

Shell Cove – Precinct D

Draft Urban Design Guidelines

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Part 1: Introduction

1.0 Introduction

Name of this document

This document is called the “Shell Cove Precinct D - Urban Design Guidelines” (the design guidelines).

Purpose of the design guidelines

The purpose of the design guidelines is to support the Shell Cove Concept Approval in guiding development of land within Precinct D, which will be the future Shell Cove town centre.

Land to which the design guidelines apply

The design guidelines apply to development on land known as Shell Cove Precinct D as shown at **Figure 1 – Land to which the design guidelines apply**.



Figure 1: Land to which the design guidelines apply

A living document

Due to its size and complexity, Precinct D, is being planned in stages. The intent of these guidelines is to provide an overall development framework, with detailed provisions for each stage being added as detailed planning is completed. To date, detailed planning has occurred for part of the Town Centre Core Stage, which includes the first retail stage and surrounding roads, infrastructure and public domain (Refer to **Figure 2 – Town Centre Core Stage**). On this basis, the balance of the document will only apply to this stage. The principle characteristics, key elements and structure for the remaining Precinct D stages have been included to provide context. As detailed planning is finalised for other stages within Precinct D, these guidelines will be updated accordingly.

Structure of the design guidelines

The structure of the design guidelines are shown in **Table 1**.

Table 1: Structure and application of the design guidelines

Part	Application
Part 1 – Introduction	Precinct D
Part 2 – Vision and Principles	
Part 3 – Precincts	
Part 4 – Key Elements and Urban Structure	
Part 5 –Public Domain Guidelines	
Part 6 – Built Form Guidelines	

Application of the design guidelines

The design guidelines provide a performance based framework in which to consider each development application on its merits. A key feature of this framework is to facilitate innovation through enabling alternative design solutions that can demonstrate achievement of the relevant performance criteria or vision and principles.

Vision and principles

The vision and principles represent the overall outcomes for the site.

Character statements

Precinct D has been planned and designed to comprise a series of interconnected stages that are intended to each develop their own distinct character. To achieve this character, development must be consistent with the statements included in this part.

Key elements and urban structure

The key elements provide an increased level of detail on the vision and principles, and the urban structure represents a spatial expression of the vision and principles. Variations to the urban structure are permitted where alternative layouts can demonstrate they achieve the vision and principles.

Performance criteria and design solutions

Performance criteria are consistent with and provide further detail on the vision and principles. They address matters that are considered important to achieving quality development outcomes on the site. The design solutions represent the preferred way of demonstrating achievement of the performance criteria. Should development adopt a design solution, it will be taken that it has achieved the relevant performance criteria.

Alternative design solutions

Should development not adopt a design solution, it may propose an alternative design solution. This alternative solution will be assessed against the relevant performance criteria. Should the relevant performance criteria not be satisfied, the applicant is to demonstrate that the proposal achieves the vision and principles. Facilitating innovation through alternative design solutions is a fundamental aim of this planning framework. Consequently, when assessing a development application, the consent authority is to apply a flexible approach that allows consideration of reasonable alternative design solutions.

Relationship to other planning documents

The design guidelines provide guidance for development in Precinct D. They are to be read and applied in conjunction with other relevant documents including the Shell Cove Concept Plan approval, which includes:

- Shell Cove Boat Harbour Precinct Concept Plan Application and Environmental Assessment (26 February 2010);
- Shell Cove Boat Harbour Precinct Preferred Project Report (November 2010); and
- Statement of Commitments (Concept Approval Schedule 4)

The Concept Approval documents listed above set out the land use, floor space, dwelling yield and building height controls for Precinct D. They also outline Precinct D's overall characteristics and provide indicative

conceptual plans and illustrations addressing land use, built form and street layouts. The intention of the plans and illustrations is to demonstrate that the Shell Cove master plan design principles and precinct characteristics can be achieved. The Environmental Assessment states that:

*“All illustrations are **indicative only** and the built form will be considered in further detail prior to the submission of subsequent [development] applications.”*

As such, the plans and illustrations in the Concept Plan have provided the basis for the Precinct D design guidelines. In this regard, the design guidelines provide an additional layer of guidance, while remaining flexible, to allow Precinct D to evolve and allow its design to be 'considered in further detail' while ensuring the overall structure, design principles and development objectives are achieved in a manner that remains consistent with the Concept Approval.

Figures

All figures in these guidelines are indicative only. Given that Precinct D is a greenfield site, the consent authority is to apply reasonable flexibility in the interpretation of boundaries and elements. The figures are also not to scale.

Part 2: Vision and Principles

2.0 Vision and Principles

Vision

The vision for Precinct D is:

An active and vibrant retail heart for the Shell Cove community, with an attractive public domain that seamlessly connects to Main Street and other key public places.

Principles

To achieve this vision, development should comply with the following principles:

Development will:

1. Respect and complement Shell Cove's coastal setting;
2. Maintain view corridors to the ocean and boat harbour and define key street and water edges;
3. Provide public access to the boat harbour;
4. Provide a range of uses including supermarket retail, tourist (i.e. tavern and hotel), commercial, community facilities and residential components in the form of apartments and serviced apartments;
5. Create landmark spaces, views, built forms and landscapes which will contribute to a sense of place in a manner consistent with the *New South Wales Coastal Policy 1997* and the *Coastal Design Guidelines New South Wales*;
6. Deliver high quality architecture and spaces that contribute to a human scale of development and provide active ground floor uses, where appropriate, to generate a vibrant street environment;
7. Include street furniture, lighting and landscaping which will enhance the public realm, encourage pedestrian activity and engender a slow speed traffic environment;
8. Have a density, bulk, scale, textures and colours that respects surrounding topography, development and streetscapes;
9. Provide a mix of apartment types and sizes designed in accordance with the principles of *State Environmental Planning Policy No. 65 – Design Quality of Residential Flat Development* and the *Apartment Design Guide*;
10. Promote the principles of Crime Prevention Through Environmental Design (CPTED);
11. Provide conveniently located car, motorbike and bicycle parking to cater for forecast demand; and
12. Provide a layout and design that fosters the development of a healthy community.

Part 3: Stages

3.0 Precinct D - Stages

Precinct D will accommodate a number of stages each with a particular function. The stages are illustrated in **Figure 2** with character statements below. The stages are defined as follows:

- Town Centre Core Stage;
- Residential Stage;
- Community Stage;
- Hotel Stage;
- Tavern Stage; and
- Waterfront Stage.

Note - The numbering in Figure 2 does not indicate the order in which the stages will be developed. The numbers are for identification purposes only.



Figure 2: Precinct D - Stage Plan

3.1 Town Centre Core Stage

The Town Centre Core Stage is the primary retail /commercial hub for Precinct D. It is anchored by a supermarket, and contains a number of supporting speciality shops (refer Figure 3). Mixed use commercial residential buildings along the western edge of Main Street will provide activation at and above street level.



Figure 3: Indicative visualisation of the Town Centre Core Stage character looking east

3.2 Residential Stage

The Residential Stage accommodates the residential apartment buildings for Precinct D. The residential buildings offer pleasant views to the harbour, over the wetlands, and to the escarpment. The residential buildings will ensure that Precinct D enjoys activation throughout the day and into the evening.

3.3 Community Stage

The Community Stage provides a focal point for the community and could include a branch library, tourist information centre and dedicated community spaces. It will provide the civic heart to Precinct D and accommodates extensive areas of public open space adjacent to the harbour and will draw people along Main Street and activate the boat harbour waterfront and promenade (refer Figure 4). The Community Stage will be complementary to the location and function of the hotel.



Figure 4: Indicative visualisation of the Community Stage character looking south east

3.4 Hotel Stage

The Hotel Stage is located on the water's edge to the north east of Main Street and will provide tourist accommodation which anchors the northern edge of Precinct D. The Hotel Stage will be complementary to the location and function of the Community Stage.

3.5 Tavern Stage

The Tavern Stage provides an iconic waterfront destination and adjacent area of public open space (refer Figure 5). The Tavern Stage provides a large food and beverage offering adjacent to the waterfront with a northerly aspect and includes substantial areas of high quality waterfront public domain for people to engage with and enjoy the relaxed outdoor lifestyle offered by the coastal location. Public car parking is provided close to the waterfront and the tavern.



Figure 5: Indicative visualisation of the Tavern Stage character looking west

3.6 Waterfront Stage

The Waterfront Stage provides an area of specialty retail (i.e. food and beverage) which enlivens the waterfront area with opportunities for apartments above maximising views north and south along the coastline (refer Figure 6). The Stage will be active throughout the day and into the evening. The Waterfront Stage includes substantial areas of high quality public domain along the waterfront for people to engage with and enjoy the relaxed outdoor lifestyle.



Figure 6: Indicative visualisation of the Waterfront Stage character looking south

Part 4: Key Elements and Urban Structure

4.0 Key elements and urban structure

Application

This part applies to all Precinct D as shown in **Figure 2 –Precinct D Stage Plan**.

The key elements that are to be provided as part of a development are identified within the tables in this Section.

The vision and principles for the Precinct D as identified in section 2.0 of these Guidelines are spatially expressed in the following Figures:

Figure 7 – Indicative Precinct D Structure Plan;

Figure 8 – Indicative Public Domain Network Plan;

Figure 9 - Indicative Street and Car Parking Network Plan

Figure 10 - Indicative Pedestrian Network Plan

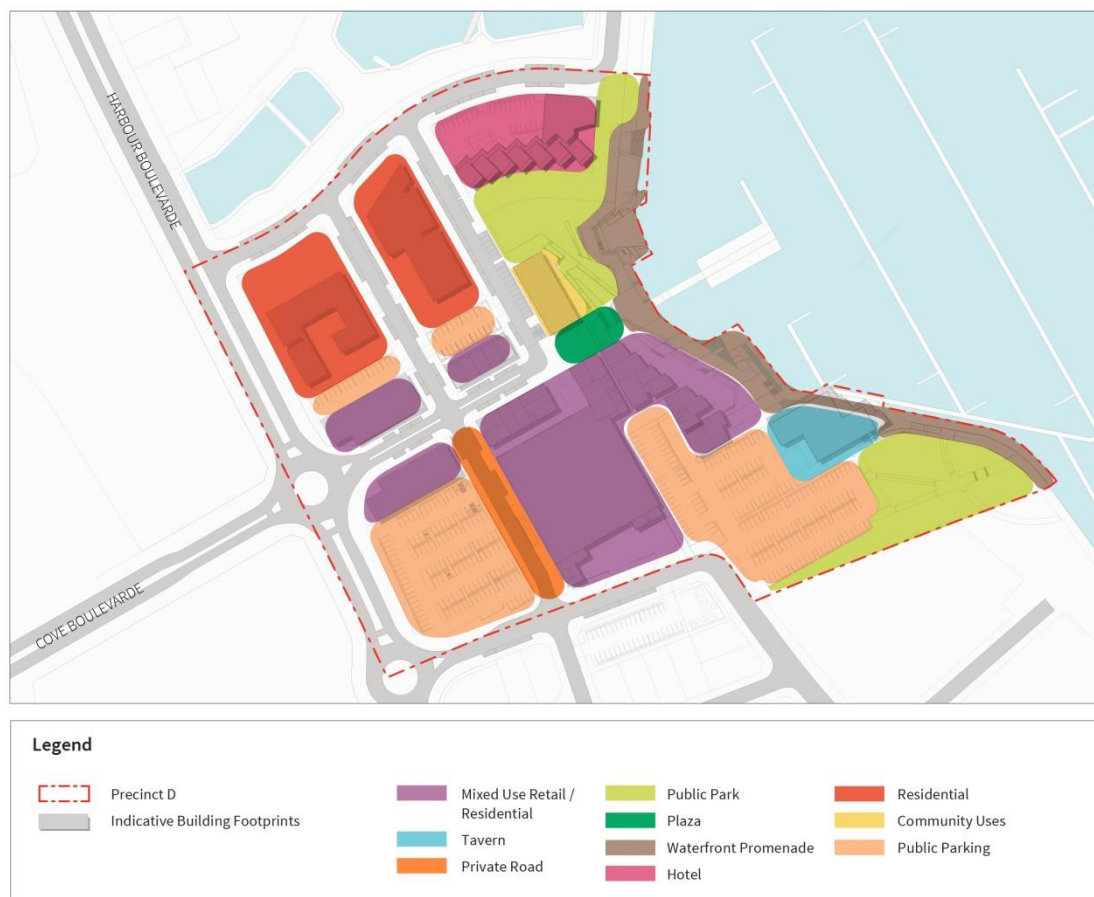


Figure 7: Indicative Precinct D Structure Plan

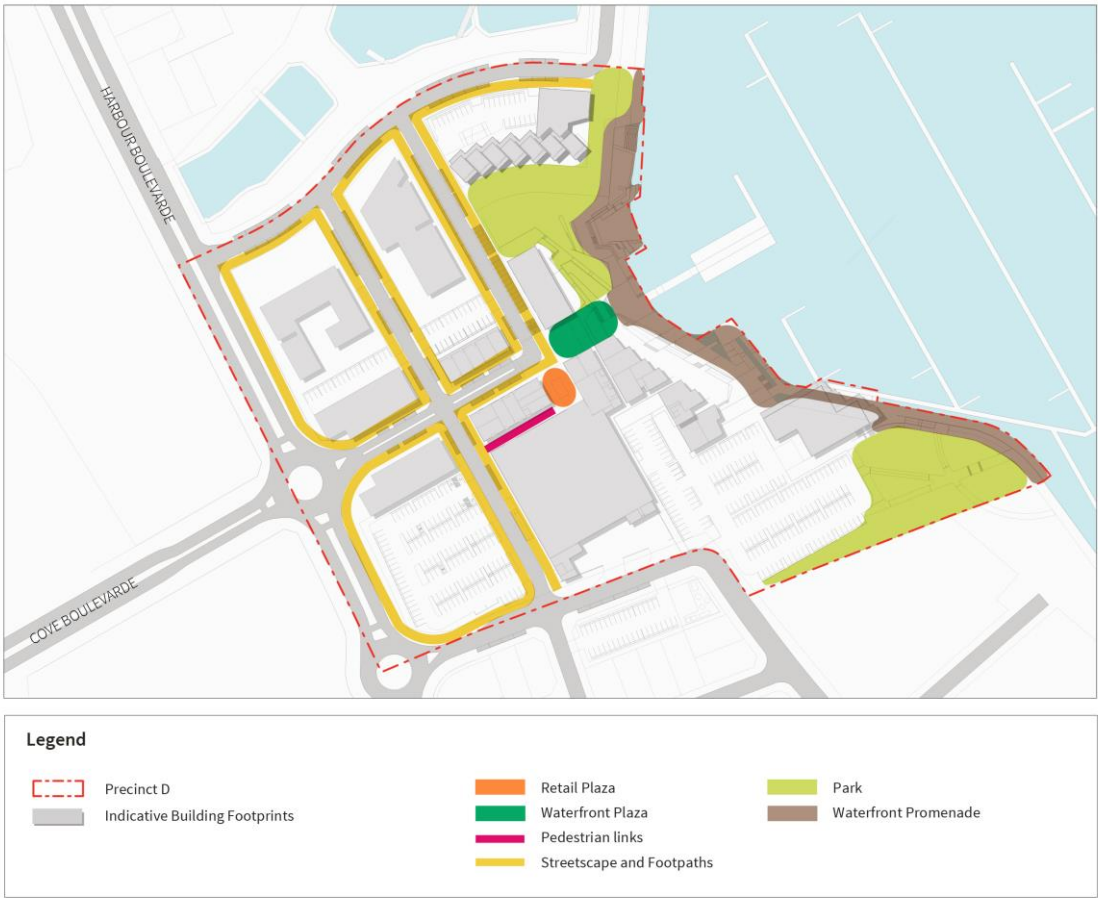


Figure 8: Indicative Public Domain Network Plan

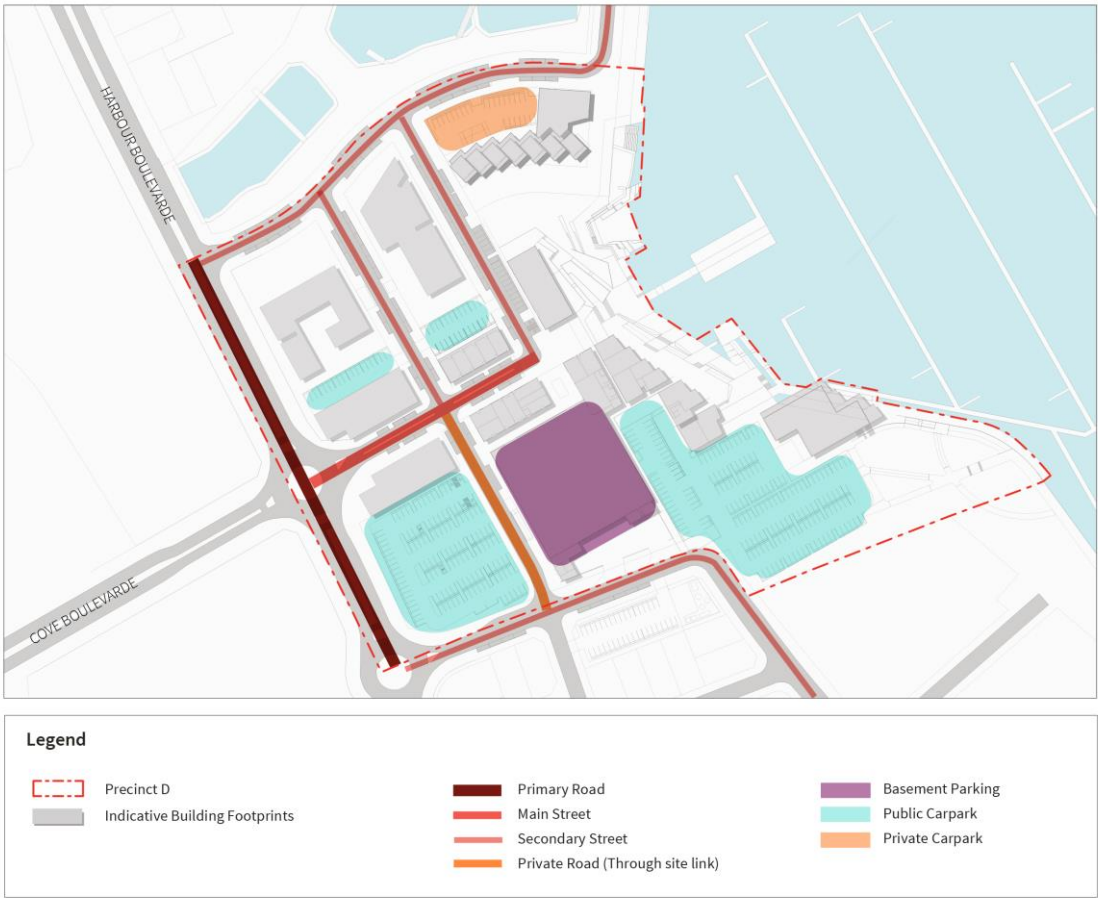


Figure 9: Indicative Street and Car Parking Network Plan

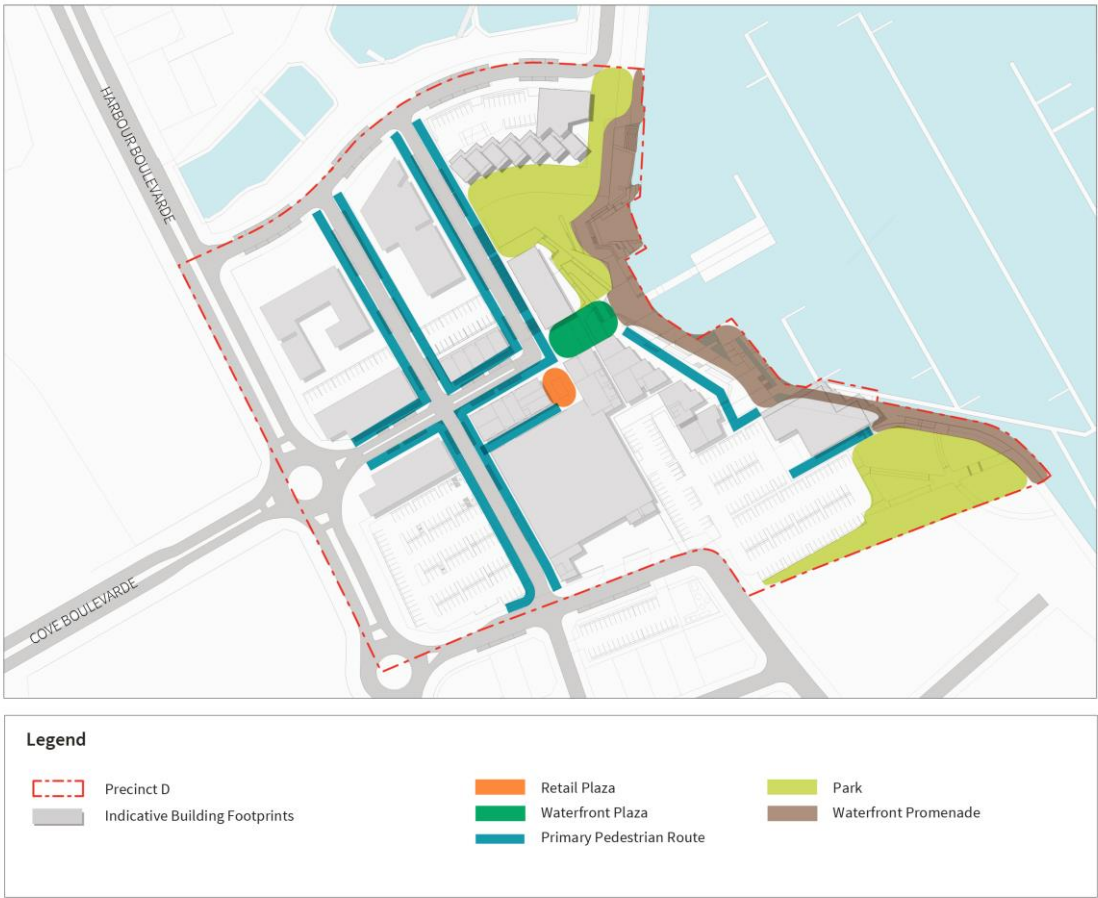


Figure 10: Indicative Pedestrian Network Plan

4.1 Town Centre Core Stage

Table 2: Town Centre Core – Performance Criteria

Performance criteria		Design solution	
PC1	To ensure that development provides key elements whilst providing flexibility in the location and arrangement of these elements	DS1	Development provides the key elements in Table 3 – Key elements and is generally consistent with the structure at Figure 3 – Indicative Town Centre Structure Plan . Where variations are proposed, development is to demonstrate how the vision and development principles are achieved

Table 3: Town Centre Core - Key elements

Key element	Characteristics
Land use	<ul style="list-style-type: none"> Primarily a retail destination, with a supermarket providing for day to day to weekly food shopping. The supermarket is supported by specialty shops
Built form	<ul style="list-style-type: none"> A general height pattern comprising low rise (less than 4 storeys), human scale buildings Buildings have a high quality, coastal influenced architecture Buildings create coherent streetscapes, however include diversity and variety of architectural expression to provide visual interest and reduce the appearance of bulk and scale Buildings fronting Main Street (Road 10) frame views towards the waterfront and define the boulevard entrance
Public Domain	<ul style="list-style-type: none"> Primary areas of public domain connect and integrate to enable seamless pedestrian movement Main Street (Road 10) is an eastward extension of Cove Boulevard, and has an orientation and design that maximises views to the boat harbour Tree planting along Main Street (Road 10) screens car parking and frames views towards the waterfront. Retail Plaza provides an entry to the full line supermarket
Movement	<ul style="list-style-type: none"> Choice and ease of movement is facilitated by a permeable, grid-like structure of streets Pedestrian movement is prioritised over vehicular movement to encourage active movement, with strong pedestrian connections established between the Town Centre Core Sub-precinct and adjoining areas East-west streets are aligned to provide views to the boat harbour
Community	<ul style="list-style-type: none"> Informal community interaction and gathering is facilitated by an attractive, comfortable public domain

Table 4: Town Centre Core - Public domain network characteristics

Public Domain	Characteristics
Retail Plaza	<ul style="list-style-type: none"> - A small scale, regular shaped space with an urban character - Its primary function is for seamless movement between the supermarket and Main Street. However, it also caters for informal community gathering and interaction, and may include a small pavilion used for retail purposes to activate and enliven the space - It is physically and visually connected to Main Street and Waterfront Square - It is defined by buildings on three sides
Main Street (Road 10)	<ul style="list-style-type: none"> - Provides a well-defined entrance to Shell Cove - High quality materials and tree planting frame views towards the waterfront
Laneway	<ul style="list-style-type: none"> - Provides a convenient, attractive and safe connections between key parts of the town centre - Is publicly accessible but held in private ownership
Parking	<ul style="list-style-type: none"> - Parking areas contain significant tree canopy cover to soften infrastructure - Parking is screened from adjacent active uses through built form or tree planting

Table 5: Town Centre Core - Movement network characteristics

Street	Characteristics
Main Street	<ul style="list-style-type: none"> - The Town Centre's primary street - Includes a shared zone at its eastern end - Includes parallel parking on both sides of the street, a central median planting zone, extensive, co-ordinated street tree planting and wide footpaths

4.2 Residential Stage

Table 6: Residential Stage – Performance Criteria

Performance criteria		Design solution	
PC1	To ensure that development provides key elements whilst providing flexibility in the location and arrangement of these elements	DS1	Development provides the key elements in Table 5 – Key elements and is generally consistent with the structure at Figure 3 – Indicative Town Centre Structure Plan . Where variations are proposed, development is to demonstrate how the vision and development principles are achieved

Table 7: Residential Stage - Key elements

Key element	Characteristics
Land use	<ul style="list-style-type: none"> - A mixed use precinct of residential and commercial uses
Built form	<ul style="list-style-type: none"> - Four storey apartments face open spaces to the north and west. - Buildings have a high quality, coastal influenced architecture - Buildings create coherent streetscapes, however include diversity and variety of architectural expression to provide visual interest and reduce the appearance of bulk and scale - Buildings frame views towards the waterfront and define the public domain
Public Domain	<ul style="list-style-type: none"> - Primary areas of public domain connect and integrate to enable seamless pedestrian movement - Tree planting along Main Street (Road 10) screens car parking and frames views towards the harbour - Tree planting along Road 12 provides a human scale to the street
Movement	<ul style="list-style-type: none"> - Pedestrian movement is prioritised over vehicular movement to encourage active movement, with strong pedestrian connections established between the Residential Sub-precinct and adjoining areas
Community	<ul style="list-style-type: none"> - Informal community interaction and gathering is facilitated by an attractive, comfortable public domain

Table 8: Residential Stage - Public domain characteristics

Public Domain	Characteristics
Residential interfaces	<ul style="list-style-type: none"> - Tree planting within the streets will provide a human scale - High quality and well located pedestrian crossing points ensure ease of movement between the residential buildings and adjacent public spaces and commercial areas - Residential building entry points are well located to ensure legibility and ease of pedestrian movement

Table 9: Residential Stage - Movement network characteristics

Street	Characteristics
Road 10	<ul style="list-style-type: none"> – Provide access between Road 11 and Main Street. – Include 90 degree parking on the eastern side of the street – Includes co-ordinated street tree planting and pedestrian footpaths to ensure an attractive pedestrian environment
Road 11	<ul style="list-style-type: none"> – Provide access from Harbour Boulevard to the Hotel Precinct – Includes co-ordinated street tree planting and pedestrian footpaths to ensure an attractive pedestrian environment
Road 12	<ul style="list-style-type: none"> – Provides access from Road 11 to the Main Street – Includes co-ordinated street tree planting and pedestrian footpaths to ensure an attractive pedestrian environment

4.3 Community Stage

Table 10: Community Stage – Performance Criteria

Performance criteria	Design solution
PC1 To ensure that development provides key elements whilst providing flexibility in the location and arrangement of these elements	DS1 Development provides the key elements in Table 11 – Key elements and is generally consistent with the structure at Figure 3 – Indicative Town Centre Structure Plan . Where variations are proposed, development is to demonstrate how the vision and development principles are achieved

Table 11: Community Stage - Key elements

Key element	Characteristics
Land use	<ul style="list-style-type: none"> – Civic core, including public library, community facilities, tourist facilities and public open space
Built form	<ul style="list-style-type: none"> – Community centre and library front the harbour and provide a transition from the commercial uses to the open space.
Public Domain	<ul style="list-style-type: none"> – Extensive area of public open space provides a forecourt to the community centre and library and the civic heart of Shell Cove – Main street becomes a pedestrian focussed shared zone to the south of the library building – Public open space provides visual and physical connection between the Residential Retail Precinct and the harbour, through the Community Precinct – Boardwalk design allows direct public access to the water – Ramp and step access creates a variety of movement options while creating fully accessible public spaces – A variety of seating options are provided – Tree planting provides shade and aids legibility
Movement	<ul style="list-style-type: none"> – A continuous public open space is created along the waterfront which prioritises pedestrian and cycle movement – Strong links are created between the Community Precinct and adjacent precincts
Community	<ul style="list-style-type: none"> – Informal community interaction and gathering is facilitated by an attractive, comfortable public domain – Space is provided for large scale community events and gatherings

- A variety of seating options are provided for incidental meeting and relaxation
- Public open space provides space for community recreation

Table 12: Community Stage - Public domain network characteristics

Public Domain	Characteristics
Main Street (Road 10)	<ul style="list-style-type: none"> - Provides strong visual connection to the waterfront - Prioritises pedestrian and cycle movement - Creates a direct pedestrian connection to the waterfront
Library forecourt	<ul style="list-style-type: none"> - Creates a well-defined frontage to the waterfront - Provides ramped and stepped between the waterfront and the library - Provides opportunity for a variety of planting
Public open space	<ul style="list-style-type: none"> - Provides the civic heart of Shell Cove and significant community asset - Creates a large area of flexible space for community activity - Creates connections between the Residential Retail Precinct and the harbour - Provides a public frontage to the Hotel Precinct
Waterfront	<ul style="list-style-type: none"> - Provides direct water access - Changes in level create a number of seating and gathering options - Open space adjacent to the water create smaller more intimate spaces - Waterfront boulevard provides active linkages to adjacent precincts - Public art will create a distinctive, coastal character - A water play feature will provide a focal point for the plaza - Informal seating areas will be provided

Table 13: Community Stage - Movement network characteristics

Street	Characteristics
Main Street	<ul style="list-style-type: none"> - The Town Centre's primary street - Shared zone within the Community Precinct
Road 16	<ul style="list-style-type: none"> - Provides 90 degree parking for users of the community facility and library which is mostly screened from the waterfront by the community/library building and tree planting - Provides parallel parking on the western edge - Tree planting creates a human scale
Waterfront	<ul style="list-style-type: none"> - Major north south axis with continuous harbour views

4.4 Hotel Stage

Table 14: Hotel Stage – Performance Criteria

Performance criteria		Design solution	
PC1	To ensure that development provides key elements whilst providing flexibility in the location and arrangement of these elements	DS1	Development provides the key elements in Table 15 – Key elements and is generally consistent with the structure at Figure 3 – Indicative Town Centre Structure Plan . Where variations are proposed, development is to demonstrate how the vision and development principles are achieved

Table 15: Hotel Stage - Key elements

Key element	Characteristics
Land use	<ul style="list-style-type: none"> – Hotel and car parking
Built form	<ul style="list-style-type: none"> – 8-9 storey building facing north south with an eastern frontage overlooking the waterfront without creating any unreasonable overshadowing of the public domain.
Public Domain	<ul style="list-style-type: none"> – The Hotel Precinct provides an interface with the public realm associated with the Community Precinct, and additional open space to the north – Tree planting screens car parking area along Road 11
Movement	<ul style="list-style-type: none"> – Vehicular access onto car parking area is provided from Road 16

Table 16: Hotel Stage - Public domain network characteristics

Public Domain	Characteristics
Road 10	<ul style="list-style-type: none"> – Provides access between the Hotel Precinct and Town Centre Core – Tree planting provides a human scale – Well placed and designed pedestrian crossings create strong connections between destinations
Road 11	<ul style="list-style-type: none"> – Tree planting screens hotel car parking area – Open views are provided over Road 11 between the Hotel and public space

4.5 Tavern Stage

Table 17: Tavern Stage – Performance Criteria

Performance criteria		Design solution	
PC1	To ensure that development provides key elements whilst providing flexibility in the location and arrangement of these elements	DS1	Development provides the key elements in Table 18 – Key elements and is generally consistent with the structure at Figure 3 – Indicative Town Centre Structure Plan . Where variations are proposed, development is to demonstrate how the vision and development principles are achieved

Table 18: Tavern Stage - Key elements

Key element	Characteristics
Land use	<ul style="list-style-type: none"> Tavern (food and beverage), car parking and public realm
Built form	<ul style="list-style-type: none"> Low rise tavern bookends Shell Cove to the south of the town centre with expansive harbour views
Public Domain	<ul style="list-style-type: none"> Extensive area of public open space provides continuous waterfront access and north south links A public plaza creates a forecourt to the tavern Public open space to the south of the precinct provides area for community recreation and open harbour views Public open space to the south of the precinct screens views from the waterfront towards the car parking area Tree planting within surface car parking areas soften infrastructure and create a green canopy
Movement	<ul style="list-style-type: none"> A continuous public open space is created along the waterfront which prioritises pedestrian and cycle movement Strong links are created between the Tavern Precinct and adjacent precincts
Community	<ul style="list-style-type: none"> Informal community interaction and gathering is facilitated by an attractive, comfortable public domain Space is provided for large scale community events and gatherings A variety of seating options are provided for incidental meeting and relaxation Public open space provides space for community recreation

Table 19: Tavern Stage - Public domain network characteristics

Public Domain	Characteristics
Waterfront	<ul style="list-style-type: none"> Waterfront promenade provides active linkages to adjacent precincts Public art will create a distinctive, coastal character A water play feature will provide a focal point for the plaza Informal seating areas will be provided
Tavern forecourt	<ul style="list-style-type: none"> Creates a well defined frontage to the tavern Provides opportunity for outdoor dining and trading Provides well designed linkages between the tavern and waterfront retail area Public realm to the west of the tavern is well lit and overlooked
Public open space	<ul style="list-style-type: none"> Creates a large area of flexible space for community activity

	<ul style="list-style-type: none"> - Creates connections between the Residential area to the south and Shell Cove Town Centre - Provides a public frontage to the Hotel Precinct - Tree planting screens views towards adjacent car parking areas
Car parking	<ul style="list-style-type: none"> - Car parking areas contain significant tree canopy cover to soften infrastructure - Car parking is screened from adjacent active uses through built form or tree planting

Table 20: Tavern Stage - Movement network characteristics

Street	Characteristics
MC01	<ul style="list-style-type: none"> - Tree planting screens views towards car parking
MC04	<ul style="list-style-type: none"> - Tree planting screens views towards car parking
Waterfront	<ul style="list-style-type: none"> - Major north south axis with continuous waterfront views

4.6 Waterfront Stage

Table 21: Waterfront Stage – Performance Criteria

Performance criteria		Design solution	
PC1	To ensure that development provides key elements whilst providing flexibility in the location and arrangement of these elements	DS1	Development provides the key elements in Table 22 – Key elements and is generally consistent with the structure at Figure 3– Indicative Town Centre Structure Plan . Where variations are proposed, development is to demonstrate how the vision and development principles are achieved

Table 22: Waterfront Stage - Key elements

Key element	Characteristics
Land use	<ul style="list-style-type: none"> - Retail (i.e. food and beverage), shop top housing and public realm
Built form	<ul style="list-style-type: none"> - Up to 4 storey built form overlooking the water - Retail uses on the ground floor provide active frontages to the public realm - Residential upper floors provide passive surveillance
Public Domain	<ul style="list-style-type: none"> - Waterfront promenade creates a flexible area of public open space with expansive harbour views - Main street becomes a pedestrian focussed shared zone to the north of the precinct - A change in level defines the retail forecourt and provides a separation between north south movement along the waterfront edge
Movement	<ul style="list-style-type: none"> - A continuous public open space is created along the waterfront which prioritises pedestrian and cycle movement - Strong links are created between the Community Precinct and adjacent precincts
Community	<ul style="list-style-type: none"> - Informal community interaction and gathering is facilitated by an attractive, comfortable public domain - A variety of seating options are provided for incidental meeting and relaxation

Table 23: Waterfront Stage - Public domain network characteristics

Public Domain	Characteristics
Waterfront	<ul style="list-style-type: none"> – Wide pedestrian and cycle public realm adjacent to the waterfront – Level changes provides definition between the waterfront area and retail forecourt – Changes in level create a number of seating and gathering options – Waterfront promenade provides active linkages to adjacent precincts – Public art will create a distinctive, coastal character – A water play feature will provide a focal point for the plaza – Informal seating areas will be provided
Retail forecourt	<ul style="list-style-type: none"> – Creates a well-defined frontage to the retail area – Provides opportunity for outdoor dining and trading – Provides well designed linkages between the Tavern Precinct – Provides opportunity for a variety of seating and planting options
Main Street	<ul style="list-style-type: none"> – Provides strong visual connection to the waterfront – Prioritises pedestrian and cycle movement – Creates a direct pedestrian connection to the waterfront

Table 24: Waterfront Stage - Movement network characteristics

Street	Characteristics
Main Street	<ul style="list-style-type: none"> – The Town Centre's primary street – Shared zone within the Waterfront Retail Precinct
Waterfront	<ul style="list-style-type: none"> – Waterfront boulevard provides pedestrian priority linkages to adjacent precincts

Part 5: Design Guidelines

5.0 Design Guidelines

5.1 Public Domain Design Guidelines

Application

This part applies to the Town Centre Core Stage as shown in **Figure 2 – Precinct D Stage Plan**.

Table 25: Precinct D – Public Domain Guidelines

Performance criteria		Design solution	
General			
PC1	To create a public domain that is an integrated part of the proposal for the whole of Shell Cove. The public space and landscape design must provide for a richness of experience and a variety of spaces that are designed to have specific character and functions, not just dressing to the edges of buildings.	DS1.1	Public domain is provided generally in accordance with Figure 8 – Public domain network
		DS1.2	Materials, planting and design detail celebrate and represent the coastal character (refer to Schedule 1)
		DS1.3	Spaces are designed to be flexible to accommodate a variety of events and activities
		DS1.4	Create opportunities to involve the community (existing and new), in the design, maintenance and progressive enhancement of the public realm through consultation and participation.
Streets			
PC2	To create a street network that is legible, prioritises pedestrian and cycle movement and promotes a vibrant street life.	DS2.1	Streets and carparks are provided generally in accordance with Figure 9 – Street and carparking network
		DS2.2	Main Street is to be designed with reference to the Indicative Sections illustrated at Schedule 2 . Street design and layout is permitted to vary from the Indicative Sections provided the Town Centre will function in accordance with and remain generally consistent with the Concept Approval.
		DS2.3	Street layout, paving materials and signage create legibility for street users
		DS2.4	Choice and ease of movement is facilitated by a permeable, grid-like structure of streets
		DS2.5	Streets and spaces are designed to prioritise the movement of pedestrians and cyclists over cars

Performance criteria		Design solution	
		DS2.6	The street network is orientated to frame views towards the waterfront
		DS2.7	The overall street network design can adapt to changes in building design, form and density so as to maintain street level amenity.
Public Open Spaces			
PC3	To create a public open space network that provides a variety of types of spaces for different activities.	DS3.1	Streets and carparks are provided generally in accordance with Figure 5 – Street and carparking network
		DS3.2	Spaces are designed to be flexible and to provides a variety of recreational options to the local community
		DS3.3	A choice of seating and resting options are designed into each area of public open space
		DS3.4	Tree planting and structure provide shade and a comfortable environment
		DS3.5	Spaces are not unreasonably overshadowed
		DS3.6	‘Pause places’ are designed into the public realm to encourage casual interactions
		DS3.7	Public spaces are designed to be legible and enable people to readily perceive and understand the character of each space, its intended use and its relationship to other spaces within the network
Waterfront			
PC4	The waterfront promenade will be the civic focus of Shell Cove and will be a high quality public space accessible to a range of users.	DS4.1	Define a connected series of high quality public spaces along the waterfront that support a wide range of activities day and night.
		DS4.1	Include both formal and informal places, with hard and soft landscaping, that will support small to large-scale gatherings. It may include features such as artworks, entertainment spaces, commemorative works, landscape features, gardens, recreation spaces, play spaces and al fresco dining options.
Planting			

Performance criteria		Design solution	
PC5	To create a planting palette which complements the coastal character, softens the built form and provides amenity	DS5.1	Shade trees and feature trees are appropriate to the sites coastal location (refer to Schedule 1)
		DS5.2	Maximise landscaping in all streets by planting new trees and retaining existing trees wherever possible
		DS5.3	Use tree planting to frame important views and screen car parking areas
		DS5.4	Landscape treatment and street trees should be designed to provide physical and design connection to the surrounding precincts.
		DS5.5	Planter boxes may be used to complement spaces and movement networks, and be of human scale and proportion.
Design and materials			
PC6	Designs allow flexibility of use and materials are chosen to support the local character of the area, are robust and well detailed	DS6.1	Simple designs using high quality materials maintain the character of spaces when activity is absent
		DS6.2	Robust, unrestrictive designs ensure that the public realm can adapt and respond to the rhythms and patterns of use by time of day, day of week and season.
		DS6.3	Design detailing adds interest and builds on local character
		DS6.4	Streets and spaces are well lit and overlooked and designed using CPTED principles.
		DS6.5	Design spaces with clear lines of sight to enable visibility of hazards and to maintain safety of pedestrians and cyclists. Design out blind spot opportunities. ▫
		DS6.6	Maximise casual observation of public space from building and movement networks.
		DS6.7	Street furniture, signage, lighting and other streetscape infrastructure should be simple, elegant and robust and read as a unified design language throughout the precinct.

Performance criteria		Design solution	
		DS6.8	Street furniture is encouraged to have multiple functions – for example using planter walls as seats and to also incorporate signage.
Signage and Infrastructure			
PC7	To create an environment that is not dominated by signage and infrastructure	DS7.1	Consolidate areas of signage and advertising into the one location, as far as reasonably possible.
		DS7.2	Ensure signage complements the design of the building and does not obscure more than 25% of the window area along a street frontage.
		DS7.3	Signage and advertising elements such as A-frames, pole signs, internally illuminated signs and inflatables should be avoided.
Parking			
PC8	Parking areas are safe, legible, softened by vegetation and visually concealed when viewed from the street and other public areas, as far as reasonably possible	DS8.1	Parking areas well lit, visible, and avoid hidden and enclosed areas
		DS8.2	Trees with spreading canopies of sufficient size to provide for shade are planted at regular intervals throughout surface level car parks
		DS8.3	Car parking is located on site to the rear of buildings and behind the front buildings line where possible
Environmentally responsive design			
PC9	To use environmentally responsive design principles throughout the public realm	DS9.1	Retain and extend the existing natural values of the space wherever practical, including enhancement of biodiversity, flora and fauna habitat value, energy conservation, and microclimate.
		DS9.2	Collect rainwater for public space irrigation
		DS9.3	Use recycled materials in construction including materials salvaged from site and reused
		DS9.4	Use energy efficient lighting such as solar lighting and low voltage electrical facilities (eg. public barbeques etc).

5.2 Built Form Characteristics

This part outlines the built form characteristics for each precinct and should be read in conjunction with the built form guidelines at 5.2 below.

5.2.1 Town Centre Core Stage

Table 26: Town Centre Core - Built form characteristics

Built Form	Characteristics
Main Street buildings	<ul style="list-style-type: none"> - To be a maximum of 4 storeys - Frame views towards the harbour - To have 0m setback along Main Street (Road 10) - Provide awnings to Main Street where appropriate - Restrict the use of blank walls and reflective glazing - Provide active frontages and encourage on-street activity where appropriate - Design upper level residential levels to have a visual presence from the street to increase street safety through passive surveillance, including balconies and window openings.
Supermarket	<ul style="list-style-type: none"> - To provide active frontages/glazing along the majority of all facades - Provide clearly visible and legible pedestrian entrances that can be accessed directly from the street frontage.
Kiosk	<ul style="list-style-type: none"> - To encourage pedestrian flow through to the supermarket through inviting design and active edges

5.2.2 Residential Stage

Table 27: Residential Stage - Built form characteristics

Built Form	Characteristics
Residential buildings	<ul style="list-style-type: none"> - To be a maximum of 4 storeys - Design buildings to have a visual presence from the street to increase street safety through passive surveillance, including balconies and window openings. - Provide clearly visible and legible pedestrian entrances that can be accessed directly from the street frontage.

5.2.3 Community Stage

Table 28: Community Stage - Built form characteristics

Built Form	Characteristics
Community facilities	<ul style="list-style-type: none"> - To be a maximum of 4 storeys - Provide active frontages/clear glazing along all frontages - Provide the primary pedestrian access point along the eastern frontage - Provide operable windows and balconies on upper levels to encourage passive surveillance

5.2.4 Hotel Stage

Table 29: Hotel Precinct - Built form characteristics

Built Form	Characteristics
Hotel	<ul style="list-style-type: none"> - To be a maximum of 9 storeys - Provide an articulated façade with balconies and glazing to encourage passive surveillance and a visual interaction with adjacent open spaces to the north and south, and harbour to the east - To be of high quality design inspired by its coastal location

5.2.5 Tavern Stage

Table 30: Tavern Precinct - Built form characteristics

Built Form	Characteristics
Tavern	<ul style="list-style-type: none"> - To be a maximum of 2 storeys - To be of exceptional design, influenced by its coastal location - To provide active frontages and passive surveillance along the majority of the buildings perimeter - To provide al fresco dining options along the northern and eastern frontages

5.2.6 Waterfront Stage

Table 31: Waterfront Precinct - Built form characteristics

Built Form	Characteristics
Specialty retail / residential	<ul style="list-style-type: none"> - To be a maximum of 4 storeys - Provide continuous weather protection - Restrict the use of blank walls and reflective glazing - Provide active frontages and expansive outdoor seating areas to encourage on street activity including dining - Provide clearly articulated pedestrian entrances to the residential lobby - Design upper level residential levels to have a visual presence from the waterfront to increase street safety through passive surveillance, including balconies and window openings. - Design the speciality retail on the corner of the waterfront and Main Road to have an active dual frontage

5.3 Built Form Guidelines

Application

This part applies to all Precinct D as shown in **Figure 2 – Precinct D Stage Plan**.

Performance criteria		Design solution	
Building siting			
PC1	Buildings are sited to: a. activate and define town centre streets b. in residential precincts, enable on site landscaping to soften the visual impact of buildings in the landscape c. be setback from the boat harbour to provide for a wide, unobstructed publicly accessible pedestrian promenade d. provides a high level of on-site amenity and amenity for adjoining and nearby properties, including enabling adequate sunlight, daylight access and natural ventilation	DS1.1	The ground floor of buildings fronting Main Street are built to the street boundary.
		DS1.2	Buildings fronting Main Street are built to the side boundaries.
		DS1.3	Buildings on the northern side of Main Street are to be setback from the third storey.
		DS1.4	The main building face of residential flat buildings are setback a minimum of 3m from the street boundary
		DS1.5	Articulation zones for residential flat buildings are setback a minimum of 2m from the street boundary
Building scale			
PC2	Building scale and bulk creates a low-medium-rise, urban character and a high quality, comfortable public domain that has adequate solar access	DS2.1	Maximum GFA is in accordance with the Shell Cove Concept Approval
		DS2.2	Maximum building height is in accordance with the Shell Cove Concept Approval
Access and parking			
DS4	Parking and servicing: a. provides for an adequate amount of car, motorcycle and bicycle parking to service forecast demand b. is well distributed and provided in accessible locations	DS4.1	Car parking rates are provided in accordance with the Shellharbour DCP. <i>Note: alternative rates may be provided where justified</i>
		DS4.2	On-site parking areas comply with AS2890.1:2004

Performance criteria		Design solution	
<div><div></div><div>c. is safe, functional and convenient</div><div>d. ensures buildings can be adequately serviced by service and delivery vehicles</div><div>e. is located and designed to not visually dominate main street</div></div>	DS4.3	On-site carparking does not face the Main Street	
	DS4.4	Building servicing and loading facilities are provided to adequately cater for forecast building demand	
	DS4.5	Ensure service areas and facilities do not adversely impact on the visual amenity of the streetscape.	
	DS4.6	Service and delivery areas accord with AS2890. 2:2002	
	DS4.7	<p>Motorcycle and bicycle parking rates are to be provided in accordance with the Shellharbour DCP.</p> <p>Where public motorcycle or bicycle parking cannot be provided immediately adjacent to the proposed use, it is to be provided at another parking location in the Precinct D. Therefore, motorcycle and bicycle parking is to be delivered on a Precinct wide basis, whereby the required total quantum of motorcycle and bicycle parking can be provided across multiple locations or can be consolidated dependent on constraints.</p> <p>Note: <i>alternative rates may be provided where justified</i></p>	
Building Design			
PC5	Buildings are well-designed, reflect a distinct coastal character and contribute to the creation of an attractive, safe and comfortable public domain	DS5.1	Service structures, lift motor rooms and mechanical plant are designed as an architectural feature of the building or screened effectively
		DS5.2	<p>The ground floor of non-residential buildings fronting primary areas of public domain are:</p> <div><div>a. at the same level as the adjoining footpath</div><div>b. incorporate substantial, operable windows or other devices to integrate the indoor and outdoor environments</div><div>c. are designed to have active frontages onto streets and public places. This means no blank walls, and the use of windows, visually permeable materials and façade detailing so that public areas are either passively surveyed or have the impression of interaction between the inside and outside of buildings.</div></div>
		DS5.4	External parts of building, in particular street frontage facades, reflect coastal design, including the use of:

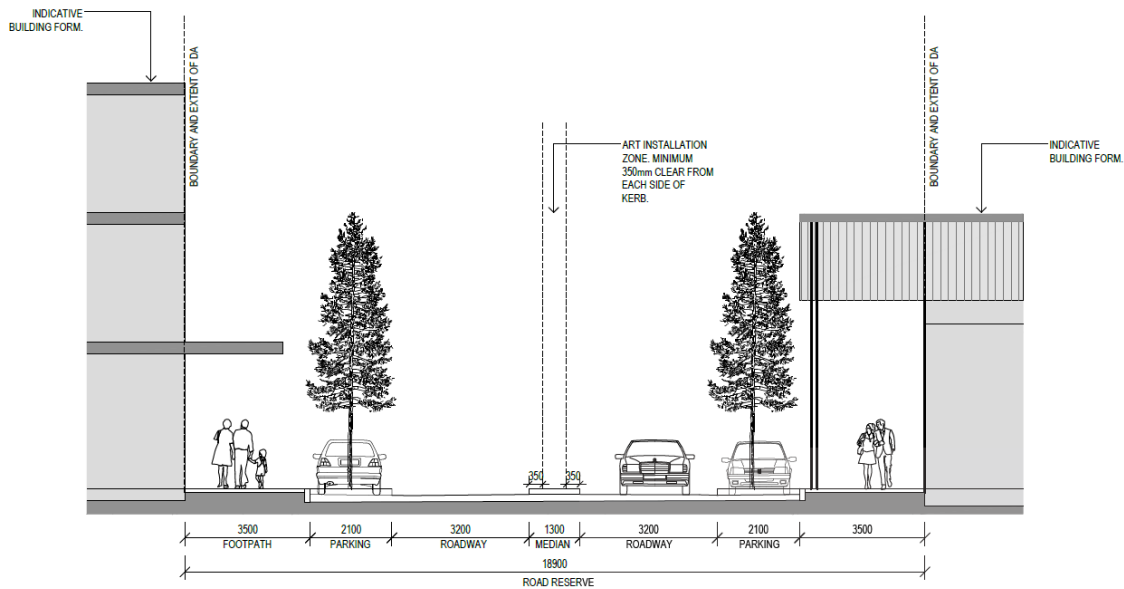
Performance criteria	Design solution
	<ul style="list-style-type: none"> a. lightweight elements such as timber b. eaves, overhands and other sun shading devices c. windows and doors that facilitate natural cross ventilation and passive casual surveillance of the public domain d. simple, contemporary design treatments e. coastal colours and materials f. high quality, durable and low maintenance materials g. variations in materials, colour and textures
	<p>DS5.5 Building entrances are direct, prominent, legible and well-sheltered:</p> <ul style="list-style-type: none"> a. New buildings are designed with the ground floor at street level to avoid the need for ramp or staircase access. b. Building design adheres to the established standards and guidelines regarding the safety and accessibility of all users. Good building design embodies planning for access for all people in accordance with the Disability Discrimination Act (DDA). c. Encourage secondary pedestrian access along service lanes where practical and appropriate, particularly where a laneway abuts a car parking area.
	<p>DS5.6 Buildings are designed to limit overshadowing of the waterfront promenade and areas of public space, and to limit negative microclimate impacts.</p>
	<p>DS5.7 Buildings are designed to incorporate best practice Environmentally Sustainable Design (ESD) and design buildings to a 'Green Star' rating of 5 or above (representing Australian excellence) on the Green Building Council of Australia rating system.</p>

SCHEDULE 1- MATERIALS AND PLANTING PALETTE

MATERIALS AND FURNITURE		PLANTING PALETTE
 <p>P1: UNIT PAVEMENT TYPE 1 Granite paving bands within concrete paving to define Waterfront Plaza</p>	 <p>TS: TIMBER SEATING AREA Hardwood timber informal seating elements</p>	 <p>MAIN STREET TREE PLANTING, COVE BOULEVARDE <i>Araucaria columnaris</i> - Cooks Pine</p>
 <p>P2: UNIT PAVEMENT TYPE 2 Granite paving bands within concrete paving to define Waterfront Plaza</p>	 <p>S1: SEATING Custom plaza seating with backrests</p>	 <p>WATERFRONT PLAZA <i>Livistona australis</i> - Cabbage Palm</p>
 <p>CP1: INSITU CONCRETE PAVEMENT TYPE 1 Shot Blast and/or honed concrete finish.</p>		 <p>TRELLIS PLANTING <i>Pyrostegia venusta</i> - Flame vine</p>
 <p>CP2: INSITU CONCRETE PAVEMENT TYPE 2 Broom finish concrete pavement</p>		 <p>TRELLIS PLANTING <i>Pandorea pandorana</i> - Wonga Wonga vine</p>
 <p>CP3: INSITU CONCRETE PAVEMENT TYPE 2 Concrete paving to parking bays and shared zone</p>		 <p><i>Tristania laurina</i> - Water Gum</p>
 <p>CP4: INSITU CONCRETE PAVEMENT TYPE 4 High class textured concrete</p>		 <p>STREET TREE PLANTING <i>Cupaniopsis anacardioides</i> - Tuckeroo</p>
 <p>ENTRY WALLING Gabion wall to screen car park.</p>		 <p>MASS PLANTING (MIX TYPE 1) Low native planting up to 1M high for car park amenity areas</p>
 <p>ENTRY WALLING Steel frame growing trellis to screen carpark.</p>		 <p>MASS PLANTING (MIX TYPE 2) Mass planting to Entry Landscape area.</p>

SCHEDULE 2- STREET TYPES – INDICATIVE SECTIONS

Main Street East



Main Street West

