

2.6 Open Space and Conservation Sites



Wellington's open space consists of both private and public land, and many environments – coastal areas, hills, bush areas and playing fields. The Council administers all public open spaces (including the Inner Town Belt) and manages these areas under both the Reserves Act 1977 and the District Plan.

Many open space areas have important conservation values and are identified as Conservation Sites. These are significant areas of Wellington's natural heritage requiring particular protection because of their ecological significance or other values – for example, native bush remnants and wetlands. Whether they are located on public or private land, the Council is responsible for controlling activities at these sites, which will be added to over time.

KEY OBJECTIVES OF THE DISTRICT PLAN:

- **Protect open space and ecological values**

Explanation

The District Plan seeks to protect the open character and ecological significance of such land, whether in private or public ownership. The Plan outlines the Council's criteria for determining ecological values, and contains rules protecting those values and restricting activities that might compromise them.

An important principle underlying the Council's approach to open space is that people enjoy such spaces in different ways: both through active recreation and simply as part of the view. The Plan seeks to preserve the open, natural character of these spaces, while also acknowledging the need for facilities and structures essential for active recreation. Recreation activities are subject to noise and other conditions, while new structures are controlled in terms of size and form.

In the Inner Town Belt, a significant part of Wellington, proposed activities must meet additional conditions spelled out in the Town Belt Deed and the Management Plan, as well as the District Plan. The District Plan also supports the Council's ongoing efforts to create an Outer Town Belt that provides an open, undeveloped edge to the city.

