

Table 5.6.p - Open space zone

Column 1	Column 2	Column 3																															
Development	Level of assessment	Assessment criteria																															
		CairnsPlan 2016	Open space zone code	Applicable local plan codes*	Acid sulfate soils overlay code*	Airport environs overlay code*	Building height overlay code*	Bushfire hazard overlay code*	Coastal processes overlay code*	Extractive resources overlay code*	Flood and inundation hazards overlay code*	Hazardous and explosive facilities overlay code*	Hillslopes overlay code*	Landscape values overlay code*	Natural areas overlay code*	Neighbourhood character overlay code*	Places of significance overlay code*	Potential landslip hazard overlay code*	Transport network overlay code*	Caretaker's accommodation code	Community activities code	Market code	Sport and recreation activities code	Advertising devices code	Centre design code	Environmental performance code	Excavation and filling code	Industry design code	Infrastructure works code	Landscaping code	Parking and access code	Reconfiguring a lot code	Vegetation management code
Material change of use																																	
Caretaker's accommodation	Code		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
IF within the Extractive resources overlay	Impact	a																															
Club (small scale)	Self		a		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
IF within the Place of significance overlay and involving Building work (including Minor building work) except for internal work that does not materially affect the cultural significance of the place	Code		a		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
IF within the Extractive resources overlay	Impact	a																															
IF within the Hazardous and explosive facilities overlay	Code		a		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
Community use	Self		a		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
IF within the Extractive resources overlay	Impact	a																															
IF within the Place of significance overlay and involving Building work (including Minor building work) except for internal work that does not materially affect the cultural significance of the place	Code		a		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
IF within the Hazardous and explosive facilities overlay	Code		a		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
Environment facility	Self		a		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
IF within the Extractive resources overlay	Impact	a																															
IF within the Place of significance overlay and involving Building work (including Minor building work) except for internal work that does not materially affect the cultural significance of the place	Code		a		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
IF within the Hazardous and explosive facilities overlay	Code		a		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
Market	Code		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
IF within the Extractive resources overlay	Impact	a																															
Outdoor sport and recreation	Self		a		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
IF within the Extractive resources overlay	Impact	a																															
IF within the Place of significance overlay and involving Building work (including Minor building work) except for internal work that does not materially affect the cultural significance of the place	Code		a		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
IF within the Hazardous and explosive facilities overlay	Code		a		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a	a		
Park	Exempt																																
IF within a Resource processing area within the Extractive resources overlay	Impact	a																															
IF within a Resource separation or Haulage route separation area within the Extractive resource overlay	Code		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a												
All other uses not otherwise identified	Impact	a																															
Undefined uses	Impact	a																															
Reconfiguring a lot																																	
Reconfiguring a lot	Code		a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a					a	a	a	a	a			

