Guidelines for building in mainland small coastal towns

Introduction

Small coastal towns in Bass Coast offer unique lifestyle and holiday home locations. All new development within these communities should respect the natural environment, existing infrastructure and avoid replicating metropolitan suburban design. The local community values the low key look and seaside feel of their towns, and new development should be respectful of this.

Bass Coast Shire Council and community group the Small Coastal Township Alliance have worked together to create these guidelines.

Guidelines

When building in Bass Coast’s small townships, new housing and commercial development should:

» Have generous setbacks
» Have space between properties for gardens
» Respect coastal communities preference for dwellings to be below 7m in height
» Respect building heights of nearby properties
» Follow the slope of the land and nestle comfortably in the landscape
» Retain mature trees
» Plant native and indigenous gardens and trees
» Be mindful of neighbours views and view sharing
» Eaves are encouraged
» Rooftop viewing decks are discouraged
» Balconies should be part of the building and not an add on
» Have low pitched or gently sloping roofs to reduce visibility, glare and reflection
» Avoid front fences or use low height rural farm style fencing
» Materials used should match or be similar to other materials within the townships
» Where planning overlays are present check with council before considering design
» Follow the Environmentally Sustainable Design Principles found at www.yourhome.gov.au

Overlays

The Design Development Overlay 1 (DDO1) typically covers residential areas close to the foreshore in all town or settlements and is one of the key planning restrictions applicable to the small coastal townships of Bass Coast. The purpose of DDO1 is to protect views and minimise the visibility of developments from the foreshore and surrounds. Any new development within DDO1 with a height greater than seven metres (two storeys) will require a planning permit.

Vegetation Protection Overlay: Any removal of native vegetation will require a permit from Council.

Heritage Protection Overlay: Development and demolition works will require a permit under the Heritage Protection Overlay.

Development Plan Overlay: This overlay is used in areas with large recent or possible future subdivisions. Any dwelling must be consistent with approved Development Plans.

To find out if your property has an overlay please go to www.land.vic.gov.au or contact Bass Coast Shire Council.

Further information:
Bass Coast Shire Council: www.basscoast.vic.gov.au
Environmentally Sustainable Design: www.yourhome.vic.gov.au
Land data: www.land.vic.gov.au

The Small Coastal Township Alliance is comprised of members of the following groups: Cape Paterson Residents & Ratepayers Association, Corinella Residents & Ratepayers Association, Coronet Bay Ratepayers & Residents Association, Grantville & District Ratepayers and Residents Association, Harmers Haven Residents Association, Kilcunda Residents Against Inappropriate Development, Pioneer Bay Progress Association, Tenby Point Residents Association and Devcon Planning Services Pty Ltd.
Cape Paterson has a high amount of coastal vegetation that must be considered when building. Homes in Cape Paterson have a distinctive coastal holiday home feel and are generally made of timber, weatherboard or cladding materials.

Cape Paterson
- Design Development Overlay: Vegetation Protection Overlay: West of Marine Parade, ending at Coral Street
- Other Overlays: Yes – most of Cape Paterson is covered by a DDO

Corinella is an historic township featuring many houses from the early to mid-20th century, with the north eastern part of town protected by a heritage overlay. In the central area of Corinella, new development should incorporate native gardens in keeping with the surrounding rural and natural character.

Corinella
- Design Development Overlay: Heritage Overlay – the foreshore and a residential area in the north east of Corinella
- Other Overlays: Yes – most of Corinella is covered by a DDO

Coronet Bay is a medium sized settlement with a prominent foreshore reserve and abutting Barkers Island stands. All new development should minimize visibility from the foreshore and Western Port and add to the existing coastal feel of the settlement. Full brick housing is discouraged, with a mixture of materials preferred.

Coronet Bay
- Design Development Overlay: Heritage Overlay – the foreshore and a residential area in the north east of Corinella
- Other Overlays: Yes – residential areas near the coastline

Harmers Haven is a small and intimate hamlet. All new development must respect the landscape. All houses within Harmers Haven have deep setbacks from the road and are partially obscured by native vegetation.

Harmers Haven
- Design Development Overlay: Vegetation Protection Overlay – covers most of the town
- Other Overlays: Yes – covers the entire settlement

Pioneer Bay is a small rural and coastal village with houses made predominately of weatherboard or cladding materials. Verandahs along the street side and western side of new housing are encouraged to enhance the look and feel of the town and to provide protection from the western sun.

Pioneer Bay
- Design Development Overlay: Vegetation Protection Overlay: West of Marine Parade, ending at Coral Street
- Other Overlays: Yes – residential areas near the coastline

Kilcunda is a coastal hamlet with significant ridgelines and coastal views which are highly visible when travelling from the east on the Bass Highway. The existing development tries to take advantage of the natural environment and any future development should be mindful of existing neighbourhood characteristics.

Kilcunda
- Design Development Overlay: Heritage Overlay – the foreshore and a residential area in the north east of Corinella
- Other Overlays: Yes – on Bass Coast Highway and some additional inland areas

Tenby Point is a small, highly vegetated hamlet. All houses have deep setbacks and most have mature trees and plants. All new housing should remain consistent with the existing setbacks and be respectful of mature vegetation. Tenby Point has a bush and coastal feel, and new housing is encouraged to continue this with use of low pitched roofs and front facing verandahs.

Tenby Point
- Design Development Overlay: Vegetation Protection Overlay – covers most of the town
- Other Overlays: Yes – residential areas near the coastline

Grantville is a series of established and separate subdivisions and serves as the main business centre for the northern area of Bass Coast. Grantville has a traditional grid layout in the town centre and larger highly vegetated blocks in the outer subdivisions. New housing in the centre of Grantville should be more formal with well positioned setbacks between houses, while outlying new development should be well vegetated and in keeping with an overall open, natural character.

Grantville
- Design Development Overlay: Vegetation Protection Overlay – covers most of the town
- Other Overlays: Yes – residential areas near the coastline

Examples of design

Use of different materials, low pitched roof, retaining native mature vegetation, no front fence, generous setback

Deep setback, balcony incorporated into building, coastal “feel”

Mature vegetation, established native garden, cladding material, gently sloping roof, coastal “feel”, no front fence

Split level, cladding, low pitched roofline, native garden