

# Explanatory Statement

Information presented in the table below outlines the changes contained within the proposed amendment to the Bundaberg Regional Council Planning Scheme - Amendment No. 6 (Mon Repos/Sea Turtle Amendment) as publically notified from Monday, 16 September 2019 until Monday, 21 October 2019.

Submissions must be received by Council no later than 4:45pm on Monday, 21 October 2019 and can be made to Bundaberg Regional Council by post, delivered in person, or via email to [development@bundaberg.qld.gov.au](mailto:development@bundaberg.qld.gov.au).

Proposed changes to the Bundaberg Regional Council Planning Scheme are identified as follows:

Issue in Brief	Relevant Section	Description
Mon Repos - Sea turtle Amendment	Part 5 - Tables of Assessment (Table 5.9.1) and associated editor's notes	Changes to the levels of assessment in Table 5.9.1 for development within the Sea turtle sensitive area as follows: <ul style="list-style-type: none"> <li>• assessable development for Material Change of Use (e.g. starting a new use or increasing the scale or intensity of an existing use) is assessable against the Sea turtle sensitive area overlay code;</li> <li>• assessable development for Reconfiguring a lot (e.g. subdivision of land or rearranging lot boundaries) is assessable against the Sea turtle sensitive area overlay code; and</li> <li>• assessable development for Operational work (e.g. filling or excavation, civil and landscaping works, vegetation clearing and placing an advertising device on premises) is assessable against the Sea turtle sensitive area overlay code.</li> </ul>
	Part 7 - Local Plans (Figure 7.2.1 Central Coastal Urban Growth Area Structure Plan Concept)	Changes to Figure 7.2.1 Central Coastal Urban Growth Area Structure Plan Concept to reflect the proposed zoning change to the land on the seaward side of Shelley Street, Burnett Heads, from Dryden Street South to, and including, 174 Shelley Street.
	Part 8 - Sea turtle sensitive area overlay code	Incorporate a Sea turtle sensitive area overlay code into the planning scheme. The purpose of the code is to ensure that development does not create harm to sea turtle nesting and sea turtle activity by avoiding adverse impacts generated from artificial lighting. <p>The overlay code incorporates benchmarks for assessable development relating to siting, design, and domestic lighting provisions for the following:</p> <ul style="list-style-type: none"> <li>• development in a Sea turtle sensitive area;</li> <li>• development located on land visible to the beach or ocean; and</li> <li>• additional criteria for building work and operational work.</li> </ul>
	Part 9 - Advertising devices code	Changes to the Advertising devices code to provide clearer direction for lighting associated with advertising when located within the Sea turtle sensitive area. Include additional outcomes in the code to ensure that advertising devices located within the Sea turtle sensitive area avoid illumination of the beach, ocean, and sky at night.

Issue in Brief	Relevant Section	Description
	Part 9 - Nuisance code	Changes to remove specific reference to Sea turtles in the Nuisance code. These outcomes are instead addressed through the Sea turtles sensitive area overlay code.
	Schedule 2 - Mapping	<p>The land at Shelley Street, Burnett Heads currently affected by Temporary Local Planning Instrument 1/2018 - Protection of the Mon Repos Turtle Conservation Area is proposed to be removed from the Emerging community zone in the zoning maps at Schedule 2 (Mapping) and included in the Rural Residential zone, Precinct RRZ1 (2,000m<sup>2</sup> minimum lot size area).</p> <p>The proposed zoning change applies to land on the seaward side of Shelley Street, Burnett Heads, from Dryden Street South to, and including, 174 Shelley Street.</p> <p>The proposed zoning/precinct change is considered to facilitate future development of an appropriate density, scale and form to ensure a greater level of protection for the Mon Repos Regional Park (MRRP) from the effects of urban development.</p>