

Biodiversity overlay - Koala habitat

What is the Biodiversity overlay - Koala habitat?

The Biodiversity overlay - Koala habitat map forms part of the Biodiversity overlay code and provides measures for the conservation of koala habitat values as a Matter of Local Environmental Significance (MLES).

At the time that the map and measures were introduced, the planning scheme was required to identify potential habitat areas for koalas and include measures to protect koala habitat values.

In 2020, the Queensland Government introduced new laws making koalas a Matter of State Environmental Significance (MSES), which was supported by new mapping prepared by the former Department of Environment and Science. These laws and mapping effectively replaced Council's koala habitat provisions, with Council's provisions taken to have no effect.

The Queensland Government is now the responsible entity for koala habitat protection policy, with development (including vegetation clearing) required to comply with the provisions of the *Planning Regulation 2017*, including relevant exemptions, assessment criteria, and prohibitions.

In line with these requirements:

- the State Assessment and Referral Agency is the assessment authority for applications involving assessable clearing works
- the Department of the Environment, Tourism, Science and Innovation is the enforcement authority where assessable clearing works occur without a permit
- Council is the enforcement authority where prohibited clearing works occur

What changes are proposed?

The Biodiversity overlay code is being amended to remove the specific measures for koalas, in line with the requirements of the *Planning Regulation 2017*.

The Biodiversity overlay - Koala habitat map will also be removed, due to the inconsistency with the Koala Habitat in SEQ maps prescribed in the *Planning Regulation 2017*.

Where can I find these changes?

- Table 5.9.3—Biodiversity overlay
- Section 7.2.3 Biodiversity overlay code
- Schedule 1 definitions
- Biodiversity overlay - Koala habitat map