

Legend

General Details

- Application Boundary
- Precinct Boundary
- Parcel Boundary
- Lifestyle Buffer
- Community Facility
- Integrated Tourism Attraction
- Drainage Corridor
- Environmental Protection
- Blackbutt Forest (to be retained)
- Environmental Protection (within Major Recreation Park)
- 30m Blackbutt Forest Offset
- Major Recreation Park
- District Recreation Park (Linear)
- Local Linear Park
- Wallum Swamp Froglet Habitat Protected
- 10m Buffer to Wallum Swamp Froglet Habitat

Streetscape

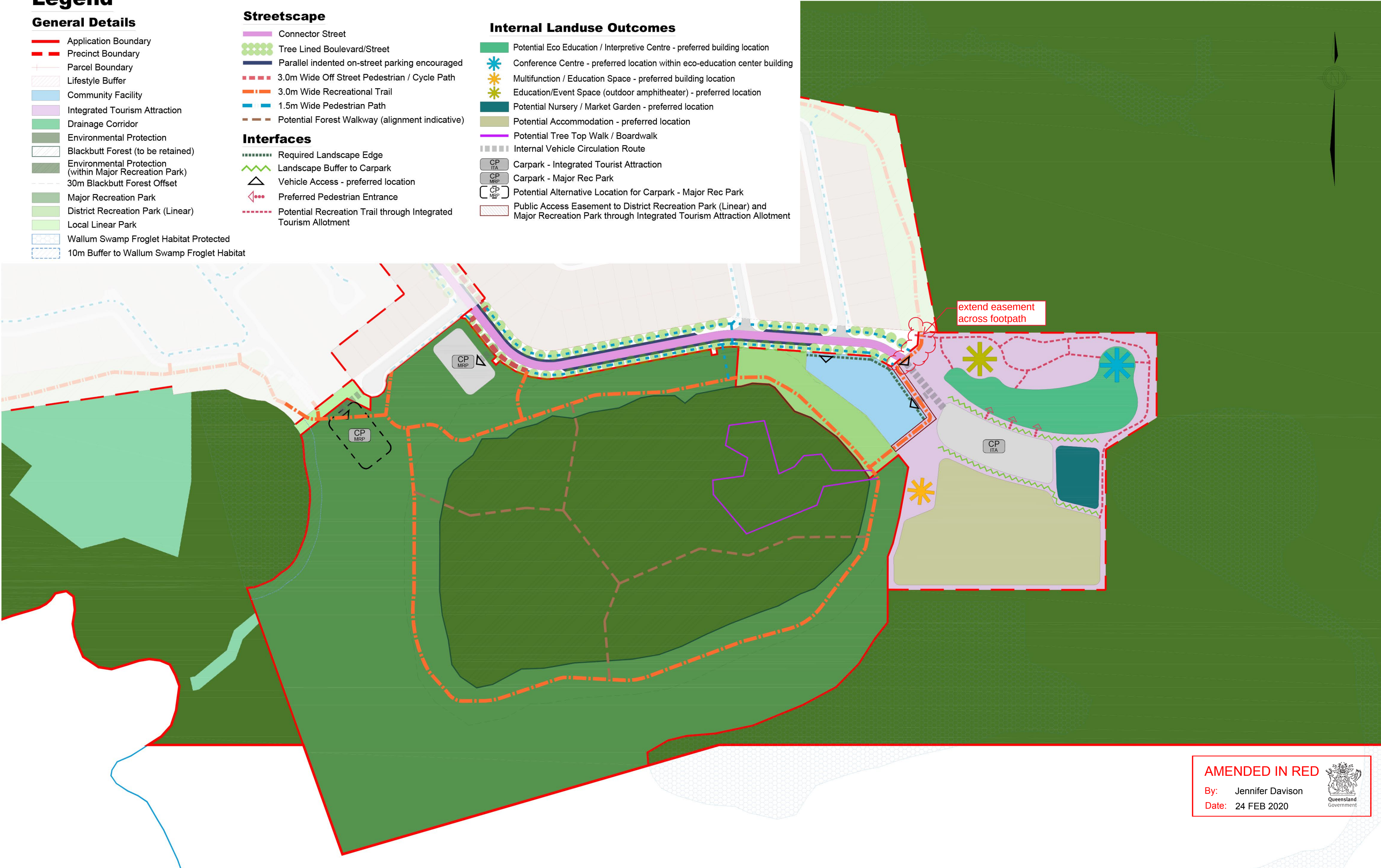
- Connector Street
- Tree Lined Boulevard/Street
- Parallel indented on-street parking encouraged
- 3.0m Wide Off Street Pedestrian / Cycle Path
- 3.0m Wide Recreational Trail
- 1.5m Wide Pedestrian Path
- Potential Forest Walkway (alignment indicative)

Interfaces

- Required Landscape Edge
- Landscape Buffer to Carpark
- Vehicle Access - preferred location
- Preferred Pedestrian Entrance
- Potential Recreation Trail through Integrated Tourism Allotment

Internal Landuse Outcomes

- Potential Eco Education / Interpretive Centre - preferred building location
- Conference Centre - preferred location within eco-education center building
- Multifunction / Education Space - preferred building location
- Education/Event Space (outdoor amphitheater) - preferred location
- Potential Nursery / Market Garden - preferred location
- Potential Accommodation - preferred location
- Potential Tree Top Walk / Boardwalk
- Internal Vehicle Circulation Route
- CP ITA Carpark - Integrated Tourist Attraction
- CP MRP Carpark - Major Rec Park
- CP MRP Potential Alternative Location for Carpark - Major Rec Park
- Public Access Easement to District Recreation Park (Linear) and Major Recreation Park through Integrated Tourism Attraction Allotment



AMENDED IN RED

By: Jennifer Davison

Date: 24 FEB 2020



SCALE 1 : 2000 @ A2

0 20 40 60 80 100 120 140 160 180 200 220

DATE: 12 February 2020 DWG NAME : 167100-50 Site PoDs DWG # 167100-21-133S

Plan of Development - Eco Centre Precinct
Caloundra South Precinct 2