GOVERNMENT OF WESTERN AUSTRALIA

DRAFT BENTLEY DESIGN GUIDELINES

August 2025

Shaping our State's future

DevelopmentWA

ACKNOWLEDGMENT OF COUNTRY

DevelopmentWA acknowledges the Traditional Custodians throughout Western Australia and Bentley and their continuing connection to land, water and culture. We pay our respects to all members of Aboriginal communities and cultures throughout the State, to the communities we work with, and to their Elders past and present.

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Part 1
Introduction and Vision

1.1 THE PURPOSE OF THE DOCUMENT

The Bentley Design Guidelines (Design Guidelines) are intended to guide redevelopment of lots within the Bentley Redevelopment Area and ensure delivery of the vision and objectives of the *Metropolitan Redevelopment Authority Regulations 2011* (Regulations) and the Bentley Redevelopment Scheme (Scheme).

The Design Guidelines establish Acceptable Outcomes and Design Requirements for all development to deliver high quality design outcomes.

DevelopmentWA is the State Government's central land development agency that brings together the work of the Western Australian Land Authority (formerly trading as LandCorp) and the Metropolitan Redevelopment Authority, while retaining the legislative powers of both agencies.

The Design Guidelines are prepared under the powers of the *Metropolitan Redevelopment Authority Act 2011* (Act) and the Scheme. References to the Authority in this document refer to the Metropolitan Redevelopment Authority under the Act and any subsequent planning authority responsible for the subject land, including the City of Canning (City), the Western Australian Planning Commission (WAPC) and/or State Development Assessment Unit (SDAU).

1.2 THE REDEVELOPMENT AREA OBJECTIVES

The role of the Authority is to revitalise and transform underutilised urban areas into diverse and activated places for people to live, work and recreate, guided by the following Redevelopment Area Objectives, as set out in the Regulations:

- To build a **sense of place** by supporting high-quality urban design, heritage protection, public art and cultural activities that respond to Perth's environment, climate and lifestyle.
- To promote **economic wellbeing** by supporting, where appropriate, development that facilitates investment and provides opportunity for local businesses and emerging industries to satisfy market demand.
- To promote **urban efficiency** through infrastructure and buildings, the mix of land use and facilitating a critical mass of population and employment
- To enhance **connectivity** and reduce the need to travel by supporting development aimed at well-designed places that support walking, cycling and public transit.
- To promote **social inclusion** by encouraging, where appropriate, a diverse range of housing and by supporting community infrastructure and activities and opportunities for visitors and residents to socialise.
- To enhance **environmental integrity** by encouraging ecologically sustainable design, resource efficiency, recycling, renewable energy and protection of local ecology.

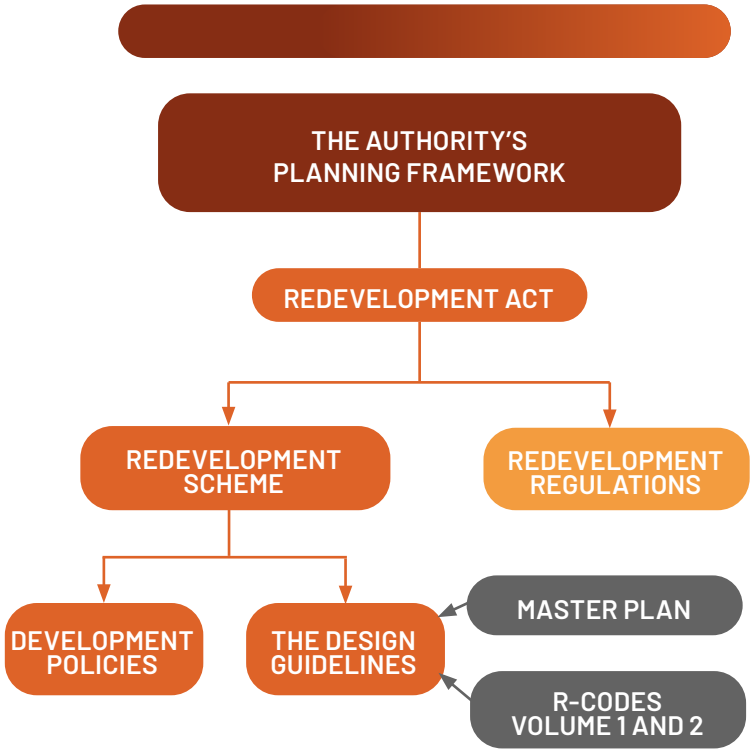


Figure 1: Planning Framework

1.3 APPLICATION OF THE DESIGN GUIDELINES

The Design Guidelines provide a flexible approach to deliver high quality developments that meet the Authority's Redevelopment Objectives and details the requirements for development applications and subdivisions.

The Design Guidelines are to be read in conjunction with the Scheme, Bentley Development Policies (Development Policies), Bentley Master Plan (the Master Plan), Residential Design Codes Volume 1 and Volume 2 (R-Codes) and State Planning Policy 7.0 Design of the Built Environment (SPP 7.0), as well as all other relevant legislation and Australian Standards.

The Design Guidelines have been prepared and adopted in accordance with the requirements of the Scheme. In the event of any inconsistency with regard to land use or car parking between the Design Guidelines and the Scheme, the Design Guidelines will prevail.

Map 1 - R-Code Plan (page 8) shows the residential densities that apply to the lots within the Redevelopment Area.

For residential development all elements of the R-Codes apply except where amended by these Design Guidelines. A table confirming the elements of the R-Codes which are replaced, amended or added to by the Design Guidelines is provided in Appendix 1.

Non-residential development should be designed in accordance with Part 2 of the Design Guidelines.

The Design Guidelines are set out in the following manner:

- **Part 1** details the introduction and vision for the Bentley Redevelopment Area.
- **Part 2** sets out development provisions for the precincts that is in addition to the requirements of the R-Codes Volume 1 and/or 2. The area is divided into the following precincts and identified on Map 2 (page 8):
    - Transition Precinct
    - Terrace Precinct
    - The Green Heart Precinct
    - Activity Precinct

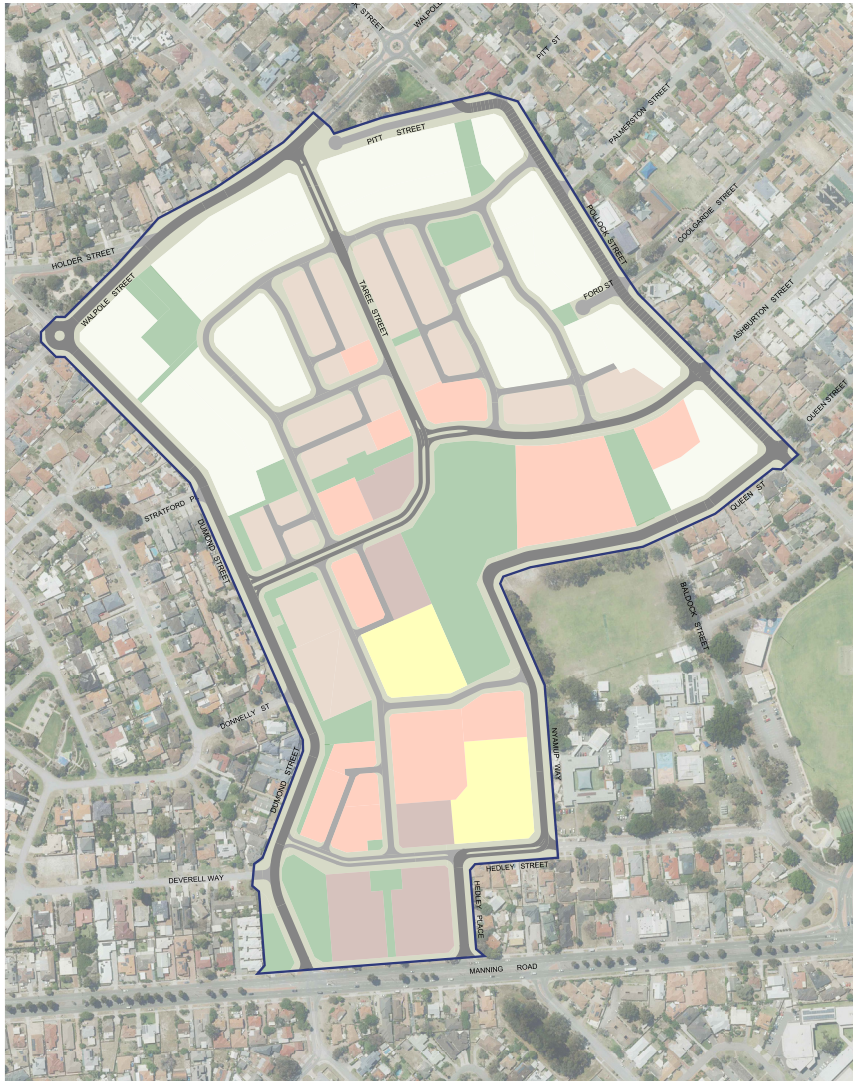
  Appendix 2 provides an overall development control diagram for all the precincts detailed in Part 2.
- **Part 3** provides a summary on the public open space and streetscapes in the Bentley Redevelopment Area.

The Development Provisions are detailed under a series of land and built form design related headings that include the following:

- **CHARACTER STATEMENTS**
  Each precinct has a character statement which defines the relationship to the Redevelopment Area Vision and outlines the specific built form outcomes. The character statement draws on the existing defining character of each precinct and provides a pathway for redevelopment. It is mandatory to achieve the character statement. The Authority will give due regard to the achievement of the character statement including the vision detailed under Section 1.7 in determining development applications or making any other discretionary decisions under the Design Guidelines or the Scheme.

- **DESIGN REQUIREMENTS**
  The Design Requirements outline the intended outcome for each development provision. It is mandatory to achieve the Design Requirements. The Authority will give due regard to the achievement of the Design Requirements in determining development applications or making any other discretionary decisions under the Design Guidelines and the Scheme.

- **ACCEPTABLE OUTCOMES**
  The Acceptable Outcomes establish specific measures and outcomes, which will assist with ensuring the specific Design Requirements are met. However, there may be alternative solutions to demonstrate consistency with the Design Requirements. These will be considered on a case-by-case basis to the satisfaction of the Authority.



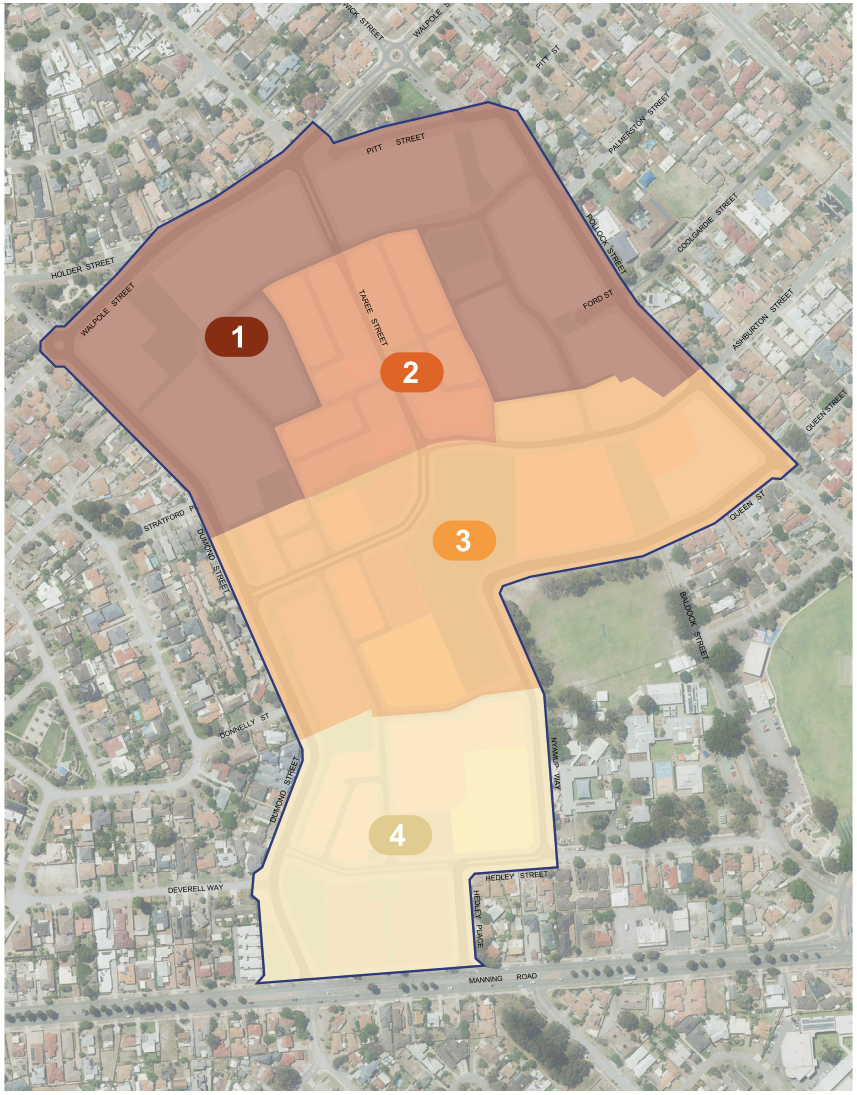
R-Code Density

- R40
- R60
- R80/R100SL
- R-AC2

Other

- Public Open Space
- Community Purpose

Map 1: R-Code Plan



- Transition Precinct
- Terrace Precinct
- The Green Heart Precinct
- Activity Precinct

Map 2: Precincts

1.4 DISCRETIONARY CLAUSE

The Design Guidelines provide the opportunity for a development application to meet the Vision, Character Statements and Design Requirements through a range of Acceptable Outcomes. The Authority may apply discretion to approve alternative outcomes, where these are demonstrated to:

a. clearly meet the Vision, relevant Character Statement and the Design Requirements of the Design Guidelines; and

b. form part of an application which achieves good design consistent with the Objectives and Design Principles of SPP 7.0. The Authority may refer the proposal to a design review panel to determine the achievement of good design.

Each development application will be assessed on its own merits having regard to the matters above.

In demonstrating the above, the Authority may require the applicant to submit a report that demonstrates:

- How the development achieves a built form that demonstrates a good design outcome, consistent with the Objectives and Design Principles of SPP 7.0; and / or
- How the intensity of development reflects the Character Statement for the precinct.

A development application that does not meet the Vision, Character Statements and Design Requirements of the Design Guidelines is to be assessed against clause 4.19 Determination When Non-Compliant, of the Scheme.

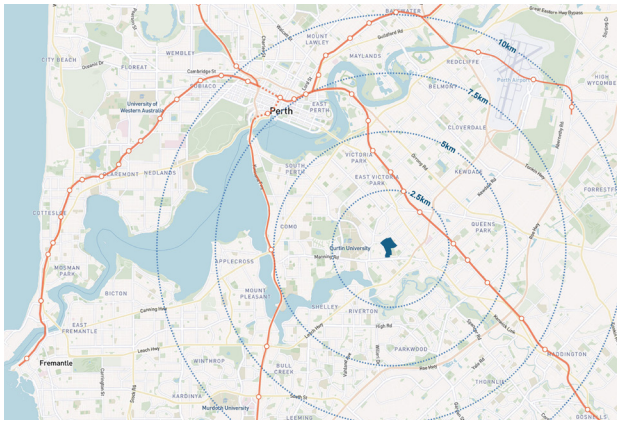
1.5 APPLICATION PROCESS

The Authority's review, assessment and determination process follows the staged progression of design development, approval and construction. The staged process, outlined in Table 1, supports developments to achieve the required high quality urban design and architectural outcomes as well as sustainability, functionality and well considered place making. As part of the assessment process, the Authority may require the submission of technical reports including but not limited to:

- Assessment Report detailing compliance with Design Guidelines and R-Codes;
- Wind, Overshadowing, Light Access and Ventilation Plan;
- Acoustic Attenuation;
- Waste Management;
- Public Art Report;
- Crime Prevention Through Environmental Design (CPTED) Statement;
- Universal Access Statement;
- Dwelling Schedule – identify dwelling mix and affordable and adaptable dwellings (including floor areas);
- Green Building – approach to sustainable design and management;
- Landscape Strategy – approach to open space use, urban ecology and amenity;
- Water Management Strategy – approach to sustainable water management;
- Transport Impact Assessment/ Traffic Impact Statement;
- Cultural Context Statement – approach to Whadjuk cultural considerations; and/or
- Any development application proposing a retail component of 500 sqm or more should be accompanied by a Net Benefit Test as defined by State Planning Policy 4.2 Activity Centres.

Pre Development Application Submission	Development Application	Documentation	Construction
Step 1. **New Single Dwellings** The applicant or owner to prepare building plans and submit them to the Authority for assessment and to obtain planning advice. If the proposed dwelling does not require development approval, an advice letter will be issued. This letter must be submitted to the City of Canning along with the Building Permit application **(proceed to Step 11)**. If the dwelling does require development approval, proceed with lodging a formal application **(proceed to Step 4)**. **All other Development** The applicant and their project team meet with the Authority to discuss the proposed development **(proceed to Step 2).**	**Step 4.** **All Development** The applicant lodges a development application with the Authority, addressing the development requirements and preliminary feedback.	**Step 8.** **Development excluding new Single Dwellings** Working drawings are lodged with the Authority demonstrating compliance with the development approval (plans and conditions), if required.	**Step 11.** **All Development** A Building Permit is sought from the City of Canning, and following the issuing of a Building Permit construction may commence.
Step 2. **Development excluding new Single Dwellings** The applicant provides the Authority with indicative plans. The indicative plans are reviewed by the Authority. If applicable a prelodgement Design Review Panel meeting will be organised.	**Step 5.** **All Development** The Authority refers the application to the City of Canning and other agencies as necessary. As required by section 4.15 of the Scheme certain applications maybe advertised for public comment If required the Authority may obtain advice from a Design Review Panel.	**Step 9.** **Development excluding new Single Dwellings** The Authority refers the working drawings to agencies or consultants as required to verify compliance with conditions of the development approval, as required.	**Step 12.** **Development excluding Single Dwellings** Should it be required, a development audit is undertaken at practical completion to ensure construction is in accordance with the development approval and working drawings.
Step 3. **Development excluding new Single Dwellings** The Authority provides the applicant with focused preliminary feedback.	**Step 6.** **All Development** The Authority assesses the application. If the application requires modification the Authority will provide correspondence to the applicant. **Step 7.** **All Development** The Authority determines the application.	**Step 10.** **Development excluding new Single Dwellings** The Authority assesses and endorses that the working drawings are compliant and refers its advice to the City of Canning.	

Table 1: Development Application Process



1.6 SITE CONTEXT

The Bentley Redevelopment Area is located 8 km south-east of the Perth Central Business District, within the City of Canning. The site is in close to key road infrastructure of Manning Road, Leach Highway, Albany Highway and the Kwinana Freeway, all providing convenient access to key metropolitan destinations.

Surrounded by predominantly low-to-medium-density residential areas and small-scale commercial developments along Manning Road, the site benefits from its proximity to key activity and educational hubs including Curtin university and Bentley Tech Hub. It includes community facilities such as Bentley Community Centre and as well as the former Canning Lawn Tennis Club and Bentley Library, while being well-connected by public transport to major urban centres of Elizabeth Quay, Bull Creek, Canning Bridge train station, Victoria Park and Curtin Central.

The Canning River is approximately 1.5km south of the site.

1.7 VISION

The Bentley Redevelopment will be a contemporary, inner-urban neighbourhood that is green, inclusive and distinctly local — shaped by landscape, cultural identity and sustainable design.

The built environment will be high-quality, people-focused, and thoughtfully integrated into its context, with diverse housing types, tree-lined streets, shaded laneways, and interconnected open spaces, fostering recreation, environmental resilience, and vibrant community life.

Buildings will be designed to reflect the area's local character and cultural diversity, responding in scale, orientation, and architectural expression to their surroundings. More intense development will be concentrated around the Green Heart and Activity Precincts, while lower-scale forms will provide a respectful interface with adjacent neighbourhoods. The design will draw inspiration from the site's heritage, incorporating diverse building materials and a colour palette that reflects its natural environment and historical evolution while embracing innovation, sustainability, and forward-focused thinking.

The redevelopment will celebrate Bentley's unique identity and history, weaving Aboriginal knowledge and the site's legacy into the design of landscapes, public art, and gathering spaces. Mature trees will be retained, and public spaces will be activated to foster cultural activities and community interaction, creating a neighbourhood that feels deeply connected to its people and story.

Guided by the Design Guidelines, the redevelopment will prioritise ecologically sustainable design, resource efficiency, renewable energy, and protection of the local ecology. It will showcase modern construction methods and innovative housing typologies, ensuring buildings contribute to a cohesive, welcoming, and future-ready urban village. The Bentley Redevelopment aspires to be a place where design quality and a deep sense of place come together to create a resilient, inclusive, and sustainable community.

Part 2
Development Provisions

2.1 GENERAL PROVISIONS

2.1.1 SUBDIVISION AND SITE PLANNING GUIDANCE

Subdivisions and site planning should contribute to a cohesive urban system of compact, walkable neighbourhoods that integrate harmoniously with the neighbouring residential suburbs. Subdivisions are designed in accordance with the densities and layout shown on Map 1 (page 8).

Some lots may be required to be amalgamated with an adjacent land parcel (or parcels) to achieve the full development potential offered by the assigned densities due to a range of factors such as access, drainage requirements, and development efficiency.

Design Requirements:

a. Subdivisions and site planning are to promote development in accordance with the relevant R-Code and road layout shown on Map 1 (page 8) and Master Plan.
b. The layout of subdivision proposals is to enhance local identity by responding to the site context, characteristics, setting, and incorporates recognised elements of natural and cultural heritage significance.
c. Subdivisions are to allow for a range of residential lot sizes suitable for a variety of housing and land use typologies to meet the diverse and changing needs of the community and will be designed in a way to promote permeability, legibility and high levels of amenity for pedestrians, cyclists and road users.
d. The size and orientation of new lots are to enable the provision of dwellings that allow for adequate private open space, energy efficient design, solar access, passive surveillance, safe vehicular access and sufficient on-site car parking. New subdivisions should ensure a seamless integration between the proposed development and the surrounding existing development.
e. Streets are to be designed to ensure a functional, legible movement network providing a cohesive, pedestrian oriented and safe urban environment (refer to indicative street cross sections).
f. Public open space is to be designed and constructed to provide for the recreational and social needs of the community in appropriate locations in a manner which integrates conservation and water sensitive urban design principles and management (see Part 3 for more detail on Public Realm).
g. All development must integrate Crime Prevention Through Environmental Design (CPTED) principles by ensuring high visibility and natural surveillance, providing clear and direct access routes, reinforcing boundaries between public and private areas, and maintaining well-managed, safe, and orderly environments

that deter anti-social behaviour.

Acceptable Outcomes:

a. Residential lot sizes are to be in accordance with the minimum and average lot sizes specified in the R-Codes as shown on Map 1 (Page 8).
b. Subdivision layouts are to ensure delivery of walkable neighbourhoods and safe pedestrian and cycle networks to reduce private car dependency.
c. Subdivision design is to promote the conservation and preservation of environmental and cultural features identified in the Scheme and Master Plan.
d. Building development is to address streets, public open space and reserves to facilitate passive surveillance of the public realm.
e. Subdivision plans should respond to the natural topography of the site, stepping or terracing as necessary to ensure the buildings relate to adjacent streets/roads and integrate with adjacent sites.
f. Site planning is to prioritise the retention of existing mature trees on private property where possible to further enhance the urban tree canopy and contribute to the character and amenity of the area.
g. Battleaxe subdivisions are generally not supported. Where a battleaxe subdivision is proposed, plans should be provided to demonstrate the proposal will result in development outcomes consistent with these Design Guidelines.
h. Street width designs are to be in accordance with Liveable Neighbourhoods in terms of form and capacity while accounting for the City's standards, Australian Standards and any known constraints.
i. Subdivision plans should include details of any footpaths, street parking, and any other works within the proposed road reserve.
j. Urban Water Management Plans (UWMP) should be prepared at subdivision or development application stage generally in accordance with Master Plan's Stormwater Management Strategy to the satisfaction of the City.
k. All design and development proposals (subdivision, building and public realm) must integrate CPTED best practice principles to the design of the built environment to minimise crime and the fear of crime.

2.1.2 COLOURS AND MATERIALS

To establish a cohesive and high-quality built environment through a considered selection of materials, finishes and colours that complement the local character, promote visual interest, and ensure long-term durability.

Design Requirements:

a. Drawing from the local history, future development in the Bentley Redevelopment Area will respond to the surrounding context including its existing low to medium density residential development and Aboriginal heritage and connection with Djarlgarra (the Canning River). Development will respond to this context using natural materials, colours, shapes and tones which harmonise with the existing residential area, respecting the character of neighbouring properties whilst acknowledging the future development intent for the Bentley Redevelopment Area.

b. The intended 'vibrant and contemporary urban' character for the Bentley Redevelopment Area will be achieved by new development adopting the design cues and intentions for colour, material choices, and finishes.

Acceptable Outcomes:

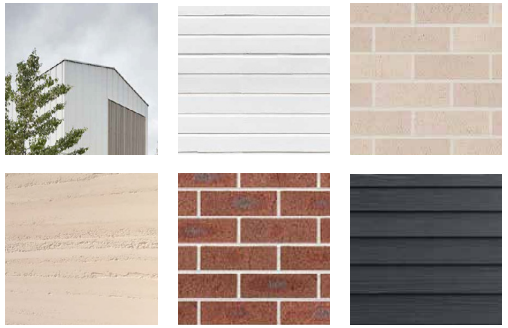
a. Building materials should be chosen which complement the intended 'vibrant and contemporary urban' character, including the use of:
   i. a broad range of materials that reference the urban character of the Bentley Redevelopment Area such as recycled building materials, and sandy, ochre tones;
   ii. patterns and textures that reference the natural environment; and
   iii. materials which are durable, low maintenance and non-reflective.

b. Highly reflective, black or dark coloured roofing materials are not permitted.

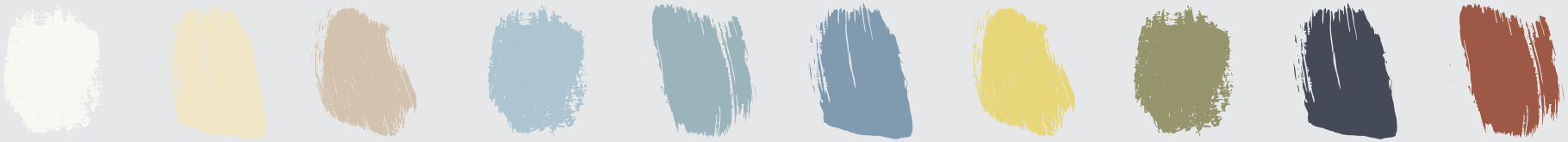
c. Building materials should consider high-levels of performance in relation to climate, energy efficiency, recycling and the use of renewable resources.

d. All development within the Bentley Redevelopment Area should use a colour palette that is sympathetic with and complementary to the natural environment. Neutral tones, with warm and lively accents to reflect terracotta tones in the surrounding suburbs should be used in-line with the guidance colour palette shown below.

Material swatch



Colour swatch



2.1.3 CAR PARKING CONSIDERATIONS

Design Requirements:

a. In recognition of the intended pedestrian and cycling-friendly and sustainable transport network, new development will seek to take a minimalist approach to car parking while ensuring provision of sufficient parking to accommodate the anticipated requirements of the development.
b. The design, location and number of car parking bays will minimise any negative impact on the quality of the architectural design, amenity and streetscape outcome.
c. A Parking Management Plan (PMP) or suitable assessment is to be provided where alternative parking standards to the Acceptable Outcomes are proposed.

Acceptable Outcomes:

a. Car parking for permanent residential land uses should be provided in accordance with the relevant provisions of the R-Codes.
b. Car parking for all other land uses should be provided in accordance with Table 2.
c. Supporting documentation such as a Parking Management Plan (PMP) or suitable assessment may be required where the Authority considers the parking and/or land uses are likely to:
    i. generate excessive parking demand; and/or
    ii. have a significant impact on the surrounding streets and urban environment.
d. Ground floor parking is to be sleeved by active uses to primary street frontages or Public Open Space and screened from public view where located on secondary frontages.
e. At the first floor and above only, innovative architectural treatments or public art that screens the parking may be acceptable where it is designed as an integral component of the development and contributes positively to the public realm.
f. Parking to secondary streets or laneways is appropriately designed and screened from adjacent or nearby buildings and the street, using innovative wall detailing, decorative screening, patterning and vegetation. Screening is compatible with the surrounding streetscape.

g. Shade trees are to be provided to all at grade car parks at a minimum rate of one tree to four car bays, to ensure appropriate protection from the elements and to assist in breaking up any significant expanse of parking area.

h. Parking areas, especially those above ground, are designed with consideration for adaptive reuse, potentially through:

   i. floor-to-floor heights of at least 3.5 metres; and

   ii. car parking not being located on ramps.

i. Car parking areas for grouped and multiple dwellings and mixed uses should be designed to allow for the future provision of electric charging for electric vehicles.

j. The structure of the building making provision for future adaptive reuse with the ability to insert openings for natural light and ventilation.

k. Basement parking is designed with consideration to ground levels across the site and does not protrude more than one metre above natural ground level at any point, to minimise blank walls and prevent a negative visual impact on the public realm.

Development	Requirements	
	Minimum	Maximum
Transient Residential	1 bay per 4 accommodation units	1 bay per 2 accommodation units
Specific Purpose Accommodation	1 bay per 4 accommodation units	1 bay per 2 accommodation units
Non-Residential	1 bay per 100 sqm of NLA	1 bay per 50 sqm of NLA

Table 2: Car Parking Requirements

2.1.4 BICYCLE PARKING AND END OF TRIP FACILITIES

Design Requirements:

a. Buildings will be designed to encourage and support the use of active travel modes through the generous provision of bicycle parking and end of trip facilities.
b. Both short and long-stay bicycle parking is essential to cater for visitors and staff.
c. Bicycle parking is secure, easily accessible and conveniently located.

Acceptable Outcomes:

Residential:

a. Bicycle parking and end of trip facilities for permanent residential land uses should be provided in accordance with the relevant provisions of the R-Codes.

Non-Residential:

a. Bicycle parking and end of trip facilities for all other land uses is to be provided in accordance with Table 3.
b. All bicycle parking facilities to be designed to meet the relevant provisions of Australian Standard AS2890.3 – Bicycle Parking.
c. Tenant bicycle parking facilities are concealed from view from the street, located within the basement or ground floor level and easily accessible from the entrance to the building. It should be secure and waterproof.
d. Visitor bicycle parking should be located adjacent to the building entry at ground level. Bicycle parking should also:
    i. allow for passive surveillance from public spaces, roads, and private space;
    ii. not disrupt pedestrian movement;
    iii. be ground level and accessible from the road and cycle paths;
    iv. be sensitively located to be accessible from the public realm; and
    v. be in well-lit areas.

e. Bicycle parking and end of trip facility areas should be designed to allow for the provision of electric charging for e-mobility devices, including electric bicycles and e-scooters.
f. All end of trip facilities should be designed with convenience and safety of the user in mind and be located as close as possible to bicycle parking facilities.
g. Changing rooms should be secure, capable of being locked and located adjacent to the showers in a well-lit area within range of easy surveillance.
h. Lockers should be well ventilated and be of a size sufficient to allow the storage of cycle attire and equipment.

Requirements	
Bicycle Parking	2 bays per lot, plus 1 bay for every 10 on-site car parking bays.
End of Trip Facilities	1 universal shower and change room; 1 male shower and 1 female shower for every 10 bicycle bays; and 1 secure locker for each bicycle bay.

Table 3: Bicycle and End of Trip Requirements

2.1.5 UNIVERSAL ACCESS

Design Requirements:

a. Buildings and public spaces incorporate universal design principles to ensure all people – including those with disability, using mobility devices, older adults, and parents with prams or children – can live, work, access services, and enjoy the Bentley Redevelopment Area independently, and equitably.

b. Development provides an inclusive and universally accessible environment as an integral component of buildings and public open space, delivering places and spaces that are welcoming, adaptable and easy to navigate for people of all ages and abilities.

Acceptable Outcomes:

a. Universal access is provided in accordance with the requirements of the Disability Discrimination Act 1992, relevant Australian Standards, and inclusive design best practices, ensuring safe and equitable access for all users.

b. Where the ground floor is elevated above finished footpath level, internal ramps or other accessible solutions are provided to support universal access. These measures are designed to:

   i. Minimise visual impact;

   ii. Support a strong built edge to the street; and

   iii. Enhance useability for people with disability, older adults, mobility device users, and carers with children or prams.

2.1.6 LANDSCAPING AND PLANTING GUIDE

Design Requirements:

a. Significant historical disturbance of the natural environment means there are limited conservation significant environmental values within the site that require conservation or management. As such, existing mature trees will be preserved where possible and integrated into the design to enhance the site's character and contribute to the ecological and aesthetic value of the site.

b. Landscape design contributes to the streetscape character and amenity of a space, providing shade and shelter, and a permeable delineation between the public and private realm, as well as assisting in restoring local biodiversity and improve water efficiency throughout the Bentley Redevelopment Area.

Acceptable Outcomes:

All Development:

a. Retention of existing mature trees on private property and public land is encouraged wherever possible to further enhance the urban tree canopy and contribute to the character and amenity of the area.

b. Landscaping should be waterwise, using endemic native species that is not invasive as identified in the Australian Weeds Strategy (as updated), to promote sustainability and reduce maintenance.

c. The use of lawn and other high-maintenance landscaping elements is minimised in favour of more sustainable and manageable alternatives. Where lawn is proposed draught-tolerant varieties should be used. The use of artificial turf is discouraged.

d. The use of efficient irrigation, such as drip irrigation, smart irrigation systems and hydrozoning is encouraged to improve water efficiency and reduce maintenance.

Private Realm:

a. Landscaping is designed to complement the architectural character of the building and respond sensitively to the surrounding local landscape

b. Permeable paving and other sustainable landscaping techniques are employed to enhance water infiltration, reduce runoff, and improve the overall self-sufficiency of the landscape in line with Urban Water Sensitive Design principles.

Public Realm:

a. Street trees are to be provided at a minimum rate of one tree for every two on-street car parking bays or one tree per lot frontage to contribute to a high-quality street character and provide shade and cooling. Verge trees and landscaping is to be provided in accordance with the City's requirements.

b. A suitable Landscaping Plan is to be prepared to establish a landscaping theme for the subdivision area that includes Public Open Space as identified in the Master Plan reinforcing the identity of the Bentley Redevelopment Area. The Landscaping Plan is to identify major planting species for the area, and in particular street species. Public Open Space is to be designed and constructed in accordance with the City's requirements.

c. Where the retention of existing mature trees is not possible, trees are to be replaced with locally suitable species that support wildlife and community need and to the City's specifications.

2.1.7 ENVIRONMENTAL SUSTAINABILITY

Design Requirements:

a. Sustainable initiatives will be integrated into the design, construction and management of new buildings and open spaces to minimise the environmental impact of new development.
b. Development will deliver high performance buildings which minimises energy use, conserves water, reduces waste and maximises comfort for occupants.
c. Buildings will operate at a high level of efficiency with individual apartments each benefiting from a reduction in mechanical cooling and heating costs.
d. Development will ensure resource efficiency, minimise use of non-renewable energy and potable water and reduce the production of waste, pollution and other damaging emissions.

Acceptable Outcomes:

Residential:

a. Sustainability Design Requirements should be provided in accordance with the relevant provisions of the R-Codes and Appendix 3 Sustainability Checklist.
b. For grouped development and multiple dwelling development, compliance with the Authority's Development Policy 1 - Green Buildings.

Non-Residential:

a. Compliance with the Authority's Development Policy 1 - Green Buildings
b. Development incorporates natural ventilation and passive solar design measures to optimise heat storage in winter and reduce heat transfer in summer. Consider climatic conditions generated from the expansive public open space.
c. Development incorporates zero carbon and carbon neutral design considerations.
d. Use of high-performance glazing which improves efficiency as a base standard.
e. Stormwater run-off from constructed impervious surfaces generated by small rainfall events is retained or detained onsite and treated at-source as much as practical.
f. If ongoing management of groundwater is required, for example due to basement levels or use of subsoil drains, any water quality issues will need to be addressed. The groundwater may need to be treated prior to leaving the site.
g. Consider initiatives that future proof the development for a changing energy environment, such as:
    i. Designing the electrical distribution system and metering with capacity for future battery storage; and
    ii. Providing conduits and capacity for the electrical distribution system and metering for future provision of widespread electrical car charging within car parking areas

2.2 TRANSITION PRECINCT PROVISIONS

Character Statement

The Transition Precinct defines the northern edge of the Bentley Redevelopment Area, providing a respectful and carefully scaled interface with the surrounding established and low density neighbourhoods. This precinct introduces a mix of contemporary housing that complements the existing character while offering greater diversity of dwelling types to meet evolving household structures and affordability needs.

Predominately made up of single detached homes with street facing garages, the precinct also includes laneway accessed terraces and townhouses that contribute to a low to medium residential density. These built forms are arranged to maintain a human scale and ensure a comfortable relationship with adjacent areas.

Streets are designed to be green, shaded, and walkable, and new parks are strategically located to protect existing significant trees. These open spaces are overlooked by surrounding homes to ensure natural surveillance and safety, while also offering valued recreational opportunities for both new and existing residents. The Transition Precinct functions as a welcoming and connected gateway into the broader Bentley Redevelopment Area, blending new amenity with familiar residential character in a way that is inclusive, safe, and community focused.

Scheme Land Use Categories

All land uses are as per the Scheme.

Development Provisions

Developments proposed within the Precinct are to be designed in accordance with the relevant provisions of these Design Guidelines, and the R-Codes, where applicable.

Except where specifically varied by these Guidelines, the design requirements of the R-Codes and their associated 'Element Objectives' and 'Planning Guidance' apply.

Development Control Diagram

Legend

Precinct Boundary

Building Zones

- Public Realm Interface – building frontage design requirements
- Primary Façade – building orientation, activation, and surveillance
- Secondary Façade – building orientation, activation, and surveillance
- Setback of Buildings – 4m minimum permitted to primary street
- Setback of Buildings – 3m minimum permitted to primary street
- Sewer Main Easement – existing
- R-Code
- Publicly Accessible Open Spaces – recreational, active and passive

Movement Network

- No Vehicle Access Permitted

2.2 TRANSITION PRECINCT PROVISIONS

Key Controls	Location	Acceptable Outcomes	Design Requirements
Building Height	All frontages	**Non-Residential Development:** • In R40 areas: 2 storeys (10metres). • In R60 areas: 3 storeys (13metres). **Residential Development:** • In R40 areas: 2 storeys (10metres) or as per the relevant provisions of the R-Codes (as amended) • In R60 areas: 3 storeys (13 metres) or as per the relevant provisions of the R-Codes (as amended)	• Development is to be designed to a sufficient intensity to frame the street, activate the locality and deliver on the character statement for the Precinct.
Public Realm Setbacks	Public Open Space No. 2	**All Development:** Primary frontage: no less than 3.0 metres measured from public open space boundary (averaging of minimum permitted where any reduction is compensated for by an equal area of open space as per R-Codes).	• Development is to be designed to maximise opportunities for passive visual surveillance of Local Open Space and the public domain. • Development setbacks to public open space and streets are to be relatively consistent to achieve articulation datums along public open space and street frontages.
	Public Open Space No. 6, 7 and 8	**All Development:** Side Boundaries: no less than 1.5 metres measured from public open space boundary (no averaging of minimum permitted).	
	Primary Street	**All Development:** • In specified locations depicted on the Development Control Diagram: 3.0 metres minimum (averaging permitted as per R-Codes). • In specified locations depicted on the Development Control Diagram: 4.0 metres minimum (averaging permitted as per R-Codes).	
	Laneway	**All Development:** • Buildings, garages and carports: 0.5 metres minimum measured from the laneway reserve boundary (no averaging of minimum permitted).	
Vehicle Access	All roads	**All Development:** • Crossovers should be situated to avoid damage to existing street trees and provide sufficient clearance to allow for root and canopy growth.	• To ensure safe pedestrian and cycle movement and provide a high quality public realm.
	Laneway Lots	**All Development:** • All lots that have an adjoining laneway should achieve vehicle access via that laneway only. • Crossover locations should accord with the Vehicle Access notations on the Precinct Development Control Diagram.	• Development to be designed with the laneway frontage as the dwelling's secondary orientation and the developments primary frontage oriented to the primary street or adjoining public open space if applicable.
Public Realm Interface – Building Design	Public Open Space	**All Development:** • For all lots that directly interface with public open space, each dwelling should have at least one habitable room that has a major opening with a clear view of the public open space as well as an outdoor living area located to achieve an unobstructed view of the public open space. • Visually permeable fencing is not to be altered or obscured. • Development should be designed to minimise overshadowing impacts on the adjacent public open space and public realm. • Where outbuildings are proposed, they should be designed and constructed from materials to match or compliment the dwelling when visible from the public realm.	• Development to be designed to achieve high levels of surveillance of public open space to enable casual surveillance and greater interaction between the building and the public realm.

**For further design guidance refer to the relevant Element Objectives and Planning Guidance in the R-Codes.

2.2 TRANSITION PRECINCT PROVISIONS (CONT.)

Key Controls	Location	Acceptable Outcomes	Design Requirements
Public Realm Interface – Building Design	All Lots	**All Development:** • Buildings should be designed to respond to the function and character of the adjacent public realm, maximising access to natural light and mitigating the potential impact of minimise wind impacts onto the public realm wind, heat gain and glare, supported by relevant technical studies. • Building façades should contribute to streetscape vibrancy through articulation which breaks up massing, visually linking the public and private realm and providing means to passively survey the public realm. • Development responds to the site's level differences and natural topography to maintain engaging streetscape and minimise blank/ retaining walls along edges.	• Buildings to be designed to make a lasting contribution to the quality of the streetscape public realm, implementing an interesting and stimulating facade which integrates with the street level, is safe, universally accessible, sustainable and contributes to effective wayfinding. • New development is respectful of surrounding existing character and making a lasting, complementary contribution to the character and quality of the street it belongs to.
	All public realm interface	**Storage Location:** • For all residential development, the minimum storage requirements of the R-Codes should be located to not be visible from the public realm , incorporating public open space, pedestrian access ways, streets and laneways.	• Each dwelling provides adequate, conveniently located storage for large items that are proportionate to the size of the dwelling and located to ensure that it is not visually intrusive when viewed from the public realm.
	Laneway Lots	**All Development:** • For all lots that have a laneway frontage of 7.5 metres or greater, they should incorporate a soft landscaping area with a minimum dimension of 1.5m that is adjoining and visible from the laneway. • Dwellings should be designed to provide at least one major opening from a habitable room on the dwelling frontage with an outlook to the laneway. Where narrow lot dimensions restrict the ability to achieve this outcome at ground level, the major opening should be provided from a habitable room on an upper storey that achieves vision of the laneway pavement. • For all laneway lots, rubbish bins should be stored on each individual lot and screened from view of the public realm at all times other than collection day.	• To contribute to the visual appeal, comfort and amenity of the streetscape. • To achieve a landscaped character with the potential for trees in deep soil areas. • Building design addresses the laneway frontage and provides opportunity for passive surveillance and social interaction
Fencing	All Street Frontages	**Non-Residential Development:** • Fencing is not permitted along street boundaries or within front setback areas of non-residential developments.	• Delineation between the public and private realm is achieved primarily through the use of built form, changes in ground level, and landscaping. • Fencing will be designed to maintain passive surveillance of the public realm, while providing privacy and security of individual dwellings and private open spaces.
	Secondary Street Frontage	**Residential Development:** • Fencing should be visually permeable above 0.6 metres, starting from the truncation and continuing for a minimum of 3.0 metres behind the closest part of the dwelling to the secondary street boundary.	
	Laneway Frontage	**Residential Development:** • Where achievable, fencing along a laneway is provided with visually permeable upper portions above 1.2 metres, to a height of 1.8 metres above the finished lot level.	
	Public Open Space Frontage	**Residential Development:** • Fencing should be visually permeable above 1.2 metres, to a height of 1.8 metres above the finished lot level.	

**For further design guidance refer to the relevant Element Objectives and Planning Guidance in the R-Codes.

2.3 TERRACE PRECINCT PROVISIONS

Character Statement

The Terrace Precinct is envisioned as a dynamic, medium-density neighbourhood that offers a flexible and diverse mix of compact housing options. Located between the Transition Precinct and the Green Heart Precinct, it plays a critical role as an intermediary zone, allowing for increased development intensity while preserving high standards of residential amenity. A wide variety of innovative housing types—including narrow terraces, compact corner homes, micro-lots, ancillary dwellings, and moderate-height apartments—caters to changing household needs and promotes housing affordability and choice.

The urban form is supported by a highly walkable and landscaped street network, where rear laneways accommodate vehicle access to ensure that all local streets, including Taree Street, prioritise pedestrian safety, comfort, and enjoyment. Tree-lined streets and integrated green infrastructure provide shaded, attractive routes that connect seamlessly to a network of linear parks and open spaces, enhancing ecological value and supporting social interaction. The result is a cohesive and resilient residential precinct that balances innovation, density, and liveability within a high-amenity, people-focused public realm.

Scheme Land Use Categories

All land uses are as per the Scheme.

Development Provisions

Developments proposed within the Precinct are to be designed in accordance with the relevant provisions of these Design Guidelines, and the R-Codes, where applicable.

Except where specifically varied by these Guidelines, the design requirements of the R-Codes and their associated 'Element Objectives' and 'Planning Guidance' apply.

Development Control Diagram

Legend

Precinct Boundary

Building Zones

- Public Realm Interface – building frontage design requirements
- Primary Façade – building orientation, activation, and surveillance
- Secondary Façade – building orientation, activation, and surveillance
- Building Height – minimum two storey height
- Specific Corner Design Requirements
- R-Code
- Publicly Accessible Open Spaces – recreational, active and passive

Movement Network

- No Vehicle Access Permitted

2.3 TERRACE PRECINCT PROVISIONS

Key Controls	Location	Acceptable Outcomes	Design Requirements
Building Height	Taree Street and Road Seven	**All Development:** • Buildings with a primary frontage to Taree Street and Road Seven are to have a minimum building height of 2 storeys (8 metres) as viewed from the primary street. • Total building height: see other roads requirement below.	• Development is to be designed to a human-scale at the lower-levels while achieving sufficient intensity to frame the street, activate the locality and deliver on the character statement for the Precinct.
	Linear Open Space	**All Development:** • Buildings with a primary frontage to the linear open space are to have a minimum building height of 2 storeys (8 metres) as viewed from the open space (as depicted on the Precinct Development Control Diagram). • Total building height: see other roads requirement below.	
	Other roads	**Non-Residential Development:** • In R60 areas: 3 storeys (13 metres). • In R80 areas: 4 storeys (16metres). **Residential Development:** • In R60 areas: 3 storeys (13 metres) or as per the relevant provisions of the R-Codes (as amended) • In R80 areas: 4 storeys (16 metres) or as per the relevant provisions of the R-Codes (as amended)	
Public Realm Setbacks	Public Open Space	**All Development:** • **Primary frontage:** no less than 3.0 metres measured from public open space boundary (averaging of minimum permitted up to 50% distance of minimum setback where any reduction is compensated for by an equal area of open space located between the setback line and a line drawn parallel to it at twice the setback distance). • **Side Boundaries:** no less than 1.5 metres measured from public open space boundary (no averaging of minimum permitted).	• Development is to be designed to maximise opportunities for passive visual surveillance of Local Open Space and the public domain. • Development setbacks to POS are to be relatively consistent to achieve articulation datums along POS frontages.
Vehicle Access	All roads	**All Developmen t:** • Crossovers should be situated to avoid damage to existing street trees and provide sufficient clearance to allow for root and canopy growth.	• To ensure safe pedestrian and cycle movement and provide a high quality public realm.
	Laneway Lots	**All Development:** • All lots that have an adjoining laneway should achieve vehicle access via that laneway only. • Crossover locations should accord with the Vehicle Access notations on the Precinct Development Control Diagram.	• Development to be designed with the laneway frontage as the dwelling's secondary orientation and the developments primary frontage oriented to the primary street or adjoining public open space if applicable.
Public Realm Interface – Building Design	All public realm interface	**Façade Glazing:** **Mixed Use** or **Non-Residential** developments: 70% of the ground floor frontage is to be clear unobstructed glazing.	• To provide high levels of streetscape engagement, enable casual surveillance and greater interaction between the street and the building.
		Lighting: **Mixed Use** and **Non-Residential** developments should be provided with lighting to all external areas visible from the public realm and be angled downwards or otherwise shielded, diffused or refracted to provide illumination with minimal glare.	• The provision of outdoor lighting highlights key architectural features and provides visual interest to the urban form as well as enhancing safety and security for occupants and visitors without being visually intrusive or unsympathetic to the desired character of the area.
		Building Entrances: **Mixed Use** and **Non-Residential** developments should be designed to incorporate legible, well-lit and clearly visible pedestrian entries to all buildings which front the public realm.	

**For further design guidance refer to the relevant Element Objectives and Planning Guidance in the R-Codes.

2.3 TERRACE PRECINCT PROVISIONS (CONT.)

Key Controls	Location	Acceptable Outcomes	Design Requirements
Public Realm Interface – Building Design	All public realm interface	**Building Services:** **Non-Residential:** Loading docks, waste and service areas should be screened visually from the public realm. **Residential:** As per the relevant provisions of the R-Codes.	• Plant, equipment and building services should be integrated into the design to ensure these do not have a negative impact on the streetscape or adjoining premises.
		Awnings: **Mixed Use** and **Non-Residential** developments are to include awnings that: • define and provide weather protection to entries; • are integrated into the facade design; • are consistent with the desired streetscape character; • are a minimum height of 3.0 metres; and • are a minimum depth of 2.0 metres and extend for the entire length of the boundary.	• To provide a high level of comfort and weather protection to users of the public realm.
		Alfresco Design: • Alfresco areas should be unenclosed, except for overhead awnings attached to the adjacent building. • The location of alfresco areas in relation to the footpath (adjacent to the building or the street edge) should follow the established pattern where alfresco exists in the street. Where no alfresco currently exists, alfresco should be located on the street side of the footpath, providing a hard edge against the building to facilitate an unobstructed path of travel. • No permanent structures should be permitted in the public realm. All infrastructure must be removed from the public realm at the end of the business day. • Urban furniture should positively respond to the form and function of the adjacent public realm, enhance safety and amenity, and not impede the growth of vegetation.	• Alfresco areas are to contribute to a sense of life and activity in public spaces, providing an active connection between the public and private realm that can be utilised throughout the year, without 'privatising' public spaces. • Alfresco areas are to maintain universal access to buildings and sites, effective pedestrian movement through the public realm and maintain views along the streetscape.
		Storage Location: • For all residential development, the minimum storage requirements of the R-Codes should be located to not be visible from the public realm , incorporating public open space, pedestrian access ways, streets and laneways.	• Each dwelling provides adequate, conveniently located storage for large items that are proportionate to the size of the dwelling and located to ensure that it is not visually intrusive when viewed from the public realm.
	Public Open Space	**All Development:** • For all lots that directly interface with public open space, each dwelling should have at least one habitable room that has a major opening with a clear view of the public open space as well as an outdoor living area located to achieve an unobstructed view of the public open space. • Visually permeable fencing is not to be altered or obscured. • Development should be designed to minimise overshadowing impacts on the adjacent public open space and public realm. • Where outbuildings are proposed, they should be designed and constructed from materials to match or compliment the dwelling when visible from the public realm.	• Development to be designed to achieve high levels of surveillance of public open space to enable casual surveillance and greater interaction between the building and the public realm.
	Ground Floor interface	**All Development:** • Areas which abut streets and other public spaces should incorporate ground floor uses which promote surveillance of the street and visible indoor activity. • The design of public spaces and adjacent building facades should be considered together. Building facades at ground level should be designed to engage with the public realm (and vice versa) by way of adding interest and permitting sight lines between indoor and outdoor environments to provide visible activity.	• Buildings to be designed to contribute to activate streetscapes with high levels of surveillance to promote pedestrian activity and safety.

**For further design guidance refer to the relevant Element Objectives and Planning Guidance in the R-Codes.

2.3 TERRACE PRECINCT PROVISIONS (CONT.)

Key Controls	Location	Acceptable Outcomes	Design Requirements
Public Realm Interface – Building Design	Laneway Lots	**All Development:** • For all lots that have a laneway frontage of 7.5 metres or greater, they should incorporate a soft landscaping area with a minimum dimension of 1.5m that is adjoining and visible from the laneway. • Dwellings should be designed to provide at least one major opening from a habitable room on the dwelling frontage with an outlook to the laneway. Where narrow lot dimensions restrict the ability to achieve this outcome at ground level, the major opening should be provided from a habitable room on an upper storey that achieves vision of the laneway pavement. • For all laneway lots, rubbish bins should be stored on each individual lot and screened from view of the public realm at all times other than collection day.	• To contribute to the visual appeal, comfort and amenity of the streetscape. • To achieve a landscaped character with the potential for trees in deep soil areas. • Building design addresses the laneway frontage and provides opportunity for passive surveillance and social interaction.
	All Lots	**All Development:** • Buildings should be designed to respond to the function and character of the adjacent public realm, maximising access to natural light and mitigating the potential impact of minimise wind impacts onto the public realm wind, heat gain and glare, supported by relevant technical studies. • Building façades should contribute to streetscape vibrancy through articulation which breaks up massing, visually linking the public and private realm and providing means to passively survey the public realm. • Development responds to the site's level differences and natural topography to maintain engaging streetscape and minimise blank/ retaining walls along edges.	• Buildings to be designed to make a lasting contribution to the quality of the streetscape public realm, implementing an interesting and stimulating facade which integrates with the street level, is safe, universally accessible, sustainable and contributes to effective wayfinding. • New development is respectful of surrounding existing character and making a lasting, complementary contribution to the character and quality of the street it belongs to.
	Corner Locations - As depicted on the Precinct Development Control Diagram	**All Development:** • Buildings should provide an active and articulated frontage to both streets, secondary frontages should not be treated as back-of-house; include windows, entries, and architectural detailing on both sides. • Where possible, locate the main entrance to address the corner or be clearly visible from both street frontages. • Landscaping should soften building edges and enhance corner presentation without obscuring sightlines. • Use changes in materials, colours, or setbacks to visually break up the scale of the building. • Where appropriate (e.g. mixed-use areas), consider providing entries or semi-public spaces (e.g. seating nodes, small courtyards) that activate the corner.	• Corner lot buildings should contribute positively to the streetscape by addressing both street frontages with active, articulated façades. • Designs should emphasise the corner as a visual focal point, promote passive surveillance, and ensure clear, legible entries. • Built form, fencing, and landscaping should support openness, safety, and visual interest, while vehicle access should be unobtrusive. • Corner buildings should enhance the public realm and strengthen local character.
Fencing	All Street Frontages	**Non-Residential Development:** • Fencing is not permitted along street boundaries or within front setback areas of non-residential developments.	• Delineation between the public and private realm is achieved primarily through the use of built form, changes in ground level, and landscaping. • Fencing will be designed to maintain passive surveillance of the public realm, while providing privacy and security of individual dwellings and private open spaces.
	Secondary Street Frontage	**Residential Development:** • Fencing should be visually permeable above 0.6 metres, starting from the truncation and continuing for a minimum of 3.0 metres behind the closest part of the dwelling to the secondary street boundary.	
	Laneway Frontage	**Residential Development:** • Where achievable, fencing along a laneway is provided with visually permeable upper portions above 1.2 metres, to a height of 1.8 metres above the finished lot level.	
	Public Open Space Frontage	**Residential Development:** • Fencing should be visually permeable above 1.2 metres, to a height of 1.8 metres above the finished lot level.	

**For further design guidance refer to the relevant Element Objectives and Planning Guidance in the R-Codes.

2.4 THE GREEN HEART PRECINCT PROVISIONS

Character Statement

The Green Heart Precinct forms the vibrant core of the Bentley Redevelopment Area, centred around a significant central parkland that serves as a focal point for community gathering, recreation, and connection. This expansive green space is designed to retain and celebrate existing significant trees, providing a natural and welcoming setting that supports social life and environmental sustainability.

Encircling the park is a diverse mix of medium- to high-density residential development, including apartment buildings and mixed-use activity nodes that activate the park edge and offer housing choice for a wide range of household types. Building heights and densities transition to lower intensities toward the precinct's edges to ensure a respectful interface with surrounding neighbourhoods.

A network of distinctive, pedestrian-prioritised streetscapes—including shaded boulevards, quiet mews, and landscaped laneways—enhances walkability and legibility throughout the precinct. These streets integrate visitor parking and reinforce the park's role as the central heart of the community. The Green Heart Precinct offers a bold and inclusive vision for urban living—one that combines housing diversity, environmental sensitivity, and a rich, high-amenity public realm.

Scheme Land Use Categories

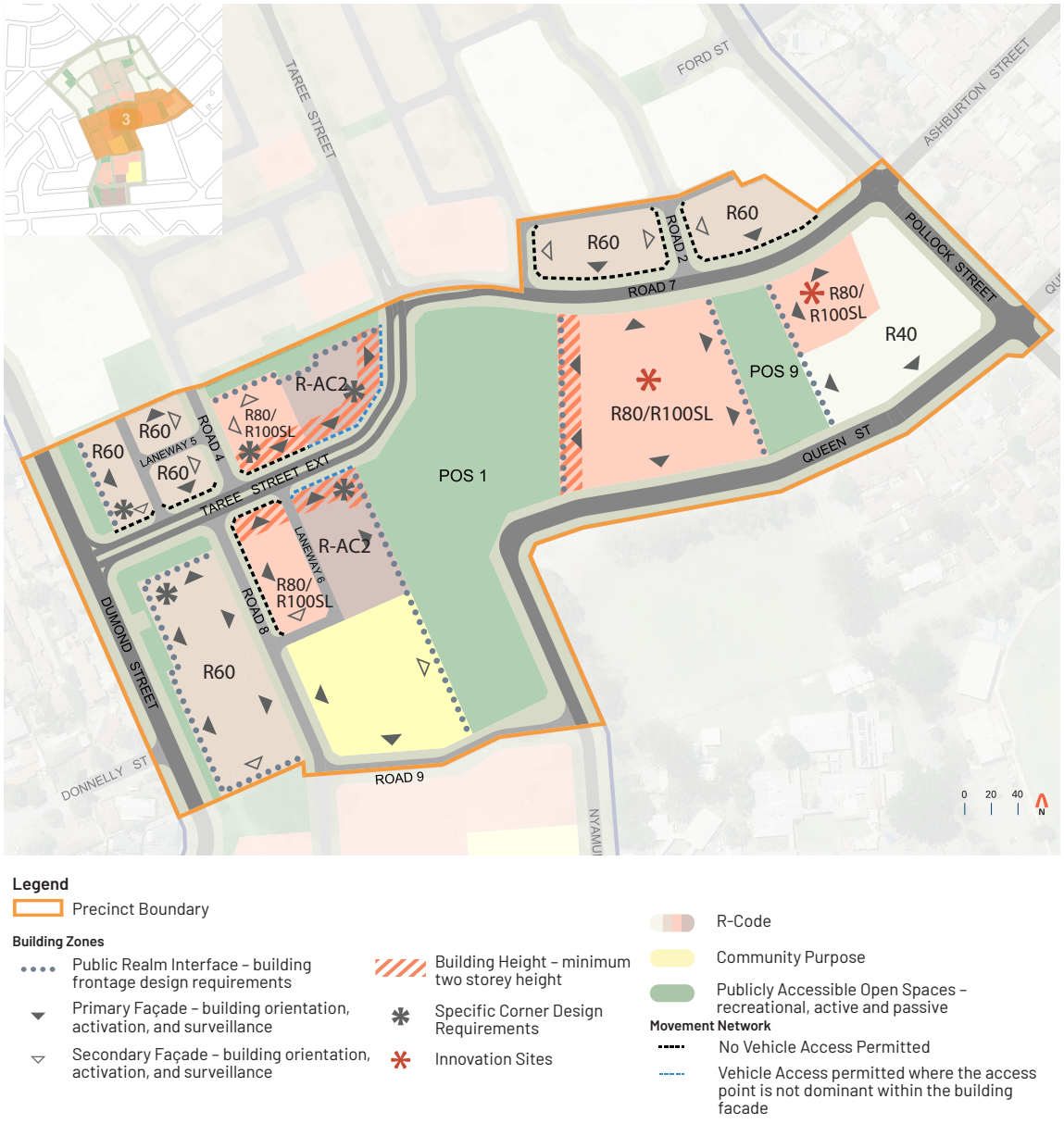
All land uses are as per the Scheme.

Development Provisions

Developments proposed within the Precinct are to be designed in accordance with the relevant provisions of these Design Guidelines, and the R-Codes, where applicable.

Except where specifically varied by these Guidelines, the design requirements of the R-Codes and their associated 'Element Objectives' and 'Planning Guidance' apply.

Development Control Diagram



2.4 THE GREEN HEART PRECINCT PROVISIONS

Key Controls	Location	Acceptable Outcomes	Design Requirements
Building Height	Taree Street	**All Development:** • Buildings with a primary frontage to Taree Street and Road Seven are to have a minimum building height of 2 storeys (8 metres) as viewed from the primary street. • Total building height: see other roads requirement below.	• Development is to be designed to a human-scale at the lower-levels while achieving sufficient intensity to frame the street, activate the locality and deliver on the character statement for the Precinct.
	Public Open Space No. 1	**All Development:** • Buildings with a primary frontage to Public open Space One are to have a minimum building height of 2 storeys (8 metres) as viewed from the open space (as depicted on the Precinct Development Control Diagram). • Total building height: see other roads requirement below.	
	Other roads	**Non-Residential Development:** • In R40 areas: 2 storeys (10metres). • In R60 areas: 3 storeys (13 metres). • In R80 areas: 4 storeys (16 metres). • In R-AC2 areas: 8 storeys (28 metres). **Residential Development:** • In R40 areas: 2 storeys (10 metres) or as per the relevant provisions of the R-Codes (as amended) • In R60 areas: 3 storeys (13 metres) or as per the relevant provisions of the R-Codes (as) • In R80 areas: 4 storeys (16 metres) or as per the relevant provisions of the R-Codes (as amended) • In R-AC2 areas: 8 storeys (28 metres) or as per the relevant provisions of the R-Codes (as amended)	
Public Realm Setbacks	Public Open Space	**All Development:** • Primary frontage: no less than 3.0 metres measured from public open space boundary (averaging of minimum permitted up to 50% distance of minimum setback where any reduction is compensated for by an equal area of open space located between the setback line and a line drawn parallel to it at twice the setback distance). • Side Boundaries: no less than 1.5 metres measured from public open space boundary (no averaging of minimum permitted).	• Development is to be designed to maximise opportunities for passive visual surveillance of Local Open Space and the public domain. • Development setbacks to POS are to be relatively consistent to achieve articulation datums along POS frontages.
Vehicle Access	All roads	**All Development:** • Crossovers should be situated to avoid damage to existing street trees and provide sufficient clearance to allow for root and canopy growth.	• To ensure safe pedestrian and cycle movement and provide a high quality public realm.
Vehicle Access	Laneway Lots	**All Development:** • All lots that have an adjoining laneway should achieve vehicle access via that laneway only. • Crossover locations should accord with the Vehicle Access notations on the Precinct Development Control Diagram.	• Development to be designed with the laneway frontage as the dwelling's secondary orientation and the developments primary frontage oriented to the primary street or adjoining public open space if applicable.
Public Realm Interface – Building Design	All public realm interface	**Façade Glazing:** **Mixed Use** or **Non-Residential** developments: 70% of the ground floor frontage is to be clear unobstructed glazing.	• To provide high levels of streetscape engagement, enable casual surveillance and greater interaction between the street and the building.

**For further design guidance refer to the relevant Element Objectives and Planning Guidance in the R-Codes.

2.4 THE GREEN HEART PRECINCT PROVISIONS (CONT.)

Key Controls	Location	Acceptable Outcomes	Design Requirements
Public Realm Interface – Building Design	All public realm interface	**Lighting:** **Mixed Use** and **Non-Residential** developments should be provided with lighting to all external areas visible from the public realm and be angled downwards or otherwise shielded, diffused or refracted to provide illumination with minimal glare.	• The provision of outdoor lighting highlights key architectural features and provides visual interest to the urban form as well as enhancing safety and security for occupants and visitors without being visually intrusive or unsympathetic to the desired character of the area.
		Building Entrances: **Mixed Use** and **Non-Residential** developments should be designed to incorporate legible, well-lit and clearly visible pedestrian entries to all buildings which front the public realm.	
		Building Services: **Non-Residential:** Loading docks, waste and service areas should be screened visually from the public realm. **Residential:** As per the relevant provisions of the R-Codes.	• Plant, equipment and building services should be integrated into the design to ensure these do not have a negative impact on the streetscape or adjoining premises.
		Awnings: **Mixed Use** and **Non-Residential** developments are to include awnings that: • define and provide weather protection to entries; • are integrated into the facade design; • are consistent with the desired streetscape character; • are a minimum height of 3.0 metres; and • are a minimum depth of 2.0 metres and extend for the entire length of the boundary.	• To provide a high level of comfort and weather protection to users of the public realm.
		Alfresco Design: • Alfresco areas should be unenclosed, except for overhead awnings attached to the adjacent building. • The location of alfresco areas in relation to the footpath (adjacent to the building or the street edge) should follow the established pattern where alfresco exists in the street. Where no alfresco currently exists, alfresco should be located on the street side of the footpath, providing a hard edge against the building to facilitate an unobstructed path of travel. • No permanent structures should be permitted in the public realm. All infrastructure must be removed from the public realm at the end of the business day. • Urban furniture should positively respond to the form and function of the adjacent public realm, enhance safety and amenity, and not impede the growth of vegetation.	• Alfresco areas are to contribute to a sense of life and activity in public spaces, providing an active connection between the public and private realm that can be utilised throughout the year, without 'privatising' public spaces. • Alfresco areas are to maintain universal access to buildings and sites, effective pedestrian movement through the public realm and maintain views along the streetscape.
		Storage Location: • For all residential development, the minimum storage requirements of the R-Codes should be located to not be visible from the public realm , incorporating public open space, pedestrian access ways, streets and laneways.	• Each dwelling provides adequate, conveniently located storage for large items that are proportionate to the size of the dwelling and located to ensure that it is not visually intrusive when viewed from the public realm.
	Public Open Space	**All Development:** • For all lots that directly interface with public open space, each dwelling should have at least one habitable room that has a major opening with a clear view of the public open space as well as an outdoor living area located to achieve an unobstructed view of the public open space. • Visually permeable fencing is not to be altered or obscured. • Development should be designed to minimise overshadowing impacts on the adjacent public open space and public realm. • Where outbuildings are proposed, they should be designed and constructed from materials to match or compliment the dwelling when visible from the public realm.	• Development to be designed to achieve high levels of surveillance of public open space to enable casual surveillance and greater interaction between the building and the public realm.

**For further design guidance refer to the relevant Element Objectives and Planning Guidance in the R-Codes.

2.4 THE GREEN HEART PRECINCT PROVISIONS (CONT.)

Key Controls	Location	Acceptable Outcomes	Design Requirements
Public Realm Interface – Building Design	Laneway Lots	**All Development:** • For all lots that have a laneway frontage of 7.5 metres or greater, they should incorporate a soft landscaping area with a minimum dimension of 1.5m that is adjoining and visible from the laneway. • Dwellings should be designed to provide at least one major opening from a habitable room on the dwelling frontage with an outlook to the laneway. Where narrow lot dimensions restrict the ability to achieve this outcome at ground level, the major opening should be provided from a habitable room on an upper storey that achieves vision of the laneway pavement. • For all laneway lots, rubbish bins should be stored on each individual lot and screened from view of the public realm at all times other than collection day.	• To contribute to the visual appeal, comfort and amenity of the streetscape. • To achieve a landscaped character with the potential for trees in deep soil areas. • Building design addresses the laneway frontage and provides opportunity for passive surveillance and social interaction.
	All Lots	**All Development:** • Buildings should be designed to respond to the function and character of the adjacent public realm, maximising access to natural light and mitigating the potential impact of minimise wind impacts onto the public realm wind, heat gain and glare, supported by relevant technical studies. • Building façades should contribute to streetscape vibrancy through articulation which breaks up massing, visually linking the public and private realm and providing means to passively survey the public realm. • Development responds to the site's level differences and natural topography to maintain engaging streetscape and minimise blank/ retaining walls along edges.	• Buildings to be designed to make a lasting contribution to the quality of the streetscape public realm, implementing an interesting and stimulating facade which integrates with the street level, is safe, universally accessible, sustainable and contributes to effective wayfinding. • New development is respectful of surrounding existing character and making a lasting, complementary contribution to the character and quality of the street it belongs to.
	Ground Floor interface	**All Development:** • Areas which abut streets and other public spaces should incorporate ground floor uses which promote surveillance of the street and visible indoor activity. • The design of public spaces and adjacent building facades should be considered together. Building facades at ground level should be designed to engage with the public realm (and vice versa) by way of adding interest and permitting sight lines between indoor and outdoor environments to provide visible activity.	• Buildings to be designed to contribute to activate streetscapes with high levels of surveillance to promote pedestrian activity and safety.
	Corner Locations - As depicted on the Precinct Development Control Diagram	**All Development:** • Buildings should provide an active and articulated frontage to both streets, secondary frontages should not be treated as back-of-house; include windows, entries, and architectural detailing on both sides. • Where possible, locate the main entrance to address the corner or be clearly visible from both street frontages. • Landscaping should soften building edges and enhance corner presentation without obscuring sightlines. • Use changes in materials, colours, or setbacks to visually break up the scale of the building. • Where appropriate (e.g. mixed-use areas), consider providing entries or semi-public spaces (e.g. seating nodes, small courtyards) that activate the corner.	• Corner lot buildings should contribute positively to the streetscape by addressing both street frontages with active, articulated façades. • Designs should emphasise the corner as a visual focal point, promote passive surveillance, and ensure clear, legible entries. • Built form, fencing, and landscaping should support openness, safety, and visual interest, while vehicle access should be unobtrusive. • Corner buildings should enhance the public realm and strengthen local character.

**For further design guidance refer to the relevant Element Objectives and Planning Guidance in the R-Codes.

2.4 THE GREEN HEART PRECINCT PROVISIONS (CONT.)

Key Controls	Location	Acceptable Outcomes	Design Requirements
Fencing	All Street Frontages	**Non-Residential Development:** • Fencing is not permitted along street boundaries or within front setback areas of non-residential developments.	• Delineation between the public and private realm is achieved primarily through the use of built form, changes in ground level, and landscaping. • Fencing will be designed to maintain passive surveillance of the public realm, while providing privacy and security of individual dwellings and private open spaces.
	Secondary Street Frontage	**Residential Development:** • Fencing should be visually permeable above 0.6 metres, starting from the truncation and continuing for a minimum of 3.0 metres behind the closest part of the dwelling to the secondary street boundary.	
	Laneway Frontage	**Residential Development:** • Where achievable, fencing along a laneway is provided with visually permeable upper portions above 1.2 metres, to a height of 1.8 metres above the finished lot level.	
	Public Open Space Frontage	**Residential Development:** • Fencing should be visually permeable above 1.2 metres, to a height of 1.8 metres above the finished lot level.	
Local Development Plan	Innovation Site and Bentley Community Site	**Local Development Plan:** • Align with the overarching planning framework and strategic objectives; • Demonstrate how the proposal incorporates innovative or best-practice design principles; • Address key planning considerations such as built form, interface with public realm, access, and sustainability etc.; • Include mechanisms for review and adaptation to evolving design standards; • Include the applicable R-Code or residential development requirements; and • Consideration of non-residential development requirements (if applicable).	• Unique development guidance beyond the R-Codes – design led outcome of architect, landscape, and urban design for an integrated, exceptional quality outcome.

**For further design guidance refer to the relevant Element Objectives and Planning Guidance in the R-Codes.

2.5 ACTIVITY PRECINCT PROVISIONS

Character Statement

The Activity Precinct forms the southern gateway to the Bentley Redevelopment Area and is defined by its vibrant mix of uses, activated streetscapes, and strong local identity. It transitions from higher-intensity mixed-use development at the southern edge to residential areas in the west, creating a respectful interface with surrounding low-density housing.

A lively main street and potential central plaza will support placemaking and social connection, with a broad mix of residential, retail, commercial, office, and hospitality uses delivering local services and employment opportunities. The precinct will accommodate a range of housing options—including higher-intensity apartments and a reduced mix of medium-density homes such as terraces, compact corner dwellings, and micro-lots—to support affordability and diversity.

Shaded, tree-lined streets and pedestrian-friendly design will ensure a safe, walkable environment, with strong links to Manning Road public transport. Parks will be located to retain significant trees, contributing to the precinct's green character and public amenity. The Activity Precinct offers a connected, mixed-use community hub that supports both vibrant urban life and residential liveability.

Scheme Land Use Categories

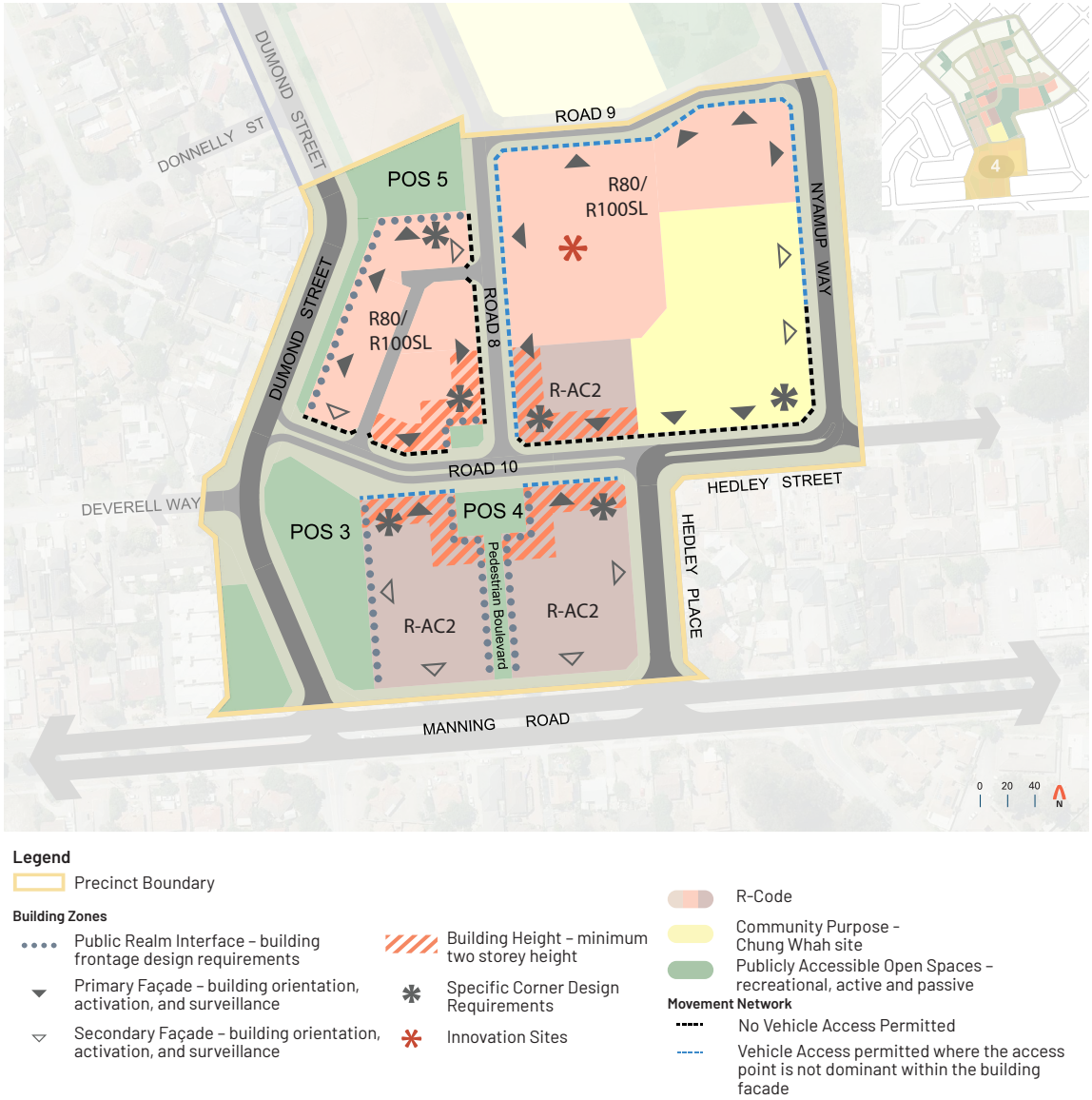
All land uses are as per the Scheme.

Development Provisions

Developments proposed within the Precinct are to be designed in accordance with the relevant provisions of these Design Guidelines, and the R-Codes, where applicable.

Except where specifically varied by these Guidelines, the design requirements of the R-Codes and their associated 'Element Objectives' and 'Planning Guidance' apply.

Development Control Diagram



2.5 ACTIVITY PRECINCT PROVISIONS

Key Controls	Location	Acceptable Outcomes	Design Requirements
Building Height	Road 8, 10 and Public Open Space 4	**All Development:** • Where depicted on the Precinct Development Control Diagram, all buildings are to have a minimum building height of 2-storeys (8 metres) as viewed from the adjoining public realm, incorporating public open space, pedestrian access ways, streets and laneways.	• Development is to be designed to a human-scale at the lower-levels while achieving sufficient intensity to frame the street, activate the locality and deliver on the character statement for the Precinct.
	Other roads	**Non-Residential Development:** • In R80 areas: 4 storeys (16 metres). • In R-AC2 areas: 8 storeys (28 metres). **Residential Development:** • In R80 areas: 4 storeys (16 metres) or as per the relevant provisions of the R-Codes (as amended) • In R-AC2 areas: 8 storeys (28 metres) or as per the relevant provisions of the R-Codes (as amended)	• Development is to be designed to a human-scale at the lower-levels while achieving sufficient intensity to frame the street, activate the locality and deliver on the character statement for the Precinct.
Public Realm Setbacks	Public Open Space No. 3, 4 and 5	**All Development:** • **Primary frontage:** no less than 3.0 metres measured from public open space boundary (averaging of minimum permitted up to 50% distance of minimum setback where any reduction is compensated for by an equal area of open space located between the setback line and a line drawn parallel to it at twice the setback distance). • **Side Boundaries:** no less than 1.5 metres measured from public open space boundary (no averaging of minimum permitted).	• Development is to be designed to maximise opportunities for passive visual surveillance of Local Open Space and the public domain. • Development setbacks to public open space are to be relatively consistent to achieve articulation datums along public open space frontages.
Vehicle Access	All roads	**All Development:** • Crossovers should be situated to avoid damage to existing street trees and provide sufficient clearance to allow for root and canopy growth.	• To ensure safe pedestrian and cycle movement and provide a high quality public realm.
	Laneway Lots	**All Development:** • All lots that have an adjoining laneway should achieve vehicle access via that laneway only. • Crossover locations should accord with the Vehicle Access notations on the Development Control Diagram.	• Development is to be designed at these prominent locations with appropriate intensity to frame these key streets, activate the precinct and deliver on the character statement objectives for the precinct.
Public Realm Interface – Building Design	All public realm interface	**Façade Glazing:** **Mixed Use** or **Non-Residential** developments: 70% of the ground floor frontage is to be clear unobstructed glazing.	• To provide high levels of streetscape engagement, enable casual surveillance and greater interaction between the street and the building.
		Lighting: **Mixed Use** and **Non-Residential** developments should be provided with lighting to all external areas visible from the public realm and be angled downwards or otherwise shielded, diffused or refracted to provide illumination with minimal glare.	• The provision of outdoor lighting highlights key architectural features and provides visual interest to the urban form as well as enhancing safety and security for occupants and visitors without being visually intrusive or unsympathetic to the desired character of the area.
		Building Entrances: **Mixed Use** and **Non-Residential** developments should be designed to incorporate legible, well-lit and clearly visible pedestrian entries to all buildings which front the public realm.	

**For further design guidance refer to the relevant Element Objectives and Planning Guidance in the R-Codes.

2.5 ACTIVITY PRECINCT PROVISIONS (CONT.)

Key Controls	Location	Acceptable Outcomes	Design Requirements
Public Realm Interface – Building Design	All public realm interface	**Building Services:** **Non-Residential:** Loading docks, waste and service areas should be screened visually from the public realm. **Residential:** As per the relevant provisions of the R-Codes.	• Plant, equipment and building services should be integrated into the design to ensure these do not have a negative impact on the streetscape or adjoining premises.
		Awnings: **Mixed Use** and **Non-Residential** developments are to include awnings that: • define and provide weather protection to entries; • are integrated into the facade design; • are consistent with the desired streetscape character; • are a minimum height of 3.0 metres; and • are a minimum depth of 2.0 metres and extend for the entire length of the boundary.	• To provide a high level of comfort and weather protection to users of the public realm.
		Alfresco Design: • Alfresco areas should be unenclosed, except for overhead awnings attached to the adjacent building. • The location of alfresco areas in relation to the footpath (adjacent to the building or the street edge) should follow the established pattern where alfresco exists in the street. Where no alfresco currently exists, alfresco should be located on the street side of the footpath, providing a hard edge against the building to facilitate an unobstructed path of travel. • No permanent structures should be permitted in the public realm. All infrastructure must be removed from the public realm at the end of the business day. • Urban furniture should positively respond to the form and function of the adjacent public realm, enhance safety and amenity, and not impede the growth of vegetation.	• Alfresco areas are to contribute to a sense of life and activity in public spaces, providing an active connection between the public and private realm that can be utilised throughout the year, without 'privatising' public spaces. • Alfresco areas are to maintain universal access to buildings and sites, effective pedestrian movement through the public realm and maintain views along the streetscape.
		Storage Location: • For all residential development, the minimum storage requirements of the R-Codes should be located to not be visible from the public realm , incorporating public open space, pedestrian access ways, streets and laneways.	• Each dwelling provides adequate, conveniently located storage for large items that are proportionate to the size of the dwelling and located to ensure that it is not visually intrusive when viewed from the public realm.
	Public Open Space	**All Development:** • For all lots that directly interface with public open space, each dwelling should have at least one habitable room that has a major opening with a clear view of the public open space as well as an outdoor living area located to achieve an unobstructed view of the public open space. • Visually permeable fencing is not to be altered or obscured. • Development should be designed to minimise overshadowing impacts on the adjacent public open space and public realm. • Where outbuildings are proposed, they should be designed and constructed from materials to match or compliment the dwelling when visible from the public realm.	• Development to be designed to achieve high levels of surveillance of public open space to enable casual surveillance and greater interaction between the building and the public realm.
	Primary Frontages - Development Control Diagram	**Parking (ground):** • Parking should be sleeved behind the building adjacent the Main Street/Primary frontage.	• Ensure that on-site vehicle parking and access are appropriately located to minimise adverse visual impact on the streetscape and the adjacent public open space.

**For further design guidance refer to the relevant Element Objectives and Planning Guidance in the R-Codes.

2.5 ACTIVITY PRECINCT PROVISIONS (CONT.)

Key Controls	Location	Acceptable Outcomes	Design Requirements
Public Realm Interface – Building Design	Laneway Lots	**All Development:** • For all lots that have a laneway frontage of 7.5 metres or greater, they should incorporate a soft landscaping area with a minimum dimension of 1.5m that is adjoining and visible from the laneway. • Dwellings should be designed to provide at least one major opening from a habitable room on the dwelling frontage with an outlook to the laneway. Where narrow lot dimensions restrict the ability to achieve this outcome at ground level, the major opening should be provided from a habitable room on an upper storey that achieves vision of the laneway pavement. • For all laneway lots, rubbish bins should be stored on each individual lot and screened from view of the public realm at all times other than collection day.	• To contribute to the visual appeal, comfort and amenity of the streetscape. • To achieve a landscaped character with the potential for trees in deep soil areas. • Building design addresses the laneway frontage and provides opportunity for passive surveillance and social interaction.
	Ground Floor interface	**All Development:** • Areas which abut streets and other public spaces should incorporate ground floor uses which promote surveillance of the street and visible indoor activity. • The design of public spaces and adjacent building facades should be considered together. Building facades at ground level should be designed to engage with the public realm (and vice versa) by way of adding interest and permitting sight lines between indoor and outdoor environments to provide visible activity.	• Buildings to be designed to contribute to activate streetscapes with high levels of surveillance to promote pedestrian activity and safety.
	Corner Locations - As depicted on the Precinct Development Control Diagram	**All Development:** • Buildings should provide an active and articulated frontage to both streets, secondary frontages should not be treated as back-of-house; include windows, entries, and architectural detailing on both sides. • Where possible, locate the main entrance to address the corner or be clearly visible from both street frontages. • Landscaping should soften building edges and enhance corner presentation without obscuring sightlines. • Use changes in materials, colours, or setbacks to visually break up the scale of the building. • Where appropriate (e.g. mixed-use areas), consider providing entries or semi-public spaces (e.g. seating nodes, small courtyards) that activate the corner.	• Corner lot buildings should contribute positively to the streetscape by addressing both street frontages with active, articulated façades. • Designs should emphasise the corner as a visual focal point, promote passive surveillance, and ensure clear, legible entries. • Built form, fencing, and landscaping should support openness, safety, and visual interest, while vehicle access should be unobtrusive. • Corner buildings should enhance the public realm and strengthen local character.
	All Lots	**All Development:** • Buildings should be designed to respond to the function and character of the adjacent public realm, maximising access to natural light and mitigating the potential impact of minimise wind impacts onto the public realm wind, heat gain and glare, supported by relevant technical studies. • Building façades should contribute to streetscape vibrancy through articulation which breaks up massing, visually linking the public and private realm and providing means to passively survey the public realm. • Development responds to the site's level differences and natural topography to maintain engaging streetscape and minimise blank/ retaining walls along edges.	• Buildings to be designed to make a lasting contribution to the quality of the streetscape public realm, implementing an interesting and stimulating facade which integrates with the street level, is safe, universally accessible, sustainable and contributes to effective wayfinding. • New development is respectful of surrounding existing character and making a lasting, complementary contribution to the character and quality of the street it belongs to.

**For further design guidance refer to the relevant Element Objectives and Planning Guidance in the R-Codes.

2.5 ACTIVITY PRECINCT PROVISIONS (CONT.)

Key Controls	Location	Acceptable Outcomes	Design Requirements

Public Realm Interface – Building Design	Pedestrian Boulevard- As depicted on the Precinct Development Control Diagram	**All Development:**
		• Where accessways are available for public use outside the normal business hours:
		  • tenancies facing the accessway should include food and beverage, retail outlets or other uses to support activation in the evening, early mornings and weekends;
		  • Crime Prevention Through Environmental Design (CPTED) principles are employed including the provision of passive surveillance from balconies and windows overlooking the accessway (see the WAPC Designing Out Crime Design Guidelines); and
		  • lighting is provided as a key feature of the accessway to promote a safe, well-lit environment.
		• If an accessway is not open to the public outside of normal business hours, the accessway is secured through high-quality and visually permeable fencing with restricted access provided to residents and/or tenants.
			• Pedestrian accessways through development sites will contribute to an interesting and legible pedestrian network, facilitating safe and convenient access throughout the Bentley Redevelopment Area. Where pedestrian access is proposed through a site, access should be in the form of open laneways rather than enclosed malls.

Fencing	All Street Frontages	**Non-Residential Development:** • Fencing is not permitted along street boundaries or within front setback areas of non-residential developments.	• Delineation between the public and private realm is achieved primarily through the use of built form, changes in ground level, and landscaping. • Fencing will be designed to maintain passive surveillance of the public realm, while providing privacy and security of individual dwellings and private open spaces.
	Secondary Street Frontage	**Residential Development:** • Fencing should be visually permeable above 0.6 metres, starting from the truncation and continuing for a minimum of 3.0 metres behind the closest part of the dwelling to the secondary street boundary.	
	Laneway Frontage	**Residential Development:** • Where achievable, fencing along a laneway is provided with visually permeable upper portions above 1.2 metres, to a height of 1.8 metres above the finished lot level.	
	Public Open Space Frontage	**Residential Development:** • Fencing should be visually permeable above 1.2 metres, to a height of 1.8 metres above the finished lot level.	
Local Development Plan Potential	Innovation Sub-Precinct	**Local Development Plan:** • Align with the overarching planning framework and strategic objectives; • Demonstrate how the proposal incorporates innovative or best-practice design principles; • Address key planning considerations such as built form, interface with public realm, access, and sustainability etc.; • Include mechanisms for review and adaptation to evolving design standards; • Include the applicable R-Code or residential development requirements; and • Consideration of non-residential development requirements (if applicable).	• Unique development guidance beyond the R-Codes – design led outcome of architect, landscape, and urban design for an integrated, exceptional quality outcome.
Community Site	Chung Wah Site	**Existing Approved Local Development Plan:** • The Design Controls contained upon the approved Local Development Plan (LDP) for the site, replace any conflicting design requirements contained within these design guidelines.	• Development to be designed ensuring consistency and alignment with previously endorsed planning outcomes following the determination of the Scheme.

**For further design guidance refer to the relevant Element Objectives and Planning Guidance in the R-Codes.

Part 3
Public Realm

3.1 PUBLIC OPEN SPACE

Design Requirement

- The public open space design is well-considered and is culturally responsive to ensure long-term success, enjoyment, and public engagement with the place.
- All structures, regardless of permanence, will be of a high quality reflective of the character of the area and include robust and durable materials which reduce maintenance requirements and is reflective of the colours and materials identified for the Project Area.
- Future planning and design of the diverse range of new parks should be guided by the following overarching design requirement:

Design for Community

- ***Preserve and Enhance Community Heritage and Identity*** - Understand, protect, and celebrate local heritage and cultural identity.
- ***Promote Active, Safe, and Comfortable Mobility*** - Design open spaces and streets that are activated, shaded, and safe to encourage walking, cycling, and public movement.
- ***Ensure Inclusive and Accessible Environments*** - Apply universal design principles to enhance accessibility, public space amenity, and intuitive wayfinding for all users.
- ***Support Community Health and Wellbeing*** - Incorporate spaces and features that support play, physical activity, relaxation, social interaction, and connection to nature.

Nature Positive Design

- ***Support Ecological Restoration and Local Biodiversity*** - Design landscapes and environments that restore and enhance natural ecosystems and native habitats.
- ***Enhance Urban Greening Through Tree Canopy Retention and Growth*** - Preserve existing trees and increase canopy cover to improve urban microclimates and biodiversity.
- ***Implement Waterwise Design Practices*** - Use water-efficient plant species, improve soil health, and apply sustainable irrigation strategies to reduce water consumption.
- ***Maximise Resource Reuse and Circular Design*** - Incorporate salvaged or recycled materials in the built environment to reduce waste and environmental impact.

Legend

Public open space

Acceptable Outcomes

The Bentley Redevelopment Area is to include a variety of public open spaces that serve a diverse range of functions. Public Open Space are to retain significant habitat trees, provide for endemic planting to promote biodiversity and incorporate water-sensitive urban design strategies. These spaces are intended to support a vibrant and engaged community and should adhere to the vision outlined in the Master Plan and its Landscape Master Plan Strategy. The different types of open space are detailed below.

Central Meeting Place (Public Open Space 1)

- A vibrant, multi-functional heart of the community that supports social, recreational, and commercial activities, enhancing community interaction and engagement. Design of the public open space will accommodate a variety of uses such as informal sports, fitness groups, markets, small events, and social activity, ensuring the space is adaptable to changing community needs over time.

Active Community Gathering Space (Public Open Space 2 and 3)

- A recreationally focused public open space that supports active lifestyles, social gatherings, and community events.

Civic Activation Space (Public Open Space 4)

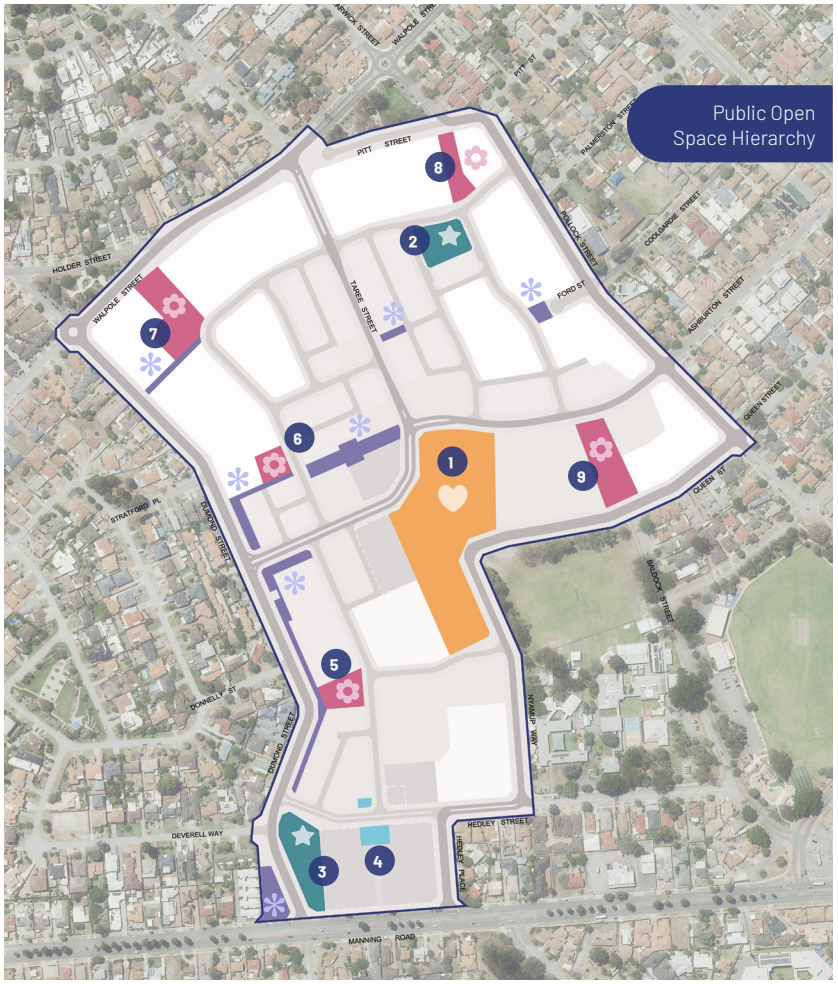
- An urban setting activated by vibrant cafe and restaurant frontages, with inviting spaces to pause and relax.

Local Parks with Mature Tree Celebration (Public Open Space 5 to 9)

- Smaller-scale green spaces that retain existing mature trees, providing shade, biodiversity, and opportunities for passive recreation.

Green Linkages and Relaxation Spaces

- A network of well-designed public spaces that provide safe, accessible connections between different precincts while also offering areas for passive recreation and social interaction.



Legend

- Local Parks with Mature Tree Celebration
- Green Linkages and Relaxation Spaces
- Central Meeting Place
- Active Community Gathering Space
- Civic Activation Space

3.2 STREETSCAPE

Design Requirements

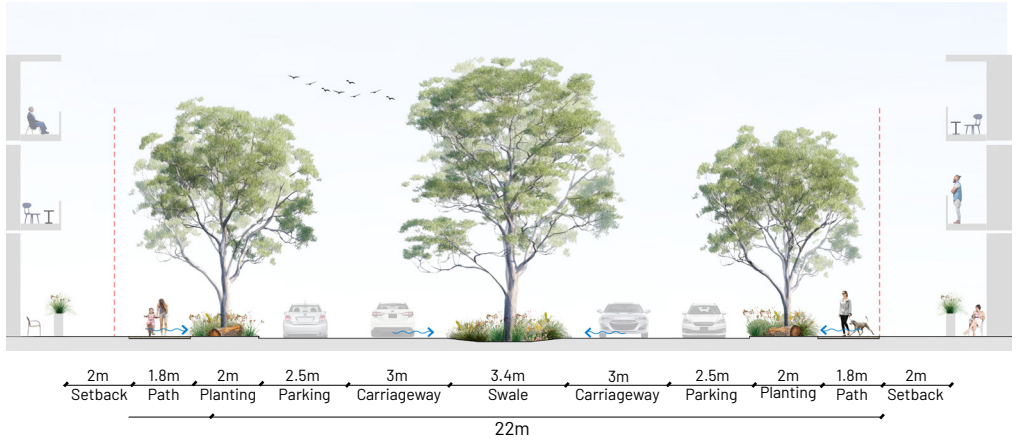
The streetscape is envisioned as a safe, green, and people-focused environment that supports walkability, active transport, and community connection within a low-speed setting.

Wide footpaths and pedestrian-friendly design will ensure safe movement for all users, while parking embayments in key medium-density areas will accommodate vehicles without disrupting amenity.

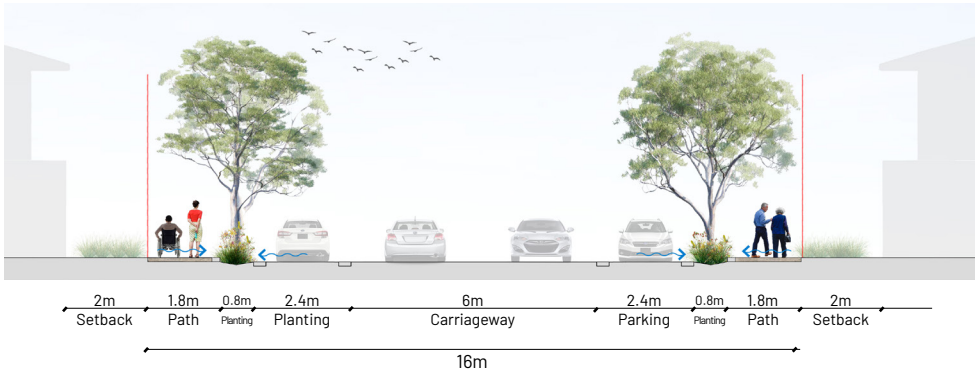
The design will retain existing trees where possible and introduce extensive street tree planting to increase canopy cover, enhance ecological linkages, and create a cool, shaded microclimate.

Water-sensitive urban design features—such as swales, tree pits, permeable paving, and verge gardens—will manage stormwater on-site, support biodiversity, and promote a more resilient urban landscape.

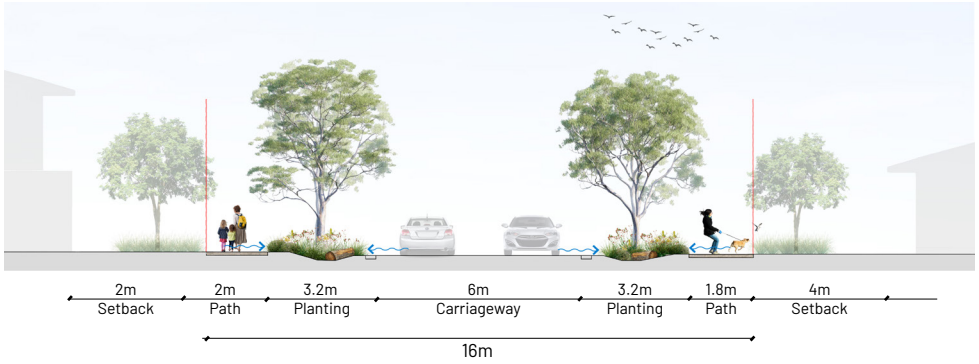
These streetscapes will contribute to a healthy, attractive, and climate-responsive public realm that balances movement, ecology, and community life.



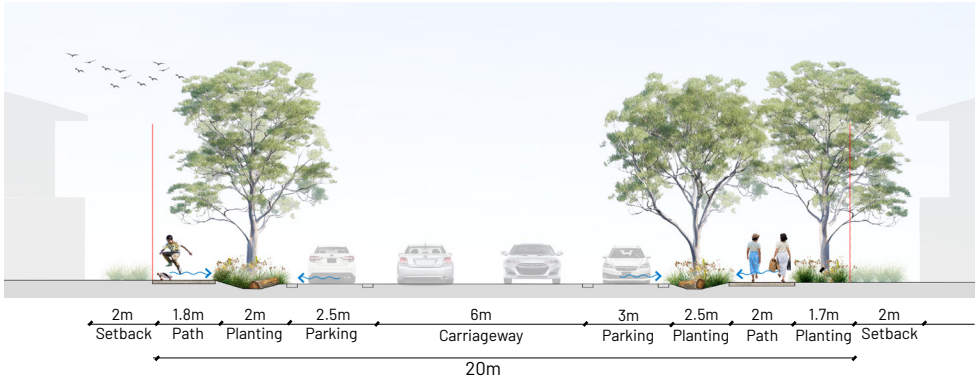
Connector Road - Boulevard



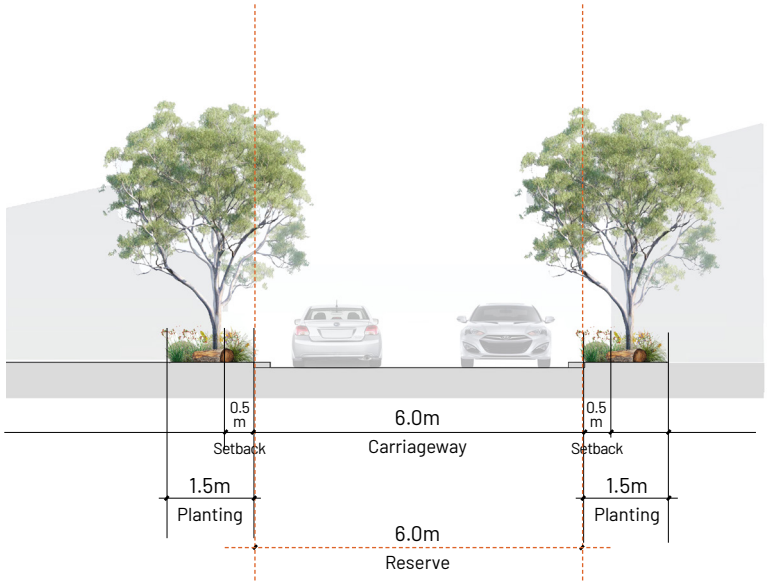
Local Access Street - Terrace Homes and Street Parking



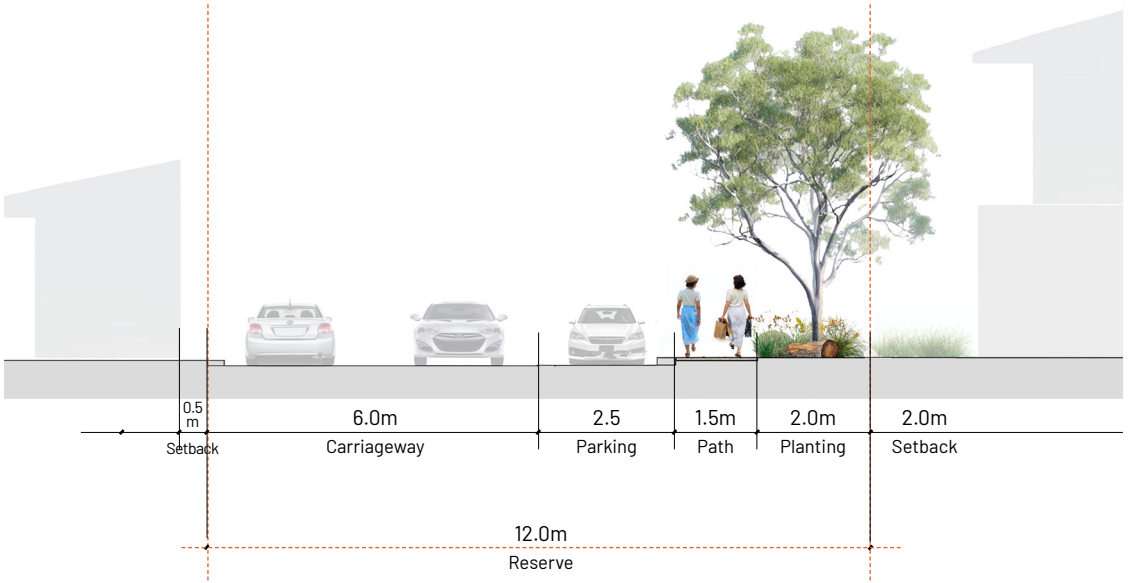
Local Access Street - Front Garaging



Connector Road - Arborway and Street Parking



Laneway - incorporating private landscaping



Special Access Street - incorporating visitor parking and street trees

Part 4
Appendices

APPENDIX 1 - SCHEDULE OF AMENDMENTS TO THE RESIDENTIAL DESIGN CODES

VOLUME 1

Appendix 1 - Volume 1 details those acceptable outcomes of the R-Codes Volume 1 that have been changed by this Design Guidelines. All other provisions of the R-Codes Volume 1 not detailed in this table is as per the R-Codes and still applies. R-Codes Volume 1 applies to all single dwellings (houses) in the Redevelopment Area in addition to the requirements listed in the Design Guidelines.

Development Standard	Acceptable Outcome	Amend/Replace/ Augment	Policy Provision
Street setback	R-Codes Part B 5.1.2	Replace R-Codes Part B	**TRANSITION PRECINCT** • Where depicted on the Precinct Development Control Diagram, the primary street building setback shall be no less than 3.0m (averaging permitted). • Where depicted on the Precinct Development Control Diagram, the primary street building setback shall be no less than 4.0m (averaging permitted).
Laneway setback	R-Codes Part B 5.1.2 and R-Codes Part C 3.3	Augment R-Codes Part B and Part C	**ALL PRECINCTS** • Buildings with a laneway frontage shall have a building setback no less than 0.5m (no averaging permitted).
Lot boundary setback to public open space	R-Codes Part B 5.1.3 and R-Codes Part C	Augment R-Codes Part B and Part C	**ALL PRECINCTS** • Buildings with a primary frontage to Public Open Space shall have a building setback no less than 3.0m (as depicted on the Precinct Development Control Diagram and Provisions table). Averaging of this minimum is permitted subject to the details of the provisions table. • Buildings with a side boundary or secondary frontage to Public Open Space shall have a building setback no less than 1.5m (as depicted on the Precinct Development Control Diagram and Provisions table) No averaging permitted.
Building height	R-Codes Part B 5.1.6 and R-Codes Part C 3.2	Augment R-Codes Part B and Part C	**TERRACE PRECINCT** • Buildings with a primary frontage to Taree Street and Road Seven are to have a minimum building height of 2-storeys as viewed from the primary street (as depicted on the Precinct Development Control Diagram). • Buildings with a primary frontage to the linear open space are to have a minimum building height of 2-storeys as viewed from the open space (as depicted on the Precinct Development Control Diagram). **GREEN HEART PRECINCT** • Buildings with a primary frontage to Taree Street and Road Seven are to have a minimum building height of 2-storeys as viewed from the primary street (as depicted on the Precinct Development Control Diagram). • Buildings with a primary frontage to Public Open Space No. 1 are to have a minimum building height of 2-storeys as viewed from the open space (as depicted on the Precinct Development Control Diagram). **ACTIVITY PRECINCT** • Where depicted on the Precinct Development Control Diagram, buildings are to have a minimum building height of 2-storeys as viewed from the public realm.

VOLUME 1 (CONT.)

Development Standard	Acceptable Outcome	Amend/Replace/ Augment	Policy Provision
Surveillance	R-Codes Part B 5.2.3 and R-Codes Part C 3.6	Augment R-Codes Part B and Part C	**ALL PRECINCTS** • For all lots that directly interface with Public Open Space, each dwelling should provide at least one habitable room that has a major opening with a clear view of the public open space. • For all lots that interface with a laneway, each dwelling should provide at least one habitable room that has a major opening with a clear view of the laneway. Where narrow lot dimensions restrict the ability to achieve this outcome at ground level, the major opening should be provided from a habitable room on an upper storey that achieves vision of the laneway pavement.
Storage	R-Codes Part B 5.4.4 and R-Codes Part C 2.1	Augment R-Codes Part B and Part C	**ALL PRECINCTS** • The minimum storage requirements of the R-Codes should be located to not be visible from the public realm.
Public Realm Interface (street walls and fences)	R-Codes Part B 5.2.4 and R-Codes Part C 3.6	Augment R-Codes Part B and Part C	**ALL PRECINCTS** • Secondary Street Frontage - Fencing should be visually permeable above 0.6 metres, starting from truncation and continuing for a minimum of 3.0 metres behind the closest part of the dwelling to the secondary street boundary. • Laneway Frontage - Where achievable, fencing along a laneway is provided with visually permeable upper portions above 1.2 metres, to a maximum height of 1.8 metres above the finished lot level. • Public Open Space Frontage - Fencing should be visually permeable above 1.2 metres, to a height of 1.8 metres above the finished lot level. • Where visually permeable fencing is installed, the fencing shall not be altered or obscured.
Trees and landscaping	R-Codes Part B 5.3.2 and R-Codes Part C1.2	Augment R-Codes Part B and Part C	**ALL PRECINCTS** • For all lots that have a laneway frontage of 7.5 metres or greater, they should incorporate a soft landscaping area with a minimum dimension of 1.5m that is adjoining and visible from the laneway.
Vehicular Access	R-Codes Part B 5.3.5 and R-Codes Part C 3.7	Augment R-Codes Part B and Part C	**ALL PRECINCTS** • Crossovers to all roads should be situated to avoid damage to existing street trees and provide sufficient clearance to allow for root and canopy growth. • All lots that have an adjoining laneway should achieve vehicle access via that laneway only. • Crossover locations should accord with the Vehicle Access notations on the Precinct Development Control Diagram.

VOLUME 1 (CONT.)

Development Standard	Acceptable Outcome	Amend/Replace/ Augment	Policy Provision
Solar Access for Adjoining Sites	R-Codes Part B 5.4.2 and R-Codes Part C 3.9	Augment R-Codes Part B and Part C	**ALL PRECINCTS** • Development should be designed to minimise overshadowing impacts on the adjacent public open space and public realm.
Parking	R-Codes Part B 5.3.3 and R-Codes Part C 1.2 and 2.3	Augment R-Codes Part B and Part C	**ALL PRECINCTS** • Ground floor parking is to be sleeved by active uses to primary street frontages or public open space and screened from public view where located on secondary frontages. • At the first floor and above only, innovative architectural treatments or public art that screens the parking may be acceptable where it is designed as an integral component of the development and contributes positively to the public realm. • Shade trees are to be provided to all grade car parks at a minimum rate of one tree to two car bays. • Car parking areas for grouped and multiple dwellings and mixed uses should be designed to allow for the future provision of electric charging for electric vehicles. • Basement parking is designed with consideration to ground levels across the site and does not protrude more than one metre above natural ground level at any point, to minimise blank walls and prevent a negative visual impact on the public realm.

APPENDIX 1 - SCHEDULE OF AMENDMENTS TO THE RESIDENTIAL DESIGN CODES (CONT)

VOLUME 2

Appendix 1 - Volume 2 details those acceptable outcomes of the R-Codes Volume 2 that have been changed by this Design Guidelines. All other provisions of the R-Codes Volume 2 not detailed in this table is as per the R-Codes and still applies. R-Codes Volume 2 does not apply to all single dwellings (houses) in the Redevelopment Area.

Development Standard	Acceptable Outcome	Amend/Replace/ Augment	Policy Provision
Laneway setback	2.1 and 2.3	Augment R-Codes	**ALL PRECINCTS** • Buildings with a laneway frontage shall have a building setback no less than 0.5m (no averaging permitted).
Lot boundary setback to public open space	2.3 and 2.4	Augment R-Codes	**ALL PRECINCTS** • Buildings with a primary frontage to Public Open Space shall have a building setback no less than 3.0m (as depicted on the Precinct Development Control Diagram and Provisions table). Averaging of this minimum is permitted subject to the details of the provisions table. • Buildings with a side boundary or secondary frontage to Public Open Space shall have a building setback no less than 1.5m (as depicted on the Precinct Development Control Diagram and Provisions table) No averaging permitted.
Building Height	2.2 and Table 2.1	Augment R-Codes	**ALL PRECINCTS** • Multiple Dwelling development in R80 areas is permitted to a maximum height of 4 storeys and 16m. • Multiple Dwelling development in R-AC2 areas is permitted to a maximum height of 8 storeys and 28m.
Landscaping	2.3 and 4.12	Augment R-Codes	**ALL PRECINCTS** • Buildings with a laneway frontage should incorporate soft landscaping areas with a minimum dimension of 1.5m that is adjoining and visible from the laneway.
Vehicular Access	3.8	Augment R-Codes	**ALL PRECINCTS** • Crossovers to all roads should be situated to avoid damage to existing street trees and provide sufficient clearance to allow for root and canopy growth. • All lots that have an adjoining laneway should achieve vehicle access via that laneway only. • Crossover locations should accord with the Vehicle Access notations on the Precinct Development Control Diagram.

VOLUME 2 (CONT.)

Development Standard	Acceptable Outcome	Amend/Replace/ Augment	Policy Provision
Car Parking	3.9	Augment R-Codes	**ALL PRECINCTS** • Ground floor parking is to be sleeved by active uses to primary street frontages or public open space and screened from public view where located on secondary frontages. • At the first floor and above only, innovative architectural treatments or public art that screens the parking may be acceptable where it is designed as an integral component of the development and contributes positively to the public realm. • Car parking areas for grouped and multiple dwellings and mixed uses should be designed to allow for the future provision of electric charging for electric vehicles.
Car Parking	3.9	Replace R-Codes A3.9.9	**ALL PRECINCTS** • Shade trees are to be provided to all at-grade car parks at a minimum rate of one tree to two car bays.

APPENDIX 2 - DEVELOPMENT CONTROL DIAGRAM FOR ALL PRECINCTS

Legend

Building Zones

- Public Realm Interface – building frontage design requirements
- Primary Façade – building orientation, activation, and surveillance
- Secondary Façade – building orientation, activation, and surveillance
- Building Height – minimum two storey height
- Specific Corner Design Requirements
- Innovation Sites
- R-AC2
- R80/R100SL
- R60
- R40
- Community Purpose
- Publicly Accessible Open Spaces – recreational, active and passive

Movement Network

- No Vehicle Access Permitted
- Vehicle Access permitted where the access point is not dominant within the building facade

APPENDIX 3 - SUSTAINABILITY CHECKLIST

The sustainability checklist applies to all single dwellings in the Bentley Redevelopment Area. All minimum requirements are to be included in the dwelling and compliance is to be detailed in the 'Compliance Comment' column of Table 1. Table 2 provides additional sustainability guidance for greater sustainability outcomes for dwellings. If these items have been included, please tick the relevant items in Table 2.

Submit this Checklist as part of your application documentation.

Table 1: Minimum Requirements

Item	Theme	Minimum Requirement	Compliance Comment
1.	**Solar Passive Design**	Orientate living spaces to maximise northern sunlight in winter and minimise western sun in summer.	
2.		Place major windows and glazing on the north and east elevations to allow for ample daylight penetration while minimising solar heat gain.	
3.		Shade Northern and Western glass to avoid direct sunlight in summer but enable solar heat gain in winter (e.g. eaves, pergolas, removable shade sails). Shading should cover the full height of the glazing during the hotter months of the year.	
4.		All living areas must have two openings on two external walls to facilitate cross-ventilation.	
5.		Bathrooms must include an openable window to the outside.	
6.	**Energy Efficiency**	Achieve a minimum of 7.5-star NatHERS rating. The energy efficiency rating must be certified by a suitably qualified and accredited energy assessor, using approved NatHERS software.	
7.		Install energy efficient appliances: • Water heater: solar hot water system with electric boost; or electric heat pumps with minimum coefficient of performance (COP) of 3.0 at 20°C and 65°C leaving temperature. Ensure outdoor pipework is insulated. • Air conditioner: reverse-cycle with a minimum Energy Star rating of 4-star. • If included, dishwashers with a minimum Energy Star rating of 4-star.	
8.	**Water Efficiency**	If included, dishwashers should have a minimum WELS rating of 5-star, or water consumption of <=14 litres per use. If included, washing machines should have a minimum WELS rating of 4-star, or water consumption of <=110 litres per use.	
9.	**Waste**	Adequate space should be provided in the kitchen design for multiple separation bins (general waste, recycling and FOGO).	
10.		Provide an appropriately located and ventilated storage area for bins, easily accessible from the home.	

Table 2: Additional Sustainability Guidance

Table 2 offers additional sustainability guidance aimed at enhancing sustainability outcomes for dwellings. This guidance is recommended for consideration but is not mandatory.

Item	Theme	Guidance	Tick if Included
11.	**Energy Efficiency**	Install a minimum 3.5-kilowatt solar photovoltaic (PV) system to homes with two or more bedrooms.	
12.		Provide a storage-ready solar PV inverter to allow for installation of a future battery.	
13.	**Water Efficiency**	Include a dual plumbing circuit to toilet cisterns and washing machines, to enable the connection of rainwater supply.	
14.		For all lots with an area equal or greater than 250m², provide sufficient space for installation of a rainwater tank where it can be connected to a roof catchment of 100m² minimum, an external power outlet, a mains water take-off point, and dual plumbing pipe work.	
15.	**Transport**	Garages are equipped with suitable charging stations for electric cars and/or bicycles.	
16.	**Outdoor Living**	Use landscaping elements such as trees, shrubs and vines as an additional form of shade for outdoor areas to reduce summer sun radiant heat.	
17.	**Hard Landscaping**	Unshaded hardscaped areas should account to no more than 9% of the external area. Shaded hardstand must be shown as protected from direct sunlight by a tree, shade structure or part of the building from 9am to 3pm throughout Summer.	
18.	**Construction**	Develop a sediment control plan and utilise on-site builders' checklist (https://www.sercul.org.au/sediment-resources/).	

APPENDIX 4 - IMAGE CREDITS

Shoreline Courts and Greenspace	**Cover Page**
Native Art Work	Page b
Kwinana Adventure Park	**Part 1**
Ferndale, Allure Estate	Page 5
Native Planting, Hamilton Hill	Page 7
Nature Play Space, Montario Quarter	Page 9
Play Ground, Hamilton Hill	Page 10
Victoria Park	**Part 2**
Landscaping, Hamilton Hill	Page 14
Shared Path, Hamilton Hill	Page 15

Gen Y Letterboxes	**Page 16**
On-street Carparking, East Perth	Page 17
On-Street Carparking, Inner Perth	Page 18
Bicycle Parking, Allure Estate	Page 19
Shared Path	Page 20
Pedestrian Crossing	Page 21
Native Plants	Page 22
White House, Hamilton Hill	Page 23
Bentley Open Space	**Part 3**

APPENDIX 5 - DOCUMENT CONTROL

DOCUMENT CONTROL	
Adoption Date:	

Amendment Date:	**Nature of Amendment:**

MORE INFORMATION

If you require any further information or explanation, the following options are available:

Website:

Review planning documents on DevelopmentWA's website: www.developmentwa.com.au/planning

Email:

Email your query to DevelopmentWA at: planning@developmentwa.com.au

Phone:

Phone DevelopmentWA to speak to a planner on (08) 6200 4111.

Meeting:

Book a meeting to discuss your proposal with a planner by phoning (08) 6200 4111.