

## ASICS Facility – Summary of Mitigation Measures

A summary of the proposed measures to mitigate and/or manage the environmental aspects of the proposed development is provided in the following table.

**Table 7.1:** Summary of Mitigation Measures

<b>Issue</b>	<b>Mitigation Measure</b>
<i>Design and Visual</i>	<ul style="list-style-type: none"> <li>The facility would be developed generally in accordance with the approved architectural and landscape plans for the ASICS Facility</li> <li>All external lighting would be installed in accordance with AS 4282(INT) - <i>Control of Obtrusive Effects of Outdoor Lighting</i></li> </ul>
<i>Soil and Water</i>	<ul style="list-style-type: none"> <li>The facility would be developed generally in accordance with the approved Erosion and Sediment Control Plan for the facility, and OEH's <i>Managing Urban Stormwater – Soils and Construction</i></li> <li>The facility would be developed generally in accordance with the salinity management measures in the Salinity Assessment for Sydney Business Park (GHD, October 2011), applicable Australian Standards including AS2159, AS2870, AS3600 and AS3700, and OEH's <i>Building in a Saline Environment</i> guideline</li> <li>The facility would be developed in accordance with the approved Stormwater Management Plan for the facility</li> </ul>
<i>Noise and Air Quality</i>	<ul style="list-style-type: none"> <li>Construction and operation of the ASICS Facility would be managed in accordance with the relevant noise criteria under the: <ul style="list-style-type: none"> <li><i>Noise Policy for Industry (NPI)</i>;</li> <li><i>Interim Construction Noise Guideline</i>; and</li> <li><i>Road Noise Policy</i></li> </ul> </li> <li>Construction activities would be undertaken generally within the hours stipulated in the EPA's <i>Interim Construction Noise Guideline</i></li> <li>The hours of operation for the showroom and retail outlet, and supervised public access to the playing court, would be limited to between 7am to 9pm, 7 days a week</li> <li>Dust emissions during construction works would be managed in accordance with standard best practice techniques, including: <ul style="list-style-type: none"> <li>minimising the area of disturbance as far as practicable;</li> <li>minimising drop heights for materials being worked on the site;</li> <li>keeping exposed surfaces moist at all times;</li> <li>rehabilitating/revegetating disturbed surfaces as soon as practicable; and</li> <li>ensuring that trucks are covered and do not track sediment onto public roads</li> </ul> </li> </ul>
<i>Greenhouse Gas and Resource Use</i>	<ul style="list-style-type: none"> <li>The facility would be developed in accordance with the energy and water resource use efficiency measures outlined in the EIS</li> </ul>
<i>Traffic</i>	<ul style="list-style-type: none"> <li>Site access, parking and internal circulation arrangements for the facility would be developed in accordance with relevant Australian Standards (including AS2890.1 and AS2890.2)</li> <li>A Construction Traffic Management Plan would be prepared to appropriately manage traffic and traffic-safety construction works</li> <li>A Traffic Management Plan would be prepared to appropriately manage traffic and traffic-safety during operation of the facility. The plan would include measures for (amongst other things) managing access for heavy vehicles and light vehicles, signage of site entries, internal circulation, managing public access to the retail facility and during any promotional events, wayfinding strategies and travel access guides to assist with increasing the mode share of walking and cycling</li> </ul>
<i>Wastes and Hazards</i>	<ul style="list-style-type: none"> <li>The facility would be developed and managed generally in accordance with the Waste Management Plan for the facility</li> <li>All dangerous goods and hazardous substances storage and handling on site would be undertaken in accordance with the Dangerous Goods Code and AS 1940-2004: <i>The storage and handling of flammable and combustible liquids</i></li> </ul>