

Policy number	Policy 405
Policy title	Events on parks and reserves – notification to local residents
Strategic outcomes supported	EN6 – Appropriate, inviting and sustainable green spaces for everyone that are well maintained and managed. CL1 – Everyone receives appropriate information in the most efficient and effective way for them.

## **Policy objective:**

To require the notification of nearby residents prior to events on parks and reserves.

## **Policy scope:**

This policy applies in relation to events on parks and reserves.

## **Policy definitions:**

Nil.

#### **Policy statement:**

- 1. Local residents shall be notified at least one (1) week prior to the event where it is intended to grant approval for the use of a park or reserve involving:
  - a. amplified sound or significant noise levels,
  - b. the likely attraction of a significant number of people,
  - c. the likely occurrence of parking difficulties or disruption to the normal traffic flow
  - d. any road closure, or
  - e. any other action likely to significantly inconvenience or disrupt the locality.
- 2. The costs associated with notifying the local residents are to be met by the hirer of the park or reserve.
- 3. An event which, in the opinion of the Town, may produce noise levels that are likely to adversely affect the comfort and convenience of nearby residents will be referred to Council.
- 4. Hire of reserves for seasonal sport and recreation use are exempt from the notification requirement.

#### **Related documents**

Policy 226 Recreation reserves - Hire

Responsible officers	Community Development-Coordinator Events, Arts and Funding			
Policy manager	Manager Community			
Approval authority	Council			
Next evaluation date				



# **Revision history**

Version	Action	Date	Authority	Resolution number	Report number
1	Adopted	09/12/1995	Council		
1	Reviewed	15/08/2006	Council		Item 4.1
1	Reviewed	09/07/2013	Council		Item 10.1
1	Reviewed	11/08/2015	Council		Item 10.1
2	Reviewed and amended	20/08/2019	Council	148/2019	Item 10.1