

# **Waste Management Plan**

38A Helen Street Sefton 2162

### Waste Management Plan Form 1: Land Use or Activity Proposed

Site Address	Address: 38A Helen Street Sefton 2162 Lot: D Section: - DP: DP28963			
<b>Applicant Details</b>	Company Name: Design and Approval Group  Phone: 1300 093 713  Building and other structures currently on site: Warehouse and office building  Brief Description of proposal:- Change of use into a Vehicle repair station  Note: The details provided on this form are intended for managing waste related to the project.			

## Waste Management Plan Form 2: Details of waste

### management – Demolition Phase

Type of Material	Estimated Volume (m3) or area (sq.m) or weight (kg)	ON-SITE Proposed reuse or on-site recycling methods	OFF-SITE Contractor and recycling outlet	Contractor and Landfill site
Excavation Material	N/A.			
Green Waste Trees and Scrubs	N/A.			
Bricks	N/A.			
Concrete	N/A.			
Existing Driveway				
Timber	N/A.			
Plasterboard	2m³	N/A.	BINGO	N/A.
Metals	1m <sup>2</sup>	N/A.	BINGO	N/A.
Besser blocks	N/A.	N/A.	N/A.	N/A.
Other	1m³	N/A.	N/A.	N/A.

## Waste Management Plan Form 3: Details of waste

#### management - Construction Phase

Type of Material	Estimated Volume (m3) or area (sq.m) or weight (kg)	ON-SITE Proposed reuse or on-site recycling methods	OFF-SITE Contractor and recycling outlet	Contractor and Landfill site
Excavation Material	N/A.	N/A.	N/A.	N/A.
Green Waste Trees and Scrubs	N/A.	N/A.	N/A.	N/A.
Bricks	N/A.	N/A.	N/A.	N/A.
Concrete	N/A.	N/A.	N/A.	N/A.
Waffle Pods				
Timber	N/A.	N/A.	N/A.	N/A.
Plasterboard	1m³	N/A.	BINGO	N/A.
Metals	2m³	N/A.	BINGO	N/A.
Other (Rubbish)	1m³	N/A.	BINGO	N/A.

# Waste Management Plan Form 4: Ongoing Management

#### of Waste

Type of Waste to be Generated	Expected volume per week	Proposed on-site storage and treatment facilities	Destination
Please specify: eg; Liquids, glass, paper, Food waste, off cuts etc	N/A	N/A	N/A
Normal household refuse & recycling items	Waste 60 Litres Recycle 60 Litres	N/A	Council waste collection services.