- <u>Home</u>
 - Welcome
 - Announcement Panel
 - o What's On
 - <u>Subscribe</u>
- <u>Council</u>
 - <u>Contacts</u>
 - Contact Council
 - Councillors
 - State and Federal Representatives
 - Council Meetings
 - Business Papers, Minutes and Recorded Live Streams
 - Council Meeting Dates
 - Live Stream
 - Public Speaker Request
 - Committees of Council
 - Council Information
 - Access to Council Information
 - Applications and Forms
 - Council Policies
 - Current Projects
 - Fees and Charges
 - Key Dates
 - Plans, Strategies and Reporting
 - Organisational Structure
 - Role of Local Government
 - Working with Council
 - Employment Opportunities
 - Tenders, Quotes & EOIs
 - o Your Say

- Documents on Public Exhibition
- Community Consultation
- Customer Service Request
- Report Wrongdoing
- Your Place
 - Rates and Payments
 - Paying Your Rates
 - Understanding Your Rates
 - Difficulty Paying Your Rates
 - Receive Rates via Email
 - eNotice Portal Login
 - Pets and Animals
 - Barking Dogs
 - Dangerous, menacing, restricted, nuisance dogs
 - Dog Attacks
 - Keeping a Cat
 - Keeping a Dog
 - Lost and Found Animals
 - Microchipping and Registration
 - Off Leash Areas
 - o <u>Waste</u>
 - Asbestos
 - Blayney Waste Facility
 - Waste Collection
 - Bulky Waste Collection
- Our Community
 - About Blayney Shire
 - About The Shire
 - History of Blayney and Villages
 - Local and Family History Group
 - Emergency Management Plan
 - Community Consultative Committees

o Events

- Planning an Event
- Promote an Event
- Events Calendar
- Sculptures by the Bush
- Blayney Twilight Shopping
- Grants, Scholarships and Awards
 - Community Financial Assistance Program
 - Development Coordinators
 - Australia Day Awards
 - Tourism Development Program
 - Funding Centre
 - National Youth Week
 - Blayney Shire Music Scholarship
 - Junior Sports Awards Program
 - Access Incentive Scheme
- Tourism and Economic Development
 - Blayney Shire Visitor Information Centre
 - Orange 360
 - Business Resources
- Facilities and Venues
 - Blayney Library
 - Blayney Showground
 - Blayney Waste Facility
 - Cemeteries
 - CentrePoint Sport and Leisure Centre
 - Community Centre and Village Halls
 - Parks and Playgrounds
 - Sporting Fields
- Development
 - Development & Checklists
 - Submit a Planning Enquiry
 - Overview of the Planning Process
 - Where to Start?

- What Type of Approval Do I Need?
- How to Lodge an Application and What to Expect?
- Fees and Charges
- Applications and Checklists
- <u>Development Processes</u>
 - Post Approval Inspections
 - Understanding Heritage
- Types of Development
 - Short-Term Rental Accommodation (STRA)
 - Agritourism (Farmstay)
- <u>Compliance</u>
 - Development Control Plan
 - Legislative Requirements
 - Local and Regional Planning Strategies
 - Planning Agreements
 - Planning Certificates and Other Information
- DA Tracker
- Environment
 - o <u>Business</u>
 - Food Safety
 - Public Health
 - Environmental Factors
 - Asbestos
 - Environment and Waterways Alliance
 - Floodplain Management
 - Plants, Trees and Noxious Weeds
 - Pollution and Open Burning
 - Pollution Monitoring
 - Roadside Vegetation
 - State of the Environment Report
 - Water and Wastewater
 - Wastewater Management
 - Central Tablelands Water

- On-site Sewerage
- Village Bores

Modification of Development Application

A Modification Application is a request to modify an existing approved DA. There are a number of different modification application types:

- 4.55(1) Modification involving minor error, incorrect description or miscalculation;
- 4.55(1A) Modification minimal environmental impact;
- 4.55(2) Modification major environmental impact;
- 4.55(AA) Modification of consent granted by the court. Last modified: 23 Sep 2021
 - Development & Checklists
 - Submit a Planning Enquiry
 - Overview of the Planning Process
 - Where to Start?
 - What Type of Approval Do I Need?
 - How to Lodge an Application and What to Expect?
 - Fees and Charges
 - Applications and Checklists
 - Development Processes
 - Types of Development
 - <u>Compliance</u>
 - DA Tracker