



**CITY OF  
BALLARAT**

**TEMPORARY CROSSING**

**&**

**HOARDING**

**POLICY**

**CITY OF BALLARAT**  
**TEMPORARY CROSSING/HOARDING POLICY**

**2004**

**CONTROLS**

This policy includes, but is not limited to permits issued under the following controls:

Victoria Building Regulations  
Local Government Act  
Summary Offences Act  
Ballarat City Council Local Laws

**DEFINITIONS**

In this policy unless the contrary intention appears:

**Building Materials**

Includes any components used in the construction of the building works, any machinery/equipment necessary for the assembly of such components and any contractors plant used during the course of the building works.

**Cost of Works**

Includes the cost of materials, labour, employee costs of travelling expenses and inspection services.

**Building Works**

Includes work for or in connection with the construction, demolition or removal of a building or part thereof, and shall include but not be limited to repairing, cleaning and painting.

**Hoarding**

Means a screen enclosing construction and materials.

**Scaffolding**

Means any structure or framework used or intended to be used to support staff engaged in works, and equipment and material used in erecting, demolishing, altering, repairing, cleaning, and painting, or undertaking any other kind of work in connection with any building.

**Street**

Includes road, highway, carriageway, lane, footway, square, court, alley and right of way, and any public space.

**Vehicles**

Includes cars, trucks, construction machinery, cranes or any lifting devices.

As per the Ballarat City Council Community Legal Law Schedule:

#### **1.4 Lighting and Safety**

- (a) The colour of the hoarding shall be a light, neutral colour and kept in a clean, satisfactory condition at all times.
- (b) Lights shall be fixed over each end of the hoarding. Length of hoarding and number of entry points will determine the need for extra lighting.
- (c) Safety signs shall be fixed and maintained on the hoarding as specified in the permit.

#### **2.0 USE OF FOOTPATH / STREET**

##### **2.1 Storage of Materials**

- (a) No person shall deposit or place any building or other materials, refuse containers, building rubbish, electrical cords, air hoses or any other obstructions on, upon, across or over any street or public place outside the approved hoarding boundary (if established), or property boundary, without being the holder of a Local Law Permit to do so.
- (b) Every person who obtains a permit referred to in sub-section 2.1(a) above shall comply with the terms of that permit, and in particular ensure that:
  - i. No interference with the street drainage system occurs;
  - ii. No hazard or obstruction to pedestrians or vehicles occurs; and
  - iii. The storage of the materials outside the hoarding boundary (if established) or property boundary, will be appropriately safeguarded with barricades, safety lights and signs in accordance with Australian Standard 1742.3 "Traffic Control Devices for Works on Roads".
- (c) Upon the expiry of the permit referred to in sub-section 2.1(a) above, or as otherwise directed, the principal contractor shall remove such materials, refuse containers, building rubbish, electrical cords, air hoses or other obstructions and shall make good any damage to the street or public space to Council's Standards.
- (d) If any person fails to comply with any condition contained in a permit, Council may elect to do the required works and recover the cost of the works under the provisions of the Local Government Act.

##### **2.2 Vehicular Usage**

- (a) Vehicle usage shall be confined to the building site and the crossings(s) only.
- (b) Vehicles shall not be parked on footpaths.

#### **IMPORTANT**

FINAL INSPECTIONS MUST BE ARRANGED BY  
CONTACTING THE **ASSET PROTECTION OFFICER**  
TELEPHONE: (613) 5320 5614 OR 0419 302 325

THIS MUST BE DONE IMMEDIATELY FOLLOWING  
THE COMPLETION OF THE WORKS

THE APPLICANT IS RESPONSIBLE FOR ANY DAMAGE  
INCURRED PRIOR TO FINAL INSPECTION

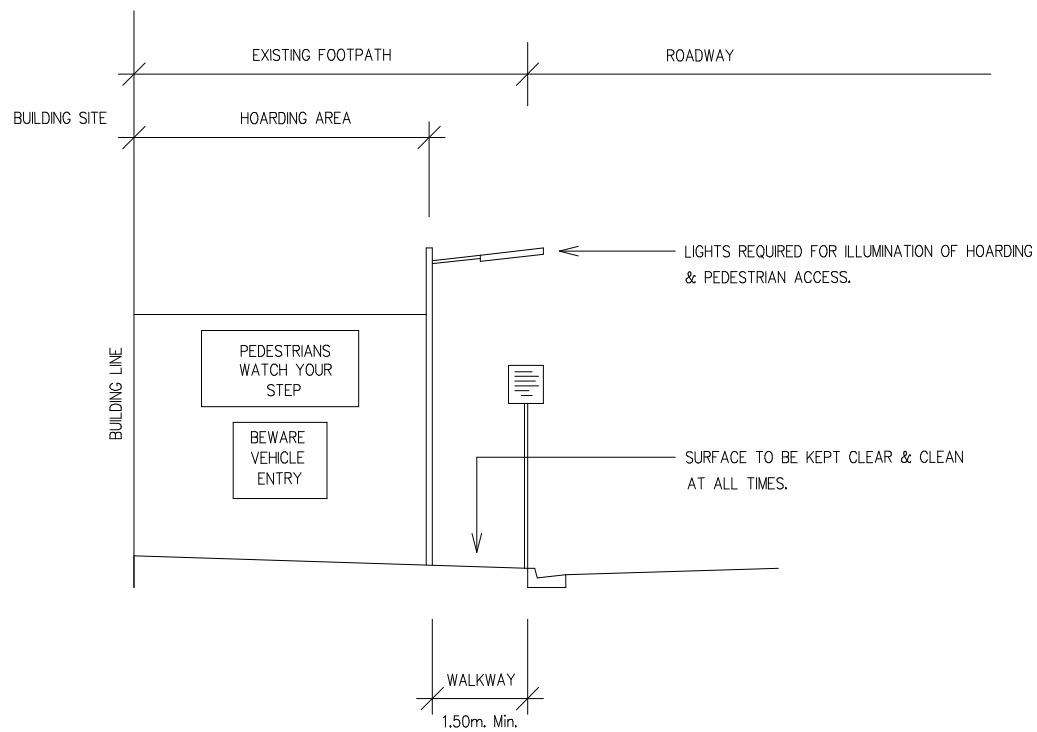


Fig. 1. ACCESS VIA FOOTPATH.

