

## H26. Special Purpose - Major Recreation Facility Zone

### H26.1. Background

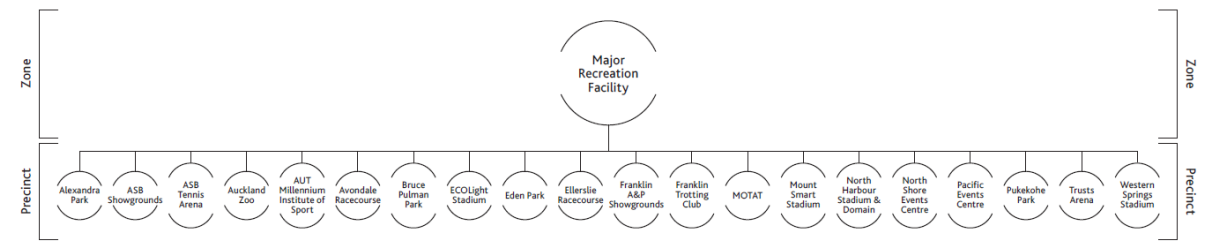
The purpose of this zone is to appropriately manage facilities within the Auckland region capable of hosting large-scale sports, leisure, entertainment, art, recreation, or event and cultural activities. Major recreation facilities are large, multi-functional sites with an indoor visitor capacity exceeding 1,000, or the overall ability to accommodate over 10,000 visitors. These facilities are limited resources that contribute significantly to Auckland's social and economic well-being, and their efficient use is of resource management importance to the region.

Major recreation facilities include sports arenas, showgrounds, events centres, racecourses, motor-racing tracks, the Auckland Zoo, and Museum of Transport and Technology (MOTAT). In many cases these sites contain extensive and highly visible buildings, substantial parking areas and significant areas of open space. Some are the home base for organisations such as sporting franchises, regional and national sporting organisations, heritage organisations and conservation organisations. Others are the base for high-performance athletes and their support facilities and services.

There are currently 20 facilities within the Special Purpose - Major Recreation Facility Zone. Each facility is also contained within a precinct. The zone contains general objectives and policies which guide the operation and development of current and future sites. The precinct provisions contain additional objectives, policies, activities, standards and assessment matters which are specific for each existing facility.

Figure H26.1.1 outlines the structure of the Special Purpose - Major Recreation Facility Zone and associated precincts.

Major recreation facilities located in the city centre are not subject to the provisions of this zone.



**Figure H26.1.1: Structure of the Special Purpose - Major Recreation Facility Zone and associated precincts**

### H26.2. Objectives

- (1) Major recreation facilities are protected and enabled to provide for the social and economic well-being of people and communities.
- (2) Adverse effects generated by the operation, development, redevelopment and intensification of major recreation facilities are avoided, remedied or mitigated as far as is practical.

- (3) Major recreation facilities are protected from the reverse sensitivity effects of adjacent activities.

### **H26.3. Policies**

- (1) Enable the safe and efficient operation of the primary activities within each precinct.
- (2) Provide for a range of appropriate accessory and compatible activities within the precincts.
- (3) Discourage activities that may give rise to adverse effects on:
  - (a) the function, role, or amenity of any metropolitan town or local centre beyond those effects ordinarily associated with trade effects on trade competitors;  
and
  - (b) the safe and efficient operation of the transport network.
- (4) Avoid, remedy or mitigate the adverse effects of major recreation facilities on adjacent development.
- (5) Enable the appropriate development and redevelopment of buildings whilst managing the adverse effects at the precinct interface.
- (6) Recognise the potential for major recreation facilities to give rise to reverse sensitivity effects and require new activities that are likely to be sensitive to these effects generated within the precinct to manage the risk of generating reverse sensitivity effects.

### **H26.4. Activity table**

There are no activities in this section.

### **H26.5. Notification**

There are no notification requirements in this section.

### **H26.6. Standards**

There are no standards in this section.

### **H26.7. Assessment – controlled activities**

There are no controlled activities in this section.

### **H26.8. Assessment – restricted discretionary activities**

There are no restricted discretionary activities in this section.

### **H26.9. Special information requirements**

There are no special information requirements in this section.