Access, Design and Function]<br>PO 1.1                                 |
|  |  | Transport, Access and Parking [Vehicle Parking Areas]<br>PO 6.1, PO 6.2, PO 6.3, PO 6.4, PO 6.5, PO 6.6                  | Local Heritage Place Overlay [Built Form]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7   |
|  |  | Transport, Access and Parking [Undercroft and Below Ground Garaging and Parking of Vehicles]<br>PO 7.1                   | Local Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br>PO 5.1                    |
|  |  | Transport, Access and Parking [Bicycle Parking in Designated Areas]<br>PO 9.1, PO 9.2, PO 9.3                            | Local Heritage Place Overlay [Conservation Works]<br>PO 7.1   |
|  |  | Transport, Access and Parking [Corner Cut-Offs]<br>PO 10.1   | Major Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br>PO 1.1          |
|  |  |  | Major Urban Transport Routes Overlay [Access - On-Site Queuing]<br>PO 2.1                             |
|  |  |  | Major Urban Transport Routes Overlay [Access – Location (Spacing) - Existing Access Points]<br>PO 3.1 |
|  |  |  | Major Urban Transport Routes Overlay [Access – Location (Spacing) – New Access Points]<br>PO 4.1      |
|  |  |  | Major Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br>PO 5.1                      |
|  |  |  | Major Urban Transport Routes Overlay [Access - Mud and Debris]<br>PO 6.1                              |
|  |  |  | Major Urban Transport Routes Overlay [Access - Stormwater]<br>PO 7.1                                  |

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|  |  |  |  | Major Urban Transport Routes Overlay [Building on Road Reserve]<br>PO 8.1                           |
|  |  |  |  | Major Urban Transport Routes Overlay [Public Road Junctions]<br>PO 9.1                              |
|  |  |  |  | Major Urban Transport Routes Overlay [Corner Cut-Offs]<br>PO 10.1                                   |
|  |  |  |  | Non-Stop Corridors Overlay [Non-Stop Corridor Overlay]<br>PO 1.1                                    |
|  |  |  |  | Resource Extraction Protection Area Overlay [Protection of Strategic Resources]<br>PO 1.1           |
|  |  |  |  | Significant Interface Management Overlay [Land Use and Intensity]<br>PO 1.1                         |
|  |  |  |  | State Heritage Area Overlay [Built Form]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5                  |
|  |  |  |  | State Heritage Area Overlay [Alterations and Additions]<br>PO 2.1                                   |
|  |  |  |  | State Heritage Area Overlay [Landscape Context and Streetscape Amenity]<br>PO 5.1                   |
|  |  |  |  | State Heritage Area Overlay [Conservation Works]<br>PO 7.1  |
|  |  |  |  | State Heritage Place Overlay [Built Form]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7 |
|  |  |  |  | State Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br>PO 5.1                  |
|  |  |  |  | State Heritage Place Overlay [Conservation Works]<br>PO 7.1   |
|  |  |  |  | Stormwater Management Overlay<br>PO 1.1   |
|  |  |  |  | Traffic Generating Development Overlay [Traffic Generating Development]<br>PO 1.1, PO 1.2, PO 1.3   |
|  |  |  |  | Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br>PO 1.1              |
|  |  |  |  | Urban Transport Routes Overlay [Access - On-Site Queuing]<br>PO 2.1                                 |
|  |  |  |  | Urban Transport Routes Overlay [Access - (Location Spacing) - Existing Access Point]<br>PO 3.1      |
|  |  |  |  | Urban Transport Routes Overlay [Access - Location (Spacing) - New Access Points]<br>PO 4.1          |
|  |  |  |  | Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br>PO 5.1                          |
|  |  |  |  | Urban Transport Routes Overlay [Access - Mud and Debris]<br>PO 6.1                                  |
|  |  |  |  | Urban Transport Routes Overlay [Access - Stormwater]<br>PO 7.1                                      |

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|        |   |   |   | <p>Urban Transport Routes Overlay [Building on Road Reserve] PO 8.1</p> <p>Urban Transport Routes Overlay [Public Road Junctions] PO 9.1</p> <p>Urban Transport Routes Overlay [Corner Cut-Offs] PO 10.1</p> <p>Urban Tree Canopy Overlay PO 1.1</p> <p>Water Resources Overlay [Water Catchment] PO 1.1, PO 1.2, PO 1.5, PO 1.6, PO 1.7, PO 1.8</p>  |
| Office | <p>Land Use and Intensity PO 1.1, PO 1.2, PO 1.6, PO 1.7</p> <p>Built Form and Character PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5, PO 2.6, PO 2.7, PO 2.8, PO 2.9</p> <p>Interface Height PO 3.1, PO 3.2</p> <p>Movement, parking and access PO 5.1</p> <p>Concept Plans PO 6.1</p> | <p>Clearance from Overhead Powerlines PO 1.1</p> <p>Design in Urban Areas [All Development [External Appearance]] PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>Design in Urban Areas [All Development [Safety]] PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Design in Urban Areas [All Development [Landscaping]] PO 3.1</p> <p>Design in Urban Areas [All Development [Environmental Performance]] PO 4.1, PO 4.2, PO 4.3</p> <p>Design in Urban Areas [All Development [On-site Waste Treatment Systems]] PO 6.1</p> <p>Design in Urban Areas [All Development [Car parking appearance]] PO 7.1, PO 7.2, PO 7.3, PO 7.4, PO 7.5, PO 7.6, PO 7.7</p> <p>Design in Urban Areas [All Development [Earthworks and sloping land]] PO 8.1, PO 8.2, PO 8.3, PO 8.4, PO 8.5</p> <p>Design in Urban Areas [All Development [Overlooking / Visual Privacy (low rise buildings)]] PO 10.1, PO 10.2</p> <p>Design in Urban Areas [All Development [Site Facilities / Waste Storage (excluding low rise residential development)]] PO 11.1, PO 11.2, PO 11.3, PO 11.4, PO 11.5</p> <p>Design in Urban Areas [All Development - Medium and High Rise [External Appearance]] PO 12.1, PO 12.2, PO 12.3, PO 12.4, PO 12.5, PO 12.6, PO 12.7, PO 12.8</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Landscaping]] PO 13.1, PO 13.2, PO 13.3, PO 13.4</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Environmental]] PO 14.1, PO 14.2, PO 14.3</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Car Parking]] PO 15.1, PO 15.2</p> <p>Design in Urban Areas [All</p> | <p>Main Street Subzone [Land Use and Intensity] PO 1.1, PO 1.3, PO 1.4</p> <p>Main Street Subzone [Built Form and Character] PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Urban Neighbourhood Retail Subzone [Land Use and Intensity] PO 1.1</p> | <p>Aircraft Noise Exposure Overlay [Land Use and Intensity] PO 1.1</p> <p>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form] PO 1.1</p> <p>Airport Building Heights (Regulated) Overlay [Built Form] PO 1.1</p> <p>Building Near Airfields Overlay PO 1.3</p> <p>Character Area Overlay [All Development] PO 1.1</p> <p>Character Area Overlay [Built Form] PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Character Area Overlay [Context and Streetscape Amenity] PO 6.1, PO 6.2</p> <p>Character Preservation District Overlay [Built Form and Character] PO 2.1, PO 2.2, PO 2.3</p> <p>Character Preservation District Overlay [Built Form and Character in the Rural Area] PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6</p> <p>Character Preservation District Overlay [Earthworks] PO 4.1</p> <p>Coastal Areas Overlay [Hazard Risk Minimisation] PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Coastal Areas Overlay [Coast Protection Works] PO 3.1, PO 3.2</p> <p>Coastal Areas Overlay [Environment Protection] PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO 4.5, PO 4.6, PO 4.7</p> <p>Coastal Areas Overlay [Access] PO 5.1, PO 5.2, PO 5.4</p> <p>Coastal Flooding Overlay PO 1.1</p> <p>Defence Aviation Area Overlay [Built Form] PO 1.1</p> <p>Design Overlay [General] PO 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening] PO 1.1</p> <p>Future Road Widening Overlay [Future Road Widening] PO 1.1</p> |

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|  |  | <p>Development - Medium and High Rise [Overlooking/Visual Privacy]<br/>PO 16.1</p> <p>Design in Urban Areas [All non-residential development [Water Sensitive Design]]<br/>PO 42.1, PO 42.2, PO 42.3</p> <p>Design in Urban Areas [All non-residential development [Wash-down and Waste Loading and Unloading]]<br/>PO 43.1</p> <p>Design in Urban Areas [Laneway Development [Infrastructure and Access]]<br/>PO 44.1</p> <p>Interface between Land Uses [Hours of Operation]<br/>PO 2.1</p> <p>Interface between Land Uses [Overshadowing]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Interface between Land Uses [Activities Generating Noise or Vibration]<br/>PO 4.1, PO 4.2, PO 4.5, PO 4.6</p> <p>Interface between Land Uses [Air Quality]<br/>PO 5.2</p> <p>Interface between Land Uses [Light Spill]<br/>PO 6.1</p> <p>Interface between Land Uses [Solar Reflectivity / Glare]<br/>PO 7.1</p> <p>Out of Activity Centre Development<br/>PO 1.1, PO 1.2</p> <p>Site Contamination<br/>PO 1.1</p> <p>Transport, Access and Parking [Movement Systems]<br/>PO 1.2, PO 1.4</p> <p>Transport, Access and Parking [Sightlines]<br/>PO 2.1, PO 2.2</p> <p>Transport, Access and Parking [Vehicle Access]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6, PO 3.7, PO 3.8, PO 3.9</p> <p>Transport, Access and Parking [Access for People with Disabilities]<br/>PO 4.1</p> <p>Transport, Access and Parking [Vehicle Parking Rates]<br/>PO 5.1</p> <p>Transport, Access and Parking [Vehicle Parking Areas]<br/>PO 6.1, PO 6.2, PO 6.3, PO 6.4, PO 6.5, PO 6.6</p> <p>Transport, Access and Parking [Undercroft and Below Ground Garaging and Parking of Vehicles]<br/>PO 7.1</p> <p>Transport, Access and Parking [Bicycle Parking in Designated Areas]<br/>PO 9.1, PO 9.2, PO 9.3</p> <p>Transport, Access and Parking [Corner Cut-Offs]<br/>PO 10.1</p> | <p>Gas and Liquid Petroleum Pipelines Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines (Facilities) Overlay [Safety]<br/>PO 1.1</p> <p>Gateway Overlay [Built Form and Character]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Gateway Overlay [Landscaping]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4</p> <p>Hazards (Acid Sulfate Soils) Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Built Form]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - General Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Land Use]<br/>PO 1.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Siting]<br/>PO 2.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Built Form]<br/>PO 3.1, PO 3.2</p> <p>Hazards (Bushfire - High Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 6.1, PO 6.2, PO 6.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Built Form]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Vehicle Access - Roads, Driveways and Fire Tracks]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Outback) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - Regional) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Regional) Overlay [Built Form]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - Regional) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay [Flood Resilience]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5</p> <p>Hazards (Flooding) Overlay [Environmental Protection]<br/>PO 4.2</p> <p>Hazards (Flooding) Overlay [Site Earthworks]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay [Access]</p> |
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|  |  |  |  | <p>PO 6.1, PO 6.2</p> <p>Hazards (Flooding – General) Overlay [Flood Resilience]<br/>PO 2.1</p> <p>Hazards (Flooding - Evidence Required) Overlay [Flood Resilience]<br/>PO 1.1</p> <p>Heritage Adjacency Overlay [Built Form]<br/>PO 1.1</p> <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Historic Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Historic Shipwrecks Overlay [General]<br/>PO 1.1</p> <p>Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Key Outback and Rural Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Key Outback and Rural Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Key Outback and Rural Routes Overlay [Access - Existing Access Points]<br/>PO 3.1</p> <p>Key Outback and Rural Routes Overlay [Access - Location (Spacing)]<br/>PO 4.1</p> <p>Key Outback and Rural Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Key Outback and Rural Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Key Outback and Rural Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Key Outback and Rural Routes Overlay [Public Road Junctions]<br/>PO 8.1</p> <p>Key Railway Crossings Overlay [Access, Design and Function]<br/>PO 1.1</p> <p>Limited Dwelling Overlay<br/>PO 1.1</p> <p>Local Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>Local Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>Local Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> <p>Major Urban Transport Routes Overlay [Access - Safe Entry and</p> |
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|  |  |  |  | Exit (Traffic Flow)]<br>PO 1.1  |
|  |  |  |  | Major Urban Transport Routes<br>Overlay [Access - On-Site Queuing]<br>PO 2.1                                    |
|  |  |  |  | Major Urban Transport Routes<br>Overlay [Access – Location<br>(Spacing) - Existing Access Points]<br>PO 3.1     |
|  |  |  |  | Major Urban Transport Routes<br>Overlay [Access – Location<br>(Spacing) – New Access Points]<br>PO 4.1          |
|  |  |  |  | Major Urban Transport Routes<br>Overlay [Access - Location (Sight<br>Lines)]<br>PO 5.1                          |
|  |  |  |  | Major Urban Transport Routes<br>Overlay [Access - Mud and Debris]<br>PO 6.1                                     |
|  |  |  |  | Major Urban Transport Routes<br>Overlay [Access - Stormwater]<br>PO 7.1   |
|  |  |  |  | Major Urban Transport Routes<br>Overlay [Building on Road<br>Reserve]<br>PO 8.1                                 |
|  |  |  |  | Major Urban Transport Routes<br>Overlay [Public Road Junctions]<br>PO 9.1                                       |
|  |  |  |  | Major Urban Transport Routes<br>Overlay [Corner Cut-Offs]<br>PO 10.1  |
|  |  |  |  | Mount Lofty Ranges Water Supply<br>Catchment (Area 1) Overlay [Water<br>Quality]<br>PO 1.1                      |
|  |  |  |  | Mount Lofty Ranges Water Supply<br>Catchment (Area 1) Overlay<br>[Wastewater]<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4 |
|  |  |  |  | Mount Lofty Ranges Water Supply<br>Catchment (Area 1) Overlay<br>[Stormwater]<br>PO 3.1, PO 3.2, PO 3.3, PO 3.9 |
|  |  |  |  | Mount Lofty Ranges Water Supply<br>Catchment (Area 1) Overlay<br>[Landscapes and Natural<br>Features]<br>PO 4.1 |
|  |  |  |  | Mount Lofty Ranges Water Supply<br>Catchment (Area 2) Overlay [Water<br>Quality]<br>PO 1.1                      |
|  |  |  |  | Mount Lofty Ranges Water Supply<br>Catchment (Area 2) Overlay<br>[Wastewater]<br>PO 2.1, PO 2.3, PO 2.4, PO 2.5 |
|  |  |  |  | Mount Lofty Ranges Water Supply<br>Catchment (Area 2) Overlay<br>[Stormwater]<br>PO 3.1, PO 3.2, PO 3.3, PO 3.9 |
|  |  |  |  | Mount Lofty Ranges Water Supply<br>Catchment (Area 2) Overlay<br>[Landscapes and Natural<br>Features]<br>PO 4.1 |
|  |  |  |  | Native Vegetation Overlay<br>[Environmental Protection]<br>PO 1.1, PO 1.2, PO 1.4                               |
|  |  |  |  | Non-Stop Corridors Overlay [Non-<br>Stop Corridor Overlay]<br>PO 1.1  |
|  |  |  |  | Resource Extraction Protection<br>Area Overlay [Protection of<br>Strategic Resources]<br>PO 1.1                 |

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|  |  |  |  | <p>River Murray Flood Plain Protection Area Overlay [Wastewater]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection Area Overlay [Built Form and Character]<br/>PO 4.1, PO 4.3</p> <p>River Murray Flood Plain Protection Area Overlay [Flood Resilience]<br/>PO 5.1, PO 5.2</p> <p>River Murray Flood Plain Protection Area Overlay [Environmental Protection]<br/>PO 6.1, PO 6.2, PO 6.3</p> <p>River Murray Flood Plain Protection Area Overlay [Access]<br/>PO 7.1, PO 7.2, PO 7.3</p> <p>Scenic Quality Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Scenic Quality Overlay [Built Form and Character]<br/>PO 2.1</p> <p>Scenic Quality Overlay [Landscaping]<br/>PO 3.1</p> <p>Scenic Quality Overlay [Earthworks]<br/>PO 4.1</p> <p>Significant Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2</p> <p>Significant Landscape Protection Overlay [Landscaping]<br/>PO 3.1</p> <p>Significant Landscape Protection Overlay [Earthworks]<br/>PO 4.1</p> <p>State Heritage Area Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>State Heritage Area Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Area Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>State Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Significant Native Vegetation Areas Overlay [Environmental Protection]<br/>PO 1.1</p> <p>Stormwater Management Overlay<br/>PO 1.1</p> <p>Traffic Generating Development Overlay [Traffic Generating</p> |
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|                           |   |   |   | <p>Development]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Urban Transport Routes Overlay<br/>[Access - Safe Entry and Exit<br/>(Traffic Flow)]<br/>PO 1.1</p> <p>Urban Transport Routes Overlay<br/>[Access - On-Site Queuing]<br/>PO 2.1</p> <p>Urban Transport Routes Overlay<br/>[Access - (Location Spacing) -<br/>Existing Access Point]<br/>PO 3.1</p> <p>Urban Transport Routes Overlay<br/>[Access - Location (Spacing) -<br/>New Access Points]<br/>PO 4.1</p> <p>Urban Transport Routes Overlay<br/>[Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Urban Transport Routes Overlay<br/>[Access - Mud and Debris]<br/>PO 6.1</p> <p>Urban Transport Routes Overlay<br/>[Access - Stormwater]<br/>PO 7.1</p> <p>Urban Transport Routes Overlay<br/>[Building on Road Reserve]<br/>PO 8.1</p> <p>Urban Transport Routes Overlay<br/>[Public Road Junctions]<br/>PO 9.1</p> <p>Urban Transport Routes Overlay<br/>[Corner Cut-Offs]<br/>PO 10.1</p> <p>Urban Tree Canopy Overlay<br/>PO 1.1</p> <p>Water Resources Overlay [Water<br/>Catchment]<br/>PO 1.1, PO 1.2, PO 1.5, PO 1.6, PO<br/>1.7, PO 1.8</p> |
| Residential flat building | <p>Land Use and Intensity<br/>PO 1.1, PO 1.3, PO 1.4</p> <p>Built Form and Character<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO<br/>2.5, PO 2.6, PO 2.7, PO 2.8, PO 2.9</p> <p>Interface Height<br/>PO 3.1, PO 3.2</p> <p>Movement, parking and access<br/>PO 5.1</p> | <p>Clearance from Overhead<br/>Powerlines<br/>PO 1.1</p> <p>Design in Urban Areas [All<br/>Development [External<br/>Appearance]]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO<br/>1.5</p> <p>Design in Urban Areas [All<br/>Development [Safety]]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO<br/>2.5</p> <p>Design in Urban Areas [All<br/>Development [Landscaping]]<br/>PO 3.1</p> <p>Design in Urban Areas [All<br/>Development [Environmental<br/>Performance]]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Design in Urban Areas [All<br/>Development [On-site Waste<br/>Treatment Systems]]<br/>PO 6.1</p> <p>Design in Urban Areas [All<br/>Development [Car parking<br/>appearance]]<br/>PO 7.1, PO 7.2, PO 7.3, PO 7.4, PO<br/>7.5, PO 7.6, PO 7.7</p> <p>Design in Urban Areas [All<br/>Development [Earthworks and<br/>sloping land]]<br/>PO 8.1, PO 8.2, PO 8.3, PO 8.4, PO<br/>8.5</p> <p>Design in Urban Areas [All<br/>Development [Overlooking / Visual<br/>Privacy (low rise buildings)]]</p> | <p>Main Street Subzone [Land Use<br/>and Intensity]<br/>PO 1.3, PO 1.4</p> <p>Main Street Subzone [Built Form<br/>and Character]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO<br/>2.5</p> | <p>Affordable Housing Overlay [Land<br/>Division]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Affordable Housing Overlay [Built<br/>Form and Character]<br/>PO 2.1</p> <p>Affordable Housing Overlay<br/>[Affordable Housing Incentives]<br/>PO 3.1, PO 3.2</p> <p>Affordable Housing Overlay<br/>[Movement and Car Parking]<br/>PO 4.1</p> <p>Aircraft Noise Exposure Overlay<br/>[Land Use and Intensity]<br/>PO 1.1</p> <p>Airport Building Heights (Aircraft<br/>Landing Areas) Overlay [Built<br/>Form]<br/>PO 1.1</p> <p>Airport Building Heights<br/>(Regulated) Overlay [Built Form]<br/>PO 1.1</p> <p>Building Near Airfields Overlay<br/>PO 1.3</p> <p>Character Area Overlay [All<br/>Development]<br/>PO 1.1</p> <p>Character Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO<br/>2.5</p> <p>Character Area Overlay [Context<br/>and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p>   |

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|  |  | <p>PO 10.1, PO 10.2</p> <p>Design in Urban Areas [All Development [Site Facilities / Waste Storage (excluding low rise residential development)]]<br/>PO 11.1, PO 11.2, PO 11.3, PO 11.4, PO 11.5</p> <p>Design in Urban Areas [All Development - Medium and High Rise [External Appearance]]<br/>PO 12.1, PO 12.2, PO 12.3, PO 12.4, PO 12.5, PO 12.6, PO 12.7, PO 12.8</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Landscaping]]<br/>PO 13.1, PO 13.2, PO 13.3, PO 13.4</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Environmental]]<br/>PO 14.1, PO 14.2, PO 14.3</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Overlooking/Visual Privacy]]<br/>PO 16.1</p> <p>Design in Urban Areas [All residential development [Front elevations and passive surveillance]]<br/>PO 17.1, PO 17.2</p> <p>Design in Urban Areas [All residential development [Outlook and Amenity]]<br/>PO 18.1, PO 18.2</p> <p>Design in Urban Areas [Residential Development - Low Rise [External appearance]]<br/>PO 20.1, PO 20.2, PO 20.3</p> <p>Design in Urban Areas [Residential Development - Low Rise [Private Open Space]]<br/>PO 21.1, PO 21.2</p> <p>Design in Urban Areas [Residential Development - Low Rise [Landscaping]]<br/>PO 22.1</p> <p>Design in Urban Areas [Residential Development - Low Rise [Car parking, access and manoeuvrability]]<br/>PO 23.1, PO 23.2, PO 23.3, PO 23.4, PO 23.5, PO 23.6</p> <p>Design in Urban Areas [Residential Development - Low Rise [Waste storage]]<br/>PO 24.1</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Outlook and Visual Privacy]]<br/>PO 26.1, PO 26.2</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Private Open Space]]<br/>PO 27.1</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Residential amenity in multi-level buildings]]<br/>PO 28.1, PO 28.2, PO 28.3, PO 28.4, PO 28.5, PO 28.6, PO 28.7</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Dwelling Configuration]]</p> | <p>Character Preservation District Overlay [Land Use and Intensity]<br/>PO 1.2</p> <p>Character Preservation District Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2, PO 2.3</p> <p>Character Preservation District Overlay [Built Form and Character in the Rural Area]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6</p> <p>Character Preservation District Overlay [Earthworks]<br/>PO 4.1</p> <p>Coastal Areas Overlay [Hazard Risk Minimisation]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Coastal Areas Overlay [Coast Protection Works]<br/>PO 3.1, PO 3.2</p> <p>Coastal Areas Overlay [Environment Protection]<br/>PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO 4.5, PO 4.6, PO 4.7</p> <p>Coastal Areas Overlay [Access]<br/>PO 5.1, PO 5.2, PO 5.4</p> <p>Coastal Flooding Overlay<br/>PO 1.1</p> <p>Defence Aviation Area Overlay [Built Form]<br/>PO 1.1</p> <p>Design Overlay [General]<br/>PO 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines (Facilities) Overlay [Safety]<br/>PO 1.1</p> <p>Gateway Overlay [Built Form and Character]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Gateway Overlay [Landscaping]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4</p> <p>Hazards (Acid Sulfate Soils) Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - General Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Land Use]<br/>PO 1.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Siting]</p> |
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|  |  | <p>PO 29.1, PO 29.2</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Common Areas]]<br/>PO 30.1</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Amenity]]<br/>PO 31.1, PO 31.2, PO 31.3, PO 31.4</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Communal Open Space]]<br/>PO 32.1, PO 32.2, PO 32.3, PO 32.4, PO 32.5</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Car parking, access and manoeuvrability]]<br/>PO 33.1, PO 33.2, PO 33.3, PO 33.4, PO 33.5</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Soft landscaping]]<br/>PO 34.1, PO 34.2</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Site Facilities / Waste Storage]]<br/>PO 35.1, PO 35.2, PO 35.3, PO 35.4, PO 35.5, PO 35.6</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Water sensitive urban design]]<br/>PO 36.1, PO 36.2</p> <p>Design in Urban Areas [Laneway Development [Infrastructure and Access]]<br/>PO 44.1</p> <p>Infrastructure and Renewable Energy Facilities [Water Supply]<br/>PO 11.2</p> <p>Infrastructure and Renewable Energy Facilities [Wastewater Services]<br/>PO 12.1, PO 12.2</p> <p>Interface between Land Uses [General Land Use Compatibility]<br/>PO 1.1</p> <p>Interface between Land Uses [Overshadowing]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Interface between Land Uses [Activities Generating Noise or Vibration]<br/>PO 4.3, PO 4.4</p> <p>Site Contamination<br/>PO 1.1</p> <p>Transport, Access and Parking [Sightlines]<br/>PO 2.1, PO 2.2</p> <p>Transport, Access and Parking [Vehicle Access]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6, PO 3.7</p> <p>Transport, Access and Parking [Access for People with Disabilities]<br/>PO 4.1</p> |  | <p>PO 2.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Built Form]<br/>PO 3.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Habitable Buildings]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Vehicle Access –Roads, Driveways and Fire Tracks]<br/>PO 6.2, PO 6.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Vehicle Access - Roads, Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Outback) Overlay [Habitable Buildings]<br/>PO 1.1</p> <p>Hazards (Bushfire - Outback) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 2.2</p> <p>Hazards (Bushfire - Regional) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Regional) Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - Regional) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Regional) Overlay [Vehicle Access -Roads and Driveways]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Flooding) Overlay [Flood Resilience]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5</p> <p>Hazards (Flooding) Overlay [Environmental Protection]<br/>PO 4.2</p> <p>Hazards (Flooding) Overlay [Site Earthworks]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay [Access]<br/>PO 6.1, PO 6.2</p> <p>Hazards (Flooding – General) Overlay [Flood Resilience]<br/>PO 2.1</p> <p>Hazards (Flooding - Evidence Required) Overlay [Flood Resilience]<br/>PO 1.1</p> <p>Heritage Adjacency Overlay [Built Form]<br/>PO 1.1</p> <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Historic Area Overlay [Context and</p> |
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|  |  | <p>Transport, Access and Parking<br/>[Vehicle Parking Rates]<br/>PO 5.1</p> <p>Transport, Access and Parking<br/>[Vehicle Parking Areas]<br/>PO 6.1, PO 6.2</p> <p>Transport, Access and Parking<br/>[Corner Cut-Offs]<br/>PO 10.1</p> |  | <p>Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Historic Shipwrecks Overlay<br/>[General]<br/>PO 1.1</p> <p>Interface Management Overlay<br/>[Land Use and Intensity]<br/>PO 1.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Safe Entry and<br/>Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Existing Access<br/>Points]<br/>PO 3.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Location<br/>(Spacing)]<br/>PO 4.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Location (Sight<br/>Lines)]<br/>PO 5.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Key Outback and Rural Routes<br/>Overlay [Public Road Junctions]<br/>PO 8.1</p> <p>Key Railway Crossings Overlay<br/>[Access, Design and Function]<br/>PO 1.1</p> <p>Limited Dwelling Overlay<br/>PO 1.1</p> <p>Local Heritage Place Overlay [Built<br/>Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO<br/>1.5, PO 1.6, PO 1.7</p> <p>Local Heritage Place Overlay<br/>[Landscape Context and<br/>Streetscape Amenity]<br/>PO 5.1</p> <p>Local Heritage Place Overlay<br/>[Conservation Works]<br/>PO 7.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Safe Entry and<br/>Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access – Location<br/>(Spacing) - Existing Access Points]<br/>PO 3.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access – Location<br/>(Spacing) – New Access Points]<br/>PO 4.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Location (Sight<br/>Lines)]<br/>PO 5.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Mud and Debris]</p> |
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|  |  |  |  | <p>PO 6.1</p> <p>Major Urban Transport Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Major Urban Transport Routes Overlay [Building on Road Reserve]<br/>PO 8.1</p> <p>Major Urban Transport Routes Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Major Urban Transport Routes Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Water Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Wastewater]<br/>PO 2.3, PO 2.4</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Stormwater]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.9</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Landscapes and Natural Features]<br/>PO 4.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Water Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Wastewater]<br/>PO 2.4, PO 2.5</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Stormwater]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.9</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Landscapes and Natural Features]<br/>PO 4.1</p> <p>Native Vegetation Overlay [Environmental Protection]<br/>PO 1.1, PO 1.2, PO 1.4</p> <p>Noise and Air Emissions Overlay [Siting and Design]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Non-Stop Corridors Overlay [Non-Stop Corridor Overlay]<br/>PO 1.1</p> <p>Resource Extraction Protection Area Overlay [Protection of Strategic Resources]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection Area Overlay [Wastewater]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection Area Overlay [Built Form and Character]<br/>PO 4.1, PO 4.3</p> <p>River Murray Flood Plain Protection Area Overlay [Flood Resilience]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>River Murray Flood Plain Protection Area Overlay [Environmental Protection]<br/>PO 6.1, PO 6.2, PO 6.3</p> <p>River Murray Flood Plain Protection</p> |
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|  |  |  |  | <p>Area Overlay [Access]<br/>PO 7.1, PO 7.2, PO 7.3</p> <p>Scenic Quality Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Scenic Quality Overlay [Built Form and Character]<br/>PO 2.1</p> <p>Scenic Quality Overlay [Landscaping]<br/>PO 3.1</p> <p>Scenic Quality Overlay [Earthworks]<br/>PO 4.1</p> <p>Significant Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2</p> <p>Significant Landscape Protection Overlay [Landscaping]<br/>PO 3.1</p> <p>Significant Landscape Protection Overlay [Earthworks]<br/>PO 4.1</p> <p>State Heritage Area Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>State Heritage Area Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Area Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>State Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Significant Native Vegetation Areas Overlay [Environmental Protection]<br/>PO 1.1</p> <p>Stormwater Management Overlay<br/>PO 1.1</p> <p>Traffic Generating Development Overlay [Traffic Generating Development]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Urban Transport Routes Overlay [Access - (Location Spacing) - Existing Access Point]<br/>PO 3.1</p> <p>Urban Transport Routes Overlay [Access - Location (Spacing) - New Access Points]</p> |
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|              |   |   |   | <p>PO 4.1</p> <p>Urban Transport Routes Overlay [Access - Location (Sight Lines)] PO 5.1</p> <p>Urban Transport Routes Overlay [Access – Mud and Debris] PO 6.1</p> <p>Urban Transport Routes Overlay [Access - Stormwater] PO 7.1</p> <p>Urban Transport Routes Overlay [Building on Road Reserve] PO 8.1</p> <p>Urban Transport Routes Overlay [Public Road Junctions] PO 9.1</p> <p>Urban Transport Routes Overlay [Corner Cut-Offs] PO 10.1</p> <p>Urban Tree Canopy Overlay PO 1.1</p> <p>Water Resources Overlay [Water Catchment] PO 1.1, PO 1.2, PO 1.5, PO 1.6, PO 1.7, PO 1.8</p>   |
| Row dwelling | <p>Land Use and Intensity PO 1.1, PO 1.2</p> <p>Built Form and Character PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5, PO 2.6, PO 2.7, PO 2.8, PO 2.9</p> <p>Interface Height PO 3.1, PO 3.2</p> <p>Movement, parking and access PO 5.1</p> | <p>Clearance from Overhead Powerlines PO 1.1</p> <p>Design in Urban Areas [All Development [On-site Waste Treatment Systems]] PO 6.1</p> <p>Design in Urban Areas [All Development [Car parking appearance]] PO 7.1</p> <p>Design in Urban Areas [All Development [Earthworks and sloping land]] PO 8.1, PO 8.2, PO 8.3, PO 8.4, PO 8.5</p> <p>Design in Urban Areas [All Development [Overlooking / Visual Privacy (low rise buildings)]] PO 10.1, PO 10.2</p> <p>Design in Urban Areas [All Development [Site Facilities / Waste Storage (excluding low rise residential development)]] PO 11.1, PO 11.2, PO 11.3, PO 11.4, PO 11.5</p> <p>Design in Urban Areas [All Development - Medium and High Rise [External Appearance]] PO 12.1, PO 12.2, PO 12.3, PO 12.4, PO 12.5, PO 12.6, PO 12.7, PO 12.8</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Landscaping]] PO 13.1, PO 13.2, PO 13.3, PO 13.4</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Environmental]] PO 14.1, PO 14.2, PO 14.3</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Overlooking/Visual Privacy]] PO 16.1</p> <p>Design in Urban Areas [All residential development [Front elevations and passive surveillance]] PO 17.1, PO 17.2</p> <p>Design in Urban Areas [All residential development [Outlook and Amenity]]</p> | <p>Main Street Subzone [Land Use and Intensity] PO 1.3, PO 1.4</p> <p>Main Street Subzone [Built Form and Character] PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> | <p>Adelaide Dolphin Sanctuary Overlay [Land Use] PO 1.1, PO 1.2, PO 1.3</p> <p>Affordable Housing Overlay [Land Division] PO 1.1, PO 1.2, PO 1.3</p> <p>Affordable Housing Overlay [Built Form and Character] PO 2.1</p> <p>Affordable Housing Overlay [Affordable Housing Incentives] PO 3.1, PO 3.2</p> <p>Affordable Housing Overlay [Movement and Car Parking] PO 4.1</p> <p>Aircraft Noise Exposure Overlay [Land Use and Intensity] PO 1.1</p> <p>Aircraft Noise Exposure Overlay [Built Form] PO 2.1</p> <p>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form] PO 1.1</p> <p>Airport Building Heights (Regulated) Overlay [Built Form] PO 1.1</p> <p>Building Near Airfields Overlay PO 1.3</p> <p>Character Area Overlay [All Development] PO 1.1</p> <p>Character Area Overlay [Built Form] PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Character Area Overlay [Context and Streetscape Amenity] PO 6.1, PO 6.2</p> <p>Character Preservation District Overlay [Land Use and Intensity] PO 1.2</p> <p>Character Preservation District Overlay [Built Form and Character] PO 2.1, PO 2.2, PO 2.3</p> <p>Character Preservation District Overlay [Built Form and Character in the Rural Area] PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO</p> |

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|  |  | <p>PO 18.1</p> <p>Design in Urban Areas<br/>[Residential Development - Low Rise [External appearance]]<br/>PO 20.1, PO 20.2, PO 20.3</p> <p>Design in Urban Areas<br/>[Residential Development - Low Rise [Private Open Space]]<br/>PO 21.1, PO 21.2</p> <p>Design in Urban Areas<br/>[Residential Development - Low Rise [Landscaping]]<br/>PO 22.1</p> <p>Design in Urban Areas<br/>[Residential Development - Low Rise [Car parking, access and manoeuvrability]]<br/>PO 23.1, PO 23.2, PO 23.3, PO 23.4, PO 23.5, PO 23.6</p> <p>Design in Urban Areas<br/>[Residential Development - Low Rise [Waste storage]]<br/>PO 24.1</p> <p>Design in Urban Areas<br/>[Residential Development - Low Rise [Design of Transportable Buildings]]<br/>PO 25.1</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Outlook and Visual Privacy]]<br/>PO 26.1, PO 26.2</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Private Open Space]]<br/>PO 27.1</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Residential amenity in multi-level buildings]]<br/>PO 28.1, PO 28.2, PO 28.3, PO 28.4, PO 28.5, PO 28.6, PO 28.7</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Dwelling Configuration]]<br/>PO 29.1, PO 29.2</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Common Areas]]<br/>PO 30.1</p> <p>Design in Urban Areas [Laneway Development [Infrastructure and Access]]<br/>PO 44.1</p> <p>Infrastructure and Renewable Energy Facilities [Water Supply]<br/>PO 11.2</p> <p>Infrastructure and Renewable Energy Facilities [Wastewater Services]<br/>PO 12.1, PO 12.2</p> <p>Interface between Land Uses [Overshadowing]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Site Contamination<br/>PO 1.1</p> <p>Transport, Access and Parking [Vehicle Access]<br/>PO 3.1, PO 3.5, PO 3.6</p> <p>Transport, Access and Parking</p> | <p>3.5, PO 3.6</p> <p>Character Preservation District Overlay [Earthworks]<br/>PO 4.1</p> <p>Coastal Areas Overlay [Hazard Risk Minimisation]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Coastal Areas Overlay [Coast Protection Works]<br/>PO 3.1, PO 3.2</p> <p>Coastal Areas Overlay [Environment Protection]<br/>PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO 4.5, PO 4.6, PO 4.7</p> <p>Coastal Areas Overlay [Access]<br/>PO 5.1, PO 5.2, PO 5.4</p> <p>Coastal Flooding Overlay<br/>PO 1.1</p> <p>Defence Aviation Area Overlay [Built Form]<br/>PO 1.1</p> <p>Design Overlay [General]<br/>PO 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Future Road Widening Overlay<br/>DO 1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines (Facilities) Overlay [Safety]<br/>PO 1.1</p> <p>Gateway Overlay [Built Form and Character]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Gateway Overlay [Landscaping]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4</p> <p>Hazards (Acid Sulfate Soils) Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - General Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Land Use]<br/>PO 1.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Siting]<br/>PO 2.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Built Form]<br/>PO 3.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Habitable Buildings]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 6.2, PO 6.3</p> |
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|  |  | <p>[Vehicle Parking Rates]<br/>PO 5.1</p> <p>Transport, Access and Parking<br/>[Corner Cut-Offs]<br/>PO 10.1</p> |  | <p>Hazards (Bushfire - Medium Risk)<br/>Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Medium Risk)<br/>Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - Medium Risk)<br/>Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Medium Risk)<br/>Overlay [Vehicle Access - Roads,<br/>Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Outback)<br/>Overlay [Habitable Buildings]<br/>PO 1.1</p> <p>Hazards (Bushfire - Outback)<br/>Overlay [Vehicle Access - Roads<br/>and Driveways]<br/>PO 2.2</p> <p>Hazards (Bushfire - Regional)<br/>Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Regional)<br/>Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - Regional)<br/>Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Regional)<br/>Overlay [Vehicle Access -Roads<br/>and Driveways]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Flooding) Overlay [Flood<br/>Resilience]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO<br/>3.5</p> <p>Hazards (Flooding) Overlay<br/>[Environmental Protection]<br/>PO 4.2</p> <p>Hazards (Flooding) Overlay [Site<br/>Earthworks]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay<br/>[Access]<br/>PO 6.1, PO 6.2</p> <p>Hazards (Flooding – General)<br/>Overlay [Flood Resilience]<br/>PO 2.1</p> <p>Hazards (Flooding - Evidence<br/>Required) Overlay [Flood<br/>Resilience]<br/>PO 1.1</p> <p>Heritage Adjacency Overlay [Built<br/>Form]<br/>PO 1.1</p> <p>Historic Area Overlay [All<br/>Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO<br/>2.5</p> <p>Historic Area Overlay [Context and<br/>Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Historic Shipwrecks Overlay<br/>[General]<br/>PO 1.1</p> <p>Interface Management Overlay<br/>[Land Use and Intensity]<br/>PO 1.1</p> |
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|  |  |  | Key Outback and Rural Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br>PO 1.1          |
|  |  |  | Key Outback and Rural Routes Overlay [Access - On-Site Queuing]<br>PO 2.1                             |
|  |  |  | Key Outback and Rural Routes Overlay [Access - Existing Access Points]<br>PO 3.1                      |
|  |  |  | Key Outback and Rural Routes Overlay [Access - Location (Spacing)]<br>PO 4.1                          |
|  |  |  | Key Outback and Rural Routes Overlay [Access - Location (Sight Lines)]<br>PO 5.1                      |
|  |  |  | Key Outback and Rural Routes Overlay [Access - Mud and Debris]<br>PO 6.1                              |
|  |  |  | Key Outback and Rural Routes Overlay [Access - Stormwater]<br>PO 7.1                                  |
|  |  |  | Key Outback and Rural Routes Overlay [Public Road Junctions]<br>PO 8.1                                |
|  |  |  | Key Railway Crossings Overlay [Access, Design and Function]<br>PO 1.1                                 |
|  |  |  | Limited Dwelling Overlay<br>PO 1.1  |
|  |  |  | Local Heritage Place Overlay [Built Form]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7   |
|  |  |  | Local Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br>PO 5.1                    |
|  |  |  | Local Heritage Place Overlay [Conservation Works]<br>PO 7.1   |
|  |  |  | Major Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br>PO 1.1          |
|  |  |  | Major Urban Transport Routes Overlay [Access - On-Site Queuing]<br>PO 2.1                             |
|  |  |  | Major Urban Transport Routes Overlay [Access – Location (Spacing) - Existing Access Points]<br>PO 3.1 |
|  |  |  | Major Urban Transport Routes Overlay [Access – Location (Spacing) – New Access Points]<br>PO 4.1      |
|  |  |  | Major Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br>PO 5.1                      |
|  |  |  | Major Urban Transport Routes Overlay [Access - Mud and Debris]<br>PO 6.1                              |
|  |  |  | Major Urban Transport Routes Overlay [Access - Stormwater]<br>PO 7.1                                  |
|  |  |  | Major Urban Transport Routes Overlay [Building on Road Reserve]<br>PO 8.1                             |
|  |  |  | Major Urban Transport Routes Overlay [Public Road Junctions]<br>PO 9.1                                |

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|  |  |  |  | <p>Major Urban Transport Routes Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Water Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Wastewater]<br/>PO 2.2, PO 2.3, PO 2.4</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Stormwater]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.9</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Landscapes and Natural Features]<br/>PO 4.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Water Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Wastewater]<br/>PO 2.1, PO 2.4, PO 2.5</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Stormwater]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.9</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Landscapes and Natural Features]<br/>PO 4.1</p> <p>Native Vegetation Overlay [Environmental Protection]<br/>PO 1.1, PO 1.2, PO 1.4</p> <p>Non-Stop Corridors Overlay [Non-Stop Corridor Overlay]<br/>PO 1.1</p> <p>Resource Extraction Protection Area Overlay [Protection of Strategic Resources]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection Area Overlay [Wastewater]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection Area Overlay [Built Form and Character]<br/>PO 4.1, PO 4.3</p> <p>River Murray Flood Plain Protection Area Overlay [Flood Resilience]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>River Murray Flood Plain Protection Area Overlay [Environmental Protection]<br/>PO 6.1, PO 6.2, PO 6.3</p> <p>River Murray Flood Plain Protection Area Overlay [Access]<br/>PO 7.1, PO 7.2, PO 7.3</p> <p>Scenic Quality Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Scenic Quality Overlay [Built Form and Character]<br/>PO 2.1</p> <p>Scenic Quality Overlay [Landscaping]<br/>PO 3.1</p> <p>Scenic Quality Overlay [Earthworks]<br/>PO 4.1</p> |
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|  |  |  |  | <p>Significant Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2</p> <p>Significant Landscape Protection Overlay [Landscaping]<br/>PO 3.1</p> <p>Significant Landscape Protection Overlay [Earthworks]<br/>PO 4.1</p> <p>State Heritage Area Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>State Heritage Area Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Area Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>State Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Significant Native Vegetation Areas Overlay [Environmental Protection]<br/>PO 1.1</p> <p>Stormwater Management Overlay<br/>PO 1.1</p> <p>Traffic Generating Development Overlay [Traffic Generating Development]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Urban Transport Routes Overlay [Access - (Location Spacing) - Existing Access Point]<br/>PO 3.1</p> <p>Urban Transport Routes Overlay [Access – Location (Spacing) – New Access Points]<br/>PO 4.1</p> <p>Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Urban Transport Routes Overlay [Access – Mud and Debris]<br/>PO 6.1</p> <p>Urban Transport Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Urban Transport Routes Overlay [Building on Road Reserve]<br/>PO 8.1</p> |
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|                        |   |  |   | <p>Urban Transport Routes Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Urban Transport Routes Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Urban Tree Canopy Overlay<br/>PO 1.1</p> <p>Water Resources Overlay [Water Catchment]<br/>PO 1.1, PO 1.2, PO 1.5, PO 1.6, PO 1.7, PO 1.8</p>  |
| Semi-detached dwelling | <p>Land Use and Intensity<br/>PO 1.1, PO 1.2</p> <p>Built Form and Character<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5, PO 2.6, PO 2.7, PO 2.8, PO 2.9</p> <p>Interface Height<br/>PO 3.1, PO 3.2</p> <p>Movement, parking and access<br/>PO 5.1</p> | <p>Clearance from Overhead Powerlines<br/>PO 1.1</p> <p>Design in Urban Areas [All Development [On-site Waste Treatment Systems]]<br/>PO 6.1</p> <p>Design in Urban Areas [All Development [Car parking appearance]]<br/>PO 7.1</p> <p>Design in Urban Areas [All Development [Earthworks and sloping land]]<br/>PO 8.1, PO 8.2, PO 8.3, PO 8.4, PO 8.5</p> <p>Design in Urban Areas [All Development [Overlooking / Visual Privacy (low rise buildings)]]<br/>PO 10.1, PO 10.2</p> <p>Design in Urban Areas [All Development [Site Facilities / Waste Storage (excluding low rise residential development)]]<br/>PO 11.1, PO 11.2, PO 11.3, PO 11.4, PO 11.5</p> <p>Design in Urban Areas [All Development - Medium and High Rise [External Appearance]]<br/>PO 12.1, PO 12.2, PO 12.3, PO 12.4, PO 12.5, PO 12.6, PO 12.7, PO 12.8</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Landscaping]]<br/>PO 13.1, PO 13.2, PO 13.3, PO 13.4</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Environmental]]<br/>PO 14.1, PO 14.2, PO 14.3</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Overlooking/Visual Privacy]]<br/>PO 16.1</p> <p>Design in Urban Areas [All residential development [Front elevations and passive surveillance]]<br/>PO 17.1, PO 17.2</p> <p>Design in Urban Areas [All residential development [Outlook and Amenity]]<br/>PO 18.1</p> <p>Design in Urban Areas [Residential Development - Low Rise [External appearance]]<br/>PO 20.1, PO 20.2, PO 20.3</p> <p>Design in Urban Areas [Residential Development - Low Rise [Private Open Space]]<br/>PO 21.1, PO 21.2</p> <p>Design in Urban Areas [Residential Development - Low Rise [Landscaping]]<br/>PO 22.1</p> <p>Design in Urban Areas</p> | <p>Main Street Subzone [Land Use and Intensity]<br/>PO 1.3, PO 1.4</p> <p>Main Street Subzone [Built Form and Character]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> | <p>Adelaide Dolphin Sanctuary Overlay [Land Use]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Affordable Housing Overlay [Land Division]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Affordable Housing Overlay [Built Form and Character]<br/>PO 2.1</p> <p>Affordable Housing Overlay [Affordable Housing Incentives]<br/>PO 3.1, PO 3.2</p> <p>Affordable Housing Overlay [Movement and Car Parking]<br/>PO 4.1</p> <p>Aircraft Noise Exposure Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Aircraft Noise Exposure Overlay [Built Form]<br/>PO 2.1</p> <p>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form]<br/>PO 1.1</p> <p>Airport Building Heights (Regulated) Overlay [Built Form]<br/>PO 1.1</p> <p>Building Near Airfields Overlay<br/>PO 1.3</p> <p>Character Area Overlay [All Development]<br/>PO 1.1</p> <p>Character Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Character Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Character Preservation District Overlay [Land Use and Intensity]<br/>PO 1.2</p> <p>Character Preservation District Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2, PO 2.3</p> <p>Character Preservation District Overlay [Built Form and Character in the Rural Area]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6</p> <p>Character Preservation District Overlay [Earthworks]<br/>PO 4.1</p> <p>Coastal Areas Overlay [Hazard Risk Minimisation]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Coastal Areas Overlay [Coast Protection Works]<br/>PO 3.1, PO 3.2</p> <p>Coastal Areas Overlay [Environment Protection]<br/>PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO 4.5</p> |



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|  |  | <p>[Residential Development - Low Rise [Car parking, access and manoeuvrability]]<br/>PO 23.1, PO 23.2, PO 23.3, PO 23.4, PO 23.5, PO 23.6</p> <p>Design in Urban Areas<br/>[Residential Development - Low Rise [Waste storage]]<br/>PO 24.1</p> <p>Design in Urban Areas<br/>[Residential Development - Low Rise [Design of Transportable Buildings]]<br/>PO 25.1</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Outlook and Visual Privacy]]<br/>PO 26.1, PO 26.2</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Private Open Space]]<br/>PO 27.1</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Residential amenity in multi-level buildings]]<br/>PO 28.1, PO 28.2, PO 28.3, PO 28.4, PO 28.5, PO 28.6, PO 28.7</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Dwelling Configuration]]<br/>PO 29.1, PO 29.2</p> <p>Design in Urban Areas<br/>[Residential Development - Medium and High Rise (including serviced apartments) [Common Areas]]<br/>PO 30.1</p> <p>Design in Urban Areas [Laneway Development [Infrastructure and Access]]<br/>PO 44.1</p> <p>Infrastructure and Renewable Energy Facilities [Water Supply]<br/>PO 11.2</p> <p>Infrastructure and Renewable Energy Facilities [Wastewater Services]<br/>PO 12.1, PO 12.2</p> <p>Interface between Land Uses [Overshadowing]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Site Contamination<br/>PO 1.1</p> <p>Transport, Access and Parking [Vehicle Parking Rates]<br/>PO 5.1</p> <p>Transport, Access and Parking [Corner Cut-Offs]<br/>PO 10.1</p> | <p>4.5, PO 4.6, PO 4.7</p> <p>Coastal Areas Overlay [Access]<br/>PO 5.1, PO 5.2, PO 5.4</p> <p>Coastal Flooding Overlay<br/>PO 1.1</p> <p>Defence Aviation Area Overlay [Built Form]<br/>PO 1.1</p> <p>Design Overlay [General]<br/>PO 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines (Facilities) Overlay [Safety]<br/>PO 1.1</p> <p>Gateway Overlay [Built Form and Character]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Gateway Overlay [Landscaping]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4</p> <p>Hazards (Acid Sulfate Soils) Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - General Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Land Use]<br/>PO 1.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Siting]<br/>PO 2.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Built Form]<br/>PO 3.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Habitable Buildings]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 6.2, PO 6.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Vehicle Access - Roads, Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Outback) Overlay [Habitable Buildings]<br/>PO 1.1</p> |
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|  |  |  |  | <p>Hazards (Bushfire - Outback) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 2.2</p> <p>Hazards (Bushfire - Regional) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Regional) Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - Regional) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Regional) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Flooding) Overlay [Flood Resilience]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5</p> <p>Hazards (Flooding) Overlay [Environmental Protection]<br/>PO 4.2</p> <p>Hazards (Flooding) Overlay [Site Earthworks]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay [Access]<br/>PO 6.1, PO 6.2</p> <p>Hazards (Flooding – General) Overlay [Flood Resilience]<br/>PO 2.1</p> <p>Hazards (Flooding - Evidence Required) Overlay [Flood Resilience]<br/>PO 1.1</p> <p>Heritage Adjacency Overlay [Built Form]<br/>PO 1.1</p> <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Historic Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Historic Shipwrecks Overlay [General]<br/>PO 1.1</p> <p>Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Key Outback and Rural Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Key Outback and Rural Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Key Outback and Rural Routes Overlay [Access - Existing Access Points]<br/>PO 3.1</p> <p>Key Outback and Rural Routes Overlay [Access - Location (Spacing)]<br/>PO 4.1</p> <p>Key Outback and Rural Routes Overlay [Access - Location (Sight</p> |
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|  |  |  |  | <p>Lines))<br/>PO 5.1</p> <p>Key Outback and Rural Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Key Outback and Rural Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Key Outback and Rural Routes Overlay [Public Road Junctions]<br/>PO 8.1</p> <p>Key Railway Crossings Overlay [Access, Design and Function]<br/>PO 1.1</p> <p>Limited Dwelling Overlay<br/>PO 1.1</p> <p>Local Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>Local Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>Local Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> <p>Major Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Major Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Major Urban Transport Routes Overlay [Access – Location (Spacing) - Existing Access Points]<br/>PO 3.1</p> <p>Major Urban Transport Routes Overlay [Access – Location (Spacing) – New Access Points]<br/>PO 4.1</p> <p>Major Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Major Urban Transport Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Major Urban Transport Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Major Urban Transport Routes Overlay [Building on Road Reserve]<br/>PO 8.1</p> <p>Major Urban Transport Routes Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Major Urban Transport Routes Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Water Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Wastewater]<br/>PO 2.2, PO 2.3, PO 2.4</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Stormwater]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.9</p> <p>Mount Lofty Ranges Water Supply</p> |
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|  |  |  |  | <p>Catchment (Area 1) Overlay [Landscapes and Natural Features]<br/>PO 4.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Water Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Wastewater]<br/>PO 2.1, PO 2.4, PO 2.5</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Stormwater]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.9</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Landscapes and Natural Features]<br/>PO 4.1</p> <p>Native Vegetation Overlay [Environmental Protection]<br/>PO 1.1, PO 1.2, PO 1.4</p> <p>Non-Stop Corridors Overlay [Non-Stop Corridor Overlay]<br/>PO 1.1</p> <p>Resource Extraction Protection Area Overlay [Protection of Strategic Resources]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection Area Overlay [Wastewater]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection Area Overlay [Built Form and Character]<br/>PO 4.1, PO 4.3</p> <p>River Murray Flood Plain Protection Area Overlay [Flood Resilience]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>River Murray Flood Plain Protection Area Overlay [Environmental Protection]<br/>PO 6.1, PO 6.2, PO 6.3</p> <p>River Murray Flood Plain Protection Area Overlay [Access]<br/>PO 7.1, PO 7.2, PO 7.3</p> <p>Scenic Quality Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Scenic Quality Overlay [Built Form and Character]<br/>PO 2.1</p> <p>Scenic Quality Overlay [Landscaping]<br/>PO 3.1</p> <p>Scenic Quality Overlay [Earthworks]<br/>PO 4.1</p> <p>Significant Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2</p> <p>Significant Landscape Protection Overlay [Landscaping]<br/>PO 3.1</p> <p>Significant Landscape Protection Overlay [Earthworks]<br/>PO 4.1</p> |
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|      |   |  |  | <p>State Heritage Area Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>State Heritage Area Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Area Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>State Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Significant Native Vegetation Areas Overlay [Environmental Protection]<br/>PO 1.1</p> <p>Stormwater Management Overlay<br/>PO 1.1</p> <p>Traffic Generating Development Overlay [Traffic Generating Development]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Urban Transport Routes Overlay [Access - (Location Spacing) - Existing Access Point]<br/>PO 3.1</p> <p>Urban Transport Routes Overlay [Access - Location (Spacing) - New Access Points]<br/>PO 4.1</p> <p>Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Urban Transport Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Urban Transport Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Urban Transport Routes Overlay [Building on Road Reserve]<br/>PO 8.1</p> <p>Urban Transport Routes Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Urban Transport Routes Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Urban Tree Canopy Overlay<br/>PO 1.1</p> <p>Water Resources Overlay [Water Catchment]<br/>PO 1.1, PO 1.2, PO 1.5, PO 1.6, PO 1.7, PO 1.8</p> |
| Shop | <p>Land Use and Intensity<br/>PO 1.1, PO 1.2, PO 1.6, PO 1.7</p> <p>Built Form and Character<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5, PO 2.6, PO 2.7, PO 2.8, PO 2.9</p> | <p>Clearance from Overhead Powerlines<br/>PO 1.1</p> <p>Design in Urban Areas [All Development [External</p> | <p>Main Street Subzone [Land Use and Intensity]<br/>PO 1.1, PO 1.3, PO 1.4</p> <p>Main Street Subzone [Built Form and Character]</p> | <p>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form]<br/>PO 1.1</p> <p>Airport Building Heights</p>   |

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|  | Interface Height<br>PO 3.1, PO 3.2     | Appearance]]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5  | PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5                                | (Regulated) Overlay [Built Form]<br>PO 1.1   |
|  | Movement, parking and access<br>PO 5.1 | Design in Urban Areas [All Development [Safety]]<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5  | Urban Neighbourhood Retail Subzone [Land Use and Intensity]<br>PO 1.1 | Building Near Airfields Overlay<br>PO 1.1, PO 1.2, PO 1.3  |
|  | Concept Plans<br>PO 6.1                | Design in Urban Areas [All Development [Landscaping]]<br>PO 3.1   |   | Character Area Overlay [All Development]<br>PO 1.1   |
|  |  | Design in Urban Areas [All Development [Environmental Performance]]<br>PO 4.1, PO 4.2, PO 4.3   |   | Character Area Overlay [Built Form]<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5  |
|  |  | Design in Urban Areas [All Development [On-site Waste Treatment Systems]]<br>PO 6.1   |   | Character Area Overlay [Alterations and Additions]<br>PO 3.1   |
|  |  | Design in Urban Areas [All Development [Car parking appearance]]<br>PO 7.1, PO 7.2, PO 7.3, PO 7.4, PO 7.5, PO 7.6, PO 7.7  |   | Character Area Overlay [Context and Streetscape Amenity]<br>PO 6.1, PO 6.2   |
|  |  | Design in Urban Areas [All Development [Earthworks and sloping land]]<br>PO 8.1, PO 8.2, PO 8.3, PO 8.4, PO 8.5   |   | Character Preservation District Overlay [Built Form and Character]<br>PO 2.1, PO 2.2, PO 2.3   |
|  |  | Design in Urban Areas [All Development [Overlooking / Visual Privacy (low rise buildings)]]<br>PO 10.1, PO 10.2   |   | Character Preservation District Overlay [Built Form and Character in the Rural Area]<br>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6 |
|  |  | Design in Urban Areas [All Development [Site Facilities / Waste Storage (excluding low rise residential development)]]<br>PO 11.1, PO 11.2, PO 11.3, PO 11.4, PO 11.5 |   | Character Preservation District Overlay [Earthworks]<br>PO 4.1   |
|  |  | Design in Urban Areas [All Development - Medium and High Rise [External Appearance]]<br>PO 12.1, PO 12.2, PO 12.3, PO 12.4, PO 12.5, PO 12.6, PO 12.7, PO 12.8        |   | Coastal Areas Overlay [Hazard Risk Minimisation]<br>PO 2.1, PO 2.2, PO 2.3, PO 2.4   |
|  |  | Design in Urban Areas [All Development - Medium and High Rise [Landscaping]]<br>PO 13.1, PO 13.2, PO 13.3, PO 13.4  |   | Coastal Areas Overlay [Coast Protection Works]<br>PO 3.1, PO 3.2   |
|  |  | Design in Urban Areas [All Development - Medium and High Rise [Environmental]]<br>PO 14.1, PO 14.2, PO 14.3   |   | Coastal Areas Overlay [Environment Protection]<br>PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO 4.5, PO 4.6, PO 4.7                               |
|  |  | Design in Urban Areas [All Development - Medium and High Rise [Car Parking]]<br>PO 15.1, PO 15.2  |   | Coastal Areas Overlay [Access]<br>PO 5.1, PO 5.2, PO 5.4   |
|  |  | Design in Urban Areas [All Development - Medium and High Rise [Overlooking/Visual Privacy]]<br>PO 16.1  |   | Coastal Flooding Overlay<br>PO 1.1   |
|  |  | Design in Urban Areas [All non-residential development [Water Sensitive Design]]<br>PO 42.1, PO 42.2, PO 42.3   |   | Defence Aviation Area Overlay [Built Form]<br>PO 1.1, PO 1.2   |
|  |  | Design in Urban Areas [All non-residential development [Wash-down and Waste Loading and Unloading]]<br>PO 43.1  |   | Design Overlay [General]<br>PO 1.1   |
|  |  | Design in Urban Areas [Laneway Development [Infrastructure and Access]]<br>PO 44.1  |   | Future Local Road Widening Overlay [Future Road Widening]<br>PO 1.1  |
|  |  | Interface between Land Uses [Hours of Operation]<br>PO 2.1  |   | Future Road Widening Overlay [Future Road Widening]<br>PO 1.1  |
|  |  | Interface between Land Uses [Overshadowing]   |   | Gas and Liquid Petroleum Pipelines Overlay [Land Use and Intensity]<br>PO 1.1  |
|  |  |   |   | Gas and Liquid Petroleum Pipelines (Facilities) Overlay [Safety]<br>PO 1.1   |
|  |  |   |   | Gateway Overlay [Built Form and Character]<br>PO 1.1, PO 1.2, PO 1.3   |
|  |  |   |   | Gateway Overlay [Landscaping]<br>PO 3.1, PO 3.2, PO 3.3, PO 3.4  |
|  |  |   |   | Hazards (Acid Sulfate Soils) Overlay [Land Use and Intensity]<br>PO 1.1  |
|  |  |   |   | Hazards (Bushfire - General Risk) Overlay [Siting]<br>PO 1.1   |
|  |  |   |   | Hazards (Bushfire - General Risk) Overlay [Built Form]   |

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|  |  | <p>PO 3.1, PO 3.2, PO 3.3</p> <p>Interface between Land Uses<br/>[Activities Generating Noise or Vibration]<br/>PO 4.1, PO 4.2, PO 4.5, PO 4.6</p> <p>Interface between Land Uses [Air Quality]<br/>PO 5.2</p> <p>Interface between Land Uses<br/>[Light Spill]<br/>PO 6.1</p> <p>Interface between Land Uses<br/>[Solar Reflectivity / Glare]<br/>PO 7.1</p> <p>Out of Activity Centre Development<br/>PO 1.1, PO 1.2</p> <p>Site Contamination<br/>PO 1.1</p> <p>Transport, Access and Parking<br/>[Movement Systems]<br/>PO 1.4</p> <p>Transport, Access and Parking<br/>[Sightlines]<br/>PO 2.1, PO 2.2</p> <p>Transport, Access and Parking<br/>[Vehicle Access]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6, PO 3.7, PO 3.8, PO 3.9</p> <p>Transport, Access and Parking<br/>[Access for People with Disabilities]<br/>PO 4.1</p> <p>Transport, Access and Parking<br/>[Vehicle Parking Rates]<br/>PO 5.1</p> <p>Transport, Access and Parking<br/>[Vehicle Parking Areas]<br/>PO 6.1, PO 6.2, PO 6.3, PO 6.4, PO 6.5, PO 6.6</p> <p>Transport, Access and Parking<br/>[Undercroft and Below Ground Garaging and Parking of Vehicles]<br/>PO 7.1</p> <p>Transport, Access and Parking<br/>[Bicycle Parking in Designated Areas]<br/>PO 9.1, PO 9.2, PO 9.3</p> <p>Transport, Access and Parking<br/>[Corner Cut-Offs]<br/>PO 10.1</p> |  | <p>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - General Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Land Use]<br/>PO 1.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Siting]<br/>PO 2.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Built Form]<br/>PO 3.1, PO 3.2</p> <p>Hazards (Bushfire - High Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 6.1, PO 6.2, PO 6.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Built Form]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Outback) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - Regional) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Regional) Overlay [Built Form]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - Regional) Overlay [Vehicle Access -Roads and Driveways]<br/>PO 5.1, PO 5.2, PO 5.3</p> <p>Hazards (Flooding) Overlay [Flood Resilience]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5</p> <p>Hazards (Flooding) Overlay [Environmental Protection]<br/>PO 4.1, PO 4.2</p> <p>Hazards (Flooding) Overlay [Site Earthworks]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay [Access]<br/>PO 6.1, PO 6.2</p> <p>Hazards (Flooding – General) Overlay [Flood Resilience]<br/>PO 2.1</p> <p>Hazards (Flooding – General) Overlay [Environmental Protection]<br/>PO 3.1</p> <p>Hazards (Flooding - Evidence Required) Overlay [Flood Resilience]<br/>PO 1.1</p> <p>Heritage Adjacency Overlay [Built Form]<br/>PO 1.1</p> <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> |
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|  |  |  |  | <p>Historic Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Historic Shipwrecks Overlay [General]<br/>PO 1.1</p> <p>Key Outback and Rural Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Key Outback and Rural Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Key Outback and Rural Routes Overlay [Access - Existing Access Points]<br/>PO 3.1</p> <p>Key Outback and Rural Routes Overlay [Access - Location (Spacing)]<br/>PO 4.1</p> <p>Key Outback and Rural Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Key Outback and Rural Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Key Outback and Rural Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Key Outback and Rural Routes Overlay [Public Road Junctions]<br/>PO 8.1</p> <p>Key Railway Crossings Overlay [Access, Design and Function]<br/>PO 1.1</p> <p>Limited Dwelling Overlay<br/>PO 1.1</p> <p>Local Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>Local Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>Local Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> <p>Major Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Major Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Major Urban Transport Routes Overlay [Access – Location (Spacing) - Existing Access Points]<br/>PO 3.1</p> <p>Major Urban Transport Routes Overlay [Access – Location (Spacing) – New Access Points]<br/>PO 4.1</p> <p>Major Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Major Urban Transport Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Major Urban Transport Routes</p> |
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|  |  |  |  | <p>Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Major Urban Transport Routes<br/>Overlay [Building on Road<br/>Reserve]<br/>PO 8.1</p> <p>Major Urban Transport Routes<br/>Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Major Urban Transport Routes<br/>Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Mount Lofty Ranges Water Supply<br/>Catchment (Area 1) Overlay [Water<br/>Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply<br/>Catchment (Area 1) Overlay<br/>[Wastewater]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4</p> <p>Mount Lofty Ranges Water Supply<br/>Catchment (Area 1) Overlay<br/>[Stormwater]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.9</p> <p>Mount Lofty Ranges Water Supply<br/>Catchment (Area 1) Overlay<br/>[Landscapes and Natural<br/>Features]<br/>PO 4.1</p> <p>Mount Lofty Ranges Water Supply<br/>Catchment (Area 2) Overlay [Water<br/>Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply<br/>Catchment (Area 2) Overlay<br/>[Wastewater]<br/>PO 2.1, PO 2.3, PO 2.4, PO 2.5</p> <p>Mount Lofty Ranges Water Supply<br/>Catchment (Area 2) Overlay<br/>[Stormwater]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.9</p> <p>Mount Lofty Ranges Water Supply<br/>Catchment (Area 2) Overlay<br/>[Landscapes and Natural<br/>Features]<br/>PO 4.1</p> <p>Native Vegetation Overlay<br/>[Environmental Protection]<br/>PO 1.1, PO 1.2, PO 1.4</p> <p>Non-Stop Corridors Overlay [Non-<br/>Stop Corridor Overlay]<br/>PO 1.1</p> <p>Resource Extraction Protection<br/>Area Overlay [Protection of<br/>Strategic Resources]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection<br/>Area Overlay [Wastewater]<br/>PO 1.1</p> <p>River Murray Flood Plain Protection<br/>Area Overlay [Built Form and<br/>Character]<br/>PO 4.1, PO 4.3</p> <p>River Murray Flood Plain Protection<br/>Area Overlay [Flood Resilience]<br/>PO 5.1, PO 5.2</p> <p>River Murray Flood Plain Protection<br/>Area Overlay [Environmental<br/>Protection]<br/>PO 6.1, PO 6.2, PO 6.3</p> <p>River Murray Flood Plain Protection<br/>Area Overlay [Access]<br/>PO 7.1, PO 7.2, PO 7.3</p> <p>Scenic Quality Overlay [Land Use<br/>and Intensity]<br/>PO 1.1</p> |
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|  |  |  |  | <p>Scenic Quality Overlay [Built Form and Character]<br/>PO 2.1</p> <p>Scenic Quality Overlay [Landscaping]<br/>PO 3.1</p> <p>Scenic Quality Overlay [Earthworks]<br/>PO 4.1</p> <p>Significant Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Significant Landscape Protection Overlay [Built Form and Character]<br/>PO 2.1, PO 2.2</p> <p>Significant Landscape Protection Overlay [Landscaping]<br/>PO 3.1</p> <p>Significant Landscape Protection Overlay [Earthworks]<br/>PO 4.1</p> <p>State Heritage Area Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>State Heritage Area Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Area Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>State Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Significant Native Vegetation Areas Overlay [Environmental Protection]<br/>PO 1.1</p> <p>Traffic Generating Development Overlay [Traffic Generating Development]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Urban Transport Routes Overlay [Access - (Location Spacing) - Existing Access Point]<br/>PO 3.1</p> <p>Urban Transport Routes Overlay [Access - Location (Spacing) - New Access Points]<br/>PO 4.1</p> <p>Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Urban Transport Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> |
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|                       |   |   |   | <p>Urban Transport Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Urban Transport Routes Overlay [Building on Road Reserve]<br/>PO 8.1</p> <p>Urban Transport Routes Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Urban Transport Routes Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Water Resources Overlay [Water Catchment]<br/>PO 1.1, PO 1.2, PO 1.5, PO 1.6, PO 1.7, PO 1.8</p>  |
| Student Accommodation | <p>Land Use and Intensity<br/>PO 1.1, PO 1.2</p> <p>Built Form and Character<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5, PO 2.6, PO 2.7, PO 2.8, PO 2.9</p> <p>Interface Height<br/>PO 3.1, PO 3.2</p> <p>Movement, parking and access<br/>PO 5.1</p> <p>Concept Plans<br/>PO 6.1</p> | <p>Clearance from Overhead Powerlines<br/>PO 1.1</p> <p>Design in Urban Areas [All Development [External Appearance]]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>Design in Urban Areas [All Development [Safety]]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Design in Urban Areas [All Development [Landscaping]]<br/>PO 3.1</p> <p>Design in Urban Areas [All Development [Environmental Performance]]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Design in Urban Areas [All Development [On-site Waste Treatment Systems]]<br/>PO 6.1</p> <p>Design in Urban Areas [All Development [Car parking appearance]]<br/>PO 7.1, PO 7.2, PO 7.3, PO 7.4, PO 7.5, PO 7.6, PO 7.7</p> <p>Design in Urban Areas [All Development [Earthworks and sloping land]]<br/>PO 8.1, PO 8.2, PO 8.3, PO 8.4, PO 8.5</p> <p>Design in Urban Areas [All Development [Overlooking / Visual Privacy (low rise buildings)]]<br/>PO 10.1, PO 10.2</p> <p>Design in Urban Areas [All Development [Site Facilities / Waste Storage (excluding low rise residential development)]]<br/>PO 11.1, PO 11.2, PO 11.3, PO 11.4, PO 11.5</p> <p>Design in Urban Areas [All Development - Medium and High Rise [External Appearance]]<br/>PO 12.1, PO 12.2, PO 12.3, PO 12.4, PO 12.5, PO 12.6, PO 12.7, PO 12.8</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Landscaping]]<br/>PO 13.1, PO 13.2, PO 13.3, PO 13.4</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Environmental]]<br/>PO 14.1, PO 14.2, PO 14.3</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Car Parking]]<br/>PO 15.1, PO 15.2</p> <p>Design in Urban Areas [All</p> | <p>Main Street Subzone [Land Use and Intensity]<br/>PO 1.3, PO 1.4</p> <p>Main Street Subzone [Built Form and Character]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> | <p>Aircraft Noise Exposure Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form]<br/>PO 1.1</p> <p>Airport Building Heights (Regulated) Overlay [Built Form]<br/>PO 1.1</p> <p>Building Near Airfields Overlay<br/>PO 1.3</p> <p>Character Area Overlay [All Development]<br/>PO 1.1</p> <p>Character Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Character Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Coastal Areas Overlay [Hazard Risk Minimisation]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Coastal Areas Overlay [Coast Protection Works]<br/>PO 3.1, PO 3.2</p> <p>Coastal Areas Overlay [Environment Protection]<br/>PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO 4.5, PO 4.6, PO 4.7</p> <p>Coastal Areas Overlay [Access]<br/>PO 5.1, PO 5.2, PO 5.4</p> <p>Coastal Flooding Overlay<br/>PO 1.1</p> <p>Defence Aviation Area Overlay [Built Form]<br/>PO 1.1</p> <p>Design Overlay [General]<br/>PO 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines (Facilities) Overlay [Safety]<br/>PO 1.1</p> <p>Gateway Overlay [Built Form and Character]<br/>PO 1.1, PO 1.2, PO 1.3</p> |

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|  |  | <p>Development - Medium and High Rise [Overlooking/Visual Privacy]] PO 16.1</p> <p>Design in Urban Areas [All residential development [Front elevations and passive surveillance]] PO 17.1, PO 17.2</p> <p>Design in Urban Areas [All residential development [Outlook and Amenity]] PO 18.1, PO 18.2</p> <p>Design in Urban Areas [Residential Development - Low Rise [External appearance]] PO 20.1, PO 20.2, PO 20.3</p> <p>Design in Urban Areas [Residential Development - Low Rise [Private Open Space]] PO 21.1, PO 21.2</p> <p>Design in Urban Areas [Residential Development - Low Rise [Landscaping]] PO 22.1</p> <p>Design in Urban Areas [Residential Development - Low Rise [Car parking, access and manoeuvrability]] PO 23.1, PO 23.2, PO 23.3, PO 23.4, PO 23.5, PO 23.6</p> <p>Design in Urban Areas [Residential Development - Low Rise [Waste storage]] PO 24.1</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Outlook and Visual Privacy]] PO 26.1, PO 26.2</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Private Open Space]] PO 27.1</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Residential amenity in multi-level buildings]] PO 28.1, PO 28.2, PO 28.3, PO 28.4, PO 28.5, PO 28.6, PO 28.7</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Dwelling Configuration]] PO 29.1, PO 29.2</p> <p>Design in Urban Areas [Residential Development - Medium and High Rise (including serviced apartments) [Common Areas]] PO 30.1</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Amenity]] PO 31.1, PO 31.2, PO 31.3, PO 31.4</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Communal Open Space]] PO 32.1, PO 32.2, PO 32.3, PO 32.4, PO 32.5</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Car parking, access</p> | <p>Gateway Overlay [Landscaping] PO 3.1, PO 3.2, PO 3.3, PO 3.4</p> <p>Hazards (Acid Sulfate Soils) Overlay [Land Use and Intensity] PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Siting] PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Built Form] PO 2.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Habitable Buildings] PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - General Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks] PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Land Use] PO 1.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Siting] PO 2.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Built Form] PO 3.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Habitable Buildings] PO 4.1, PO 4.2, PO 4.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Vehicle Access –Roads, Driveways and Fire Tracks] PO 6.2, PO 6.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Siting] PO 1.1</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Built Form] PO 2.1</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Habitable Buildings] PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Vehicle Access - Roads, Driveways and Fire Tracks] PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Outback) Overlay [Habitable Buildings] PO 1.1</p> <p>Hazards (Bushfire - Outback) Overlay [Vehicle Access - Roads and Driveways] PO 2.2</p> <p>Hazards (Bushfire - Regional) Overlay [Siting] PO 1.1</p> <p>Hazards (Bushfire - Regional) Overlay [Built Form] PO 2.1</p> <p>Hazards (Bushfire - Regional) Overlay [Habitable Buildings] PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Regional) Overlay [Vehicle Access -Roads and Driveways] PO 5.2, PO 5.3</p> <p>Hazards (Flooding) Overlay [Flood Resilience] PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5</p> <p>Hazards (Flooding) Overlay [Environmental Protection] PO 4.2</p> |
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|  |  | <p>and manoeuvrability]]<br/>PO 33.1, PO 33.2, PO 33.3, PO 33.4, PO 33.5</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Soft landscaping]]<br/>PO 34.1, PO 34.2</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Site Facilities / Waste Storage]]<br/>PO 35.1, PO 35.2, PO 35.3, PO 35.4, PO 35.5, PO 35.6</p> <p>Design in Urban Areas [Group Dwellings, Residential Flat Buildings and Battle axe Development [Water sensitive urban design]]<br/>PO 36.1, PO 36.2</p> <p>Design in Urban Areas [Supported Accommodation and retirement facilities [Student Accommodation]]<br/>PO 41.1, PO 41.2</p> <p>Design in Urban Areas [Laneway Development [Infrastructure and Access]]<br/>PO 44.1</p> <p>Infrastructure and Renewable Energy Facilities [Water Supply]<br/>PO 11.2</p> <p>Infrastructure and Renewable Energy Facilities [Wastewater Services]<br/>PO 12.1, PO 12.2</p> <p>Interface between Land Uses [General Land Use Compatibility]<br/>PO 1.1</p> <p>Interface between Land Uses [Overshadowing]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Interface between Land Uses [Activities Generating Noise or Vibration]<br/>PO 4.3, PO 4.4</p> <p>Site Contamination<br/>PO 1.1</p> <p>Transport, Access and Parking [Sightlines]<br/>PO 2.1, PO 2.2</p> <p>Transport, Access and Parking [Vehicle Access]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6, PO 3.7</p> <p>Transport, Access and Parking [Access for People with Disabilities]<br/>PO 4.1</p> <p>Transport, Access and Parking [Vehicle Parking Rates]<br/>PO 5.1</p> <p>Transport, Access and Parking [Vehicle Parking Areas]<br/>PO 6.1, PO 6.2</p> <p>Transport, Access and Parking [Bicycle Parking in Designated Areas]<br/>PO 9.1, PO 9.2</p> <p>Transport, Access and Parking [Corner Cut-Offs]<br/>PO 10.1</p> | <p>Hazards (Flooding) Overlay [Site Earthworks]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay [Access]<br/>PO 6.1, PO 6.2</p> <p>Hazards (Flooding – General) Overlay [Flood Resilience]<br/>PO 2.1</p> <p>Hazards (Flooding - Evidence Required) Overlay [Flood Resilience]<br/>PO 1.1</p> <p>Heritage Adjacency Overlay [Built Form]<br/>PO 1.1</p> <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Historic Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Historic Shipwrecks Overlay [General]<br/>PO 1.1</p> <p>Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Key Railway Crossings Overlay [Access, Design and Function]<br/>PO 1.1</p> <p>Local Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>Local Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>Local Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> <p>Major Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Major Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Major Urban Transport Routes Overlay [Access – Location (Spacing) - Existing Access Points]<br/>PO 3.1</p> <p>Major Urban Transport Routes Overlay [Access – Location (Spacing) – New Access Points]<br/>PO 4.1</p> <p>Major Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Major Urban Transport Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Major Urban Transport Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Major Urban Transport Routes Overlay [Building on Road Reserve]</p> |
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|  |  |  |  | <p>PO 8.1</p> <p>Major Urban Transport Routes Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Major Urban Transport Routes Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Water Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Wastewater]<br/>PO 2.2, PO 2.3, PO 2.4</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Stormwater]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.9</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 1) Overlay [Landscapes and Natural Features]<br/>PO 4.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Water Quality]<br/>PO 1.1</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Wastewater]<br/>PO 2.1, PO 2.4, PO 2.5</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Stormwater]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.9</p> <p>Mount Lofty Ranges Water Supply Catchment (Area 2) Overlay [Landscapes and Natural Features]<br/>PO 4.1</p> <p>Noise and Air Emissions Overlay [Siting and Design]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Non-Stop Corridors Overlay [Non-Stop Corridor Overlay]<br/>PO 1.1</p> <p>Resource Extraction Protection Area Overlay [Protection of Strategic Resources]<br/>PO 1.1</p> <p>Significant Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>State Heritage Area Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>State Heritage Area Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Area Overlay [Conservation Works]<br/>PO 7.1</p> <p>State Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>State Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Place Overlay [Conservation Works]<br/>PO 7.1</p> |
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|                       |   |  |   | <p>Stormwater Management Overlay<br/>PO 1.1</p> <p>Traffic Generating Development Overlay [Traffic Generating Development]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Urban Transport Routes Overlay [Access - Safe Entry and Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Urban Transport Routes Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Urban Transport Routes Overlay [Access - (Location Spacing) - Existing Access Point]<br/>PO 3.1</p> <p>Urban Transport Routes Overlay [Access - Location (Spacing) - New Access Points]<br/>PO 4.1</p> <p>Urban Transport Routes Overlay [Access - Location (Sight Lines)]<br/>PO 5.1</p> <p>Urban Transport Routes Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Urban Transport Routes Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Urban Transport Routes Overlay [Building on Road Reserve]<br/>PO 8.1</p> <p>Urban Transport Routes Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Urban Transport Routes Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Urban Tree Canopy Overlay<br/>PO 1.1</p> <p>Water Resources Overlay [Water Catchment]<br/>PO 1.1, PO 1.2, PO 1.5, PO 1.6, PO 1.7, PO 1.8</p> |
| Tourist accommodation | <p>Land Use and Intensity<br/>PO 1.1, PO 1.2</p> <p>Built Form and Character<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5, PO 2.6, PO 2.7, PO 2.8, PO 2.9</p> <p>Interface Height<br/>PO 3.1, PO 3.2</p> <p>Movement, parking and access<br/>PO 5.1</p> <p>Concept Plans<br/>PO 6.1</p> | <p>Clearance from Overhead Powerlines<br/>PO 1.1</p> <p>Design in Urban Areas [All Development [External Appearance]]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5</p> <p>Design in Urban Areas [All Development [Safety]]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Design in Urban Areas [All Development [Landscaping]]<br/>PO 3.1</p> <p>Design in Urban Areas [All Development [Environmental Performance]]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Design in Urban Areas [All Development [On-site Waste Treatment Systems]]<br/>PO 6.1</p> <p>Design in Urban Areas [All Development [Car parking appearance]]<br/>PO 7.1, PO 7.2, PO 7.3, PO 7.4, PO 7.5, PO 7.6, PO 7.7</p> <p>Design in Urban Areas [All Development [Earthworks and sloping land]]<br/>PO 8.1, PO 8.2, PO 8.3, PO 8.4, PO</p> | <p>Main Street Subzone [Land Use and Intensity]<br/>PO 1.3, PO 1.4</p> <p>Main Street Subzone [Built Form and Character]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> | <p>Aircraft Noise Exposure Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Airport Building Heights (Aircraft Landing Areas) Overlay [Built Form]<br/>PO 1.1</p> <p>Airport Building Heights (Regulated) Overlay [Built Form]<br/>PO 1.1</p> <p>Building Near Airfields Overlay<br/>PO 1.3</p> <p>Character Area Overlay [All Development]<br/>PO 1.1</p> <p>Character Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Character Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Coastal Areas Overlay [Hazard Risk Minimisation]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Coastal Areas Overlay [Coast Protection Works]<br/>PO 3.1, PO 3.2</p> <p>Coastal Areas Overlay [Environment Protection]</p>  |

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|  |  | <p>8.5</p> <p>Design in Urban Areas [All Development [Overlooking / Visual Privacy (low rise buildings)]]<br/>PO 10.1, PO 10.2</p> <p>Design in Urban Areas [All Development [Site Facilities / Waste Storage (excluding low rise residential development)]]<br/>PO 11.1, PO 11.2, PO 11.3, PO 11.4, PO 11.5</p> <p>Design in Urban Areas [All Development - Medium and High Rise [External Appearance]]<br/>PO 12.1, PO 12.2, PO 12.3, PO 12.4, PO 12.5, PO 12.6, PO 12.7, PO 12.8</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Landscaping]]<br/>PO 13.1, PO 13.2, PO 13.3, PO 13.4</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Environmental]]<br/>PO 14.1, PO 14.2, PO 14.3</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Car Parking]]<br/>PO 15.1, PO 15.2</p> <p>Design in Urban Areas [All Development - Medium and High Rise [Overlooking/Visual Privacy]]<br/>PO 16.1</p> <p>Design in Urban Areas [All non-residential development [Water Sensitive Design]]<br/>PO 42.1, PO 42.2, PO 42.3</p> <p>Design in Urban Areas [All non-residential development [Wash-down and Waste Loading and Unloading]]<br/>PO 43.1</p> <p>Design in Urban Areas [Laneway Development [Infrastructure and Access]]<br/>PO 44.1</p> <p>Interface between Land Uses [General Land Use Compatibility]<br/>PO 1.1</p> <p>Interface between Land Uses [Overshadowing]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Interface between Land Uses [Activities Generating Noise or Vibration]<br/>PO 4.2, PO 4.3, PO 4.4, PO 4.5, PO 4.6</p> <p>Interface between Land Uses [Light Spill]<br/>PO 6.1</p> <p>Interface between Land Uses [Solar Reflectivity / Glare]<br/>PO 7.1</p> <p>Site Contamination<br/>PO 1.1</p> <p>Transport, Access and Parking [Movement Systems]<br/>PO 1.4</p> <p>Transport, Access and Parking [Sightlines]<br/>PO 2.1, PO 2.2</p> <p>Transport, Access and Parking [Vehicle Access]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5, PO 3.6, PO 3.7, PO 3.8, PO 3.9</p> <p>Transport, Access and Parking</p> | <p>PO 4.1, PO 4.2, PO 4.3, PO 4.4, PO 4.5, PO 4.6, PO 4.7</p> <p>Coastal Areas Overlay [Access]<br/>PO 5.1, PO 5.2, PO 5.4</p> <p>Coastal Flooding Overlay<br/>PO 1.1</p> <p>Defence Aviation Area Overlay [Built Form]<br/>PO 1.1</p> <p>Design Overlay [General]<br/>PO 1.1</p> <p>Future Local Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Future Road Widening Overlay [Future Road Widening]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Gas and Liquid Petroleum Pipelines (Facilities) Overlay [Safety]<br/>PO 1.1</p> <p>Gateway Overlay [Built Form and Character]<br/>PO 1.1, PO 1.2, PO 1.3</p> <p>Gateway Overlay [Landscaping]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4</p> <p>Hazards (Acid Sulfate Soils) Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - General Risk) Overlay [Built Form]<br/>PO 2.1, PO 2.2</p> <p>Hazards (Bushfire - General Risk) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - General Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Land Use]<br/>PO 1.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Siting]<br/>PO 2.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Built Form]<br/>PO 3.1</p> <p>Hazards (Bushfire - High Risk) Overlay [Habitable Buildings]<br/>PO 4.1, PO 4.2, PO 4.3</p> <p>Hazards (Bushfire - High Risk) Overlay [Vehicle Access – Roads, Driveways and Fire Tracks]<br/>PO 6.2, PO 6.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Medium Risk) Overlay [Vehicle Access - Roads,</p> |
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|  |  | <p>[Access for People with Disabilities]<br/>PO 4.1</p> <p>Transport, Access and Parking<br/>[Vehicle Parking Rates]<br/>PO 5.1</p> <p>Transport, Access and Parking<br/>[Vehicle Parking Areas]<br/>PO 6.1, PO 6.2, PO 6.3, PO 6.4, PO 6.5, PO 6.6</p> <p>Transport, Access and Parking<br/>[Undercroft and Below Ground Garaging and Parking of Vehicles]<br/>PO 7.1</p> <p>Transport, Access and Parking<br/>[Bicycle Parking in Designated Areas]<br/>PO 9.1, PO 9.2, PO 9.3</p> <p>Transport, Access and Parking<br/>[Corner Cut-Offs]<br/>PO 10.1</p> |  | <p>Driveways and Fire Tracks]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Bushfire - Outback) Overlay [Habitable Buildings]<br/>PO 1.1</p> <p>Hazards (Bushfire - Outback) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 2.2</p> <p>Hazards (Bushfire - Regional) Overlay [Siting]<br/>PO 1.1</p> <p>Hazards (Bushfire - Regional) Overlay [Built Form]<br/>PO 2.1</p> <p>Hazards (Bushfire - Regional) Overlay [Habitable Buildings]<br/>PO 3.1, PO 3.2, PO 3.3</p> <p>Hazards (Bushfire - Regional) Overlay [Vehicle Access - Roads and Driveways]<br/>PO 5.2, PO 5.3</p> <p>Hazards (Flooding) Overlay [Flood Resilience]<br/>PO 3.1, PO 3.2, PO 3.3, PO 3.4, PO 3.5</p> <p>Hazards (Flooding) Overlay [Environmental Protection]<br/>PO 4.2</p> <p>Hazards (Flooding) Overlay [Site Earthworks]<br/>PO 5.1, PO 5.2</p> <p>Hazards (Flooding) Overlay [Access]<br/>PO 6.1, PO 6.2</p> <p>Hazards (Flooding – General) Overlay [Flood Resilience]<br/>PO 2.1</p> <p>Hazards (Flooding - Evidence Required) Overlay [Flood Resilience]<br/>PO 1.1</p> <p>Heritage Adjacency Overlay [Built Form]<br/>PO 1.1</p> <p>Historic Area Overlay [All Development]<br/>PO 1.1</p> <p>Historic Area Overlay [Built Form]<br/>PO 2.1, PO 2.2, PO 2.3, PO 2.4, PO 2.5</p> <p>Historic Area Overlay [Context and Streetscape Amenity]<br/>PO 6.1, PO 6.2</p> <p>Historic Area Overlay [Ruins]<br/>PO 8.1</p> <p>Historic Shipwrecks Overlay [General]<br/>PO 1.1</p> <p>Interface Management Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>Key Railway Crossings Overlay [Access, Design and Function]<br/>PO 1.1</p> <p>Local Heritage Place Overlay [Built Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO 1.5, PO 1.6, PO 1.7</p> <p>Local Heritage Place Overlay [Landscape Context and Streetscape Amenity]<br/>PO 5.1</p> <p>Local Heritage Place Overlay</p> |
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|  |  |  |  | <p>[Conservation Works]<br/>PO 7.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Safe Entry and<br/>Exit (Traffic Flow)]<br/>PO 1.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - On-Site Queuing]<br/>PO 2.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access – Location<br/>(Spacing) - Existing Access Points]<br/>PO 3.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access – Location<br/>(Spacing) – New Access Points]<br/>PO 4.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Location (Sight<br/>Lines)]<br/>PO 5.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Mud and Debris]<br/>PO 6.1</p> <p>Major Urban Transport Routes<br/>Overlay [Access - Stormwater]<br/>PO 7.1</p> <p>Major Urban Transport Routes<br/>Overlay [Building on Road<br/>Reserve]<br/>PO 8.1</p> <p>Major Urban Transport Routes<br/>Overlay [Public Road Junctions]<br/>PO 9.1</p> <p>Major Urban Transport Routes<br/>Overlay [Corner Cut-Offs]<br/>PO 10.1</p> <p>Non-Stop Corridors Overlay [Non-<br/>Stop Corridor Overlay]<br/>PO 1.1</p> <p>Resource Extraction Protection<br/>Area Overlay [Protection of<br/>Strategic Resources]<br/>PO 1.1</p> <p>Significant Interface Management<br/>Overlay [Land Use and Intensity]<br/>PO 1.1</p> <p>State Heritage Area Overlay [Built<br/>Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO<br/>1.5</p> <p>State Heritage Area Overlay<br/>[Landscape Context and<br/>Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Area Overlay<br/>[Conservation Works]<br/>PO 7.1</p> <p>State Heritage Place Overlay [Built<br/>Form]<br/>PO 1.1, PO 1.2, PO 1.3, PO 1.4, PO<br/>1.5, PO 1.6, PO 1.7</p> <p>State Heritage Place Overlay<br/>[Landscape Context and<br/>Streetscape Amenity]<br/>PO 5.1</p> <p>State Heritage Place Overlay<br/>[Conservation Works]<br/>PO 7.1</p> <p>Stormwater Management Overlay<br/>PO 1.1</p> <p>Traffic Generating Development<br/>Overlay [Traffic Generating<br/>Development]<br/>PO 1.1, PO 1.2, PO 1.3</p> |
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|  |      |      |      |  |
|--|------|------|------|--|
|  |      |      |      | Urban Transport Routes Overlay<br>[Access - Safe Entry and Exit<br>(Traffic Flow)]<br>PO 1.1<br><br>Urban Transport Routes Overlay<br>[Access - On-Site Queuing]<br>PO 2.1<br><br>Urban Transport Routes Overlay<br>[Access - (Location Spacing) -<br>Existing Access Point]<br>PO 3.1<br><br>Urban Transport Routes Overlay<br>[Access – Location (Spacing) –<br>New Access Points]<br>PO 4.1<br><br>Urban Transport Routes Overlay<br>[Access - Location (Sight Lines)]<br>PO 5.1<br><br>Urban Transport Routes Overlay<br>[Access – Mud and Debris]<br>PO 6.1<br><br>Urban Transport Routes Overlay<br>[Access - Stormwater]<br>PO 7.1<br><br>Urban Transport Routes Overlay<br>[Building on Road Reserve]<br>PO 8.1<br><br>Urban Transport Routes Overlay<br>[Public Road Junctions]<br>PO 9.1<br><br>Urban Transport Routes Overlay<br>[Corner Cut-Offs]<br>PO 10.1<br><br>Urban Tree Canopy Overlay<br>PO 1.1<br><br>Water Resources Overlay [Water<br>Catchment]<br>PO 1.1, PO 1.2, PO 1.5, PO 1.6, PO<br>1.7, PO 1.8 |
| Tree-damaging activity                 | None | None | None | Local Heritage Place Overlay<br>[Landscape Context and<br>Streetscape Amenity]<br>PO 5.1<br><br>Regulated and Significant Tree<br>Overlay [Tree Retention and<br>Health]<br>PO 1.1, PO 1.2, PO 1.3, PO 1.4<br><br>Regulated and Significant Tree<br>Overlay [Ground work affecting<br>trees]<br>PO 2.1<br><br>Regulated and Significant Tree<br>Overlay [Land Division]<br>PO 3.1<br><br>State Heritage Area Overlay<br>[Landscape Context and<br>Streetscape Amenity]<br>PO 5.1<br><br>State Heritage Place Overlay<br>[Landscape Context and<br>Streetscape Amenity]<br>PO 5.1   |
| All other Code Assessed<br>Development | All  | All  | All  | Any relevant Overlay: All  |

**Table 4 - Restricted Development Classification**

The following table identifies Classes of Development that are classified as Restricted subject to any 'Exclusions'.

| Class of Development | Exclusions     |
|----------------------|----------------|
| Industry             | Light Industry |
|                      |                |

|             |   |
|-------------|---|
| <b>Shop</b> | <p>Any of the following:</p> <ul style="list-style-type: none"> <li>(a) shop located in the Main Street Subzone</li> <li>(b) shop located in the Urban Neighbourhood Retail Subzone</li> <li>(c) shop with a gross leasable floor area less than 2000m<sup>2</sup></li> <li>(d) shop that is a restaurant.</li> </ul> |
|-------------|---|

## Table 5 - Procedural Matters (PM) - Notification

The following table identifies, pursuant to section 107(6) of the *Planning, Development and Infrastructure Act 2016*, classes of performance assessed development that are excluded from notification. The table also identifies any exemptions to the placement of notices when notification is required.

### Interpretation

Notification tables exclude the classes of development listed in Column A from notification provided that they do not fall within a corresponding exclusion prescribed in Column B.

Where a development or an element of a development falls within more than one class of development listed in Column A, it will be excluded from notification if it is excluded (in its entirety) under any of those classes of development. It need not be excluded under all applicable classes of development.

Where a development involves multiple performance assessed elements, all performance assessed elements will require notification (regardless of whether one or more elements are excluded in the applicable notification table) unless every performance assessed element of the application is excluded in the applicable notification table, in which case the application will not require notification.

| <b>Class of Development<br/>(Column A)</b>   | <b>Exceptions<br/>(Column B)</b>   |
|--|--|
| 1. Development which, in the opinion of the relevant authority, is of a minor nature only and will not unreasonably impact on the owners or occupiers of land in the locality of the site of the development.  | None specified.  |
| 2. Any kind of development where the site of the development is <b>not</b> adjacent land to a site (or land) used for residential purposes in a neighbourhood-type zone.   | <p>Except any of the following:</p> <ul style="list-style-type: none"> <li>1. the demolition of a State or Local Heritage Place</li> <li>2. the demolition of a building (except an ancillary building) in a Historic Area Overlay.</li> </ul> |
| <p>3. Any development involving any of the following (or of any combination of any of the following):</p> <ul style="list-style-type: none"> <li>(a) advertisement</li> <li>(b) air handling unit, air conditioning system or exhaust fan</li> <li>(c) dwelling</li> <li>(d) dwelling addition</li> <li>(e) pre-school</li> <li>(f) residential flat building</li> <li>(g) retirement facility</li> <li>(h) shade sail</li> <li>(i) solar photovoltaic panels (roof mounted)</li> <li>(j) student accommodation</li> <li>(k) supported accommodation</li> <li>(l) swimming pool or spa pool</li> <li>(m) tourist accommodation</li> <li>(n) water tank.</li> </ul> | <p>Except development that exceeds the maximum building height specified in Urban Neighbourhood DTS/DPF 2.2 or does not satisfy Urban Neighbourhood DTS/DPF 3.1.</p>   |
| <p>4. Any development involving any of the following (or of any combination of any of the following):</p> <ul style="list-style-type: none"> <li>(a) consulting room</li> <li>(b) office</li> <li>(c) shop.</li> </ul>   | <p>Except development that exceeds the maximum building height specified in Urban Neighbourhood DTS/DPF 2.2 or does not satisfy any of the following:</p> <ul style="list-style-type: none"> <li>1. Urban Neighbourhood DTS/DPF 1.6</li> </ul> |

|   |  |
|---|--|
|   | 2. Urban Neighbourhood DTS/DPF 3.1.  |
| 5. Any development involving any of the following (or of any combination of any of the following):<br>(a) internal building works<br>(b) replacement building<br>(c) temporary accommodation in an area affected by bushfire<br>(d) tree damaging activity. | None specified.  |
| 6. Demolition.  | Except any of the following:<br><br>1. the demolition of a State or Local Heritage Place<br>2. the demolition of a building (except an ancillary building) in a Historic Area Overlay. |

#### Placement of Notices - Exemptions for Performance Assessed Development

None specified.

#### Placement of Notices - Exemptions for Restricted Development

None specified.

### Main Street Subzone

#### Assessment Provisions (AP)

#### Desired Outcome (DO)

| Desired Outcome |   |
|-----------------|---|
| DO 1            | A shopping, entertainment and commercial main street supported by medium to high density residential development.   |
| DO 2            | A fine-grained public realm with safe, walkable and vibrant streets created by mixed use buildings with non-residential uses at ground level and a visually consistent street rhythm informed by local context and narrow tenancy footprints. |

#### Performance Outcomes (PO) and Deemed to Satisfy (DTS) / Designated Performance Feature (DPF) Criteria

| Performance Outcome   | Deemed-to-Satisfy Criteria / Designated Performance Feature |
|---|---|
| Land Use and Intensity  |   |
| PO 1.1<br>Retail, office, entertainment and recreation related uses supplemented by other businesses providing a range of goods and services to the local community and the surrounding district. | DTS/DPF 1.1<br>None are applicable                          |
| PO 1.2<br>Land uses promote movement and activity during daytime and evening hours, including shops, restaurants, small scale licensed premises,  | DTS/DPF 1.2<br>None are applicable.                         |

|   |   |
|---|---|
| educational, community and cultural facilities, and visitor and residential accommodation.  |   |
| PO 1.3<br><br>Dwellings developed in conjunction with non-residential uses to support business, entertainment and recreational activities and positively contribute to making the main street locality and pedestrian thoroughfares safe, walkable, comfortable, pleasant and lively places.                    | DTS/DPF 1.3<br><br>Dwellings developed in conjunction with non-residential uses sited:<br><br>(a) at upper levels of buildings with non-residential uses located at ground level or<br>(b) behind non-residential uses on the same allotment.         |
| PO 1.4<br><br>Development of well-designed diverse medium to high density accommodation options, including dwellings, supported accommodation, student accommodation, and short term accommodation, either as part of a mixed use development or wholly residential development.                                | DTS/DPF 1.4<br><br>None are applicable.   |
| <b>Built Form and Character</b>   |   |
| PO 2.1<br><br>Ground level uses contribute to a safe, walkable and vibrant main street.   | DTS/DPF 2.1<br><br>Shop, office, or consulting room uses located on the ground floor level of buildings.  |
| PO 2.2<br><br>Buildings designed to create visual connection between the public realm and ground level interior, positively contribute to passive surveillance of the public realm, have an active interface with the main street and contribute to the fine-grain character and retail function of the street. | DTS/DPF 2.2<br><br>The ground floor primary frontage of buildings provides at least 60% of the street frontage as an entry / foyer or display window to a shop or other community or commercial use that provides pedestrian interest and activation. |
| PO 2.3<br><br>Buildings are adaptable and flexible to suit a range of residential and non-residential land uses.  | DTS/DPF 2.3<br><br>The ground floor of buildings contains a minimum floor to ceiling height of 3.5m.  |
| PO 2.4<br><br>Buildings with no set-backs from the main street boundary to achieve a continuity of built form frontage to the main street, with the occasional section of building set back to create outdoor dining areas, visually interesting building entrances and intimate but vibrant spaces.            | DTS/DPF 2.4<br><br>None are applicable.   |
| PO 2.5<br><br>Vehicle parking and ancillary buildings and structures (including garages, carports and outbuildings) located behind buildings away from the primary main street frontage and designed to minimise negative impacts on the main street rhythm and activation.                                     | DTS/DPF 2.5<br><br>None are applicable.   |

## Urban Neighbourhood Retail Subzone

Assessment Provisions (AP)

Desired Outcomes (DO)

| Desired Outcome |  |
|-----------------|--|
| DO 1            | Additional neighbourhood-scale shopping, business, entertainment and recreation facilities to provide a focus for business and community life and most daily and weekly shopping needs of the community. |

Performance Outcomes (PO) and Deemed to Satisfy (DTS) / Designated Performance Feature (DPF) Criteria

| Performance Outcome  | Deemed-to-Satisfy Criteria / Designated Performance Feature   |
|--|---|
| Land Use and Intensity   |   |
| PO 1.1<br><br>Retail, office, entertainment and recreation related uses supplemented by other businesses providing a range of goods and services to the community. | DTS/DPF 1.1<br><br>Shops not exceeding a maximum gross leasable floor area of:<br><br>(a) 5500m <sup>2</sup> within the whole subzone area in West Lakes<br>(b) 2000m <sup>2</sup> within the whole subzone area in Bedford Park (Laffer's Triangle). |

## Part 3 - Overlays

### Affordable Housing Overlay

#### Assessment Provisions (AP)

Desired Outcome (DO)

| Desired Outcome |  |
|-----------------|--|
| DO 1            | Affordable housing is integrated with residential and mixed use development. |
| DO 2            | Affordable housing caters for a variety of household structures.             |

Performance Outcomes (PO) and Deemed-to-Satisfy (DTS) Criteria / Designated Performance Feature (DPF)

| Performance Outcome  | Deemed-to-Satisfy Criteria / Designated Performance Feature  |
|--|--|
| Land Division  |  |
| PO 1.1<br>Development comprising 20 or more dwellings / allotments incorporates affordable housing.  | DTS/DPF 1.1<br>Development results in 0-19 additional allotments / dwellings.  |
| PO 1.2<br>Development comprising 20 or more dwellings or residential allotments provides housing suited to a range of incomes including households with low to moderate incomes.   | DTS/DPF 1.2<br>Development comprising 20 or more dwellings / or residential allotments includes a minimum of 15% affordable housing except where:<br><br>(a) it can be demonstrated that any shortfall in affordable housing has been provided in a previous stage of development or<br>(b) it can be demonstrated that any shortfall in affordable housing will be accommodated in a subsequent stage or stages of development. |
| PO 1.3<br>Affordable housing is distributed throughout the development to avoid an overconcentration.  | DTS/DPF 1.3<br>None are applicable.  |
| Built Form and Character   |  |
| PO 2.1<br>Affordable housing is designed to complement the design and character of residential development within the locality.  | DTS/DPF 2.1<br>None are applicable.  |
| Affordable Housing Incentives  |  |
| PO 3.1<br>To support the provision of affordable housing, minimum allotment sizes may be reduced below the minimum allotment size specified in a zone while providing allotments of a suitable size and dimension to accommodate dwellings with a high standard of occupant amenity. | DTS/DPF 3.1<br>The minimum site area specified for a dwelling can be reduced by up to 20%, or the maximum density per hectare increased by up to 20%, where it is to be used to accommodate affordable housing except where the development is located within the Character Area Overlay or Historic Area Overlay.   |



|   |   |
|---|---|
| <p>PO 3.2</p> <p>To support the provision of affordable housing, building heights may be increased above the maximum specified in a zone.</p> | <p>DTS/DPF 3.2</p> <p>Where a building incorporates dwellings above ground level and includes at least 15% affordable housing, the maximum building height specified in any relevant zone policy can be increased by 1 building level in the:</p> <ul style="list-style-type: none"> <li>(a) Business Neighbourhood Zone</li> <li>(b) City Living Zone</li> <li>(c) Established Neighbourhood Zone</li> <li>(d) General Neighbourhood Zone</li> <li>(e) Hills Neighbourhood Zone</li> <li>(f) Housing Diversity Neighbourhood Zone</li> <li>(g) Neighbourhood Zone</li> <li>(h) Master Planned Neighbourhood Zone</li> <li>(i) Master Planned Renewal Zone</li> <li>(j) Master Planned Township Zone</li> <li>(k) Rural Neighbourhood Zone</li> <li>(l) Suburban Business Zone</li> <li>(m) Suburban Neighbourhood Zone</li> <li>(n) Township Neighbourhood Zone</li> <li>(o) Township Zone</li> <li>(p) Urban Renewal Neighbourhood Zone</li> <li>(q) Waterfront Neighbourhood Zone</li> </ul> <p>and up to 30% in any other zone, except where:</p> <ul style="list-style-type: none"> <li>(a) the development is located within the Character Area Overlay or Historic Area Overlay or</li> <li>(b) other height incentives already apply to the development.</li> </ul>   |
| Movement and Car Parking  |   |
| <p>PO 4.1</p> <p>Sufficient car parking is provided to meet the needs of occupants of affordable housing.</p>                                 | <p>DTS/DPF 4.1</p> <p>Dwellings constituting affordable housing are provided with car parking in accordance with the following:</p> <ul style="list-style-type: none"> <li>(a) 0.3 carpark per dwelling within a building which incorporates dwellings located above ground level within either: <ul style="list-style-type: none"> <li>(i) 200 metres of any section of road reserve along which a bus service operates as a high frequency public transit service<sup>(2)</sup></li> <li>(ii) is within 400 metres of a bus interchange<sup>(1)</sup></li> <li>(iii) is within 400 metres of an O-Bahn interchange<sup>(1)</sup></li> <li>(iv) is within 400 metres of a passenger rail station<sup>(1)</sup></li> <li>(v) is within 400 metres of a passenger tram station<sup>(1)</sup></li> <li>(vi) is within 400 metres of the Adelaide Parklands.</li> </ul> </li> <li>or</li> <li>(b) 1 carpark per dwelling for any other dwelling.</li> </ul> <p>[NOTE(S): (1) Measured from an area that contains any platform(s), shelter(s) or stop(s) where people congregate for the purpose waiting to board a bus, tram or train, but does not include areas used for the parking of vehicles. (2) A high frequency public transit service is a route serviced every 15 minutes between 7.30am and 6.30pm Monday to Friday and every 30 minutes at night, Saturday, Sunday and public holidays until 10pm.]</p> |

## Procedural Matters (PM) - Referrals

The following table identifies classes of development / activities that require referral in this Overlay and the applicable referral body. It sets out the purpose of the referral as well as the relevant statutory reference from Schedule 9 of the Planning, Development and Infrastructure (General) Regulations 2017.

| Class of Development / Activity   | Referral Body   | Purpose of Referral                                       | Statutory Reference                        |
|---|---|---|--|
| Development for the purposes of the provision of affordable housing (applying the criteria determined under regulation 4 of the <i>South Australian Housing Trust Regulations 2010</i> ). | Minister responsible for administering the <i>South Australian Housing Trust Act 1995</i> . | To provide direction on the conditions required to secure | Development of a class to which Schedule 9 |

|  |  |  |  |
|--|--|--|--|
|  |  | the provision of dwellings or allotments for affordable housing. | clause 3 item 20 of the Planning, Development and Infrastructure (General) Regulations 2017 applies. |
|--|--|--|--|

## Part 3 - Overlays

### Noise and Air Emissions Overlay

#### Assessment Provisions (AP)

Desired Outcome (DO)

| Desired Outcome |  |
|-----------------|--|
| DO 1            | Community health and amenity is protected from adverse impacts of noise and air emissions. |

Performance Outcomes (PO) and Deemed-to-Satisfy (DTS) Criteria / Designated Performance Feature (DPF)

| Performance Outcome   | Deemed-to-Satisfy Criteria / Designated Performance Feature  |
|---|--|
| Siting and Design   |  |
| <p>PO 1.1</p> <p>Sensitive receivers adjoining high noise and/or air pollution sources are designed and sited to shield sensitive receivers from the emission source using measures such as:</p> <ul style="list-style-type: none"> <li>(a) placing buildings containing non-sensitive receivers (such as retail and commercial) between the emission source and sensitive receivers</li> <li>(b) within individual buildings, placing rooms more sensitive to air quality and noise impacts (such as living rooms and bedrooms) further away from the emission source</li> <li>(c) providing appropriate separation or erecting noise attenuation barriers, provided the requirements for safety, urban design and access can be met</li> <li>(d) the use of building design elements such as podiums and jutting, deep or enclosed balconies (including with solid balustrades).</li> </ul> | <p>DTS/DPF 1.1</p> <p>Sensitive receivers satisfy all of the following:</p> <ul style="list-style-type: none"> <li>(a) do not adjoin a: <ul style="list-style-type: none"> <li>(i) Designated Road: Type A</li> <li>(ii) Designated Road Corridor: Type B</li> <li>(iii) Designated Road: Type R</li> <li>(iv) Train Corridor</li> <li>(v) Tram Corridor</li> </ul> </li> <li>(b) adjoining development incorporating music includes noise attenuation measures to achieve a noise level in any bedroom exposed to music noise (L10) less than: <ul style="list-style-type: none"> <li>(i) 8 dB above the level of background noise (L90,15 min) in any octave band of the sound spectrum; and</li> <li>(ii) 5 dB(A) above the level of background noise (LA90,15 min) for the overall (sum of all octave bands) A-weighted levels.</li> </ul> </li> </ul> |
| <p>PO 1.2</p> <p>Development incorporating a sensitive receiver adjoining high air pollution sources use building design elements such as varying building heights, widths, articulation, setbacks and shapes to increase wind turbulence and the dispersion of air pollutants.</p>   | <p>DTS/DPF 1.2</p> <p>Sensitive receivers do not adjoin any of the following:</p> <ul style="list-style-type: none"> <li>(a) Designated Road: Type A</li> <li>(b) Designated Road: Type B</li> <li>(c) Designated Road: Type R</li> <li>(d) Train Corridor</li> <li>(e) Tram Corridor.</li> </ul>  |
| <p>PO 1.3</p> <p>Development incorporating a sensitive receiver adjoining high noise and/or air pollution sources locates private open space (including ground level courtyards and balconies), common open space and outdoor play areas within educational establishments and pre-schools away from the emission source.</p>   | <p>DTS/DPF 1.3</p> <p>Open space associated with a sensitive receiver is not adjoining any of the following:</p> <ul style="list-style-type: none"> <li>(a) Designated Road: Type A</li> <li>(b) Designated Road: Type B</li> <li>(c) Designated Road: Type R</li> <li>(d) Train Corridor</li> <li>(e) Tram Corridor</li> </ul>  |

**Procedural Matters (PM) - Referrals**

The following table identifies classes of development / activities that require referral in this Overlay and the applicable referral body. It sets out the purpose of the referral as well as the relevant statutory reference from Schedule 9 of the Planning, Development and Infrastructure (General) Regulations 2017.

| Class of Development / Activity | Referral Body | Purpose of Referral | Statutory Reference |
|---------------------------------|---------------|---------------------|---------------------|
| None                            | None          | None                | None                |