

### RD-CODE VARIATIONS

The provisions of the Detailed Area Plan (DAP) both constitute Residential Design Codes (RD-Codes) 'Acceptable Development' provisions and development standards under City of Swan Local Planning Scheme. Where there is a conflict between the RD-Codes and the DAP provisions, the DAP provisions shall prevail.

The Acceptable Development provisions are 'as of right' subject to compliance with the Local Planning Scheme to the satisfaction of the City of Swan.

All other acceptable development provisions of the RD-Codes and provisions of the Local Planning Scheme apply.

Compliance with the DAP 'Acceptable Development' provisions will not require consultation with adjoining and/or other nearby landowners.

The density coding of the subject lots is R20.

The DAP provisions apply to all shaded lots in Diagram 1 below.

#### Dwelling Design

1. All dwellings adjacent to public open space/ golf course to have a minimum of one habitable room or major opening that has a clear view of the adjoining public open space/ golf course.
2. Buildings (as defined by the RD-Codes) shall be setback a minimum of 2 metres from the rear boundary (abutting the public open space).
3. Where visible from the public domain enclosed, non-habitable structures, such as storage sheds, are only permitted if attached to the dwelling and constructed of the same materials as the dwelling. Unenclosed, non habitable structures such as gazebos, patios and pergolas are exempt from this provision.
4. For lots 1262-1284 & 1290 garages shall be setback a minimum of 4.5 metres from the primary street.
5. For lots 1262-1284 & 1290 buildings (as defined by the RD-Codes) shall be setback a minimum of 3 metres from the primary street (garages excluded)

#### Fencing

6. Visually permeable fencing (as defined by the R-Codes) shall be provided along any boundary adjoining the public open space/ golf course.



#### LEGEND

- Lots Subject to RD-Code Variations
- A minimum of 40% open space applies to these lots
- 2 metre minimum rear boundary setback

