20. MOSQUITOES AND BITING MIDGES

20.1 Explanation

"Mosquitoes and Biting Midges" refers to those communities of insects which under ideal conditions breed rapidly.

20.2 Key Issues

The key issues dictating the planning strategy for mosquitoes and biting midges include:

- the existence of locations (including the coastal lowlands where there is greatest pressure for closer settlement) where large numbers of mosquitoes and biting midges breed;
- recognition that mosquitoes and biting midges are an inconvenience at best reducing the quality of life of residents, employees and visitors.

20.3 Mosquitoes and Biting Midge Strategy

The following is the planning strategy to be employed in minimising the impact of mosquitoes and biting midges on residents, employees or visitors.

- 20.3.1 The strategy is to discourage in locations where large populations of mosquitoes and biting midges are known to breed, inappropriate land uses such as those which:
- generate higher densities of population;
- are residential in character;
- require or encourage outdoor activities.

20.4 Objectives and Implementation Measures

20.4.1 To limit development in mosquito plague areas and biting midge habitats to those uses which are appropriate

The quality of life and perhaps health of residents, employees and visitors to the Shire will be affected by the inappropriate location of some activities within areas affected by large populations of mosquitoes and biting midges. Perhaps the best means of minimising potential conflict is to limit development in areas so affected.

Implementation

1. The Council will not support any applications for inappropriate developments, such as those which involve continual, long term habitation (as is the case for retirement villages and residential care facilities), in locations likely to impact on lifestyle or health because of the presence of mosquitoes and biting midges, unless it can be demonstrated that there is an overriding need for the development which outweighs the detrimental impacts.

