

Natural Environment Referral Response - Flood

Application Number:	DA2020/1332
Date:	28/10/2020
To:	Jordan Davies
Land to be developed (Address):	Lot 1 DP 668492 , 2 Beach Road PALM BEACH NSW 2108 Lot A DP 341607 , 2 Beach Road PALM BEACH NSW 2108 Lot 1 DP 1127631 , 2 Beach Road PALM BEACH NSW 2108

Reasons for referral

This application seeks consent for the following:

- All Development Applications on land below the 1 in100 year flood level;
- All Development Applications located on land below the Probable Maximum Flood levels.

And as such, Council's Natural Environment Unit officers are required to consider the likely impacts on drainage regimes.

Officer comments

The proposed development is for alterations to a existing building including a new lift and entrance doors. Subject to conditions the proposal is compliant with Council's flood prone land development controls.

The proposal is therefore supported.

Note: Should you have any concerns with the referral comments above, please discuss these with the Responsible Officer.

Recommended Natural Environment Conditions:

CONDITIONS TO BE SATISFIED PRIOR TO THE ISSUE OF THE CONSTRUCTION CERTIFICATE

Flooding

In order to protect property and occupants from flood risk the following is required:

Building Components and Structural Soundness – C3

All new electrical equipment, power points, wiring, fuel lines, sewerage systems or any other service pipes and connections must be waterproofed and/or located above the Flood Planning Level of 3.6m AHD. All existing electrical equipment and power points located below the Flood Planning Level must have residual current devices installed cut electricity supply during flood events.

Details demonstrating compliance are to be submitted to the Certifying Authority prior to the issue of the Construction Certificate.

Reason: To reduce the impact of flooding and flood liability on owners and occupiers of flood-prone property and reduce public and private losses in accordance with Council and NSW Government policy.