

CHAPTER 24: NOISE EMISSIONS

24.0 INTRODUCTION

There are several sources of noise in the coastal marine area:

- (a) vessel noise, especially repetitive noise at one location, such as generators running on anchored or berthed vessels;
- (b) recreational noise, including amplified sound (stereos etc.) and nautical revelries;
- (c) port activities, including cargo handling, boat building and maintenance and port construction works;
- (d) machinery used in beach grooming or replenishment;
- (e) offshore operations such as drilling, mining or processing.

Marine noises may be continual, repetitive, recurring, occasional, or single event. Noise from vessels in transit is normally of short duration at any one place. Noise from repetitive or fixed activities, or stationary vessels, is more likely to cause nuisance to people. Wildlife may remain disturbed long after a vessel has passed or be affected over a prolonged period by a succession of vessels.

Natural sources include wind and wave noise, which frequently mask the non-natural noises.

The main adverse effects of marine noise are disturbance to birdlife and marine mammals, whether at sea or ashore, and detraction from other people's activities or their enjoyment of particular activities. Effects on fish life are more limited.

Noise is a matter of perception. Noise associated with normal or considerate use of vessels, machinery or activities, or where its duration is known to be finite, is likely to be accepted; but noise is likely to be cited as a major factor in any inconsiderate use of vessels.

24.1 EFFECTS OF NOISE

24.1.1 Issue

The effects of noise from activities in the coastal marine area on natural character, wildlife, amenity values and people's enjoyment of other activities.

24.1.2 Objective

A coastal marine area in which noise levels do not adversely affect natural character, amenity values or wildlife in the coastal environment.

24.1.3 Policies

Refer to Policy sets 20.1, 21.1, 21.6.

Refer to Rule sections 25.1 – 25.5.

24.1.3.1 To avoid, remedy or mitigate adverse effects of noise from activities in the coastal marine area on the natural character of the coastal environment and in places where natural quietness contributes to the amenity value of a coastal locality.

24.1.3.2 To avoid, remedy or mitigate adverse effects of noise from activities in the coastal marine area on wildlife, including seabirds and marine mammals, and especially effects on their

continued occupation of their usual habitat, including feeding and roosting areas and their ability to breed successfully.

24.1.20 Methods of Implementation

24.1.20.1 Regulatory

- (a) Rules that direct (including prohibit) the location of particular activities or the use of particular types of craft, where effects of noise cannot be adequately managed by other means.
- (b) Rules that limit the hours or seasons of operations.
- (c) Rules that limit noise levels of coastal marine activities.

24.1.20.2 Education and Advocacy

- (a) Promoting awareness of the effects of noise on fauna inhabiting the coastal environment.
- (b) Promoting consideration of other people's values when causing noise in the coastal environment.

24.1.30 Principal Reasons and Explanation

Noise is potentially an issue in the coastal marine area. This chapter sets out a policy and implementation framework should it become necessary to regulate noise in any particular instance. The policies will be applied to any activity requiring a coastal permit. No rules have been included but could be incorporated by subsequent Plan change (subject to public submissions at that time).

24.1.40 Performance Monitoring Indicators

- 24.1.40.1** Incidence of conflict arising from noise emissions from activities in the coastal marine area.

24.50 ENVIRONMENTAL RESULTS ANTICIPATED

- 24.50.1** Continued use and enjoyment of the coastal environment (including land adjoining the coastal marine area) without disruption by noise from marine activities.
- 24.50.2** Continued occupation by wildlife of their usual habitat and continued successful breeding.