

APPENDIX 120

SPECIAL 18 - RESIDENTIAL INTERFACE WITH GOLF COURSE (See Rule 12.8.18.4.1.3 (c)(vii))

Gulf Harbour Non-Regulatory Design Guidelines		
District Plan Matters for Discretion (Applies to Integrated Developments) Rule 12.8.18.5.2.2	Urban Design Interpretation	Optional Complying Standards and Explanation
Golf Edge Treatment	General Principles	Illustration 1 Golf Course Edge
	 General Principles The Golf Course should remain as the dominant landscape feature providing significant open space as well as private recreation Appropriate landscaping and screening structures should be used at the interface between the Golf Course and relevant Collaborative Precinct Plans. Five specific landscaping typologies have been prepared for the Golf Course. The purpose of which is to reduce golf ball strike That specific golf edge treatment be prepared for identified problem areas (refer map 4), including existing and new development. In certain instances, this may require lot boundaries and sites to be reconfigured so that development is not located in known problem areas. Encourage consultation between the developer and golf course owners in line with the precinct plan where development will occur within identified golf ball strike areas That golf edge landscaping themes should be carried across from the Golf Course into neighbouring development Golf course covenant. Discussions are underway to resolve the application of a covenant on the golf course to retain the area as open space. The guidelines will be updated to incorporate a map(s) associated with the confirmed covenant. 	Golf course edge treatment - fence type examples i.e. top drawing shows low scoria/stone wall, the middle drawing shows low scoria/stone wall with metal fencing not unlike pool fencing, and the bottom drawing shows wooden post and rail. Where necessary, landscape behind the fence so that views to and from golf course are not inhibited.
mechanism acceptable to the Council, and shall not be used for purposes other than golf course purposes.		

