

Sea Turtle Sensitive Area Code

A Model Code for Local Government



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1.0 Application

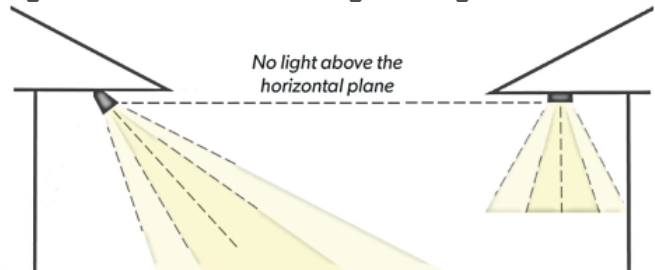
- (1) This code applies to all assessable development (other than for reconfiguring a lot) occurring within the Sea Turtle Sensitive Area on the Overlay maps contained in the planning scheme.

Note: A local government will need to determine the area this code applies to locally. In addition to information and data collected by local governments on sea turtle nesting locations, the Department of Environment and Science will be able to provide scientific assistance in the identification of sea turtle sensitive areas within the local government area. Depending on how a local government planning scheme is structured, this area may be shown on a local government's biodiversity overlay or coastal protection overlay or a separate sea turtle sensitive area overlay.

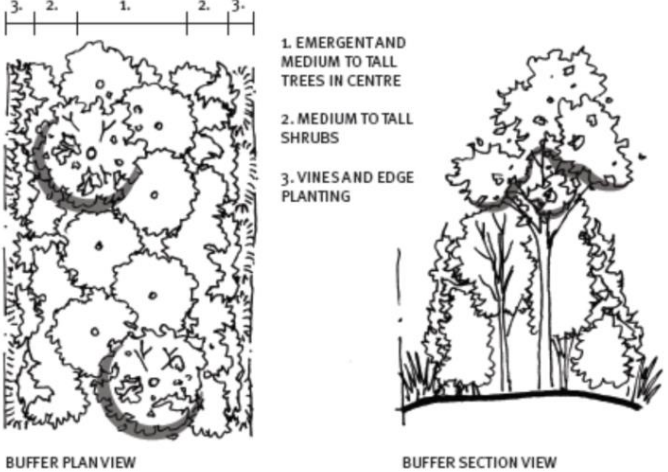
2.0 Purpose and Overall Outcomes

- (1) The purpose of the code is to ensure that development does not create harm to sea turtle nesting and sea turtle activity by avoiding adverse impacts generated from artificial lighting.
- (2) The purpose of the code will be achieved through the following overall outcome/s:
- (a) development avoids artificial lighting that is directly visible from the beach or the ocean
 - (b) development avoids ambient lighting that contributes to sky glow within the Sea Turtle Sensitive Area.

3.0 Performance outcomes and acceptable outcomes

Performance outcomes	Acceptable outcomes
All development	
PO1 All outside lighting provided as part of the development avoids direct illumination of the beach, ocean and sky at night.	AO1.1 Use outside lighting that is: <ul style="list-style-type: none"> (a) shielded by 25cm shields (b) mounted down low to avoid direct horizontal light or downwards glare onto the beach or ocean and (c) directed downwards and away from the coast. <p>Note: Figure 1 (<i>Shielded outside light fittings</i>) demonstrates how outside lighting is to be shielded and directed to avoid light spill.</p> <p>Figure 1 Shielded outside light fittings</p>  <p>AO1.2 All outside lights are fitted with light motion detection sensors and/or timers to ensure lighting is turned off when not required.</p>

Performance outcomes	Acceptable outcomes
PO2 Development minimises the use and intensity (brightness/luminance) of outside lighting required to achieve the light's purpose to avoid reflection from the ground, buildings and other surfaces.	AO2 No acceptable outcome is provided.
PO3 Development minimises reflective glare that contributes to sky glow.	AO3.1 External building materials, colours and finishes have low reflectivity.
	AO3.2 Impervious areas use coloured (non-reflective) concrete or other pavement material.
	AO3.3 Building design, architectural elements or landscaping treatments block or reduce excessive reflective glare.
PO4 All interior lighting provided as part of the development avoids direct illumination of the beach, ocean and sky at night.	AO4.1 All windows and glass doors visible from the coast are: <ul style="list-style-type: none"> (a) tinted with non-reflective tinting, or utilise smart glass technology, to block a minimum of 50% of light to reduce light transmission or spill from indoor lighting (i.e. allows a maximum of 50% of light to pass through) or (b) shielded by external screens to reduce light spill from indoor lighting.
	AO4.2 All windows are shielded with external fixed louvres, and are to be: <ul style="list-style-type: none"> (a) solid (i.e. no holes) (b) directed downward from the window at a minimum angle of 30° or (c) in accordance with the dimensions identified within Figure 2 (Fixed louvres detail). <p>Figure 2 Fixed louvres detail</p> <p style="text-align: right;">Window</p> <p style="text-align: center;"> $x = 130\text{mm} @ 30^\circ$ $95\text{mm} @ 45^\circ \text{ or greater}$ </p>

Performance outcomes	Acceptable outcomes
Where development is located on land visible to the beach or ocean	
<p>PO5 Development provides for landscape buffers that:-</p> <ul style="list-style-type: none"> (a) protect the edges of existing native vegetation or any other areas of environmental significance and (b) screen the development (including associated artificial light) to a level where it is not visible from the beach or ocean. 	<p>AO5 Landscape buffers are required to be designed, constructed and maintained in accordance with the following:-</p> <ul style="list-style-type: none"> (a) plant species selected are appropriate for the location, drainage and soil type, and require minimal ongoing maintenance (b) plant selection includes a range of species to provide variation in form, colour and texture to contribute the natural appearance of the buffer (c) planting density results in the creation of upper, mid and understory strata with:- <ul style="list-style-type: none"> (i) large trees planted at six metre centres (ii) small trees planted at two metre centres (iii) shrubs planted at one metre centres (d) tufting plants, vines and groundcovers are planted at 0.5 metre to one metre centres and (e) where adjoining the edge of native vegetation or watercourse understorey, shrubs and vines are used to bind the buffer edges against degradation and weed infestation. <p><i>Note: planting density is such that it maximises the blocking of light spillage between development and the beach or ocean.</i></p> <p><i>Note: Figure 3 (Design of landscape buffers) demonstrates the preferred form and structure of landscape buffers.</i></p> <p>Figure 3: Design of landscape buffers</p>  <p>Figure 3 consists of two diagrams illustrating the design of landscape buffers. The 'BUFFER PLAN VIEW' on the left shows a cross-section of a buffer with three distinct layers. The top layer (1) contains emergent and medium to tall trees in the center. The middle layer (2) contains medium to tall shrubs. The bottom layer (3) contains vines and edge planting. The 'BUFFER SECTION VIEW' on the right shows a side profile of the same buffer, illustrating the vertical structure and planting density. The diagrams are labeled with numbers 1, 2, and 3 corresponding to the layers described in the legend.</p>
<p>PO6 Development involving sport and recreation activities avoids new floodlighting.</p>	<p>AO6 No acceptable outcome provided.</p>
<p>PO7 Where development involves advertising devices, illuminated signage is avoided.</p>	<p>AO7 No acceptable outcome provided.</p>

Performance outcomes	Acceptable outcomes
PO8 No new beach access points are established unless the beach access is designed to reduce interference on turtle nesting areas, and: (a) is required to enhance public access to the beach or (b) there is no increase in the number of beach access points, with any replaced beach accesses fenced off and revegetated.	AO8 No acceptable outcome provided.
Additional criteria for building and operational work	
PO9 Effective measures are implemented during the construction and operation of development to avoid impacts from lighting, noise and vibration on sea turtle activity and sea turtle nesting beaches.	AO9 No acceptable outcome provided.



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