

Part B:

Site Specific DCPs

Part B of the DCP is proposed to incorporate the site specific DCP amendments. As each DCP amendment is adopted ~~Table 1~~ below is to be updated. **Appendix B** sets out the matters to be addressed within the Part B DCP for each special area.

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Table 1: Adoption Dates of Part B DCP Amendments

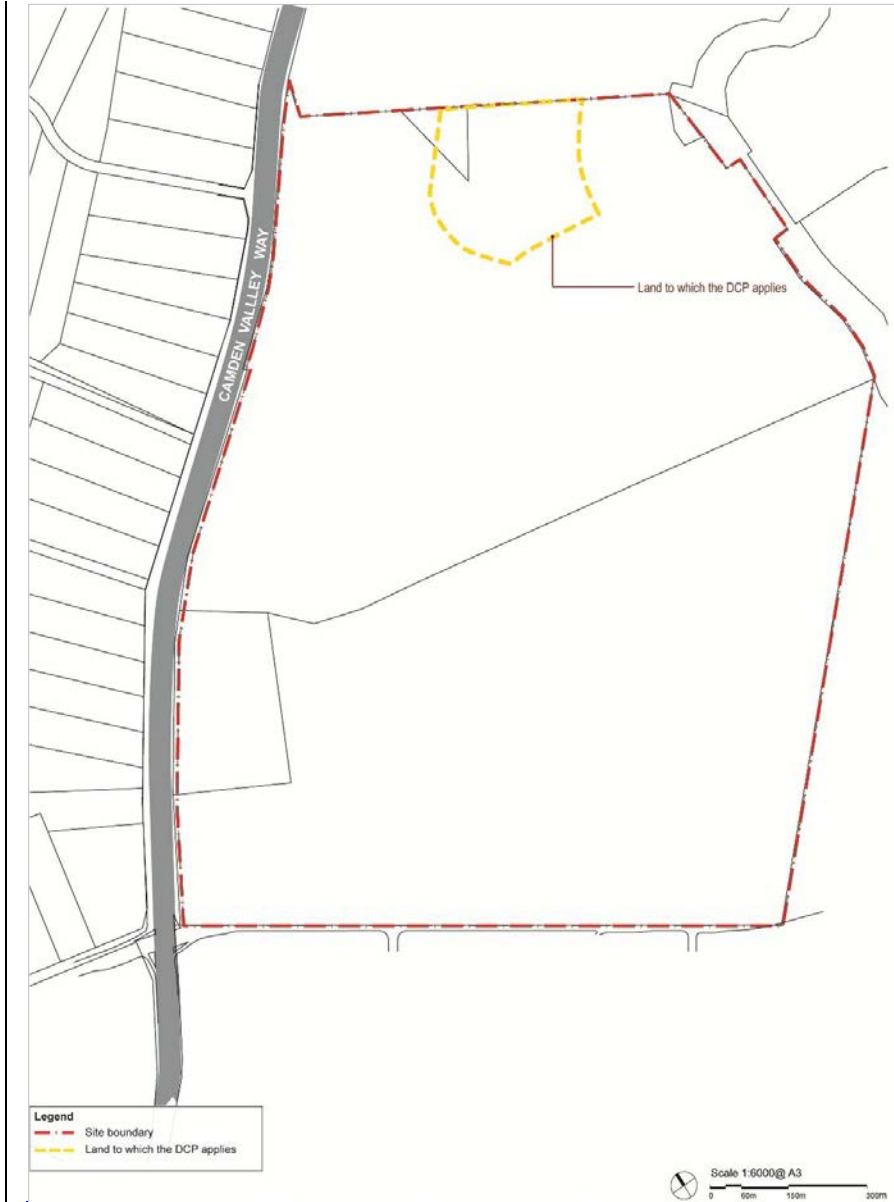
Special area	Date adopted
B1 The Entertainment Precinct	20 May 2009 (amended TBA)
B2 Riparian Protection Area	20 May 2009
B3 Turner Road Employment Area	26 August 2009
The Neighbourhood Centre	11 November 2013

B1 The Entertainment Precinct

1.0 Introduction

1.1 Land to which this Part applies

This part of the DCP applies to all development on the land shown at **Figure 1** enclosed by a dashed yellow line cross hatched in red.



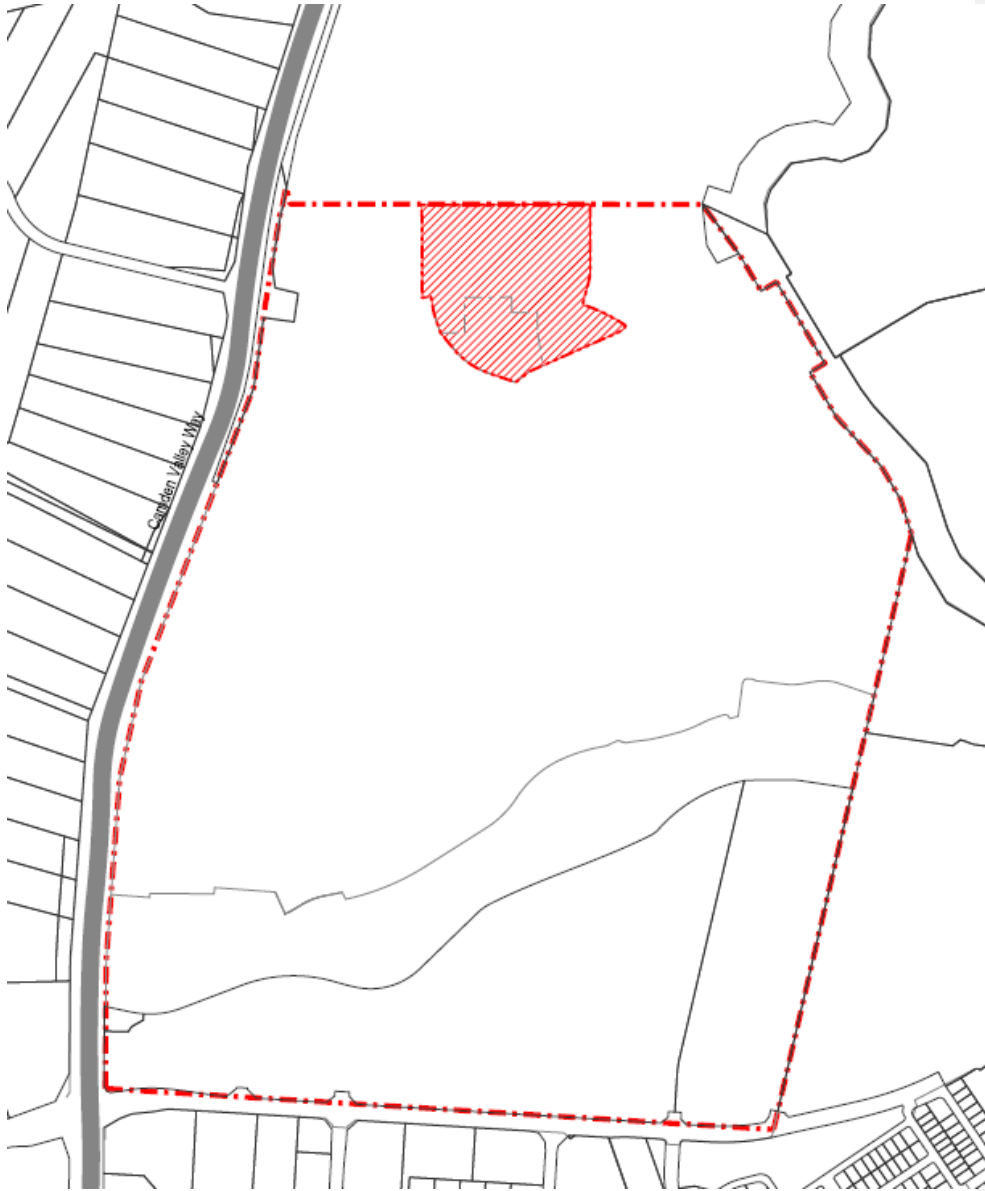


Figure 1: Land to which this Part applies

1.2 The Purpose of this Part

The purpose of this Part is to:

- Establish the planning, design and environmental objectives and controls against which Camden Council will assess future development applications (DAs) for land within The Entertainment Precinct;
- Provide the detailed planning and design controls for The Entertainment Precinct;
- Provide a framework to facilitate high quality urban design outcomes, for the public and private spaces within the Precinct;
- Provide a structure for preferred land uses and activities within the Entertainment Precinct

1.3 Structure of this Part

This Part is structured as follows:

Section 1: sets out the administrative provisions of this section of the DCP.

Section 2: sets out the vision and development objectives for The Entertainment Precinct.

Section 3: outlines the access and movement requirements for The Entertainment Precinct.

Section 4: outlines the design principles for the public domain for The Entertainment Precinct.

Section 5: outlines the design principles for the land uses and built form for The Entertainment Precinct.

Notes:

This Part B DCP contemplates that development may extend beyond the northern boundary of The Entertainment Precinct and that development within the Precinct may have an inter-relationship with future development to the north.

Development that extends beyond the precinct into the land to the north should ensure that the Urban Design Principles of this DCP guiding built form, views and vistas, public spaces and circulation and movement are carried through into any elements outside the precinct. Development of the lands to the north will be subject to a separate planning process.

2.0 Vision and Development Objectives

2.1 Vision and Development Objectives

The vision and objectives are:

- (a) To support the provision of a variety of recreation, entertainment, residential and support uses within the precinct;
- (b) To provide the opportunity for the provision of support retail and commercial facilities within the precinct;
- (c) To create a mixed use entertainment, leisure, support retail and amenity services and residential precinct focused around and adjacent to the Entertainment Precinct;
- (d) To ensure that the detailed design of the precinct is undertaken in a co-ordinated manner in order to achieve a high quality urban design outcome;
- (e) To provide a structure for preferred uses and activities within the precinct;
- (f) To provide a structure plan for the interface between the public and private domain that maximises the outlook and orientation for all uses;
- (g) To reinforce the "hilltop" location of the precinct as a focal point for development within the locality;
- (h) To reinforce the potential private and public domain vistas through the provision of a strong north south axis through the precinct;
- (i) To provide and reinforce a strong visual link to the Gledswood Estate to the north of the precinct;
- (j) To provide a structure for the management of transport and service vehicle access.

2.2 Controls

- (1) Development of The Entertainment Precinct is to respond to and demonstrate achievement of the design outcomes depicted in **Figures 2 and 3**.
- (2) Development shall be generally consistent with the following development outcomes:

Layout

- A central 20m wide north south axis is to be provided to [the north of The Hermitage Way](#) to protect and reinforce the view cone that broadens out down the valley ~~and~~ towards the Gledswood Estate ~~and the district views to the south~~;
- The location of buildings, streets and open spaces is to reinforce the central north south axis;
- The secondary view axes align with the ridges to the north as depicted in **Figure 2**. These secondary axes are to be reinforced by the provision of 10m wide visual corridors within which can provide secondary access roads to service future development within the precinct;
- All development and built form that abuts the central north south axis are to address the axis alignment.

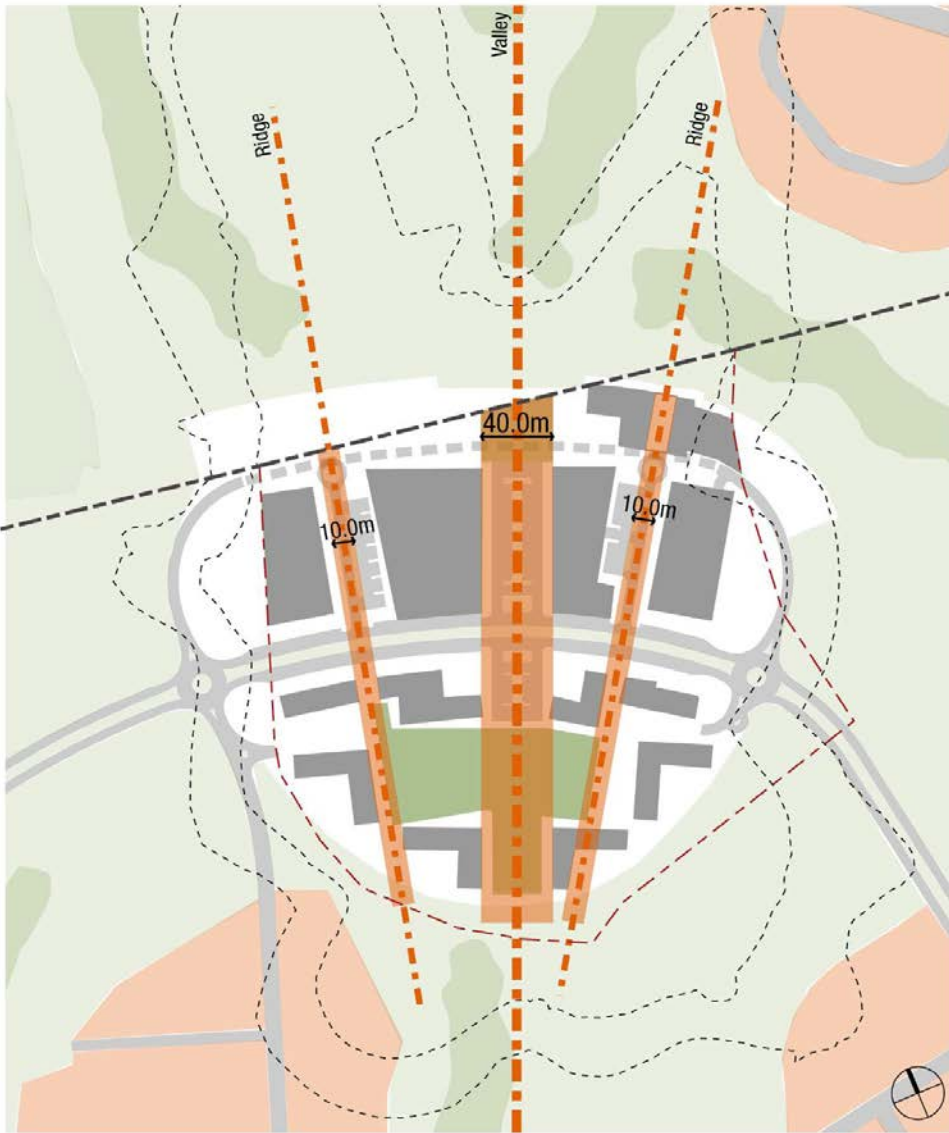
Public Domain

- The central 20m wide north south axis is to form the focal point of the precinct with a public plaza or open area component;
- Car parking can be provided within or under the central north south axis;
- Building orientation and location is to maximise opportunities to utilise the available district views from the public domain areas;

Note: "Public Domain" in this Part of the DCP refers to areas that will be accessible to the public and not necessarily in public ownership.

Private Domain

- Development should maximise the available northerly aspect and district outlooks;
- Development must be located to reinforce the primary central axis and secondary axes;
- Transparent elements 10m wide at ground level and above, such as atria or undercrofts, are to be provided in buildings within the precinct where a secondary view axis intersects with the proposed building location (**Figures 2 and 3**). Such transparent building elements are to retain and reinforce the visual linkages along the secondary alignments;
- The location of buildings at the northern extremity of the precinct shall ensure that a separation of 9035m over the central north south axis is provided to ensure the expansive view cone to the north is reinforced (Refer to **Figure 42 at Section 5**).



- Site Axis
- SEPP Boundary
- Zone Boundary

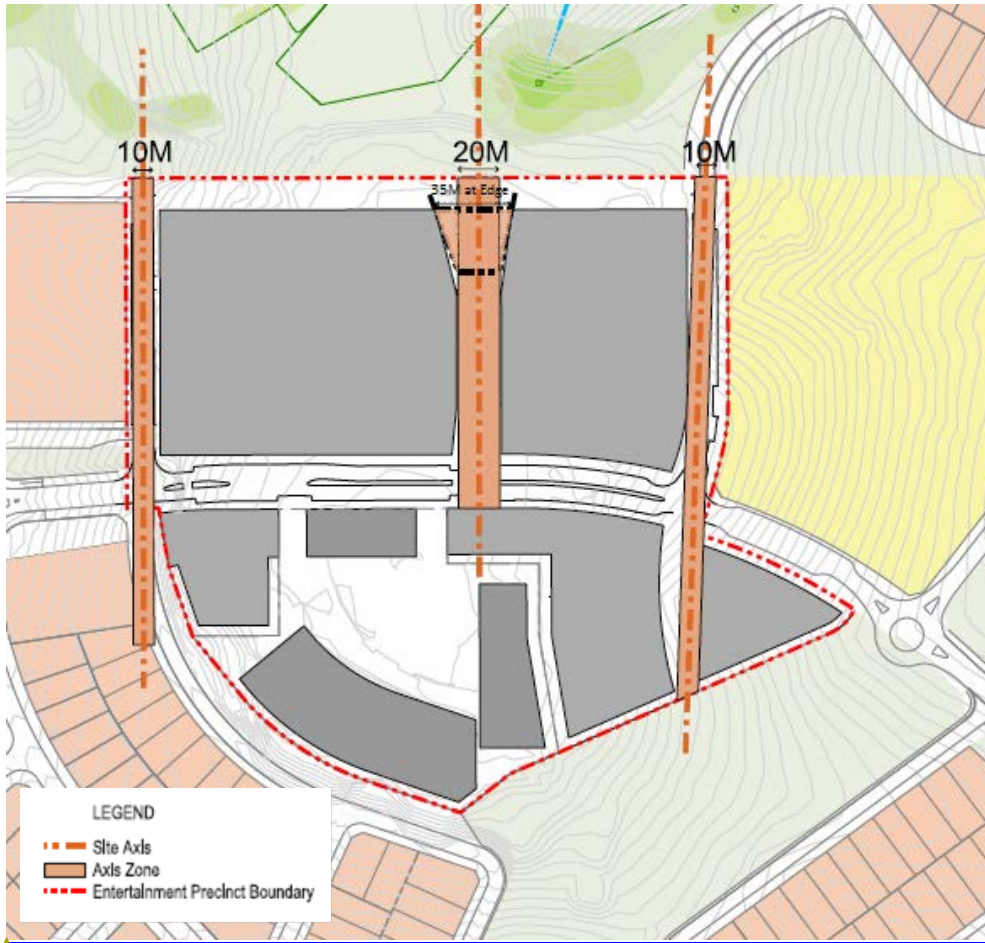
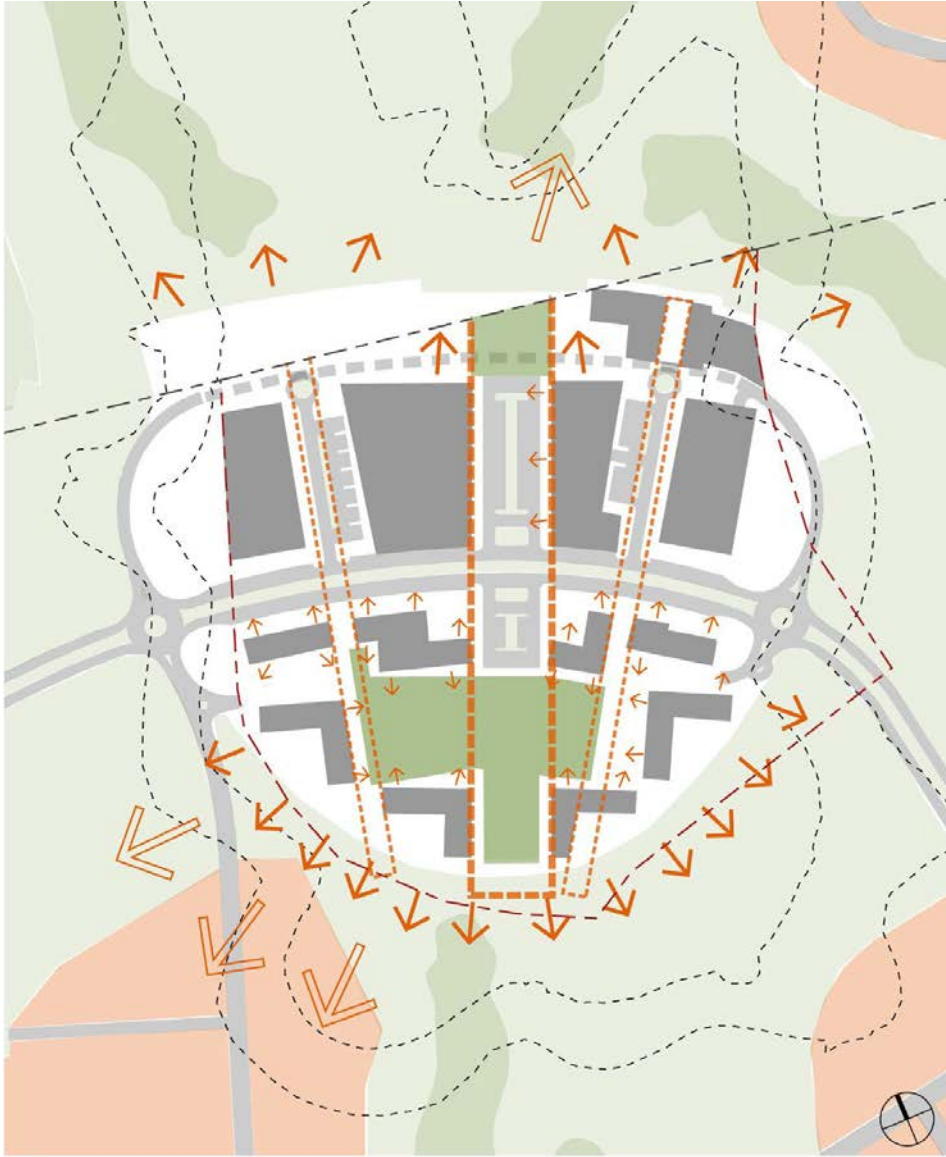


Figure 2: Principle north south axis along the Valley and secondary axes along the ridgelines providing view corridors and view cone



- 
 Vistas: A - Gledswood Estate
 B - District Views
- 
 Viewlines to Golf Course & Surroundings
- 
 Viewlines within Precinct
- 
 Axis Zone (Boundary)
- 
 SEPP Boundary
- 
 Zone Boundary

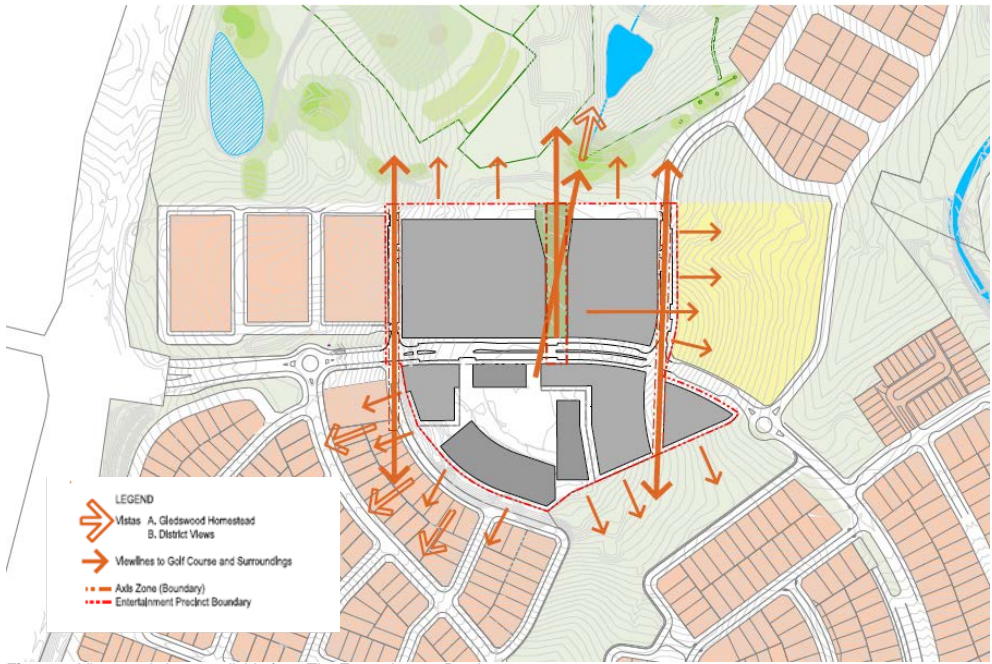


Figure 3: Views and vistas available from The Entertainment Precinct

3.0 Access and Movement

3.1 Introduction

Part A of the DCP identifies the arterial and sub-arterial road network for the whole of the Turner Road Precinct. This part of the DCP provides lower order circulation patterns to provide servicing for the future development within The Entertainment Precinct.

3.2 Objectives

The objectives for access and movement are:

- (1) Provide safe and clearly defined vehicular access points off The Hermitage Way ~~the east west sub-arterial access road~~;
- (2) To provide opportunities for servicing of future development that minimises the number of connections required onto ~~The Hermitage Way the sub-arterial access road~~;
- (3) To integrate pedestrian and cycle access options into the development of the Precinct;
- (4) To ensure ~~The Hermitage Way the sub-arterial access road through the precinct~~ can accommodate public transport services;
- (5) To clearly delineate a transition into The Entertainment Precinct to signify the dominance of pedestrian traffic in the vicinity by the creation of a slow zone through The Entertainment Precinct;
- (6) To provide appropriately located car parking areas and on street car parking opportunities on ~~The Hermitage Way the sub-arterial access road~~ that traverses the Precinct; ~~and~~
- (7) ~~To promote street activation through the provision of outdoor dining.~~

3.3 Controls

- (1) Development of The Entertainment Precinct is to respond to and demonstrate achievement of the design outcomes depicted in **Figures 4, 5, and 6**.
- (2) Development shall be generally consistent with the following design outcomes:

Layout

- ~~Two north-south access roads and service streets off the east west road~~ are to be ~~provided~~ oriented along the secondary axes as shown in **Figure 4**. These access and service roads are to be located to provide rear service and access for development within the precinct and to minimise disruption and conflict with pedestrian circulation throughout the precinct by avoiding the need for individual site access points from ~~The Hermitage Way the east west road~~;
- The road treatment through The Entertainment Precinct is to incorporate appropriate traffic calming, threshold slow zones and pedestrian crossings to maximise pedestrian safety and amenity;
- The provision of cycleways and pedestrian pathways are to be integrated into the precinct planning to provide safe and attractive options for users;
- ~~The Hermitage Way the east west road through the precinct~~ is to be designed to accommodate public transport access and provision for bus stops.

Public Domain Treatment

- The road reserve treatments are to be generally in accordance with Section 3.0 of Part A of this DCP, except where specific guidance is provided by this Part for ~~The Hermitage Way the east west road~~ and the north-south centre ~~axis~~ street;
- The treatment of ~~The Hermitage Way the east west road~~ through and within the precinct is to be in accordance with the typical ~~layout section~~ at **Figure 5** and is to include an appropriate transition for the cycleways entering and exiting the precinct;
- ~~Footpaths along the Hermitage Way are to be designed to allow for the provision of future outdoor dining areas, including extended footpath widths between parking bays;~~
- A break in the median along ~~The Hermitage Way the east west road~~ is permissible to facilitate vehicular access between ~~The Hermitage Way the east west road~~ and the existing country club on Lot 3 DP ~~44754881215911~~;
- The ~~north south~~ access roads are to ~~comply with the minimum cross section requirements of Part A 3.0 of this DCP.~~

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Private Domain

- All development loading areas are to be serviced from the rear, away from The Hermitage Way, the east-west road and the north-south axis street;
- Driveways, service docks and waste storage areas are to be appropriately treated and designed to maximise safety and minimise their visual appearance and detract from the quality of the public domain environment;

Car parking provision

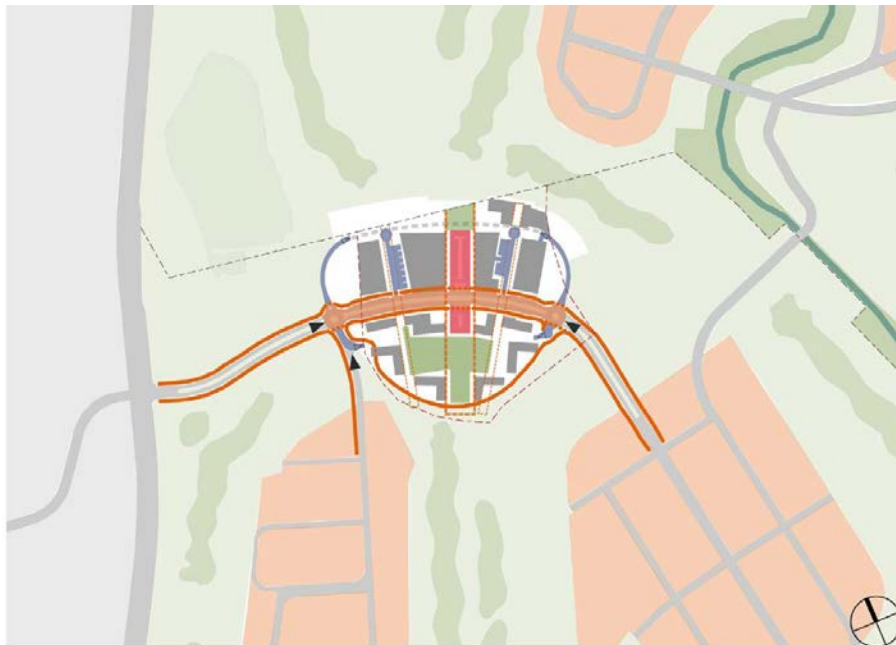
- Car parking is to be designed and allocated to land uses in accordance with Camden Development Control Plan 2006.

- Car parking for development within the Entertainment Precinct is ideally to be provided in below grade (i.e. undercroft or basement parking).

Any variations to proposed parking configurations within The Entertainment Precinct must consider the following:

- Minimise the impact of the visual appearance of car parking areas (i.e. where viewed from The Hermitage Way) to maintain the quality of the public domain environment;
- Parking areas (whether at-grade or multi-storey above ground) are to be appropriately treated, screened, landscaped and designed to maximise safety and passive surveillance opportunities; and
- Access to proposed car parking areas is to be generally in accordance with Figure 4.

Note: Development of The Entertainment Precinct is dependent upon improved access being provided to Camden Valley Way via the North Spine Road or by an appropriate alternative route.



- Cycleway
- Slowzone
- ▲ Access Point
- ▷ Access to Parking / Servicing
- - - Axis Zone (Boundary)
- - - SEPP Boundary
- - - Zone Boundary
- Services/Access Ramps
- Belvedere/Parking

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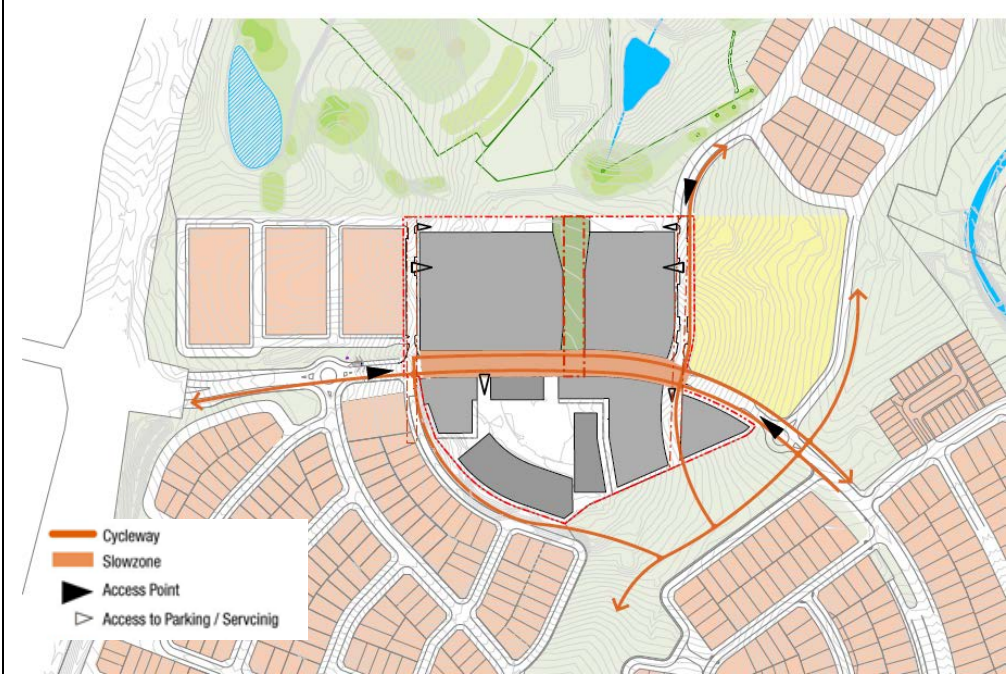


Figure 4: Access configurations and cycleway provision

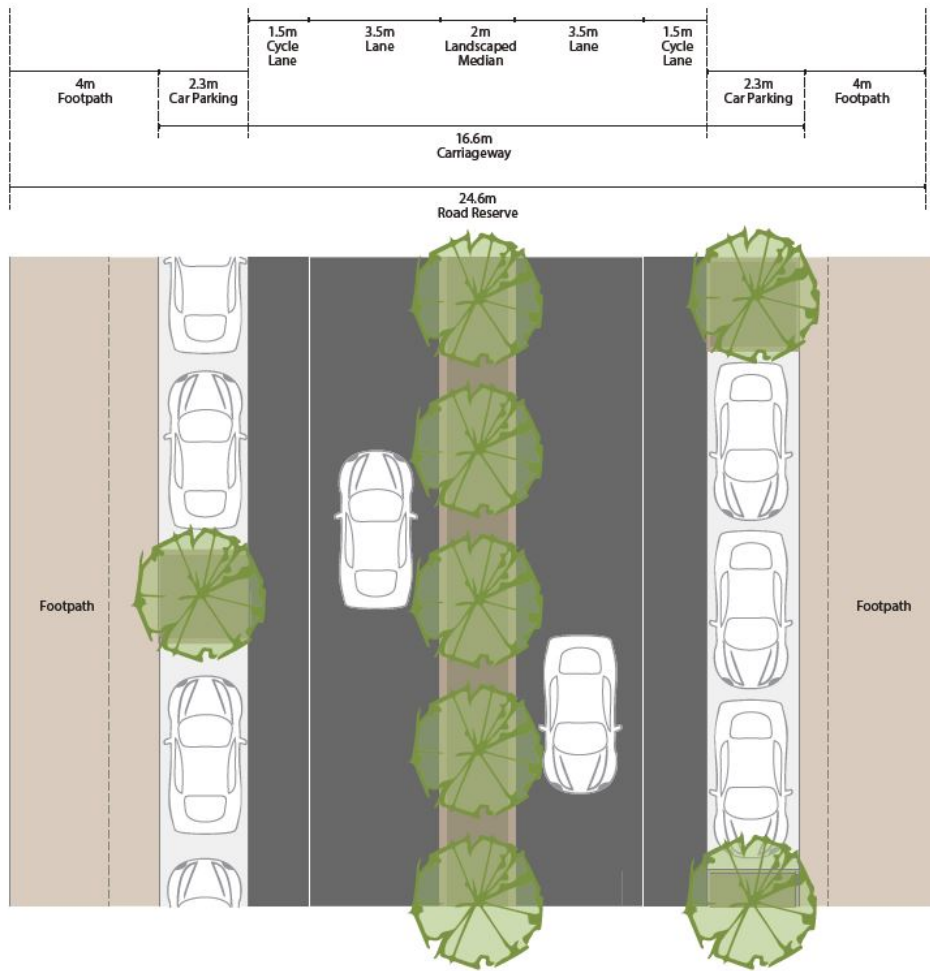


Figure 5: Typical Layout of the Hermitage Way Cross-section of the east-west road treatment

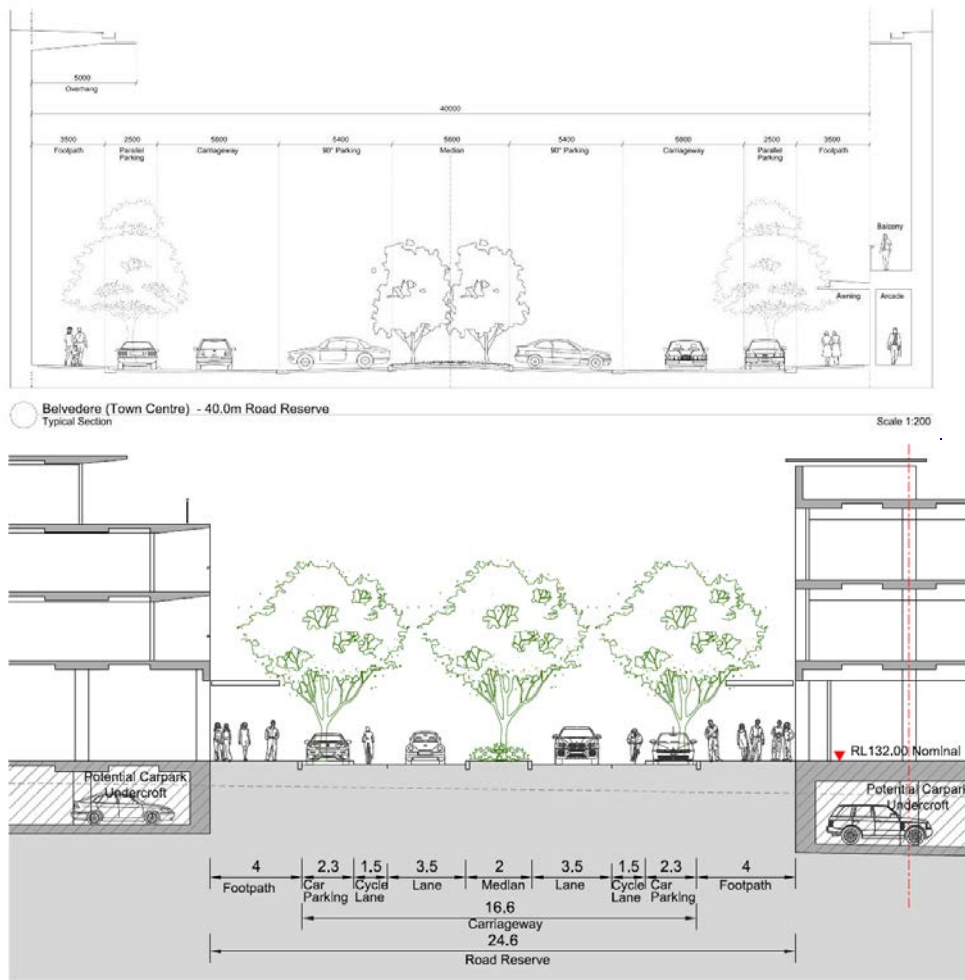


Figure 6: Indicative Cross section of The Hermitage Way the north-south-centre street treatment

4.0 Public Domain

4.1 Introduction

For the purpose of this section of the DCP the public domain is taken to be areas that are open to be accessed, utilised and viewed by the public and includes areas such as footpaths, open landscaped areas, cycleways and circulation spaces whether or not they are owned by a public authority.

4.2 Objectives

The public domain objectives are:

- (1) To create a vibrant and attractive precinct for entertainment, recreation, residential and support retail and commercial services;
- (2) To create a civic space along the central north-south axis as a central focus for the precinct;
- (3) To create an area that encourages active and casual interaction;
- (4) To create an entertainment and mixed-use precinct that is a focus for the needs and demands of future residents in the immediate and broader locality;
- (5) To encourage pedestrian and cycle circulation through and around the precinct;
- (6) To provide a combination of active and casual entertainment destinations and locations;
- (7) To provide a built environment with strong visual linkages to the developed landscape of surrounding land uses;

- (8) To provide open space areas that reinforce the division of the precinct into development quadrants that respond to the desire to provide strong visual linkages to the surrounding landscape.

4.3 Controls

- (1) Development of The Entertainment Precinct is to respond to and demonstrate achievement of the design outcomes depicted in **Figures 6-7, 8 and 9**.
- (2) Development shall be generally consistent with the following outcomes:

Layout

- Development is to provide open, unbuilt upon areas generally consistent with **Figure 7**;
- The open unbuilt upon areas can be above car parking and vehicle circulation structures;
- The layout of buildings is to respect and reinforce the required central and secondary axis alignments;
- Open space areas should be configured to provide high levels of amenity and utility for adjoining development;
- Development should be configured to provide casual surveillance of the open space areas to avoid the creation of unsafe environments;



- **Figure 7:** Open unbuilt upon areas [within The Entertainment Precinct](#)

Public Domain Levels

- The central north south axis and adjoining areas as depicted in **Figure 8** is to be provided at [a preferred RL 132.00](#) with variation permitted between RL 131 and RL 133 (**Figure 8**).
- The development of the precinct should grade down from the north-south axis to [the perimeter of the precinct to respect the topography of the site and optimise district views RL 127.00 at the perimeters with variation permitted between RL 126 and RL 128.](#)



- Open Space
- - - Axis Zone (Boundary)
- - - SEPP Boundary
- - - Zone Boundary



- Hilltop boundary RL:132.00±1.00
- - - Axis Zone (Boundary)
- - - SEPP Boundary
- - - Zone Boundary

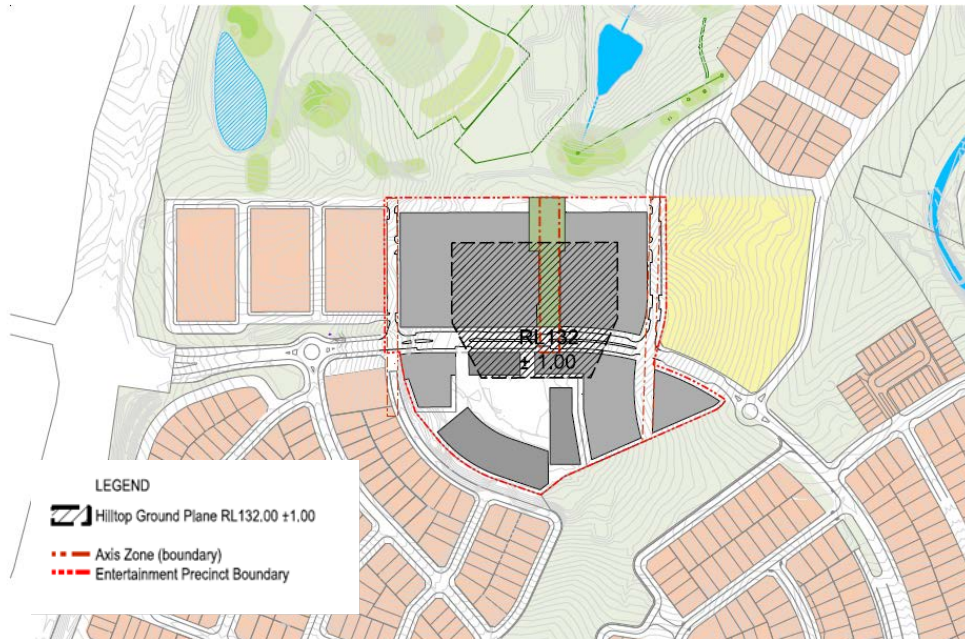


Figure 8: Target contour levels for The Entertainment Precinct

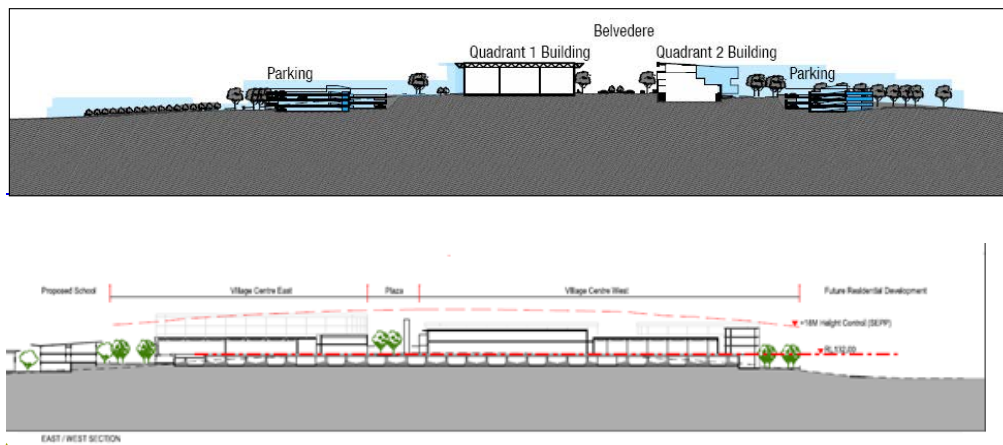


Figure 9: Typical east west and north-south section through quadrants 1 and 2

Figure 9 provides a typical cross section across the central East-West axis and the wider precinct to demonstrate the intended relationship of buildings and the public domain spaces. The typical section does not represent required building uses or forms but clarifies the relationship of car parking access off the service roads and the built form to the central north-south axis.

4.4 Public Domain Principles

A public domain and landscape palette is to be developed in conjunction with Camden Council prior to the commencement of any works in the public domain of the Entertainment Precinct.

The public domain and landscape palette is to address the following issues:

- Provision of a unifying landscape treatment for the precinct.
- Guidelines for the provision of street furniture, paving treatments, signage and public art.
- Integration of public domain landscaping with private domain landscaping.
- Providing amenity and shaded areas.
- Safety by design.

Note: The public domain and landscape palette may be an element of a broader urban design strategy for the entertainment precinct that addresses matters such as building materials and finishes and roof forms.

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5.0 Landuse and Built Form

5.1 Objectives

The land use and built form objectives are:

- (1) To provide a layout and configuration that reinforces the objectives and desired future character of the precinct;
- (2) To provide guidelines for the allocation of land uses that responds to the site characteristics and zoning that applies to the site;
- (3) To provide setback and orientation controls that reinforce the view axes and sight lines available ~~from~~ the precinct;
- (4) To provide setbacks that frame the public areas and provide an amenity and landscaped setting for residential development within the precinct;
- (4)(5) To encourage active street frontages in suitable locations

5.2 Controls

General Controls

- (1) The development of The Entertainment Precinct is to respond to and demonstrate achievement of the development outcomes depicted in **Figures 10, 11, 12, 13** and **14**;
- (2) Development within the precinct can contain a maximum aggregate of 3,500m² GLAR of "shop" premises. Any individual "shop" premises is to be no more than 1,8500m² GLAR;
- (3) All non-residential development must include a signage strategy that demonstrates the integration of business and building identification signage into the overall building design;
- (3)(4) Any large format "shop" (i.e. small supermarket) is to be located within zone 2 in figure 11
- (4)(5) Development shall be generally consistent with the following outcomes:

Layout Active Frontages

- Active frontages are to be provided generally in accordance with Figure 10.
 - A building has an 'active street frontage' if all premises on the ground floor of the building facing the street or the north-south plaza are primarily used for the purposes of business premises or retail premises. This doesn't preclude other uses such as residential, community facilities or entertainment, provided they are designed to create a positive relationship with the street and public domain.
 - An active street frontage is not required for any part of a building that is used for any of the following:
 - entrances and lobbies (including as part of mixed use development);
 - access for fire services; and
 - vehicular access.
 - Where an active street frontage is not identified, buildings are to be designed to create a positive relationship with the street and public domain. Buildings are to be articulated through architectural treatments and materials.
- Development is to address the central north-south axis and the east-west road to reinforce the provision of active frontages to these public areas.

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Figure 10: Active Frontages

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Land uses within the precinct

The Entertainment Precinct is divided into four development zones quadrants (Figure 110) comprising:

1. Zone 1- North ~~The north-western quadrant;~~
2. Zone 2- Central ~~The north-eastern quadrant;~~
3. Zone 3 – South West ~~The south-western quadrant;~~
4. Zone 4- South East ~~The south-eastern quadrant.~~

The preferred ~~and alternate~~ land uses within each zone quadrant are provided below ~~and are grouped into land use categories. This will allow for the flexible delivery of permissible uses in accordance with the State Environmental Planning Policy (Sydney Region Growth Centres) 2006.~~ All land uses must demonstrate that the key built form objectives and principles to reinforce the axis alignments through the precinct are achieved.

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Development Sequence

- The north south central axis street, indicative east-west service road and The Hermitage Way the sub arterial main access road divide the precinct into four development zones quadrants. The development of these zones quadrants can be undertaken in any sequence. Completion of any zone quadrant is not a pre-requisite for the commencement of development within any other zone quadrant.

Zone 1 North-western quadrant (1)

Preferred land uses:

- ~~Residential, retail/commercial (adjoining open/space plaza area) car park, club, community use building, mixed use development, residential office premises, retail premises, tourist accommodation~~

Alternate land uses:

- ~~hotel, residential flat building,~~

Zone 2 North-eastern quadrant (2)

Preferred land uses:

- ~~Mixed used development – which may include entertainment, community, commercial, retail and residential car park, hotel, mixed use development, office premises, retail premises, tourist accommodation~~

~~Alternate land uses:~~

- ~~club, community use building, residential flat building.~~

Zone 3 South-western quadrant (3)

Preferred land uses:

- ~~Club, mixed use development –residential (including seniors housing), multi dwelling housing, residential flat building, seniors housing, mixed use development, retail (maximum aggregate GLAR of “shop” space of 350m² on Lot 3 DP1215911), commercial (i.e. business and office premises).~~

Alternate land uses:

- ~~business premises~~

Zone 4 South-eastern quadrant (4)

Preferred land uses:

- ~~Mixed use development – which includes retail, commercial and residential.~~

Alternate land uses:

- ~~business premises~~

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- 1 Precinct Zone 1: Community, Commercial, Retail, Recreation
- 2 Precinct Zone 2: Mixed Use, Commercial, Retail, Residential
- 3 Precinct Zone 3: Residential
- 4 Precinct Zone 4: Residential
- Axis Zone (Boundary)
- SEPP Boundary
- Zone Boundary

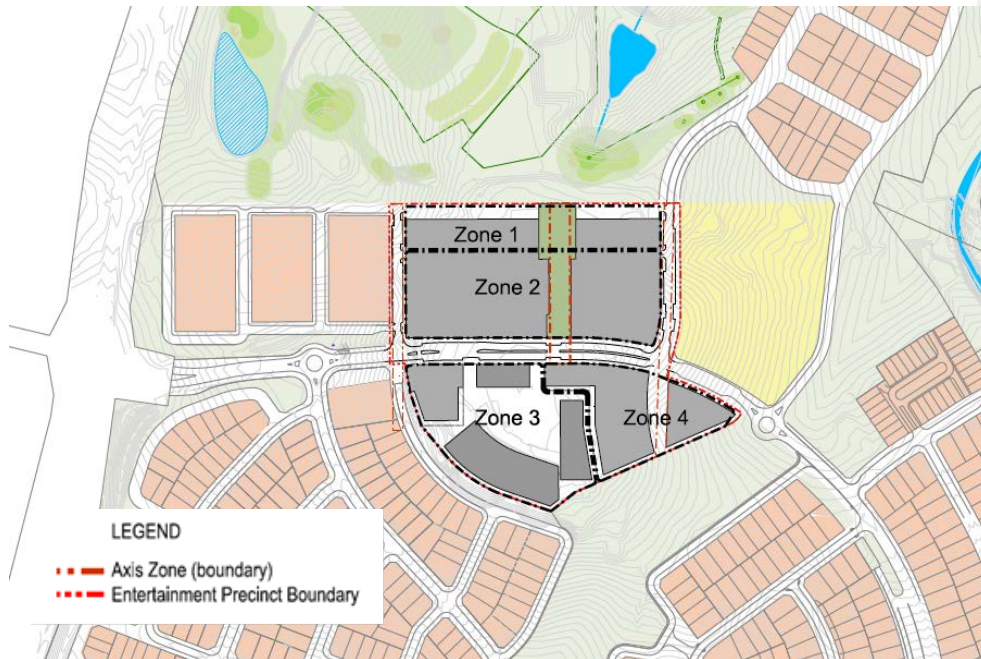


Figure 119: Quadrants within The Entertainment Precinct

Public Domain Relationship

Development in [zones/quadrants](#) 1 or 2 is to:

- Provide articulation / special treatment to identify the entry lobby;
- Provide transparent elements where a view axis intersects with the building (e.g. atrium, under-croft);
- Utilise transparent materials to provide sightlines into internal public spaces (e.g. atrium);
- Cloister or awning treatments are required to provide shading to public domain. The awning or cloister is to provide a minimum 2.0m overhang encroachment;
- Where a building frames a view axis a straight-edge treatment is required to the perimeter of the building along that alignment (**Figure 13 and 14**);
- ~~Provide a 6.0m setback for levels 1 to 3 fronting the east west road, allowing the overhang of the fourth level above the setback area to create a cloister effect;~~
- ~~Buildings located on the primary building alignments as identified under **Figure 13** are to be a minimum height of three storeys and are to be built on a nil setback to the street edge.~~
- Incorporate shading to the central ~~e-street~~ (north south axis) public domain with either extended eave lines or a lower level awning/cloister structure treatment
- Blank walls are to be avoided
- Any community building should be of flat roof design incorporating shade structures to facilitate a number of different uses
- ~~Mixed-use b~~Buildings should ~~avoid the use of traditional hipped or gabled roof forms and~~ be of single pitch or multi-pitch roof design. Alternate roof shapes may be considered on a merit basis.

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Development in [Zone 3](#):

- ~~Buildings located on the primary building alignments as identified under **Figure 13** are to be a minimum height of three storeys and are to be built on a nil setback to the street edge~~
- ~~Any fifth (or more) storey is to be setback a minimum of 3.6m from the street edge to The Hermitage Way.~~
- ~~Any fifth (or more) storey element on the eastern boundary within Lot 3 DP1215911 (the existing club) is to be setback a minimum of 3.6m from the floor below along its eastern side to provide an appropriate transition to the eastern boundary.~~

- Buildings along the southern boundary are to step down in height to the southern boundary to protect the amenity of the adjacent residential land to the south and south-east in terms of overshadowing and visual dominance.
- The building located on the southern boundary on Lot 3 DP1215911 (the existing club) is to be a maximum height of 2 storeys and provide a landscaped setback in accordance with Figure 14 to mitigate visual and acoustic impacts on adjoining residential development to the south and south-west.
- All new commercial premises are to comply with Council's Environmental Noise Policy, the EPA's Industrial Noise Policy and where applicable, the Office of Liquor and Gaming Regulations standard conditions.

Residential flat buildings and multi dwelling housing

Residential flat building or multi dwelling housing in any zone quadrant is to:

- Recognise the importance of view lines to vistas and district views;
- Provide transparent elements where view axis intersects with the building (e.g. atrium, under-croft);
- Buildings should frame the view axis by referencing or aligning with the axis boundary;
- The use of integrated balconies is preferred. The use of cantilevered balconies may be considered on a merit basis;
- Provide eaves to shade upper balcony areas. Large eave overhangs are encouraged for architectural expression and enhanced passive solar design;
- Apartment buildings should avoid the use of hipped or gabled roof forms and should be of single pitch or multi-pitch design;
- Blank walls are to be avoided;
- Parking is to be provided below grade where possible. Alternatively, other parking configurations may be provided but are to be appropriately treated and designed to maximise safety and minimise their detracton from the quality of the public domain environment;
- Private dwellings should provide casual surveillance to public domain areas;
- Private dwelling entry points should respect and respond to adjoining public domain areas.
- Address the requirements of Section 7.12 of Part A of this DCP.

Private domain building form

Buildings should reflect the form and scale outlined in Figure 124. represents indicative developable zones and not necessarily the form and scale of buildings

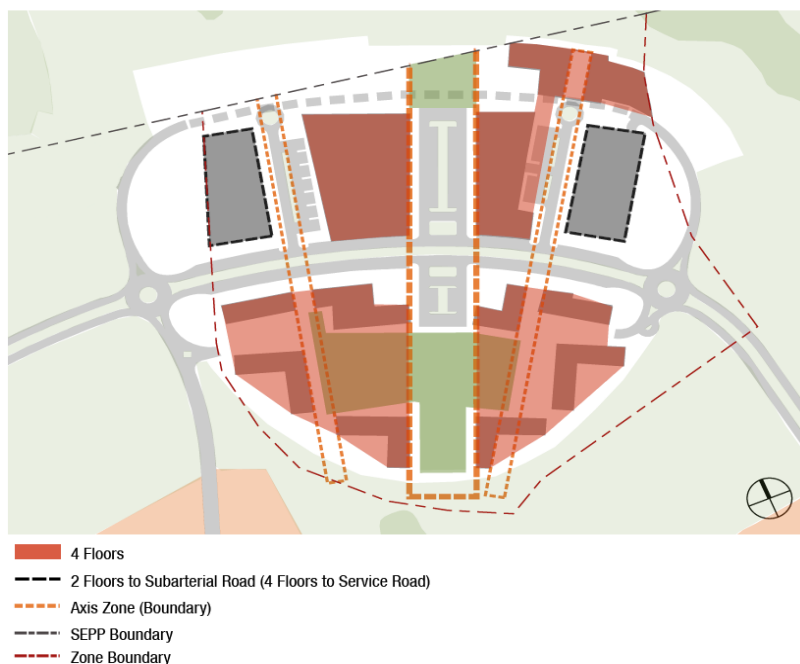


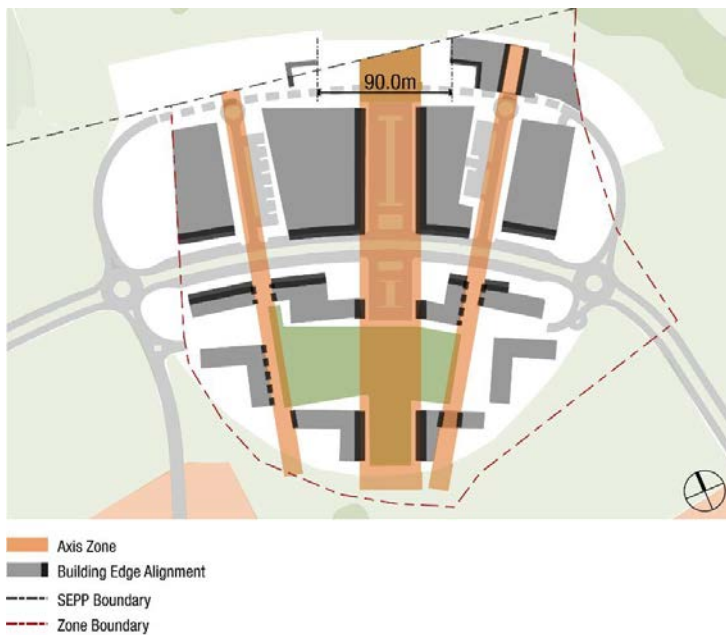


Figure 12: Developable Zones

Building alignment and setbacks

Buildings alignments are to reflect the setbacks and alignments allocated in Figures 132 and 143. The setbacks required are to be measured from the lot boundary fronting the public roads created by future subdivision and development.

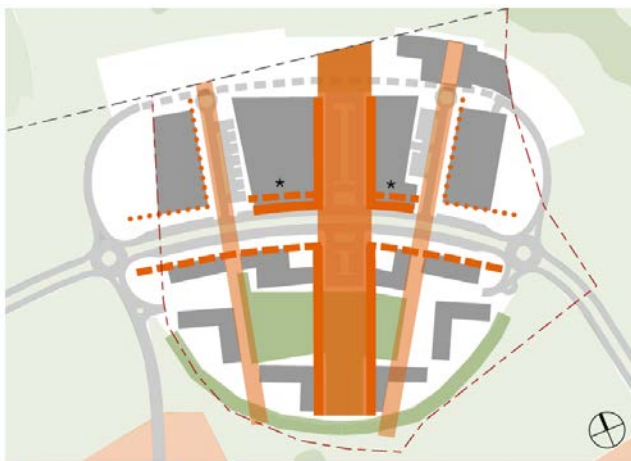
Figure 132 identifies building edge locations where buildings should be designed to reinforce the axis alignments created through the precinct and the locations where buildings should front and address these edges.



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Figure 132: Primary building alignments and building transparency locations



- Axis Zone
- 0m Setback (Ground Floor)
- 6m Setback (* Upper Floors)
- 10m Setback
- SEPP Boundary
- Zone Boundary

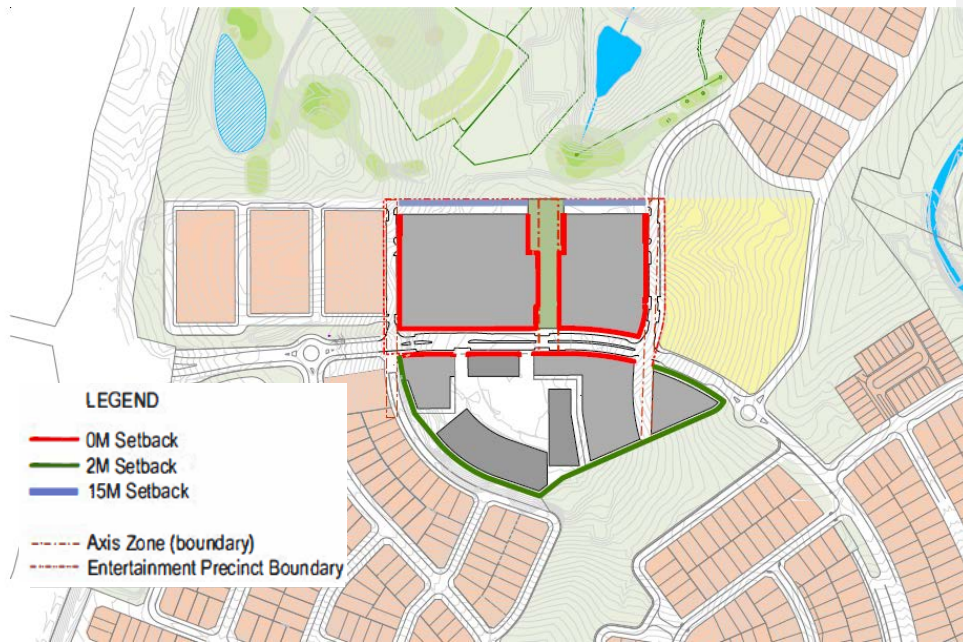


Figure 143: Building setbacks requirements for The Entertainment Precinct

Materials finishes and Colours

All applications for the construction of new buildings are to include a proposed schedule of materials and finishes. Any schedule of materials and finishes is to demonstrate that the following concepts are achieved.

- Tripartite stratification of building elements (e.g. Base, middle, top-roof); and
- Distinct identities for retail/community uses as compared with residential uses.

Environmental Management in non-residential development

Applications for non-residential buildings are encouraged that are ecologically sustainable and minimises waste production. As a minimum this is to be demonstrated by all development for non residential purposes being required to achieve a minimum 4 star rating under the Australian Building Greenhouse Rating (ABGR) scheme.

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