

**Lodgment Criteria:**

a)	the proposal is on land zoned "residential" in the Master Plan;
b)	the proposal is located within the designated landed housing estates, but excluding Conservation and Good Class Bungalow Areas;
c)	the proposal does not consist of State land;
d)	there is an existing house which has been demolished, or an existing house which is to be demolished and replaced by the proposed landed dwelling house on the development plot;
e)	the proposal is for the redevelopment of an existing house standing on one or more distinctive lots each with its own legal cadastral boundary (i.e. no part-lots are involved);
f)	the proposal will result in a landed dwelling house which stands on every lot within the development plot;
g)	the development plot abuts a public road allowing direct access;
h)	the operations will result in a landed dwelling house of the same housing type as the existing or demolished landed dwelling house;
i)	any proposed earth-fill must not result in the level of any part of the development plot exceeding the abutting land by more than 1m;
j)	no part of the existing landed dwelling house consists of unauthorised works;

k)	the development proposal complies with all planning intentions and guidelines including minimum plot size, plot width, building setback, site coverage, etc.
l)	a Qualified Person is to be appointed for the works;
m)	clearances from other technical authorities (including LTA) are obtained by the Qualified Person; and
n)	submission of a declaration and plans (for record) to Development Control Group (URA) that the development works (including new & existing works retained) have complied with all planning and other technical requirements.
o)	if any existing structures to be retained and any new works proposed cannot fully comply with current planning guidelines and other lodgment requirements, these works will have to be submitted for planning approval using Form DC 3.
p)	No structures or other uses are proposed on the rooftop (for building which has reached maximum storey height control)