39 NINGADHUN CIRCUIT, NARRABRI

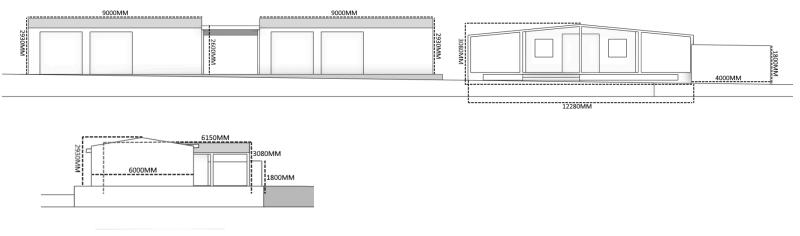
SITE PLAN INFORMATION - Stage 1 is the focus with a 3 meter wide verandah surrounding the perimeter of the living space including SHED1 and SHED2.

SHED1 and SHED2 have an attached carport between the two 3 meters wide to accommodate large vehicles The sheds are standard 6x9 meter constructions with a concrete foundation, cut and levelled to the ground. The sheds and the carport sit 1meter from the boundary fenceline of 37 Ningadhun Circuit, neighbouring property. The structures will be standard colourbond sheeting in Monument Grey with 2 Rollerdoors and a side access door.

The driveway (approximate length of 80 meters) will be loose surface (blue metal roadbase) with a clearance at the tightest point being 7.1 meters as per requirements between the property line of 41 Ningadhun Circuit and the nearest structure (SHED2). Shown at the end of the driveway is the 3 meter council easement at the entrance of the property as per requirements.

The main living space (STAGE 1 HOUSE) will be constructed on a raised foundation using blocks fitted and levelled into the ground, building on a 3 meter covered verandah that will surround 3x sides of the structure. The construction will be built 2 meters from the boundary fenceline of 37 Ningadhun Circuit and will include a fenced area northeast of the STAGE 1 HOUSE for outdoor space. Weatherboard cladding on the outside of the living space with painted framework, colourbond roof panels and fences in Monument Grey, shade blinds and access stairs to access the raised structure. Stairs and exposed timbers are treated GL17 Merbau to meet BAL requirements and the cladding is Medium Grey with Black trim.

The development has been planned in such a way so as to meet BAL requirements, with the tightest point of 7.1 meters still meeting RFS access requirements, should the development be changed to have the dwelling in front of the shed structures the minimum access requirement of 6 metres would be breached



Amended - 15/10/2025