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.

Issues

TEMP-I1	The need to recognise the short term nature of <i>effects</i> that are associated with <i>temporary activities</i> .
TEMP-I2	To recognise the role of <i>temporary activities</i> in promoting the social and cultural wellbeing of the communities of the Manawatū.

Objectives

TEMP-01To provide for a wide range of *temporary activities* within the District while
ensuring any adverse *effects* are managed.

Policies

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

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 <i>site</i> , in any 12 month period, and		
	TEMP-ST1.4	Temporary <i>buildings</i> and structures (except temporary <i>network utility</i> structures supporting an event) must be readily moveable, meet all <i>yard</i> setback requirements of this Plan and must be removed from the <i>site</i> upon the completion of the temporary activity.		
	TEMP-ST1.5	Temporary <i>network utility</i> 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 <i>site</i> within 6 months of the commencement of the activity	
	TEMP-ST2.4	Not occupy a <i>site</i> 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 *Permitted Activity* standards, or is not specifically provided for in this Plan, shall be a *Discretionary Activity*.