

## SCHEDULE 8—DEMOLITION & CONSTRUCTION WASTE MANAGEMENT

### Preamble

Council is committed to the principle of waste minimisation and re-use of construction materials or whole buildings within the Shire. To achieve this Council requires the submission of Waste Management Plans for the construction and demolition of specified development.

The purpose of submission of Waste Management Plans is to encourage the segregation of waste so that the materials can be recycled or re-used within Council's Waste Management processes, and any hazardous materials are disposed of appropriately.

Council has developed a fee structure at its waste facilities, which rewards contractors who segregate building and construction waste by charging low fees for segregated material. Much higher fees apply to unsegregated waste.

The Waste Management Plan for either the Construction Stage or Demolition Stage of a development shall contain the following information:

MATERIALS ON SITE	DESTINATION			
		Re-use and Recycling		Disposal
Expected Type of Waste Material	Estimated volume (m <sup>3</sup> )	On-site specify proposed re-use or on-site recycling methods.	Off-site specify contractor and recycling outlet	specify contractor and landfill site
Asbestos				
Excavation material				
Garden Organics				
Bricks				
Concrete				
Timber - please specify				
Plasterboard				
Metals - please specify				
Other - please specify				

Note: Details of site area to be used for onsite separation, treatment and storage (including weather protection) should be provided on the plan drawings accompanying your application.

The key to implementation of a successful Waste Management Plan is to allocate an area on the development site for segregation of building and construction materials. The segregated materials can then be transported to the waste facility either by the contractor's own vehicle or via skip bins from a Waste Contractor. Segregation of building and construction waste reduces disposal costs and assists the community in achievement of a sustainable environment.