Table 5.9.20.A—Doolandella neighbourhood plan: material change of use

|  |  |  |
| --- | --- | --- |
| Use | Categories of development and assessment | Assessment benchmarks |
| If in the neighbourhood plan area | | |
| MCU, if assessable development where not listed in this table | No change | Doolandella neighbourhood plan code |
| Dwelling house | Accepted development, subject to compliance with identified requirements | |
| If not on a small lot, where:   1. on a site indicated on Figure a or Figure b in the Doolandella neighbourhood plan code in a potential development area; 2. complying with all acceptable outcomes in the Dwelling house code | Not applicable |
| Assessable development—Code assessment | |
| If not on a small lot, where:   1. on a site indicated on Figure a or Figure b in the Doolandella neighbourhood plan code in a potential development area; 2. not complying with all acceptable outcomes in the Dwelling house code | Dwelling house code |
| Indoor sport and recreation | Assessable development—Impact assessment | |
| If involving a new premises | The planning scheme including:  Doolandella neighbourhood plan code  Indoor sport and recreation code  Applicable zone code  Prescribed secondary code |

Table 5.9.20.B—Doolandella neighbourhood plan: reconfiguring a lot

|  |  |  |
| --- | --- | --- |
| Development | Categories of development and assessment | Assessment benchmarks |
| ROL, if assessable development | No change | Doolandella neighbourhood plan code |

Table 5.9.20.C—Doolandella neighbourhood plan: building work

|  |  |  |
| --- | --- | --- |
| Development | Categories of development and assessment | Assessment benchmarks |
| Building work, if assessable development | No change | Doolandella neighbourhood plan code |

Table 5.9.20.D—Doolandella neighbourhood plan: operational work

|  |  |  |
| --- | --- | --- |
| Development | Categories of development and assessment | Assessment benchmarks |
| Operational work, if assessable development | No change | Doolandella neighbourhood plan code |