21.05

12/09/2013 C162

ENVIRONMENT AND LANDSCAPE VALUES

Land use and development activities in the municipality can undermine the health and biodiversity of its flora and fauna ecologies. Protect the open spaces and the waterways that support those systems.

The quality of the city's waterways is vitally important to the municipality's recreational attractiveness and the health of its aquatic life. The city's parks, gardens, and aquatic environments have several sites with important indigenous flora and fauna habitat.

21.05-1

Biodiversity

12/09/2013 C162

Objective 1	To protect and enhance the City's habitats and biodiversity.
Strategy 1.1	Encourage the retention of native vegetation in the development of sites and enhance indigenous and remnant vegetation areas in the City including in parks and gardens and waterways.
Strategy 1.2	Encourage the use of indigenous vegetation in open spaces and roof top greening.
Strategy 1.3	Minimise the impacts of introduced flora and fauna on indigenous vegetation.
Strategy 1.4	Encourage revegetation with predominantly indigenous species.
Strategy 1.5	Create and enhance bio-links for native flora and fauna.

21.05-2 12/09/2013 C162

Significant environments and landscapes

Objective 1	To enhance the environmental value of Melbourne's parklands waterways and other
	open spaces.

- Strategy 1.1 Protect and enhance the vegetation, biodiversity, habitat, amenity and attractiveness of the city's parklands, the Yarra and Maribyrnong Rivers and the Moonee Ponds Creek.
- Strategy 1.2 Ensure open space links along waterways provide for recreational and environmental functions.
- Strategy 1.3 Support design treatments that enhance or restore natural systems.

Objective 2 To improve water quality in waterways and the bay.

- Strategy 2.1 Ensure residential, commercial and industrial development adopts a best practice approach to stormwater treatment and management.
- Strategy 2.2 Encourage new developments to minimise stormwater run-off by reusing rainwater and recycling wastewater.