

SCHEDULE OF DOCUMENTS
Environment Protection Authority Victoria

September 2024

NO.	DOCUMENT DESCRIPTION	DATE OF DOCUMENT	DOCUMENT AUTHOR
1.	CG Village Ballarat – Clause 52.30 (Planning Scheme) State Project Decision Letter	28 Oct 2022	DELWP
2.	CG Village Geelong – Draft Preliminary Amenity Assessment Report	16 Dec 2022	ERM
3.	CG Village Ballarat – Amenity discussion email correspondence (1)	19 Dec 2022	EPA & DV
4.	CG Village Ballarat – Amenity discussion email correspondence (2)	19 Dec 2022	EPA & DV
5.	CG Village Geelong - Draft Early Works Plan for Consultation email correspondence	21 Dec 2022	DV
6.	CG Village Ballarat - Draft Early Works Plan for Consultation email correspondence	22 Dec 2022	DV
7.	CG Village Geelong – Design and Technical PWG email correspondence	20 Jan 2023	EPA & DV
8.	CG Village Gippsland - Early Works Planning Submission email correspondence	22 Feb 2023	DV
9.	CG Village Gippsland - Early Works Plan Submission Letter	22 Feb 2023	Spiire
10.	CG Village Geelong - Early Works Planning Submission email correspondence	13 Mar 2023	Spiire & DV



Department of Environment, Land, Water and Planning

Geoff Ward
Group Head, Precincts
Development Victoria
Level 9, 8 Exhibition Street
MELBOURNE VIC 3000
[REDACTED]

Dear Mr Ward

CLAUSE 52.30 STATE PROJECT DECISION – BALLARAT COMMONWEALTH GAMES VILLAGE

I refer to the Deputy Premier's letter of 25 October 2022 to the Minister for Planning requesting the above matter be declared a state project under Clause 52.30 (State Projects) of the Ballarat Planning Scheme. I am responding on the Minister's behalf.

A preliminary assessment against the provisions of Clause 52.30-2 (State project decision) has been undertaken and the following additional information is required to be provided to inform the Minister's decision:

Crown land reservation

Department of Environment, Land, Water and Planning (DELWP) understands that a licence will soon be issued under s17B of the *Crown Land (Reserves) Act 1978* to allow use of the land which is inconsistent with the Crown Land reservation. A copy of this licence is required to be provided before the Minister determines the state project decision request.

Industry buffers and land use compatibility

Further investigation of potential adverse amenity and health impacts on the proposal from surrounding industrial land uses is required, particularly for the concrete batching plant located at 1207 La Trobe Street, Delacombe. The Environment Protection Authority should be consulted as part of these investigations. Information to indicate how potential impacts can be appropriately addressed for the proposed village and legacy uses is also required.

Provision of the above information will allow the Minister to determine whether the project meets the requirements to be declared a state project under Clause 52.30-2 of the Ballarat Planning Scheme.

I note that Development Victoria may wish to commence engagement with key stakeholders on preliminary design concepts for the project. This does not need to be contingent on the Minister's state project decision.

Should you have any further queries in relation to this matter please contact [REDACTED], Director Development Facilitation, on [REDACTED]

Yours sincerely

[REDACTED]
Dr Bruce Abernethy
Executive Director Planning Facilitation

28 / 10 / 2022

CC: [REDACTED]

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OFFICIAL

From: [REDACTED]
To: [REDACTED]
Cc: [REDACTED]
Subject: RE: #2 - Commonwealth Games 2026 - Ballarat Village - Adverse Amenity Discussion with EPA & ERM
Date: Monday, 19 December 2022 6:56:11 PM
Attachments: [image001.png](#)
[image002.png](#)
[image003.png](#)
[image004.png](#)
[image005.png](#)
[image006.png](#)
[image007.png](#)
[Ballarat Comm Games RFI.pdf](#)

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Hi [REDACTED]

In response to your request, I provide the following:

- an agenda – ERM to present their report findings and discuss strategy for the site to be used as a Comm Games village. I hope you/ your team have had a chance to review the draft ERM report and can guide and inform the conversation. You will note there a few questions within the draft report for the EPA and Council.
- a clear purpose for the meeting (you mentioned an MTPFA requirement?) to meet with the EPA and ERM to work towards responding to DELWP's RFI (attached).
- The outcome/product you need at the end of the meeting – collectively refine and agree a strategy and a plan to get us to a point where the site can be made ready to accommodate residential. This requires us to work together and apply a solution focused mindset to make this site work. We have asked ERM to do some more thinking around which parts of the site lend themselves to being used for accommodation and if there's a difference in approach whether the accommodation is temporary or permanent. Or if despite our best collective efforts, this cannot be achieved within the available timeframe, to be in a position to say this.

Hope that's clear. I look forward to meeting with you and your team tomorrow and tackle this task with ERM.

Kind regards,



[REDACTED]
Senior Planning Manager
Advisory Services

[REDACTED]
development.vic.gov.au

From: [REDACTED]
Sent: Thursday, 15 December 2022 2:03 PM
To: [REDACTED]

Cc: [REDACTED]

Subject: RE: #2 - Commonwealth Games 2026 - Ballarat Village - Adverse Amenity Discussion with EPA & ERM

OFFICIAL: Sensitive

Hi [REDACTED]

Prior to the meeting next week, would you mind sending through:

- an agenda
- a clear purpose for the meeting (you mentioned an MTPFA requirement?)
- the outcome/product you need at the end of the meeting.

You also mentioned to me that a draft document from ERM would be sent at the end of this week. What do you need EPA to do with this prior to the meeting? And is there any other preparation required?

Cheers,

[REDACTED]
Manager, Development Advisory
Development Advisory



[REDACTED]
A 200 Victoria St, Carlton
epa.vic.gov.au



-----Original Appointment-----

From: [REDACTED]

Sent: Wednesday, 14 December 2022 4:07 PM

To: [REDACTED]

Subject: #2 - Commonwealth Games 2026 - Ballarat Village - Adverse Amenity Discussion with EPA & ERM

When: Tuesday, 20 December 2022 3:30 PM-4:15 PM (UTC+10:00) Canberra, Melbourne, Sydney.

Where: Microsoft Teams Meeting

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Meeting shifted to Tuesday

Dear All,

This is a follow up meeting to Friday 9th to progress discussions on how to address adverse amenity in relation to Ballarat Saleyards site.
We will circulate the ERM strategy Friday for collective review.

Thank you [REDACTED] for making yourself available, please extend the invite to your respective team members – [REDACTED] and others as relevant.

Regards,
[REDACTED]

Microsoft Teams meeting

Download the Teams app or room device
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Phone Conference ID: [REDACTED]
[Find a local number](#) | [Reset PIN](#)



Development Victoria respectfully acknowledges the traditional custodians of country in Victoria and recognises and respects their continuing cultural heritage and connection to land. We pay our respects to their Elders past, present and emerging.

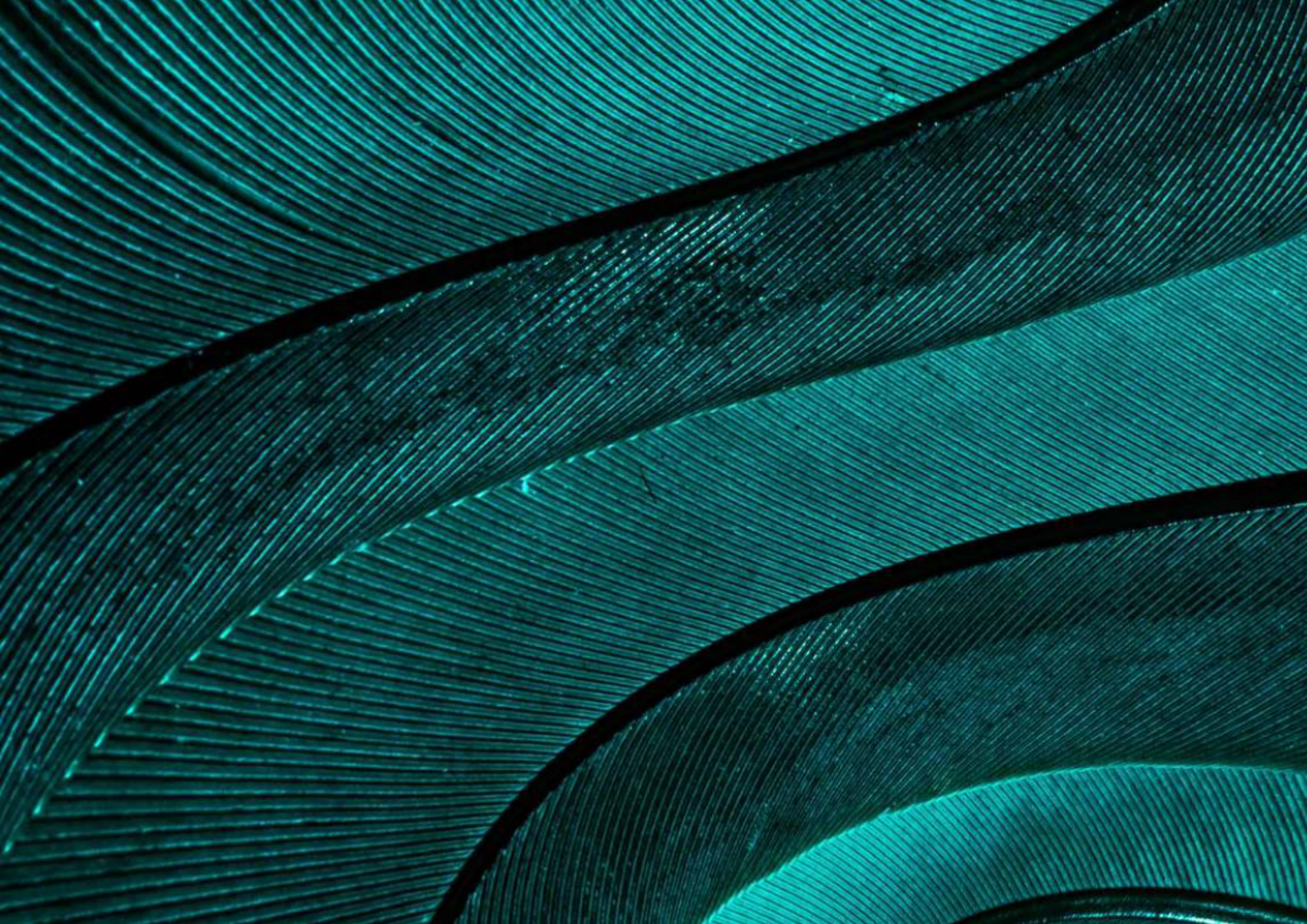
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DRAFT Preliminary Amenity Assessment

Commonwealth Games Village, Ballarat

16 December 2022

Project No.: 0671930

Document details	
Document title	DRAFT Preliminary Amenity Assessment
Document subtitle	Commonwealth Games Village, Ballarat
Project No.	0671930
Date	16 December 2022
Version	1.0
Author	[REDACTED]
Client Name	Development Victoria

Document history

Version	Revision	Author	Reviewed by	ERM approval to issue		Comments
				Name	Date	
Draft	00	RA, DC, MG	[REDACTED]	[REDACTED]	16.12.22	Draft

Signature Page

[INSERT DATE FOR FINAL]

DRAFT Preliminary Amenity Assessment

Commonwealth Games Village, Ballarat

[INSERT SIGNATURE FOR FINAL]

██████████

Partner

ERM Melbourne
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Acronyms and Abbreviations

Name	Description
CG26	Commonwealth Games 2026
Council	City of Ballarat
DELWP	Department of Environment Land Water and Planning
Delacombe Industrial Area	Land in Delacombe and Alfredton zoned Industrial 1 Zone and Industrial 2 Zone including Mixed Use Zone land on La Trobe Street and all contained carriageways, centered around Gillies Street S, La Trobe Street/Ballarat-Carngham Road, and Wiltshire Lane.
EP Act	Environment Protection Act 2017
EPA	Environment Protection Authority Victoria
ERM	Environmental Resources Management (Australia) Pty Ltd
Games Village	Ballarat Commonwealth Games Village
IN1Z, IN3Z	Industrial 1 Zone, Industrial 3 Zone
MUZ	Mixed Use Zone
OSS	Odour source score
OPS	Odour pathway score
ORS	Odour receiving environment score
Planning Scheme	Ballarat Planning Scheme
P&E Act	Planning and Environment Act 1987
P1518	EPA Publication 1518: Recommended separation distances for industrial residual air emissions.
P1826	EPA Publication 1826.4: Noise limit and assessment protocol for the control of noise from commercial, industrial and trade premises and entertainment venues.
P1883	EPA Publication 1883: Guidance for assessing odour
P1943	EPA Publication 1943: Guidance for assessing nuisance dust
P1949	EPA Publication 1949: Separation distance guideline (DRAFT)
PPN92	Planning Practice Note 92 <i>Managing buffers for land use compatibility</i> . Department of Environment Land Water and Planning, 2022.
TRZ1	Transport Zone 1
VPP	Victorian Planning Provisions

1. INTRODUCTION

1.1. Background

Development Victoria engaged Environmental Resources Management (Australia) Pty Ltd (**ERM**) to conduct a preliminary amenity assessment for a proposed Commonwealth Games Village to be located in Ballarat.

The Victorian State Government is preparing to host the 2026 Commonwealth Games (**CG26**) across a number of regional centres. To accommodate the participating athletes and support teams, new temporary residential villages will be constructed. Where possible, these residential villages may be made available for continued use after the CG26.

A request from the Deputy Premier to the Minister for Planning has been made to declare the Ballarat Commonwealth Games Village (the **Games Village**) a state project under Clause 52.30 (State Projects) of the Ballarat Planning Scheme. The Department of Environment, Land, Water and Planning (**DELWP**), on the behalf of the Minister, has requested further information in relation 'Industry buffers and land use compatibility', specifically:

Further investigation of potential adverse amenity and health impacts on the proposal from surrounding industrial land uses is required, particularly for the concrete batching plant located at 1207 La Trobe Street, Delacombe. The Environment Protection Authority should be consulted as part of these investigations. Information to indicate how potential impacts can be appropriately addressed for the proposed village and legacy uses is also required.

1.2. Scope and methodology

The scope and methodology of this preliminary amenity assessment in relation to air quality and noise has included the following:

- Desktop review to:
 - Identify relevant legislation, policies and guidelines in relation to air quality and noise, including regulated separation, buffer and threshold distances.
 - Identify existing industrial facilities surrounding and near the Games Village site that may have an adverse amenity impact on the site, including reviewing the previously completed *Ballarat West Industrial Precinct Review – Planning and Air Quality Assessment* (ERM, May 2018) and existing permits and licences affecting the study area from publicly available registers.
- Site visit, conducted on 2 December 2022, to:
 - verify the existence of the identified industrial facilities
 - conduct site observations of potential odour, dust and noise emissions.
 - conduct short-term noise monitoring to profile the existing noise environment around the proposed Games Village site.
- Summary reporting to assess relevant separation and threshold distances, identify observed and potential adverse amenity impacts, identify typical mitigation measures, recommend next steps, and provide of opinion on the suitability of the continued use of the Games Village as permanent dwellings.

1.3. Limitations

This assessment is preliminary only and has only considered the potential impacts from sources within the Delacombe Industrial Area as defined in Clause 21.07-4 of the Ballarat Planning Scheme, with logical extensions into adjoining Mixed Use Zones.

Separation and threshold distances have been measured from the full extent of property boundaries in which a land use or activity takes place, as consistent with the principles described in Planning Practice Note 92 (**PPN92**) for measuring threshold distances only.

2. STUDY AREA AND SITE

The study area comprises the Delacombe Industrial Area, with the proposed Games Village site to be located within this area. The proposed Games Village would occupy multiple partially contiguous parcels identified together as 1020 La Trobe Street, Delacombe and includes the land formally used as the Ballarat Sale Yards.

The total area of the Games Village site comprises approximately 12.6 hectares, bound by Winter Street to the north, La Trobe Street to the south, Learmonth Street to the west, Brazenor Street to the east, and split centrally by Gillies Street S running between Winter and La Trobe Streets.

The land parcels comprising the Games Village site are identified in the table and figure below.

Table 2-1 Games Village land identification

Street Address	Parcel Identification	Tenure
1020 La Trobe Street, Delacombe VIC 3356	1~143\PP5030 Allot. 1 Sec. 143 TOWNSHIP OF BALLARAT	Crown land
6 Beverly Court, Delacombe VIC 3356	1A~143\PP5030 Allot. 1A Sec. 143 TOWNSHIP OF BALLARAT	Crown land
1020 La Trobe Street, Delacombe VIC 3356	2~143\PP5030 Allot. 2 Sec. 143 TOWNSHIP OF BALLARAT	Crown land
1020 La Trobe Street, Delacombe VIC 3356	2A~143\PP5030 Allot. 2A Sec. 143 TOWNSHIP OF BALLARAT	Crown land
Winter Street W, Delacombe VIC 3356	2B~143\PP5030 Allot. 2B Sec. 143 TOWNSHIP OF BALLARAT	Crown land
Gillies Street S Delacombe VIC 3356	2007\PP5030 Allot. 2007 TOWNSHIP OF BALLARAT	Crown land

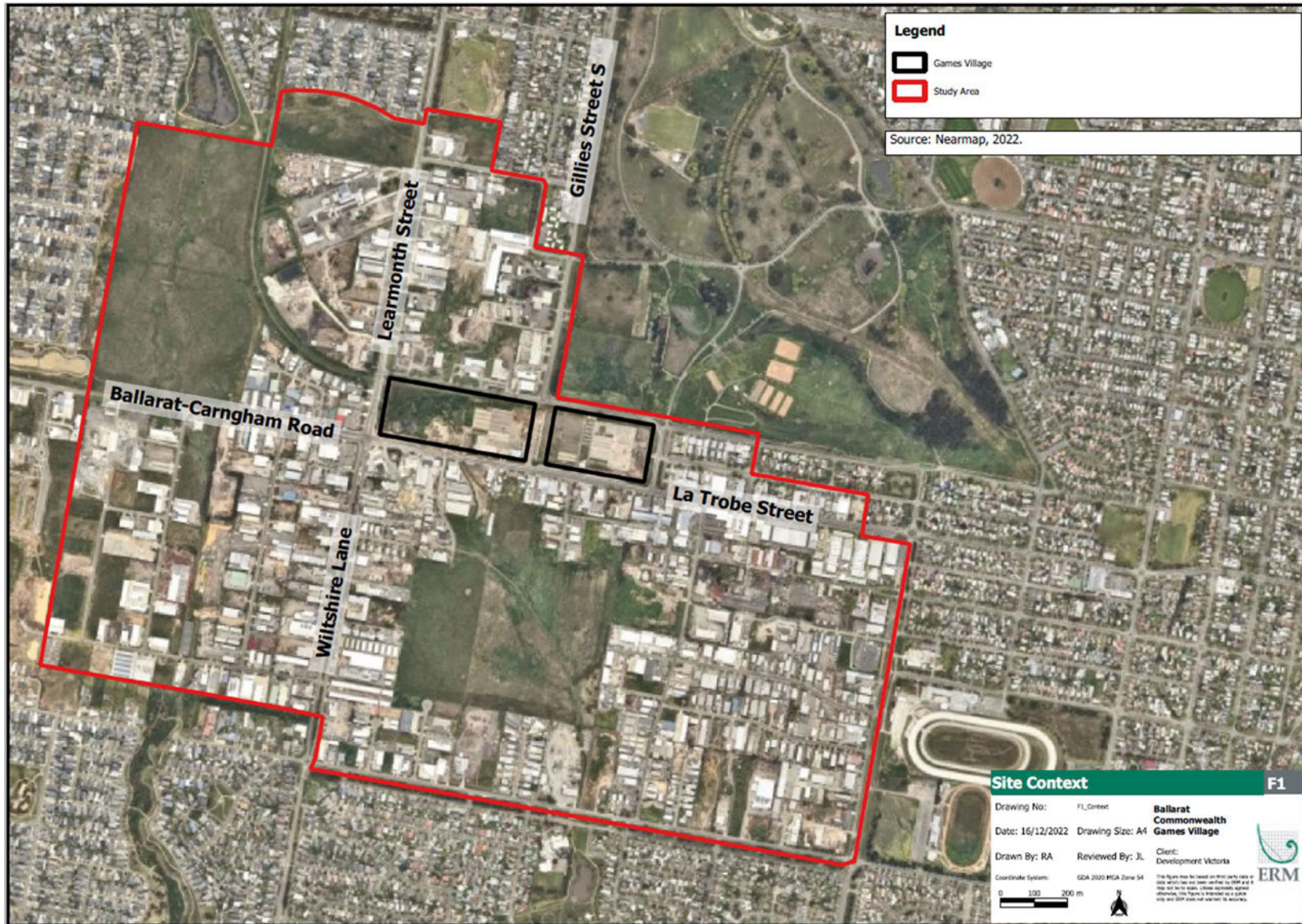


Figure 2-1 Site Context

2.1. Planning zones and overlays

Pursuant to the *Planning and Environment Act 1987 (PE Act)*, the Games Village site and the Delacombe Industrial Area are subject to the provisions of the Ballarat Planning Scheme.

Most of the Games Village site is zoned Industrial 1 Zone (**IN1Z**), with a small portion of former freight railway in the west of the site being Transport Zone 1 (**TRZ1**). Surrounding zoning is predominately also IN1Z as shown in the figure overleaf **Error! Reference source not found.**

A summary of the zones, excluding the TRZ1, in the study area and their relevance are as follows:

- IN1Z, covers most of the Delacombe Industrial Area and the proposed Games Village site. The IN1Z is designed to accommodate mixed industries, subject to distance tests including:
 - a) Materials recycling and transfer station land uses must be at least 30 metres from residentially zoned land (else prohibited).
- Industrial 3 Zone (**IN3Z**), covers specific sites in the north-west Delacombe Industrial Area and which are currently vacant. It is designed to accommodate a limited range of industries and provide a buffer between heavier industries and sensitive land uses.
- Mixed Use Zone (**MUZ**), covers land opposite the Games Village to the south (La Trobe Street) and east (Park Street W). It is designed to accommodate residential, commercial, and industrial uses. Materials recycling and transfer station land uses are generally prohibited.

It is important to note that due to the land immediately surrounding the Games Village site being zoned IN1Z, there are a range of industry uses which would be allowed without a planning permit, potentially introducing new (albeit low) amenity impact risks.

A Heritage Overlay does apply to part of the Games Village site, but this is not considered relevant to the context as it would not be expected to introduce potential amenity impacts.

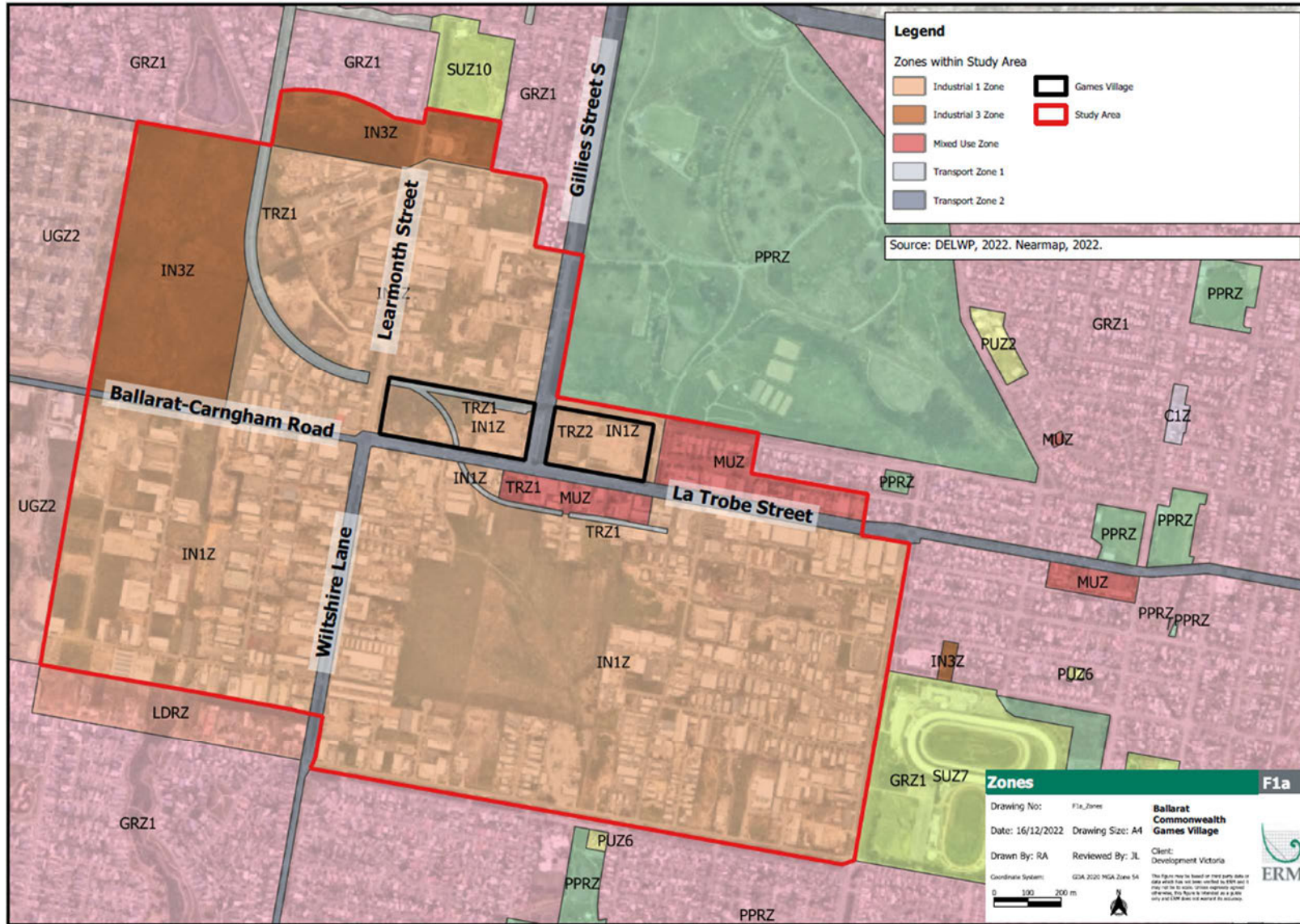


Figure 2-2 Study area and planning zones

3. LEGISLATIVE FRAMEWORK

Key legislation relevant to this scope are:

- *Planning and Environment Act 1987*, the legislative framework that governs the use, development and protection of land in Victoria, and which includes land use planning provisions, including threshold distances. The current Victorian Planning Provisions (**VPP**) Clause 53.10-1 (Threshold distance) was introduced through VC199 on 03/02/2022.
- *Environment Protection Act 2017 (EP Act)*, brought into effect on 1 July 2021 and introduces a 'general environmental duty' (**GED**). The GED requires all industries in Victoria to proactively take reasonable steps to minimise risks of harm to human health and the environment. Pollution and environmental protection provisions of the EP Act are implemented through the Environment Protection Authority (**EPA**) and relevant guidance and publications. The EP Act is supported by the *Environment Protection Regulations 2021*, which provides clarity and further detail for duty holders on how to fulfil their obligations.

The current VPP Clause 53.10-1 and various EPA guidance documents and publications have been released since the previously completed *Ballarat West Industrial Precinct Review – Planning and Air Quality Assessment* (ERM, May 2018).

3.1. Air Quality

Specific to air quality amenity is EPA Publication 1518: Recommended separation distances for industrial residual air emissions (**P1518**). The purpose of P1518 is to support effective decision-making regarding land uses to:

- Protect human health and wellbeing, local amenity and aesthetic enjoyment.
- Protect existing industry from encroachment by sensitive uses.
- Prevent land adjacent to industry from being utilised.

The recommended separation distances listed in P1518 aim to minimise the off-site impacts on sensitive land uses arising from unintended, industry-generated odour and dust emissions.

At the time of writing this assessment an updated version of this guidance, EPA Publication 1949: Separation distance guideline (**P1949**), has been released for public consultation. For completeness the new EPA P1949 has been considered in this assessment.

EPA P1949 states that a variation from the recommended separation distance can be sought to better account for the specific circumstances of the site. A variation to the recommended separation distance can be provided to the decision maker by accounting for site specific circumstances in a risk assessment using the following guidelines:

- EPA Publication 1883: Guidance for assessing odour (**P1883**)
- EPA Publication 1943: Guidance for assessing nuisance dust (**P1943**)

EPA P1949 also introduces the concept of 'agent of change principle', whereby:

The agent of change principle requires the person or entity proposing a land use or development (new or expanding, modified or varied) that may give rise to conflicting land uses to provide evidence to the decision maker that variation from a specified separation distance is appropriate. The agent of change has the responsibility to:

- *consider their obligations under the GED, including the risks of harm to human health or the environment from pollution or waste from the proposed activity*
- *avoid land use conflict*
- *ensure potential impacts on nearby land uses are appropriately mitigated and managed.*

The agent of change principle applies to both individual applications as well as strategic planning matters. Depending on the proposal, the agent of change could be either the industry or the sensitive use/development.

3.2. Noise

Specific to noise amenity, a summary of the relevant Victorian noise legislation and guidelines are provided below.

Table 3-1 Relevant Victorian Noise legislation

Document	Overview
EPA Publication 1826.4: Noise limit and assessment protocol for the control of noise from commercial, industrial and trade premises and entertainment venues (The Noise Protocol)	The Noise Protocol defines mandatory noise limits for commercial, industrial or trade premises in the Metropolitan Region of Melbourne. The limits apply to the level of noise occurring at neighbouring sensitive receivers. The noise limits are determined on the basis of land zoning and background noise levels, and are separately defined for the day, evening and night periods.
VPP Clauses 58.04-3 and 55.07-7	The proposed development will be required to comply with the noise impact objectives of Clause 58.04-3 (Standard D16) and Clause 55.07-7 (Standard B41) of the VPP. These clauses require noise impacts associated with the development to be adequately addressed and include the assessment of external noise ingress into dwellings.
Planning Practice Note 83: Assessing external noise impacts for apartments (DELWP, August 2017)	This practice note gives guidance about the operation of Clause 58.04-3 and Clause 55.07-7 of the VPP.
EPA Publication 1834: Civil construction, building and demolition guide	This publication provides guidance on managing construction noise impacts.
Australian/New Zealand Standard AS/NZS 2107:2016 Acoustics - Recommended design sound levels and reverberation times for building interiors	Provides recommendations for acceptable internal noise levels. Table 1 of AS 2107 presents the recommended internal noise levels for "houses and apartments near major roads", which is considered applicable to the development site.
NSW Road Noise Policy (NSW DECCW 2011)	This document is used in Victoria for general guidance on controlling potential sleep disturbance impacts.

3.3. Regulated distance descriptions

P1949 provides additional definition against the related but separate distance classifications: separation; threshold; and buffer.

Table 3-2 Regulated distance descriptions

Term	Description	Relevance
Separation distance	<ul style="list-style-type: none"> ▪ a distance between incompatible land uses where there is potential for adverse human health or amenity impacts ▪ typically occurs between an industrial (or sometimes commercial) land use and a sensitive land use ▪ used as a tool to determine whether the siting of a proposed land use or development is suitable in the context of surrounding land uses ▪ should be measured according to section 4 in this guideline. 	EPA publications 1518 and 1949 set out recommended separation distances for odour and dust for certain defined industries.
Threshold distance	<ul style="list-style-type: none"> ▪ a trigger for further detailed assessment of potential adverse offsite impacts via a planning permit ▪ based on a broader range of risks than those covered in this guideline (odour and dust). For example, noise and hazardous air pollutants. 	<p>Clause 53.10 of the VPP sets out the threshold distances for different types of uses and activities with potential adverse impacts.</p> <p>Referral to EPA is triggered under Section 55 of the P&E Act if a threshold distance is not met or an industry is listed with no threshold distance specified.</p>
Buffer distance	<ul style="list-style-type: none"> ▪ land used to separate or manage incompatible land uses, often industrial uses and sensitive uses, to ensure land use compatibility and avoid land use conflict ▪ may contain multiple separation distances that respond to various risks to human health and amenity - for example, where a buffer is made up of separation distances that respond to odour, dust and landfill gas migration, the buffer will extend to the largest of these separation distances. ▪ does not need to stop the use and development of land – instead, it ensures land use and development responds to the risks posed and allows for a transitional area of land between two distinct land uses to lessen the risk of harm posed by one land use type on another. 	PPN92 provides guidance on the planning provisions in the VPP relating to buffer management, including the Buffer Area Overlay.

Source: Separation Distance Guideline Publication 1949. EPA, 2022

Threshold distances have practical effect in three ways:

- 1) Prohibiting certain land uses in certain zones.
- 2) Elevating a 'no permit required' land use to a 'permit required' land use, thereby requiring assessment and potential restrictions.
- 3) Where 2) above is triggered, EPA are granted a 'determining' (i.e. effective veto) referral authority over the planning permit application.

Although threshold distances only apply to new land uses proposed to be located proximate to existing sensitive land uses, they provide a useful guide to consider potential reverse amenity impacts that may occur by the introduction of new sensitive uses proximate to exiting industrial uses. This is particularly relevant to the Games Village site where formal buffer distances and separation distances have not been established.

4. PRELIMINARY ASSESSMENT OUTCOMES

4.1. Industrial facility types

Potential industrial facilities of concern are shown overleaf. Aside from Caltex Petroleum (at 1211 La Trobe Street, Delacombe), facilities that do not have a separation or threshold distance listed in P1518, P1949 or VPP Clause 53.10 have not been shown.

A list of all identified industrial facilities located in the study area is provided in Appendix A.

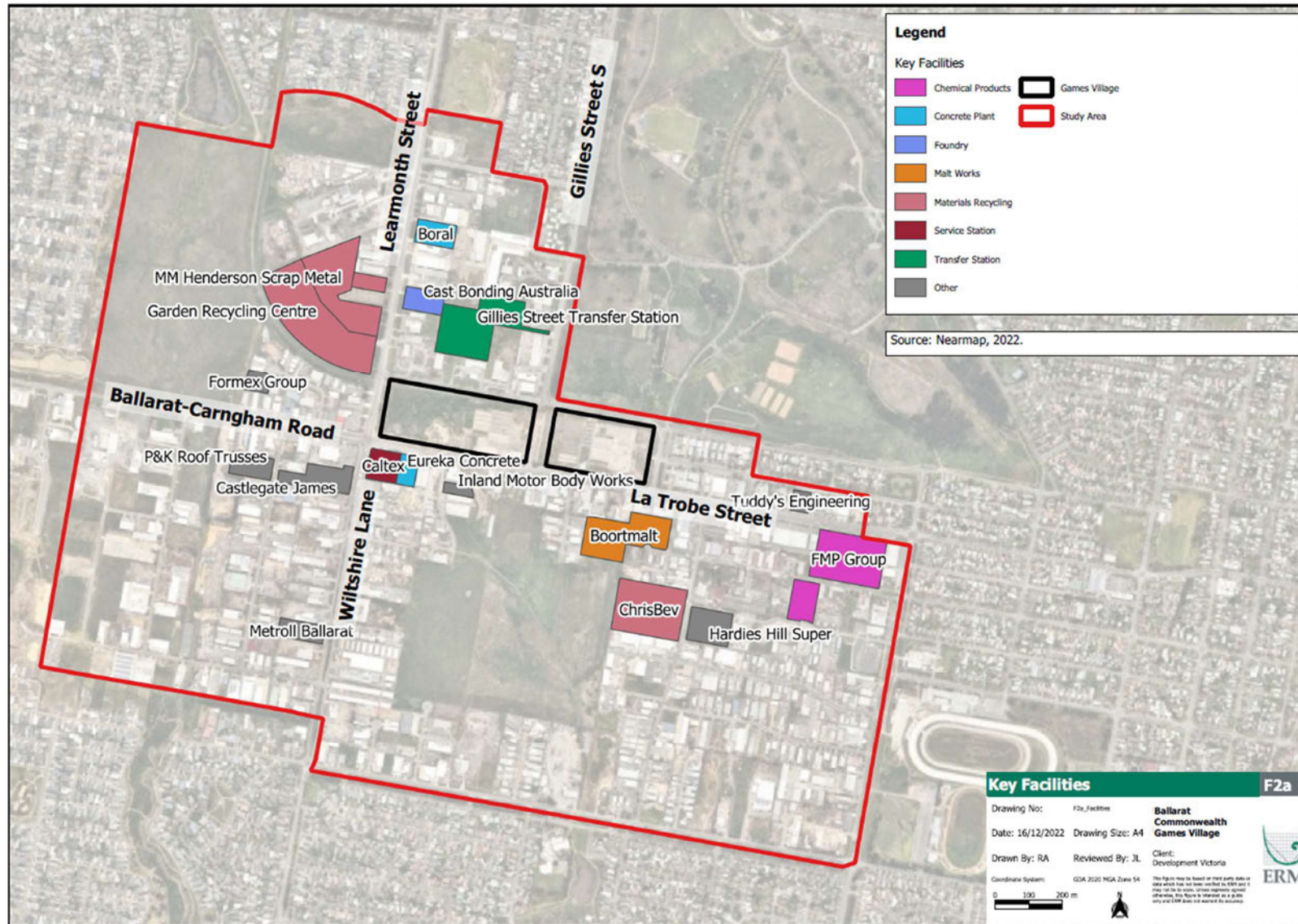


Figure 4-1 Study area industrial facility types.

4.2. Air quality environment

The industrial facilities that could present a potential adverse air quality amenity impact, including those with identified separation, buffer or threshold distances affecting the Games Village site, are provided in Table 4-1. Separation and threshold distances are shown graphically in Figure 4-2 and Figure 4-3.

Based on this preliminary assessment, the entirety of the proposed Games Village site is affected by the identified separation and threshold distances. If a facility is within the recommended separation distance of a sensitive land use an odour or dust risk assessment may be helpful in understanding site specific adverse amenity risk. Descriptions of dust and odour risk assessment processes are provided in Section 4.2.1 and 4.2.2.

Table 4-1 Existing industrial facilities and adverse amenity sources

Business Name	Address	Activity	Potential Amenity Impact	EPA 1518 - Separation (m)	EPA 1518 assumptions	DRAFT EPA 1949 - Separation (m)	DRAFT EPA 1949 assumptions	VPP Clause 53.10 - Threshold (m)	VPP Clause 53.10 Assumptions	Maximum Distance (m)
Boortmalt	6-8 Williamson Street, Delacombe	Malt works	Noise	250	>200 tonnes/year	250	>200 tonnes/year	500	>200 tonnes/year	500
		Grain and stock feed mill and handling facility	Noise, Dust, Odour	250	>20,000 tonnes/year	250	>20,000 tonnes/year	250	no meat meals or tallow	250
Boral	123 Learmonth Street, Alfredton	Concrete plant	Noise, Dust	100	>5000 tonnes/year	100	>5000 tonnes/year	300	>5000 tonnes/year	300
Caltex	1211 La Trobe Street, Delacombe	Petroleum storage	Noise, Odour	0	<2000 tonnes	0	<2000 tonnes	0	<2000 tonnes	0
		Service station		0		0		0		0
Cast Bonding Australia	141-145 Learmonth Street, Alfredton	Iron and steel production	Noise, Dust, Odour	500	<1,000,000 tonnes/year	100	dies casting, no sand	500	<1,000,000 tonnes/year	500
		Non-ferrous metal production	Noise, Dust, Odour	500	100-2000 tonnes/year	100	dies casting, no sand	300	100-2000 tonnes/year	500

Castlegate James	Kennedy's Drive, Delacombe	Grain and stock feed mill and handling facility	Noise, Dust, Odour	250	>20,000 tonnes/year	250	>20,000 tonnes/year	250	no meat meals or tallow	250
ChrisBev Pty Ltd	18-26 Wallis Street, Delacombe,	Materials recovery and recycling facility	Noise, Dust, Odour	Variable		250	metal not accepted	Variable		250
Eureka Concrete	1207-1209 La Trobe Street, Delacombe	Concrete plant	Noise, Odour	100	>5000 tonnes/year	100	>5000 tonnes/year	300	>5000 tonnes/year	300
FMP Group	8 Elizabeth Street, Delacombe	Rubber products production, using either organic solvents or carbon black	Odour	250	>2000 tonnes/year	250	>2000 tonnes/year	300		300
		Manufacture of products using fibreglass or resin	Odour	250	>250 tonnes/year	500	>250 tonnes/year			500
Formex Group	11 Michaels Drive, Alfredton	Metal coating and finishing	Noise, Dust, Odour	0		200		500		500
		Galvanizing	Odour			400	hot dip process	500		500
Garden Recycling Centre	154 Learmonth Street, Delacombe	Materials recovery and recycling facility	Noise, Dust, Odour	Variable		250	metal accepted	Variable		250
		Transfer station	Noise, Dust, Odour	250		500	green waste accepted	500	organic waste accepted	500
		Green waste composting facility	Noise, Dust, Odour	Variable		Variable		Variable		0
Gillies Street Transfer Station	119 Gillies Street S, Alfredton	Transfer station	Noise, Dust, Odour	250		500	green waste accepted	500	organic waste accepted	500

Hardies Hill Super Pty Ltd	19-23 Wallis Street, Delacombe	Grain and stockfeed mill and handling facility	Noise, Dust, Odour	250	>20,000 tonnes/year	250	>20,000 tonnes/year	250	>20,000 tonnes/year	250
Inland Motor Body Works	1 Heinz Rd, Delacombe	Automotive body, paint, and interior repair	Noise, Dust, Odour	0		100	spray painting <100 litres/day	100		100
Metroll Ballarat	20 Wiltshire Land, Delacombe	Structural or sheet metal production	Noise, Dust	0		0		500		500
MM Henderson Scrap Metal	144-150 Learmonth Street, Alfredton	Materials recovery and recycling facility	Noise, Dust, Odour	Variable		500	metal accepted	Variable		500
<i>unknown</i>	136-138 Learmonth Street, Alfredton	Materials recovery and recycling facility	Noise, Dust, Odour	Variable		250	metal not accepted	Variable		250
Tuddy's Engineering	832 Latrobe Street, Delacombe	Structural or sheet metal production	Noise, Dust	0		0		500		500

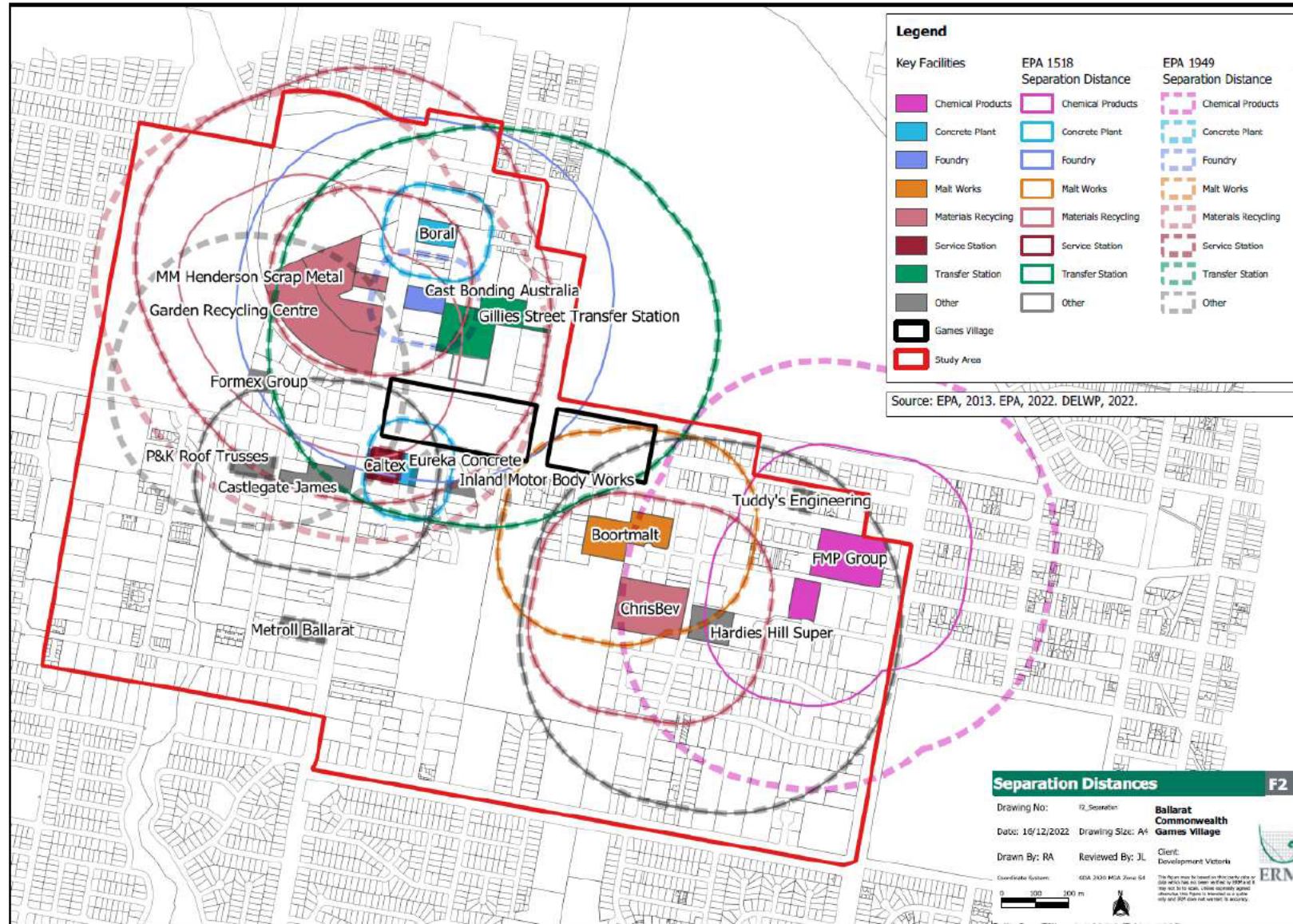


Figure 4-2 Industrial facility and EPA separation distances

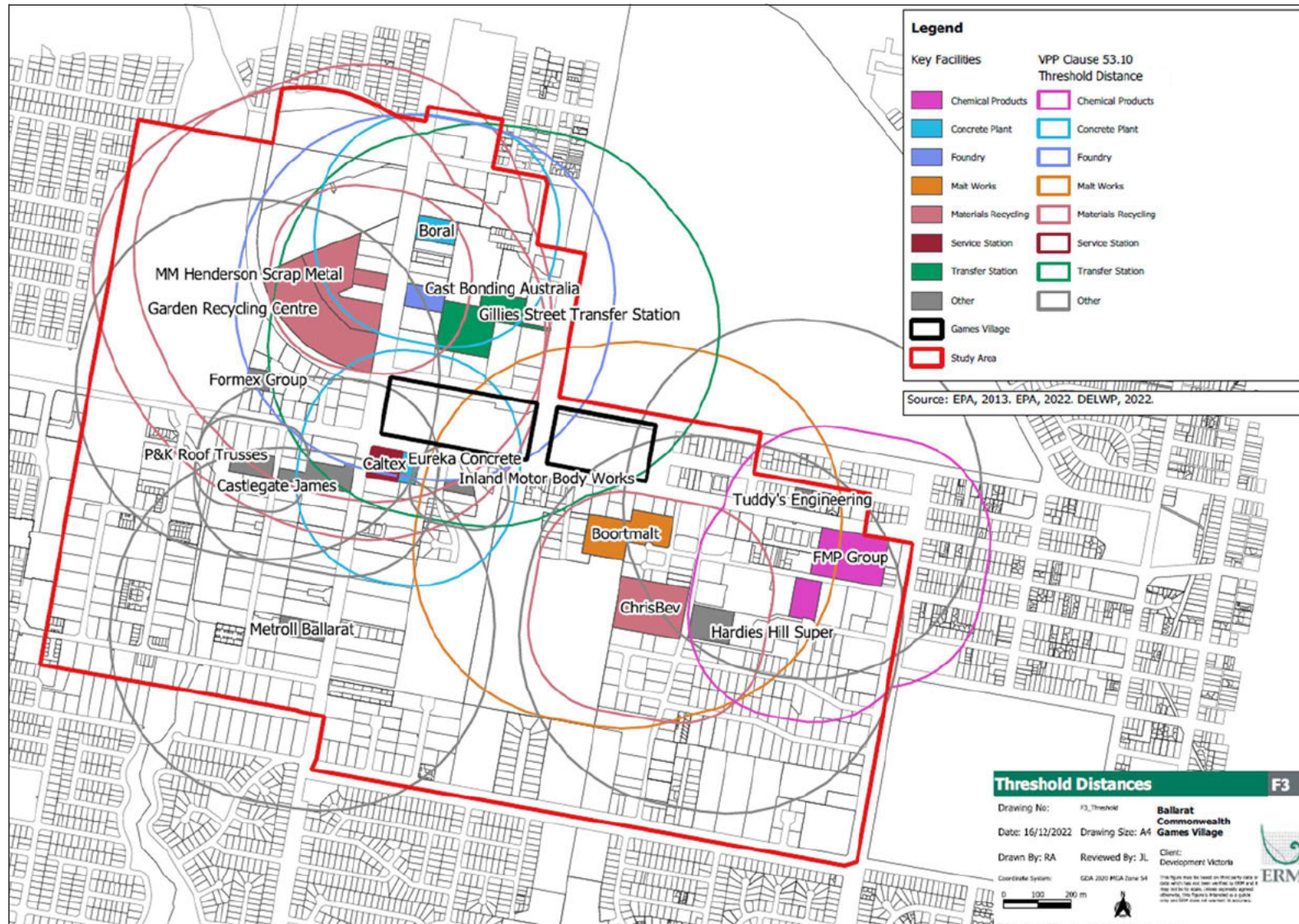


Figure 4-3 Industrial facility and VPP Clause 53.10 threshold distances

4.2.1. Dust risk assessment process

P1943 provides information on how to assess the risk posed by dust emission sources and to understand the receiving environment where effects might occur. The following process is a qualitative risk assessment tool intended for use in assessing the risk posed by nuisance dust. It is applicable to a single source or site that poses a risk on creating nuisance dust. For multiple sources of dust, the tool could be applied to each source individually but may need to consider cumulative sources.

The risk assessment consists of four steps:

- **Step 1: Determine the hazard potential of the source.** This step involves considering:
 - the size of the dust emitting facility,
 - the types of dust generating activities,
 - the types of dust emitted, and
 - the levels of mitigation already in use by the facility.
- **Step 2: Determine the effectiveness of the exposure pathway between the source and receiving environment.** This step involves considering:
 - the distance between the source and the receiver,
 - the meteorological conditions that may influence the dispersion of dust. Modelling prevailing wind patterns may provide an indication of how buffer distances may be altered.
 - The terrain between the source and the receiver, and
 - Any intervening land uses or vegetation.
- **Step 3: Determine the sensitivity of the receiving environment at the receptor.** This step involves considering:
 - Any history of non-compliance or complaints. This information can be sought from both Council and the EPA., and
 - Any existing monitoring indication the level of dust impact on the sensitive land use.
- **Step 4: Determine the overall risk of nuisance dust impact occurring based on the risk of the exposure and sensitivity of the receiving environment.** This step considers the cumulative risks identified in Steps 1, 2 and 3 and summarises an overall risk of dust impacts happening.

4.2.2. Odour risk assessment process

P1883 provides information on how to assess the risk posed by odour emission sources and to understand the receiving environment where effects might occur. This guidance is focused on the assessment of odour under the provisions of the EP Act, including the GED.

There are three levels of assessment in this guide, progression through each level of assessment will depend on the scale or complexity of the scenario. These can be performed in sequence, for example if the level 1 assessment shows that the activity is low risk for odour, there is no need to proceed to a level 2 assessment.

The three levels of assessment are as follows:

- **Level 1 Assessment**
 - First Test: Duration of emissions
 - Second Test: Wind direction
 - Third Test: Minor odour emission source

- The overall Level 1 Assessment risk level is determined from the 3 tests and if it is not low then move onto a Level 2 Assessment.
- **Level 2 Assessment**
 - Step 1: Odour source hazard potential
 - This step involves determining an odour source score (**OSS**) based on:
 - activity type,
 - size of the odour source
 - the offensiveness of the odour, and
 - the effectiveness of odour controls.
 - Step 2: Odour exposure pathway effectiveness
 - This step involves determining an odour pathway score (**OPS**) based on:
 - the distance between the source and the receiver,
 - the meteorological conditions that may influence the dispersion of dust. Modelling prevailing wind patterns may provide an indication of how buffer distances may be altered.
 - The terrain between the source and the receiver, and
 - Hours of operation for the facility.
 - Step 3: Receiving environment sensitivity
 - This step involves determining an odour receiving environment score (**ORS**) based on:
 - Any history of non-compliance or complaints. This information can be sought from both Council and the EPA
 - This step considers the cumulative risks identified in Steps 1, 2 and 3 and summarises an overall risk of dust impacts happening.
 - Step 4: Determine the overall odour risk of occurring based the cumulative risks identified in Steps 1, 2 and 3 and summarises an overall risk of odour impacts.
 - The overall Level 2 Assessment risk level is determined from the 3 steps and if it is not low then move onto a Level 3 Assessment.
- **Level 3 Assessment**
 - A level 3 assessment can take the form of any or a combination of the following:
 - Comparison with similar operations, this type of assessment is usually used for new facilities and not existing ones.
 - Risk assessment using field odour surveillance data, Survey of odour levels in the field provide an indication of odour frequency, intensity and character from the existing industry.
 - Complaint data analysis, an analysis of complaints history indicating odour frequency, intensity and character for existing facilities
 - Community surveys, a survey of existing community members regarding odour frequency, intensity and character for existing facilities

Since the odour emissions sources are existing, if a level 3 assessment is required then a risk assessment using field odour surveillance data and a complaints data analysis are likely to be the most suitable level 3 assessment methods.

4.3. Noise environment

In order to evaluate the existing noise environment at the proposed Games Village, short-term noise measurements were conducted at four representative locations along the boundary of the site. The following noise descriptors were captured:

- $L_{eq(10\text{ min})}$ (continuous equivalent sound levels over a 10 minute period and an indicator of ambient noise levels) and
- $L_{90(10\text{ min})}$ (sound level exceeded for 90% of the 10 minute noise measurement period and an indicator of background noise) noise descriptors were captured.

The noise measurements were conducted for representative 10-minute periods during the day (7am to 6pm), evening (6pm to 10 pm), and night (10pm to 7am) periods of Friday, 2 December 2022.

The noise measurements are summarised in Table 4-2 and indicate the following:

- Daytime ambient L_{eq} noise levels range between 61 and 64 dB(A) and are considered typical of noise levels at a site adjacent to a major road. The building envelope design of the proposed residential buildings in the Games Village fronting the roads would be predicated upon these noise levels
- The ambient L_{eq} night noise levels are between 43 dB(A) and 47 dB(A) and are influenced by industrial activity and intermittent road traffic that continues beyond the day period.

Table 4-2 Summary of short-term noise measurements

Location		Time	Noise Level (dB(A))		Notes
Location	Description		L_{eq} (10 min)	L_{90}	
Day					
1	Opposite JZ's wholesales	11:26	62.0	50.8	Traffic noise dominates; Road works occurring at Latrobe and Learmonth Street influence the measurements marginally; Distant industrial noise audible during low traffic flow; Reversal alarms audible.
2	Opposite Market Hotel	13:35	64.0	54.5	
3	Opposite Munro	13:13	59.3	47.6	
4	Opposite Garry Fasteners	13:49	61.4	54.5	
Evening					
1	Opposite JZ's wholesales	18:26	61.6	49.8	Traffic noise dominates; Distant industrial noise audible during low traffic flow; Distant reversal alarms audible.
2	Opposite Market Hotel	18:40	60.1	48.1	
3	Opposite Munro	18:54	55.6	45.1	
4	Opposite Garry Fasteners	19:08	51.6 ¹	54.8 ¹	
Night					
1	Opposite JZ's wholesales	22:00	59.4	46.9	Traffic noise dominates; Distant industrial noise audible during low traffic flow; Distant reversal alarms audible.
2	Opposite Market Hotel	22:16	54.3	42.5	
3	Opposite Munro	22:58	54.0	42.8	
4	Opposite Garry Fasteners	23:15	54.8 ¹	45.4 ¹	

Note: Insect noise dominated the noise measurements during the evening and night periods at Location 3 and this measurement is disregarded. Evening and night noise measurements at Location 3 is more representative of the evening and night noise environment at Location 4.

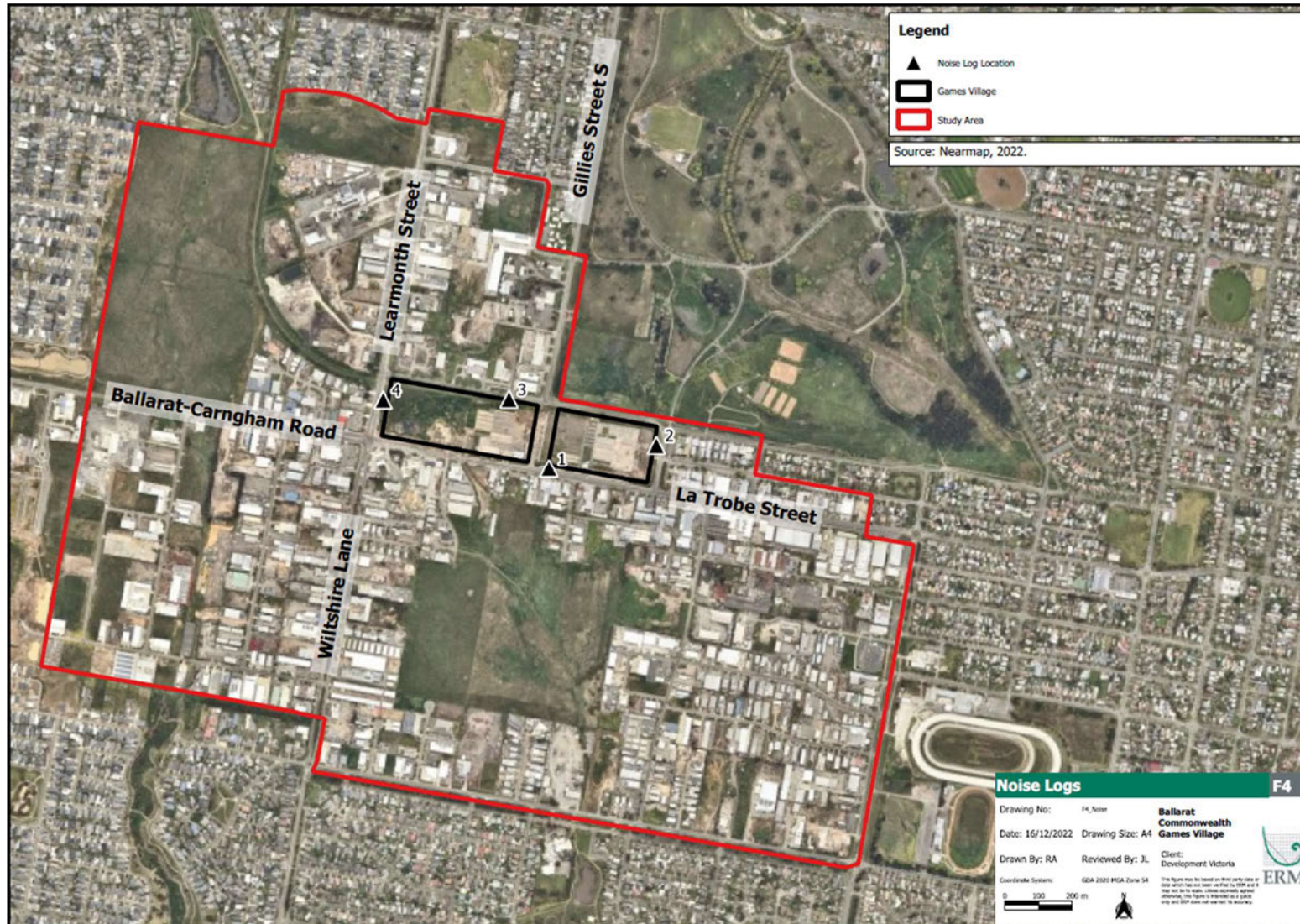



Figure 4-4 Noise log locations




4.4. Potential activities and facilities of concern



Traffic noise would be the key noisy activity affecting amenity at the proposed Games Village site. Further noise assessment is recommended to identify potential impacts on the proposed Games Village site and to recommend mitigation measures, when a concept design is available.



Potential facilities of concern identified from Table 4-1 and which would affect amenity at the proposed Games Village site are provided below, with the key concerns also summarised.

Table 4-3 Potential facilities of concern

Business Name	Address	Site context	Key concern
Eureka Concrete	1207-1209 La Trobe Street, Delacombe		<p>Dust:</p> <p>Dust around outdoor aggregate storage areas is visible on aerial imagery as is track out of dust onto the road. Wind erosion from these areas, and material handling will emit dust. Separation distance is not met, Eureka Concrete is directly across the road to games village site.</p> <p>A dust risk assessment is recommended.</p> <p>Noise:</p> <p>This plant is likely to contribute to noise ingress through the facades of potential buildings along Latrobe Street and Learmonth Street.</p> <p>A noise assessment assessing external noise ingress is recommended.</p>

<p>Boortmalt</p>	<p>6-8 Williamson Street, Delacombe</p>		<p>Odour:</p> <p>Odour is likely due to heating and drying malt in a kiln.</p> <p>Unclear whether sufficient separation distance exists as this depends on throughput (250m for > 200 tonnes/yr).</p> <p>An odour risk assessment is recommended.</p>
<p>Gillies Street Transfer Station</p>	<p>119 Gillies Street S, Alfredton</p>		<p>Odour:</p> <p>Accepts green waste. Storage and handling can be a source of odour. Separation distance is not met.</p> <p>An odour risk assessment is recommended.</p> <p>Dust:</p> <p>Material handling and process may be a source of dust. Separation distance is not met.</p> <p>A dust risk assessment is recommended.</p>
<p>Garden Recycling Centre</p>	<p>154 Learmonth Street, Delacombe</p>		<p>Odour & Dust:</p> <p>Accepts general household waste and green waste and products include compost. Storage, handling or composting of these wastes can be a source of odour. Separation distances are defined on a case-by-case basis only.</p> <p>An odour risk assessment is recommended.</p> <p>A dust risk assessment is recommended.</p>

<p>MM Henderson Scrap Metal</p>	<p>144-150 Learmonth Street, Alfredton</p>		<p>Dust:</p> <p>Material handling and process may be a source of dust. Separation distance is not met.</p> <p>A dust risk assessment is recommended.</p>
<p>Cast Bonding Australia</p>	<p>141-145 Learmonth Street, Alfredton</p>		<p>Odour & Dust:</p> <p>Casting, involving the melting of metal, can generate odours and dust emissions.</p> <p>Separation distances vary from 100m to 1,000km depending on throughput.</p> <p>An odour risk assessment is recommended.</p> <p>A dust risk assessment is recommended.</p>

<p>Boral</p>	<p>123 Learmonth Street, Alfredton</p>		<p>Dust:</p> <p>Dust around outdoor aggregate storage areas is visible on aerial imagery as is track out of dust onto the road. Wind erosion from these areas, and material handling will emit dust. Separation distance is not met.</p> <p>A dust risk assessment is recommended.</p>
<p>Hardies Hill Super Pty Ltd</p>	<p>19-23 Wallis Street, Delacombe</p>		<p>Odour:</p> <p>Receiving, storing, fumigating, bagging, transporting and loading grain or stock feed. Separation distance is not met.</p> <p>An odour risk assessment is recommended.</p>

<p>Castlegate James</p>	<p>Kennedy's Drive, Delacombe</p>		<p>Odour:</p> <p>Receiving, storing, fumigating, bagging, transporting and loading grain or stock feed. Separation distance is not met.</p> <p>An odour risk assessment is recommended.</p>
<p>Formex Group</p>	<p>11 Michaels Drive, Alfredton</p>		<p>Odour:</p> <p>Metals processing, coating and potential galvanising. Separation distance is not met.</p> <p>An odour risk assessment is recommended.</p>

5. TYPICAL MITIGATION MEASURES

5.1. Air quality

The risk of odour impacts can be mitigated at either the source or the receiver, however control methods are generally more effective at the source. Odour control at the source is highly specific to the odourous compounds that are being released and the physical nature of the release (actively vented or passively emitted). Odour control at the receiver is typically in the form of intervening vegetation or structures along the source-to-receiver pathway that can lower the odour pathway score discussed in Section 4.2.2.

P1943 notes that mitigation measures for controlling dust emissions are typically site specific and need to consider the source types, however it does provide the following list of common dust controls that could be considered to reduce the risk in Step 1 of a dust risk assessment:

- **Engineered Controls (permanent capital improvements)**
 - *Construct driveways and crossovers with an impervious material, such as reinforced concrete, that can withstand heavy vehicle movements and is of adequate size to prevent vehicles leaving the site from driving over nature strips or verges.*
 - *Seal internal roads and surfaces with a suitably durable material such as reinforced concrete to prevent the generation of dust from vehicle movements*
 - *Rumble grid and/or wheel wash to remove materials from vehicle wheels and undersides prior to them exiting the premises (properly maintained and fit for purpose).*
 - *Dousing bars so that incoming truck loads are wetted down.*
 - *Sprays or sprinklers at key high risk transfer points.*
 - *Keep stockpile heights at a minimum (at least 3 m lower than protective fences, bunds or barriers).*
 - *Use variable height conveyors for stockpiling operations.*
 - *Install landscaping, or bund walls and plant appropriate trees and bushes to act as screens around site boundaries*
 - *Design plant equipment so that it is covered and or minimises dust distribution*
 - *Fully enclose high risk areas of operation.*
 - *Use fixed plant wherever possible to reduce vehicle movements on site.*
 - *Appropriate design for hoppers and materials storage areas to prevent exposure to the elements.*

5.2. Noise

The key noise risk for the Games Village site is sleep disturbance, particularly where an identified industrial facility operates during the evening and night periods.

The following indicative noise mitigation measures should be considered to control sleep disturbance effects and for general noise amenity in the living and sleeping areas within the proposed Games Village:

- Erect a boundary noise wall to control traffic noise ingress into the proposed buildings. The barrier should be continuous and be constructed of a solid material with a surface density exceeding 10kg/m³ without gaps between panels or the bottom interface with the ground. The extent and height of the boundary wall is contingent upon the setback, location and height of the proposed residential buildings.

- Locate bedrooms and living rooms away from the roads.
- Locate bathrooms, laundries, corridors, and stairwells on facades fronting the roads.
- Locate commercial and non-sensitive buildings in the site immediately adjacent to the roads so that they provide acoustic shielding to more sensitive buildings and outdoor spaces within the site.
- Minimise the use of doors and windows adjacent to the roads.
- Double-glazing (minimum 5mm/100mm air gap/5mm) or any glazing that exceeds the sound insulation rating of $R_w + C_{tr}$ 40 dB is recommended for the facades fronting the roads. As a consequence, air-conditioning instead of natural ventilation is required for rooms with double glazing.
- The buildings envelope (cement, brick or light weight constructions) should exceed the sound insulation rating of $R_w + C_{tr}$ 40 dB.
- Provide a setback to residential buildings within the site.
- Orientate buildings at angles which provide a reduced angle-of-view to the roads.
- Consider the use of winter gardens/enclosed balconies.
- Conduct a detailed noise ingress assessment of the finalised site build layout which considers spatial planning of buildings, orientation of buildings and building envelope design.

6. SUMMARY AND RECOMMENDED NEXT STEPS

The proposed Games Village site would be used for residential purposes and located within the existing Delacombe Industrial Precinct. The site would be directly adjacent to and near other industrial facilities that have been identified to cause potential adverse amenity impacts through noise, odour and dust. Such amenity impacts need to be considered against potential short-term use, such as for the Commonwealth Games, and potential continued use as a residential area.

The extent and magnitude of the potential amenity impacts have yet to be quantified. However, based on this preliminary assessment, the entirety of the proposed Games Village site is affected by the identified separation and threshold distances.

Typical mitigation measures against these impacts have been identified, but further risk assessment is required to assist in identifying site specific adverse amenity risks and suitable mitigation measures and controls, including in the context of GED and the agent of change principle.

Air quality

To present to the decision maker information to enable a more site-specific understanding of the potential risk for adverse amenity due to odour and dust on the proposed Games Village site and to seek a variation of a recommended separation distance, the following risk assessments are recommended:

- Odour Risk Assessment:
 - Assessment level 1
 - Assessment of the duration of emissions and direction of wind conditions.
 - As there are existing recommended separation distances intersecting the site, it is likely that this assessment will not find a low residual risk, and an assessment level 2 will be required.
 - Assessment level 2
 - A stepped process that involves understanding the odour source hazard potential, the odour pathway and the sensitivity of the receiving environment.
 - This step would involve modelling the prevailing wind conditions and understanding if a circular separation distance is appropriate or if prevailing wind conditions weighted separation distance is more suitable.
 - Assessment level 3 (if required)
 - A level 3 odour risk assessment would likely be best prepared using a combination of field odour surveillance data and a complaints data analysis for the existing industries.
 - Confirmation from Council and the EPA on the frequency and nature of any existing odour complaints in the area would be required
 - If a field odour survey is required, then P1881 recommends “*observations of odour would be collected at set locations for at least 13 surveys over several months with the objective of gathering data that is representative of a broad range of meteorological conditions*”. It is expected that this requirement would need to consider, at a minimum, the summer months and may need to continue to winter if summer findings are inconclusive. Where this step is required, field odour surveys should be prioritised to begin in the remaining summer months.
- Dust Risk Assessment:
 - Step 1: Determine the hazard potential of the source

- This step involves investigating the material throughput, mitigation measures and types of dust sources for each dust emitting industry with a recommended separation distance that overlays the site.
- Step 2: Determine the effectiveness of the exposure pathway between the source and receiving environment
 - This step would involve modelling the prevailing wind conditions and understanding if a circular separation distance is appropriate.
- Step 3: Determine the sensitivity of the receiving environment at the receptor
 - This step would involve undertaking PM₁₀ and PM_{2.5} dust monitoring on the project site for a period that allows for capturing emission variability due to site activities/movements and meteorological conditions. It is expected that a minimum period of 3 months may be required, preferably starting in the typically hotter and dryer summer months; however, this should be confirmed with the EPA prior to beginning a monitoring program.
 - In addition to the monitoring this step would require confirmation from Council and the EPA on the frequency and nature of any existing dust complaints in the area.
- Step 4: Determine the overall risk of nuisance dust impact based on the risk of exposure and sensitivity of the receiving environment.
 - This step would result in a dust risk assessment report summarising the site-specific characteristics identified in Steps 1, 2 and 3.

The anticipated timeline for an odour risk assessment is likely to be 4 to 6 weeks for a level 2 assessment. If a level 3 assessment is required (which is considered likely) the field odour surveys would need to consider at a minimum the summer months. They may need to continue through to winter if the summer findings are inconclusive.

The anticipated timeline for a dust risk assessment is likely to be a minimum of 8 weeks and up to the length of the monitoring recommended in step 3 (anticipated to be a minimum 3 months).

The outcomes of the dust and odour risk assessments are expected to identify any mitigation measures specific to the proposed Games Village site or surrounding facilities that could be implemented. The assessments would also identify any neighbouring facilities that could present a medium or high residual adverse amenity risk that may result in the proposed Games Village site and its continued use as permanent dwellings being an incompatible land use.

Noise

Sleep disturbance effects and impacts on acoustic amenity due to road traffic noise and industrial noise are the key areas of concern for the occupants of the proposed residential buildings in the site, as well as the patrons accessing outdoor areas of the site. Upon confirmation of a concept design for the proposed Games Village site, a detailed noise assessment of the site which addresses external noise ingress is recommended. This assessment would consider spatial planning of buildings, orientation of buildings and building envelope design, and provide mitigation measures specific to the buildings and design.

**APPENDIX A INDUSTRIAL FACILITIES LIST (COMPLETE LIST TO BE
INSERTED IN FINAL)**

ERM has over 160 offices across the following countries and territories worldwide

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Indonesia	South Korea
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ERM's Melbourne Office

Level 9, 501 Swanston Street
Melbourne VIC 3000

PO BOX 266
South Melbourne VIC 3205

████████████████████
www.erm.com

From: [REDACTED]
To: [REDACTED]
Cc: [REDACTED]
Subject: RE: #2 - Commonwealth Games 2026 - Ballarat Village - Adverse Amenity Discussion with EPA & ERM
Date: Monday, 19 December 2022 2:03:03 PM
Attachments: [REDACTED]

[06/1930 Preliminary Amenity Assessment DRAFT.pdf](#)

OFFICIAL: Sensitive

CAUTION: This email originated from outside of the organization. Do not click links or open attachments unless you recognize the sender and know the content is safe.

Hi All,

Please find attached draft Preliminary Amenity Assessment for the Ballarat site.
I will provide an agenda within the invite by end of the day.

Regards,



[REDACTED]
Senior Planning Manager
Advisory Services

[REDACTED]
development.vic.gov.au

From: [REDACTED]
Sent: Monday, 19 December 2022 11:59 AM
To: [REDACTED]
Cc: [REDACTED]
Subject: RE: #2 - Commonwealth Games 2026 - Ballarat Village - Adverse Amenity Discussion with EPA & ERM

OFFICIAL: Sensitive

Hi [REDACTED]

I am following up on [REDACTED] email below. Can you please provide an update on the requested information.

Kind regards,

[REDACTED]
Team Leader, Statutory Planning Advisory
Development Advisory



[REDACTED]
A 200 Victoria St, Carlton
Please note I work Monday-Friday
epa.vic.gov.au



From: [REDACTED]
Sent: Thursday, 15 December 2022 2:03 PM
To: [REDACTED]
Cc: [REDACTED]
Subject: RE: #2 - Commonwealth Games 2026 - Ballarat Village - Adverse Amenity Discussion with EPA & ERM

OFFICIAL: Sensitive

Hi [REDACTED]

Prior to the meeting next week, would you mind sending through:

- an agenda
- a clear purpose for the meeting (you mentioned an MTPFA requirement?)
- the outcome/product you need at the end of the meeting.

You also mentioned to me that a draft document from ERM would be sent at the end of this week. What do you need EPA to do with this prior to the meeting? And is there any other preparation required?

Cheers,

[REDACTED]
Manager, Development Advisory
Development Advisory



[REDACTED]
A 200 Victoria St, Carlton
epa.vic.gov.au



-----Original Appointment-----

From: [REDACTED]
Sent: Wednesday, 14 December 2022 4:07 PM
To: [REDACTED];

Subject: #2 - Commonwealth Games 2026 - Ballarat Village - Adverse Amenity Discussion with EPA & ERM

When: Tuesday, 20 December 2022 3:30 PM-4:15 PM (UTC+10:00) Canberra, Melbourne, Sydney.

Where: Microsoft Teams Meeting

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Meeting shifted to Tuesday

Dear All,

This is a follow up meeting to Friday 9th to progress discussions on how to address adverse amenity in relation to Ballarat Saleyards site.

We will circulate the ERM strategy Friday for collective review.

Thank you [REDACTED] for making yourself available, please extend the invite to your respective team members – [REDACTED] and others as relevant.

Regards,
[REDACTED]

Microsoft Teams meeting

Join on your computer, mobile app or room device



Or call in (audio only)



Development Victoria respectfully acknowledges the traditional custodians of country in Victoria and recognises and respects their continuing cultural heritage and connection to land. We pay our respects to their Elders past, present and emerging.

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From: [REDACTED]
Subject: Commonwealth Games 2026 Villages – Draft Early Works Plan for Consultation – Geelong Village
Date: Wednesday, 21 December 2022 5:50:14 PM
Attachments: [REDACTED]

To Whom It May Concern,

Commonwealth Games 2026 Villages – Draft Early Works Plan for Consultation – Geelong Village

Development Victoria (DV) is responsible for the planning and delivery of the Commonwealth Games 2026 (the Games) Villages in Bendigo, Ballarat, Geelong and Gippsland. The purpose of this correspondence is to provide an overview of the planning approvals process for the Geelong Village, and to seek formal feedback on the draft early works plan.

Please find included in [this link](#) or your consideration:

- A cover letter prepared on behalf of Development Victoria by Spiire Consultants providing details of the planning approval process and early works application package, the documentation provided for review and the feedback requested
- A draft early works plan and urban design response document providing the context for the early works plan
- A draft indicative servicing strategy
- A draft Authority Approval Requirements (AAR) report and a separate matrix (word version) for stakeholder input

Planning approval for early works is being sought from the Minister for Planning under Clause 52.30 of the Victorian Planning Provisions. The draft early works plan has been provided for review and comment prior to the planning application being finalised for submission. Any feedback received will inform the final design of the early works or other phases of the design, or will be captured as a subsequent authority approval requirement in the accompanying documentation.

Feedback on the draft documentation is requested by **16 January 2023** to allow any comments to be considered as part of the final application package.

Should you have any queries regarding the attachments or any feedback or comments, please contact [REDACTED]

I hope you all have an enjoyable break over the Festive Season, and we are looking forward to working with you to continue progressing with the Village in the new year.

Kind regards,



[REDACTED]
Senior Planning Manager
Advisory Services

[REDACTED]
development.vic.gov.au

From: [REDACTED]
To: [REDACTED]
Cc: [REDACTED]
Subject: RE: Geelong Village Design / Technical PWG
Date: Friday, 20 January 2023 12:53:39 PM
Attachments: [image006.png](#)
[image008.png](#)
[image009.png](#)
[image010.png](#)
[image011.png](#)
[image012.png](#)
[image013.png](#)
[Commonwealth Games 2026 Villages Draft Early Works Plan for Consultation Geelong Village.msg](#)

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Hi [REDACTED]

Thanks for reaching out. We shared the attached with Rund last year.

For Geelong we do not have the same issues as at Ballarat. Possibly a response from EPA just noting there are no issues for Geelong would be helpful.

Warm regards



[REDACTED]
Development Director
Commonwealth Games

[REDACTED]
[REDACTED]
development.vic.gov.au

From: [REDACTED]
Sent: Friday, 20 January 2023 11:39 AM
To: [REDACTED]
[REDACTED]
Cc: [REDACTED]
[REDACTED]
Subject: RE: Geelong Village Design / Technical PWG

OFFICIAL: Sensitive

Hi [REDACTED] and [REDACTED]

Thanks for sharing the information on Geelong Village this morning. I appreciated seeing more detail and the site doesn't appear to have the challenges that we are discussing with Ballarat.

I just wanted to flag with you that I am not aware of EPA receiving a package for comment on Geelong Village last year.

Were you seeking any comments from EPA on that package last year or was this site deemed not to require EPA input?

[Redacted]

Cc: [Redacted]

Subject: Geelong Village Design / Technical PWG

When: Friday, 20 January 2023 10:00 AM-11:00 AM (UTC+10:00) Canberra, Melbourne, Sydney.

Where: Microsoft Teams Meeting

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Hi [Redacted]

This is the forwarded invite from [Redacted]

Cheers,

-----Original Appointment-----

From: [Redacted]

Sent: Wednesday, 18 January 2023 2:39 PM

To: [Redacted]

[Redacted]

[Redacted content]

Cc: [Redacted]

Subject: Geelong Village Design / Technical PWG

When: Friday, 20 January 2023 10:00 AM-11:00 AM (UTC+10:00) Canberra, Melbourne, Sydney.

Where: Microsoft Teams Meeting

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-----Original Appointment-----

From: [Redacted]

Sent: Friday, 23 December 2022 1:36 PM

To:

[Redacted]

[Redacted]
[Redacted]
Cc: [Redacted]

Subject: Geelong Village Design / Technical PWG

When: Friday, 20 January 2023 10:00 AM-11:00 AM (UTC+10:00) Canberra, Melbourne, Sydney.

Where: Microsoft Teams Meeting

CAUTION: This email originated from outside of the organization. Do not click links or open attachments unless you recognize the sender and know the content is safe.

10-Jan-23 - Rescheduling this weeks' DWG to allow the Design Teams an appropriate amount of time to respond and incorporate feedback to date - Sincere apologies for any inconvenience caused.

Thank you for your input to the initial Commonwealth Games Village Design Project Working Group meetings in 2022. Further to the development of the Design Charter and Guidelines this group will continue meeting from January 2023, to provide input into the design of CG villages and to work with the design team to progress the design of CG village masterplans ahead of planning submission.

These meetings will occur fortnightly going forward, rather than weekly. Also in place of the Design Reference Group meetings.

Microsoft Teams meeting

Join on your computer, mobile app or room device

[Click here to join the meeting](#)

[Redacted]
[Redacted]
[Download](#) | [Join on the web](#)

Or call in (audio only)

± [Redacted] Australia, Melbourne

Phone Conference ID: [Redacted]
[Find a local number](#) | [Reset PIN](#)



Development Victoria respectfully acknowledges the traditional custodians of country in Victoria and recognises and respects their continuing cultural heritage and connection to land. We pay our respects to their Elders past, present and emerging.

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From: [REDACTED]
Subject: Commonwealth Games 2026 Villages – Draft Early Works Plan for Consultation – Ballarat Village
Date: Thursday, 22 December 2022 1:55:17 PM
Attachments: [image001.png](#)
[image002.png](#)

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To Whom It May Concern,

Commonwealth Games 2026 Villages – Draft Early Works Plan for Consultation – Ballarat Village

Development Victoria (DV) is responsible for the planning and delivery of the Commonwealth Games 2026 (the Games) Villages in Bendigo, Ballarat, Geelong and Gippsland. The purpose of this correspondence is to provide an overview of the planning approvals process for the Ballarat Village, and to seek formal feedback on the draft early works plan.

Please find included in [this link](#) for your consideration:

- A cover letter prepared on behalf of Development Victoria by Spiire Consultants providing details of the planning approval process and early works application package, the documentation provided for review and the feedback requested
- A draft early works plan and urban design response document providing the context for the early works plan
- A draft indicative servicing strategy
- A draft Authority Approval Requirements (AAR) report and a separate matrix (word version) for stakeholder input

Planning approval for early works is being sought from the Minister for Planning under Clause 52.30 of the Victorian Planning Provisions. The draft early works plan has been provided for review and comment prior to the planning application being finalised for submission. Any feedback received will inform the final design of the early works or other phases of the design, or will be captured as a subsequent authority approval requirement in the accompanying documentation.

Feedback on the draft documentation is requested by **17 January 2023** to allow any comments to be considered as part of the final application package.

Should you have any queries regarding the attachments or any feedback or comments, please contact [REDACTED]

I hope you all have an enjoyable break over the Festive Season, and we are looking forward to working with you to continue progressing with the Village in the new year.

Kind regards,



[REDACTED]
Senior Planning Manager
Advisory Services

[REDACTED]
development.vic.gov.au



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22 February 2023

Sent via email

To Whom It May Concern,

1. Commonwealth Games 2026 Villages – Early Works Planning Submission – Gippsland

Spiire Australia Pty Ltd (Spiire) act on behalf of Development Victoria (DV) in relation to the Commonwealth Games 2026 (the Games) Villages in Bendigo, Ballarat, Geelong and Gippsland.

The purpose of this correspondence is to provide a copy of the early works planning package submitted to DTP for approval under Clause 52.30 of the Latrobe Planning Scheme.

On 22 December 2022, the *draft early works plan for consultation* was provided for review and comment. Feedback received (as well as subsequent discussions) has informed the design of the early works planning package submitted to DTP on 21 February 2023.

1.1 Early Works Application Package

The final early works package for the Gippsland Village broadly comprised the following activities:

- ▶ Remediation
- ▶ Earthworks (for site modifications, roads and infrastructure)
- ▶ Service installation and relocation (water, sewer, drainage, electricity and telecommunications)
- ▶ Roads (construction of new roads, upgrades to existing roads and site access)
- ▶ Vegetation removal
- ▶ Demolition

A copy of the early works submission package documentation is enclosed with this letter.

The detailed design of the early works is still subject to further investigations by the civil engineers and specialist consultations currently engaged on the project. The early works plan approved under Clause 52.30 is expected to be high-level and will require subsequent approval of more detailed engineering drawings via the relevant authorities. This will be achieved in alignment with the Authority Approval Requirements (AAR) document included in the submission package.

The AAR document includes the specific authority requirements which were provided as part of the feedback on the draft consultation package. A tracked changes version of this document has also been provided to demonstrate where modifications to the authority requirements have been made and the reasoning for these changes. Further input on the AAR document is welcomed as part of your consideration of this package.

It is acknowledged that further approval processes will be required to facilitate legacy outcomes on the site. In addition, there may be approval requirements associated with some temporary infrastructure required during Games mode. These components of the project are being managed separately.

1.2 Consultation

Development Victoria and the Office of the Commonwealth Games are committed to ensuring all relevant stakeholders are kept informed of the status of the project.

As required by Clause 52.30-5, public consultation is required with the community, authorities and the municipal council to the satisfaction of the Minister for Planning. The consultation undertaken and feedback received to date has extensively informed the application and will be considered by the Minister.

Consultation will continue to occur on the project as the master planning process continues and subsequent application packages are prepared. Further consultation with authorities is also anticipated following planning approval for early works under Clause 52.30, to ensure all authority approval requirements have been addressed prior to works commencing.

Any additional comments on the submission documentation for the early works planning application package are requested by or before **8 March 2023** to allow any comments to be considered as part of the assessment by DTP.

Consultation with stakeholders has been ongoing throughout the design process and will continue as the project progresses. This is not the only opportunity for comment, and we will endeavour to ensure all stakeholders continue to be engaged as the project progresses.

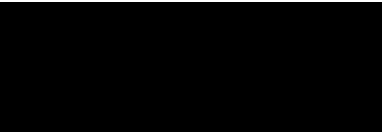
1.3 Next Steps

Any additional feedback provided will be collated by DV and Spiire and will be summarised in an addendum to the Consultation Report. This feedback will be used by DTP to inform the assessment of the application.

Please provide any comments to the undersigned (Glennie Nottle, Spiire). A courtesy copy can also be provided to [REDACTED], Manager, Planning Implementation, Department of Transport and Planning [REDACTED]

We appreciate your timely feedback and are available if you would like to discuss any aspects of this correspondence further. Should you have any queries, please don't hesitate to contact me at [REDACTED]

Yours sincerely



Glennie Nottle
Senior Associate
Planning

From: [REDACTED]
Subject: Commonwealth Games 2026 Villages – Early Works Planning Submission – Gippsland
Date: Wednesday, 22 February 2023 2:39:41 PM
Attachments: [image001.png](#)
[CG26 Gippsland Village - Early Works Submission Package - Further Consultation Cover Letter 22 Feb 23.pdf](#)

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To Whom It May Concern,

Commonwealth Games 2026 Villages – Early Works Planning Submission – Gippsland

Spiire Australia Pty Ltd (Spiire) act on behalf of Development Victoria (DV) in relation to the Commonwealth Games 2026 (the Games) Villages in Bendigo, Ballarat, Geelong and Gippsland.

The purpose of this correspondence is to provide a copy of the early works planning package submitted to DTP for approval under Clause 52.30 of the Latrobe Planning Scheme.

On 22 December 2022, the *draft early works plan for consultation* was provided for review and comment. Feedback received (as well as subsequent discussions) has informed the design of the early works planning package submitted to DTP on 21 February 2023.

1. Early Works Application Package

The final early works package for the Gippsland Village broadly comprised the following activities:

- „ Remediation
- „ Earthworks (for site modifications, roads and infrastructure)
- „ Service installation and relocation (water, sewer, drainage, electricity and telecommunications)
- „ Roads (construction of new roads, upgrades to existing roads and site access)
- „ Vegetation removal
- „ Demolition

A copy of the early works submission package documentation is enclosed with this letter [here](#).

The detailed design of the early works is still subject to further investigations by the civil engineers and specialist consultations currently engaged on the project. The early works plan approved under Clause 52.30 is expected to be high-level and will require subsequent approval of more detailed engineering drawings via the relevant authorities. This will be achieved in alignment with the Authority Approval Requirements (AAR) document included in the submission package.

The AAR document includes the specific authority requirements which were provided as part of the feedback on the draft consultation package. A tracked changes version of this document has also been provided to demonstrate where modifications to the authority requirements have been made and the reasoning for these changes. Further input on the AAR document is welcomed as part of your consideration of this package.

It is acknowledged that further approval processes will be required to facilitate legacy outcomes on the site. In addition, there may be approval requirements associated with some temporary infrastructure required during Games mode. These components of the project are being managed separately.

2. Consultation

Development Victoria and the Office of the Commonwealth Games are committed to ensuring all relevant stakeholders are kept informed of the status of the project.

As required by Clause 52.30-5, public consultation is required with the community, authorities and the municipal council to the satisfaction of the Minister for Planning. The consultation undertaken and feedback received to date has extensively informed the application and will be considered by the Minister.

Consultation will continue to occur on the project as the master planning process continues and subsequent application packages are prepared. Further consultation with authorities is also anticipated following planning approval for early works under Clause 52.30, to ensure all authority approval requirements have been addressed prior to works commencing.

Any additional comments on the submission documentation for the early works planning application package are requested by or before **8 March 2023** to allow any comments to be considered as part of the assessment by DTP.

Consultation with stakeholders has been ongoing throughout the design process and will continue as the project progresses. This is not the only opportunity for comment, and we will endeavour to ensure all stakeholders continue to be engaged as the project progresses.

3. Next Steps

Any additional feedback provided will be collated by DV and Spiire and will be summarised in an addendum to the Consultation Report. This feedback will be used by DTP to inform the assessment of the application.

Please provide any comments to the undersigned (Glennie Nottle, Spiire). A courtesy copy can also be provided to Lachlan Forsyth, Manager, Planning Implementation, Department of Transport and Planning [REDACTED]

We appreciate your timely feedback and are available if you would like to discuss any aspects of this correspondence further. Should you have any queries, please don't hesitate to contact [REDACTED].

Yours sincerely,



[REDACTED]
Senior Planning Manager
Advisory Services

| development.vic.gov.au

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From: [REDACTED]
To: [REDACTED]
Subject: RE: Commonwealth Games 2026 Villages – Early Works Planning Submission – Geelong
Date: Monday, 13 March 2023 3:07:29 PM
Attachments: [image007.png](#)
[image008.png](#)
[image009.png](#)
[image010.png](#)
[image011.png](#)
[image012.png](#)
[image013.png](#)
[image001.png](#)
[image002.png](#)
[image014.png](#)
[image015.png](#)

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Hi Ernie,

Just confirming if EPA are intending on providing a response to the Geelong application?

We are finalising the response to DTP to be submitted in the next day or two, so hoping to understand if there are further requirements we should be aware of.

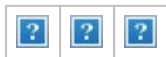
Kind Regards


[REDACTED]
Senior Associate
Planning



Level 6 | 414 La Trobe Street Melbourne VIC 3000
PO Box 16084

[REDACTED]
spiire.com.au



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From: [REDACTED]
Sent: Wednesday, 1 March 2023 8:16 AM
To: [REDACTED]
Subject: FW: Commonwealth Games 2026 Villages – Early Works Planning Submission – Geelong

Hi [REDACTED]

Please see below email for Geelong, including a link to the application documentation.

The attached cover letter is the amended version sent on the 15th (including minor updates to reflect that responses should be provided to me).

Cheers

[REDACTED]
Senior Associate
Planning



Level 6 | 414 La Trobe Street Melbourne VIC 3000
PO Box 16084

[REDACTED]
spiire.com.au



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From: [REDACTED] **On Behalf Of** [REDACTED]
Sent: Wednesday, 15 February 2023 9:54 AM
Subject: RE: Commonwealth Games 2026 Villages – Early Works Planning Submission – Geelong

To Whom It May Concern,

Commonwealth Games 2026 Villages – Early Works Planning Submission – Geelong

Spiire Australia Pty Ltd (Spiire) act on behalf of Development Victoria (DV) in relation to the Commonwealth Games 2026 (the Games) Villages in Bendigo, Ballarat, Geelong and Gippsland.

Correspondence was provided on Friday 10th February 2023 enclosing a copy of the early works planning package submitted to DTP for approval under Clause 52.30 of the Greater Geelong Planning Scheme.

Please find attached an **amended** cover letter providing clarification on the process for additional comments/feedback to be provided.

This feedback should be provided to [REDACTED], Senior Associate Planner, Spiire at [REDACTED]. DV and Spiire will collate the feedback for consideration, and this will be summarised in an addendum to the Consultation Report.

A courtesy copy can also be provided to [REDACTED], Manager, Planning Implementation, Department of Transport and Planning [REDACTED].

Yours sincerely,

[REDACTED]



Senior Planning Manager
Advisory Services

| development.vic.gov.au

From: [REDACTED] **On Behalf Of** [REDACTED]
Sent: Friday, 10 February 2023 5:48 PM
Subject: RE: Commonwealth Games 2026 Villages – Early Works Planning Submission – Geelong

Dear All,

Please note that this email, and all its contents are confidential, are not yet public and not to be shared further.

Kind regards,



[REDACTED]
Senior Planning Manager
Advisory Services

| development.vic.gov.au

From: [REDACTED] **On Behalf Of** [REDACTED]
Sent: Friday, 10 February 2023 12:46 PM
Subject: Commonwealth Games 2026 Villages – Early Works Planning Submission – Geelong

To Whom It May Concern,

Commonwealth Games 2026 Villages – Early Works Planning Submission – Geelong

Spiire Australia Pty Ltd (Spiire) act on behalf of Development Victoria (DV) in relation to the Commonwealth Games 2026 (the Games) Villages in Bendigo, Ballarat, Geelong and Gippsland.

The purpose of this correspondence is to provide a copy of the early works planning package submitted to DTP for approval under Clause 52.30 of the Greater Geelong Planning Scheme.

On 21st December 2022, the *draft early works plan for consultation* was provided for review and comment. Feedback received (as well as subsequent discussions) has informed the design of the early works planning package submitted to DTP on 6 February 2023.

1.1 Early Works Application Package

The final early works package for the Geelong Village broadly comprised the following activities:

- » Remediation (soil and groundwater testing, soil removal and treatment)
- » Earthworks (for site modifications, roads and infrastructure)
- » Service installation and relocation (water, sewer, drainage, electricity and telecommunications)
- » Roads (construction of new roads, upgrades to existing roads and site access)
- » Vegetation removal
- » Demolition

A copy of the early works submission package documentation is enclosed with this letter [here](#).

The detailed design of the early works is still subject to further investigations by the civil engineers and specialist consultations currently engaged on the project. The early works plan approved under Clause 52.30 is expected to be high-level and will require subsequent approval of more detailed engineering drawings via the relevant authorities. This will be achieved in alignment with the Authority Approval Requirements (AAR) document included in the submission package.

The AAR document includes the specific authority requirements which were provided as part of the feedback on the draft consultation package. A tracked changes version of this document has also been provided to demonstrate where modifications to the authority requirements have been made and the reasoning for these changes. Further input on the AAR document is welcomed as part of your consideration of this package.

It is acknowledged that further approval processes will be required to facilitate legacy outcomes on the site. In addition, there may be approval requirements associated with some temporary infrastructure required during Games mode. These components of the project are being managed separately.

1.2 Consultation

Development Victoria and the Office of the Commonwealth Games are committed to ensuring all relevant stakeholders are kept informed of the status of the project.

As required by Clause 52.30-5, public consultation is required with the community, authorities and the municipal council to the satisfaction of the Minister for Planning. The consultation undertaken and feedback received to date has extensively informed the application and will be considered by the Minister.

Consultation will continue to occur on the project as the master planning process continues and subsequent application packages are prepared. Further consultation with authorities is also anticipated following planning approval for early works under Clause 52.30, to ensure all authority approval requirements have been addressed prior to works commencing.

Any additional comments on the submission documentation for the early works planning application package are requested by or before **24 February 2023** to allow any comments to be considered as part of the assessment by DTP.

Consultation with stakeholders has been ongoing throughout the design process and will continue as the project progresses. This is not the only opportunity for comment, and we will endeavour to ensure all stakeholders continue to be engaged as the project progresses.

1.3 Next Steps

Any additional feedback provided will be collated and will be used by DTP to inform the assessment of the application. Please forward any additional comments to [REDACTED], Manager, Planning Implementation, Department of Transport and Planning [REDACTED] and a courtesy copy provided to the undersigned.

We appreciate your timely feedback and are available if you would like to discuss any aspects of this correspondence further. Should you have any queries, please don't hesitate to contact [REDACTED] at [REDACTED]

Yours sincerely,



[REDACTED]
Senior Planning Manager
Advisory Services

| development.vic.gov.au

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