

DISTRICT-WIDE MATTERS

TEMP – Temporary Activities

Introduction

Temporary activities vary in their nature and scale; they are usually of short duration, intermittent and can involve activities outside of normal working hours. *Temporary activities* are necessary to meet a range of social, cultural and economic needs within the community and are provided for where any resulting adverse *effects* can be appropriately managed.

Objectives

TEMP-O1	To provide for a wide range of <i>temporary activities</i> within the District while ensuring any adverse <i>effects</i> are managed.
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Policies

TEMP-P1	To restrict the scale, intensity, location, duration and frequency of <i>temporary activities</i> to manage any adverse <i>effects</i> on the surrounding <i>environment</i> .
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Rules

Rules in this chapter apply District-wide and the chapter needs to be read in conjunction with the District Plan maps, relevant appendices and provisions of the applicable *zone*.

Permitted Activities (PER)

TEMP-R1

Temporary activities are a *Permitted Activity* provided they comply with the performance standards in TEMP-ST1 – TEMP-ST6.

Standards for Permitted Activities

TEMP-ST1

For sporting events, public meetings, galas, market days, and other recreational and festive events:

TEMP-ST1.1

Hours of operation occur between 7am – 10pm, and

TEMP-ST1.2

Duration not exceeding 3 consecutive days, and

TEMP-ST1.3

No more than 4 events of a similar nature on the same *site*, in any 12 month period, and

TEMP-ST1.4

Temporary *buildings* and structures (except temporary *network utility* structures supporting an event) must be readily moveable, meet all *yard* setback requirements of this Plan and must be removed from the *site* upon the completion of the temporary activity.

TEMP-ST1.5

Temporary *network utility* structures supporting an event must be easily moveable and erected for a duration not exceeding 5 consecutive weeks.

TEMP-ST2

Temporary *buildings* and structures must:

TEMP-ST2.1

Be readily moveable

TEMP-ST2.2

Meet all *yard* setback requirements of this Plan

TEMP-ST2.3

Be removed from the *site* within 6 months of the commencement of the activity

TEMP-ST2.4

Not occupy a *site* for more than one 6 month period in any 12 months.

	Guidance Note: Consideration must also be given to the requirements of the Building Act (2004) and the Building Code for temporary buildings and structures.
TEMP-ST3	The temporary storage of materials and goods must not exceed a period of more than 6 calendar months.
TEMP-ST4	The demolition of <i>buildings</i> , excluding those <i>buildings</i> identified in the HH - Historic Heritage Chapter, provided the materials and debris from the demolition are removed from the <i>site</i> no later than one month after the completion of the demolition.
TEMP-ST5	Noise associated with <i>temporary activities</i> must comply with the noise provisions relating to the <i>zone</i> it is located in.
TEMP-ST6	All <i>temporary activities</i> , including <i>buildings</i> and structures, shall be located outside of the <i>National Grid Yard</i> .

Guidance Note:

1. **TEMP-R1** applies to *Temporary Activities* as defined and does not include Military Training Activities in GEN-R1 which is a separate class of temporary activity dealt with by that rule.
2. For guidance on vibration *Council* recommends District Plan users refer to the NZ Transport Agency State highway construction and maintenance noise and vibration guide dated August 2013 for best practice.

Discretionary Activities (RDIS)

TEMP-R2	Any temporary activity that does not meet the <i>Permitted Activity</i> standards, or is not specifically provided for in this Plan, shall be a <i>Discretionary Activity</i> .
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