

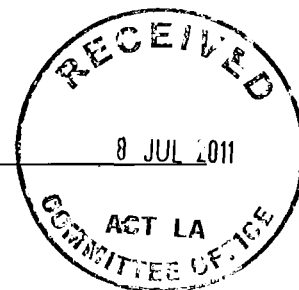


LEGISLATIVE ASSEMBLY FOR THE AUSTRALIAN CAPITAL TERRITORY

STANDING COMMITTEE ON PLANNING, PUBLIC WORKS AND

TERRITORY AND MUNICIPAL SERVICES

ANSWER TO QUESTION ON NOTICE



QUESTION ON NOTICE

Title: DV 302 – Element 4.4 Pedestrian Movement

MS PORTER: To ask the Minister for Environment and Sustainable Development -

Current Element 4.4 Pedestrian Movement, Criterion 22 states: 'Safe and convenient movement of public transport passengers, pedestrians and cyclists is provided.' This criterion is not included under that element in the recommended draft variation. Is this an oversight or is this requirement covered in one of the general codes, and if so, which one?

MR CORBELL: The answer to the Member's question is as follows:

The removal of criterion 22 in the draft variation to the Territory Plan 302—Community Facility Zone, is not an oversight. This criterion was removed as the access and mobility general code contains provisions which ensure a continuous and accessible path of travel to meet Australian Standards and other requirements under rule R3 and where this rule cannot be strictly met, a criterion C3 is able to provide some flexibility, whilst still ensuring a continuous accessible path of travel.

Other relevant matters covered in the access and mobility general code include provisions for circulation, lighting, way finding and access, including for people with a disability.

The bicycle parking general code, which seeks to encourage bicycle use, contains provisions to ensure that bicycle parking facilities are clear of pedestrian movement paths.

The general codes are applicable to developments within the community facility zone and are specifically listed as applying in part A of the community facility zone development code, which forms part of draft variation 302.

Approved for circulation to the Standing Committee on Planning, Public Works and Territory and Municipal Services

Signature:

Date:

20.6.11

By the Minister for Environment and Sustainable Development Simon Corbell