TEMP

Temporary Activities

DRAFT WAITAKI DISTRICT PLAN



Temporary Activities

Introduction

A temporary activity only lasts for a relatively short period of time. Temporary activities may incorporate both the activities and structures to facilitate the activities.

The adverse effects of temporary activities, such as those generated by people, traffic, car parking, noise, and visual change resulting from associated structures, are usually managed through their infrequency, short duration, and limited scale. However, the adverse effects may be intensive, particularly in sensitive landscapes and environments. The scale and intensity of these effects will depend on the scale and nature of the temporary activity. Temporary activities can also generate significant positive effects which need to be recognised, for example, vibrancy, and social, cultural and economic well-being.

The provisions of this Chapter are designed to provide clarity and flexibility for temporary activities that will result in less than minor effects on the environment, and place appropriate controls on temporary activities that are likely to result in more adverse or intensive environmental effects. Temporary signs are addressed in the Sign chapter of the Plan. Temporary works to infrastructure, such as maintenance, are addressed in the Infrastructure chapter of the Plan.

Objectives

TEMP-O1 Positive effects of temporary activities

Temporary activities can enhance social, cultural and economic well-being and contribute to a vibrant Waitaki District.

TEMP-O2 Temporary activity – adverse effects

A diverse range of temporary activities are enabled, where these minimise both on and off-site adverse effects.

Policies

TEMP-P1 Benefits of temporary activities

Recognise that temporary activities can provide positive social, cultural and economic effects for people and the community.

TEMP-P2 Enabling temporary activities

Allow temporary activities that manage, through their scale, duration, intensity and frequency, adverse effects on:

- 1. the character and amenity values of the area in which they are located; and
- 2. the safety and efficiency of the transport network.

TEMP-P3 Temporary military training activities

Provide for temporary military training activities, where they remedy and mitigate their significant effects on the amenity values of the site and surrounding area.

Rules

Note: For certain activities, a resource consent may be required by rules in more than one chapter in the District Plan. Unless expressly stated otherwise by a rule, resource consent is required under each of those rules. The steps to determine the status of an activity are set out in the General Approach Chapter.

Note: All buildings are subject to meeting the requirements of the Building Act.

PERMITTED ACTIVITIES

TEMP-R1	MP-R1 Temporary activities (excluding building and construction projects)	
Town Centre	Activity status: Permitted	Activity status when compliance is not achieved: Restricted Discretionary
Zone	Where: PER-1	Where
Open	The total number of people on-site	RDIS-1
Space Zone	(including staff) must not exceed 1000 persons at any one time; and	Compliance is not achieved with PER-1, PER-2, PER-3, PER-4, PER-5 or PER-6
Sport and	PER-2	Matters of discretion are restricted to:
Recreation	The duration of the temporary activity	1. timing, duration and scale; and
Zone	must not exceed ten consecutive calendar days (excluding set up and pack down); and	adequacy of health and safety provisions; and
	PER-3	3. impacts on transport network and the availability of parking; and
	The site must not be used for any temporary activity more than 12 times	4. whether other suitable alternative locations were considered; and
	in any calendar year; and	5. any restriction to public access; and
	PER-4	6. any damage resulting from the
	PER-2 and PER-3 do not apply to	alteration of land; and
	temporary activities that occur on roads.	7. the restoration of land.
	PER-4	
	The temporary activity must not operate outside of the following hours of operation:	
	7:00am–10:00pm Sunday to Thursday	
	7:00am-11:00pm Friday to Saturday; or	
	7:00am New Years Eve day and 1:00am New Years Day; and	
	PER-5	

All structures and equipment must be removed from the site within 3 working days of the completion of the temporary activity, and any damage within public spaces must be remediated; and

PER-6

The relevant noise standards for the zone are complied with.

All other zones

Activity status: Permitted

Where:

PER-1

The total number of people on-site (including staff) must not exceed 1000 persons at any one time; and

PER-2

The duration of the temporary activity must not exceed three consecutive calendar days (excluding set up and pack down); and

PER-3

The site must not be used for any temporary activity more than 7 times in any calendar year; **and**

PER-4

The temporary activity must not operate outside of the following Hours of Operation:

7:00am-10:00pm; and

PER-5

All structures and equipment must be removed from the site within 3 working days of the completion of the temporary activity, and any damage within public spaces must be remediated; and

PER-6

The relevant noise standards for the zone are complied with.

Activity status when compliance is not achieved: Restricted Discretionary

Where:

RDIS-2

Compliance is not achieved with PER-1, PER-2, PER-3, PER-4, PER-5 or PER-6

Matters of discretion are restricted to:

- 1. timing, duration and scale; and
- 2. adequacy of health and safety provisions; and
- 3. impacts on transport network and the availability of parking; and
- 4. whether other suitable alternative locations were considered; and
- 5. any restriction to public access; and
- 6. any damage resulting from the alteration of land; and
- 7. the restoration of land.

TEMP-R2	Public fireworks displays or public light show displays	
Town Centre Zone Open Space Zone Sport and Recreation Zone	Where: PER-1 Hours for public fireworks displays must be between: 9:00am New Year's Eve day and 1:00am on New Year's Day; 9:00am–11:00pm on Guy Fawkes Night; or 9:00am–11:00pm on the official day of Matariki. Note: Public fireworks displays and public light show displays are exempt from the standards for noise and light.	Activity status when compliance is not achieved: Restricted Discretionary Where: RDIS-1 Compliance is not achieved with PER-1 Matters of discretion are restricted to: 1. timing, duration and scale; and 2. whether other suitable alternative locations were considered.

Temporary buildings and structures ancillary to a temporary activity (excluding TEMP-R3 building and construction projects) All zones **Activity status: Permitted** Activity status when compliance is not achieved: Restricted Discretionary Where: PER-1 Where: RDIS-1 The building or structure must not be erected on or remain on Compliance is not achieved with PER-1, the site for more than one week PER-2, PER-3, PER-4 or PER-5 before or after the event opens or Matters of discretion are restricted to: closes to participants; and 1. the duration that the building or PFR-2 structure remains on-site; and The site must be returned 2. any impact to the amenity values of to its original condition, no more than adjoining sites and the surrounding one week after the temporary activity area, having regard to the purpose and taking place; and function of the zone in which they are located; and PER-3 3. any damage resulting from the The relevant building setback alteration of land; and standards for the zone in which the building or structure is located 4. the restoration of land. (excluding temporary fences) are complied with; and PER-4 The relevant light standards for the zone in which the building or structure

is located are complied with; and

PER-5

The relevant noise standards for the zone are complied with.

TEMP-R4

Temporary buildings and structures ancillary to a building or construction project

All zones

Activity status: Permitted

Where:

PER-1

The building or structure must not exceed 50m² in gross floor area; and

PER-2

The building or structure must be located on or adjacent to the site of the construction project; and

PER-3

The relevant zone building setbacks, of the zone in which they are located, must be complied with; **and**

PER-4

The maximum building height standards, for the zone in which the building or structure is located, must be complied with; and

PER-5

The relevant light standards, for the zone in which the building or structure is located are complied with; **and**

PER-6

The relevant noise standards are complied with; and

PER-7

The building or structure must be removed from the site within one month of completion of the project or, in the case of land subdivision sales offices, within one month of the sale of the last allotment in the subdivision.

Activity status when compliance is not achieved: Restricted Discretionary

Where:

RDIS-1

Compliance is not achieved with PER-1, PER-2, PER-3, PER-4, PER-5, PER-6 or PER-7

Matters of discretion are restricted to:

- 1. building dominance; and
- any impact to the amenity values of adjoining sites and the surrounding area, having regard to the purpose and function of the zone in which they are located.

TEMP-R5 **Temporary military training activities** All zones **Activity status: Permitted** Activity status when compliance is not achieved: Restricted Discretionary Where: PER-1 Where: The relevant noise standards are RDIS-1 complied with; and Compliance is not achieved with PER-1, PER-2, PER-3 or PER-4 PER-2 Matters of discretion are restricted to: For weapons firing and/or the use of explosives, notice must be provided to 1. the proposed location, duration, hours, the WDC at least 5 working days prior times and day/s of the week on which to the commencement of the activity; the activity will occur; and and 2. the provision of information to local residents regarding the proposed PER-3 activity and its hours and duration. No permanent structures must be constructed; and PER-4 The duration of the activity must not exceed a period of 31 consecutive days in any calendar year. Note: Earthworks provisions may also apply to temporary military activities in areas with Overlays.

TEMP-R6	Temporary helicopter take-offs and landings, excluding Ōamaru Airport and Ōmārama Airfield	
All zones	Where: PER-1 The site must not be used for take-offs and landings on more than ten days in any 12-month period; and PER-2 The site must not be used for take-offs and landings on more than two consecutive days; and PER-3 All take-offs and landings must occur during daylight hours; and	Activity status when compliance is not achieved: Restricted Discretionary Where: RDIS-1 Compliance is not achieved with PER-1, PER-2, PER-3 or PER-4 Matters of discretion are restricted to: 1. the proposed location, duration, hours, times and day/s of the week on which the activity will occur; and 2. the provision of information to local residents regarding the proposed activity and its hours and duration.

The relevant noise standards are complied with; and

PER-5
The following activities are exempt from the provisions of PER-1 to PER-4:

1. helicopter landings for emergencies by police, fire service, ambulance, or for search and rescue purposes; or

2. helicopter landings associated with military training exercises; or

3. normal airport or airfield operations; or

4. rural farming operations

TEMP-R7	Temporary storage of goods and materials	
Residential Zone Rural Lifestyle Zone	Where: PER-1 Any structure for the temporary storage or stacking of goods or materials must not remain on the site for longer than 3 months and must not exceed 50m² in gross floor area; and PER-2 The maximum building height and boundary setback standards for the zone in which the temporary storage structure is located are complied with.	Activity status when compliance is not achieved: Restricted Discretionary Where: RDIS-1 Compliance is not achieved with PER-1 or PER 2 Matters over which discretion is restricted: 1. building dominance

DISCRETIONARY ACTIVITIES

TEMP-R8	Temporary outdoor storage or display for sale of goods on a site vacant of buildings	
Town Centre Zone	Activity status: Discretionary	Activity status when compliance is not achieved: Not Applicable