

PARCEL PROPERTY DEVELOPER APPROVAL CHECKLIST

| | |
|-------------------|--|
| Buyer Names: | |
| Property Address: | |
| Estate: | |
| Stage: | |

About this Checklist

Before construction commences, all home designs must be submitted to **Parcel Property** for developer approval to ensure they align with the **Estate Design Guidelines**. Please complete all sections below and attach a floor plan, site plan and elevation (3D render if available) as part of your submission to approvals@parcelproperty.com.au.

Primary Street Elevation

All lots must include a minimum of **two (2) architectural features** to the primary street elevation, excluding standard elements such as windows, doors, and sills.

Lots identified in **Annexure B** of the Design Guidelines are required to include a **minimum of three (3) architectural features**, this comprises the **mandatory two (2) features**, plus **one (1) additional feature**.

Please indicate below which architectural features apply to your home design:

| ITEM | MATERIAL |
|-------------------------|----------|
| Verandah | |
| Entry feature – portico | |
| Planter box | |
| Projecting blade wall | |
| Roof feature – gable | |
| Balcony | |
| Elevated eave height | |
| Other (please specify) | |

Note: A minimum of **two (2) colours and/or materials** must be used to the primary elevation, each covering at least **30%** of the façade (excluding windows and doors).

Acceptable materials include render, brick, weatherboard, stone, or other approved cladding types.

Materials & Colour Schedule

Please complete the following table for review and approval:

| ITEM | MATERIAL | COLOUR |
|---------------------|----------|--------|
| Roof Cover | | |
| Gutters | | |
| Fascia | | |
| Render A (Main) | | |
| Render B (Contrast) | | |
| Entry Door | | |
| Garage Door | | |
| Window Frames | | |
| Paving | | |
| Main Face Bricks | | |
| Feature Brick | | |
| Cladding | | |

If you require further information, please contact approvals@parcelproperty.com.au or call 9200 4000.