LAND USE LOCATION MATRIX

MAIN LAND USE TYPES		Zone Type 1	Zone Type 2	Zone Type 3	Zone Type 4
		Max parking Spaces Per 1,000 m ² gfa	Max parking Spaces Per 1,000 m ² gfa	Parking determined locally	Parking determined locally
Person Trip Attractors * Residentia	Large / regional function Medium/urban function Small regional/specialised	0-5 0-5	5 – 20		
	Small local function	Max parking spaces per dwelling	Max parking spaces per dwelling	Parking determined locally	Parking determined locally
	Low density Medium density High density	<1 per dw.	1-2 per dw. 1 per dw.	determined locally	rocarry
Mixed use	Mainly non-res Mainly res	0 – 5	5 – 20		
Operational Vehicle Generators / Attractors **				Related to road network	Related to road network
Type of parking provision Allowed		All public off-site (Zero PNR)	Public On/off-site (Zero PNR)	Public On/off-site or PNR	Public On/off-site Or PNR
Parking management within walk catchment		CPZ + Public off-street provision	CPZ + Public off-street provision	CPZ or physical on-street control	Physical On-street control

Development is appropriate, but parking should be determined locally and on merits of the scheme.

Notes: Shaded boxes indicate a presumption against such development in the zone.

Where exceptions are made, the parking standard should be that shown in the nearest box to the left

Standards for operational parking (without mode switch potential) are not shown, but can be locally determined.

^{*} High Employee, Customer or Visitor intensity. E.g. office, retail, leisure, other services. Refer to Figure 2

^{**} Low Employee, Customer or Visitor intensity. High operational vehicle intensity. E.g. Transport, distribution. Refer to Figure 2

Criteria for Definition of Land Use Matrix Zones

Likely characteristics	Zone Type 1	Zone Type 2	Zone Type 3	Zone Type 4
Summary Descriptor	Urban Centre	Intermediate	Suburban	Peri-urban + Rural
Location types	 Centres of towns and conurbations with significant service and employment function Core of small towns with service or employment function Historic centres Core tourist areas 	 Inner ring Medium-high density Intensive corridors with mixed activities Conservation areas Significant sub-centres Regeneration areas 	 Outer ring Medium-low density, Uniform residential Neighbourhood centres Large villages, small towns with local service function 	 Rural areas Green Belt Open land (unless scheduled for development) Outdoor Recreation Villages, hamlets (with minimal service function)
Default	(Zone 1 defined first)	(Zone 2 defined second)	Contiguous urban outside Zones 1 and 2	Areas other than urban zones 1-3
Date first developed	Mostly pre 1914 (except purpose-built centres)	Mostly pre 1940 (without car provision)	Mostly post 1945 (with car provision)	Varies
Walk/cycle access	Very good to good range of activities including specialised and regional facilities	Range of employment, retail, leisure and other services	Mostly residential, with local centres and (mostly non-specialised) services and employment	Some local facilities and employment
Public transport access	Serves wide catchment (i.e. node) Service frequency very good to good	Catchment covers good proportion of urban area (e.g. corridor) Service frequency good to moderate	Connected to town centre (e.g. one or two routes) Service frequency moderate to low	Service frequency moderate or sparse (e.g. < hourly service) to non-existent
Intended Catchment (of non-residential activities in zone)	Inter/national Regional Urban	Urban	Local urban	Rural
Critical mass of non-residential	Wide range of retail Professional and other services Entertainment Institutions	Grouped employment and or retail with some support services	Isolated non-residential activity Few support services	Isolated non-residential activity Few support services
Housing density	High (mostly flats)	High to medium (mostly flats and terraces)	Medium to low (mostly houses)	Varies
Conservation areas	Included if contiguous with centre	Included if integral with non- residential uses	Not a criterion for zone definition	Not a criterion for zone definition