

Versatile



What we do...

- Garages and Sheds
- Farm Buildings
- Sleepouts
- Minor / Secondary Dwellings
- Houses
- Multi-unit Developments

Developing your Investment to maximise your return



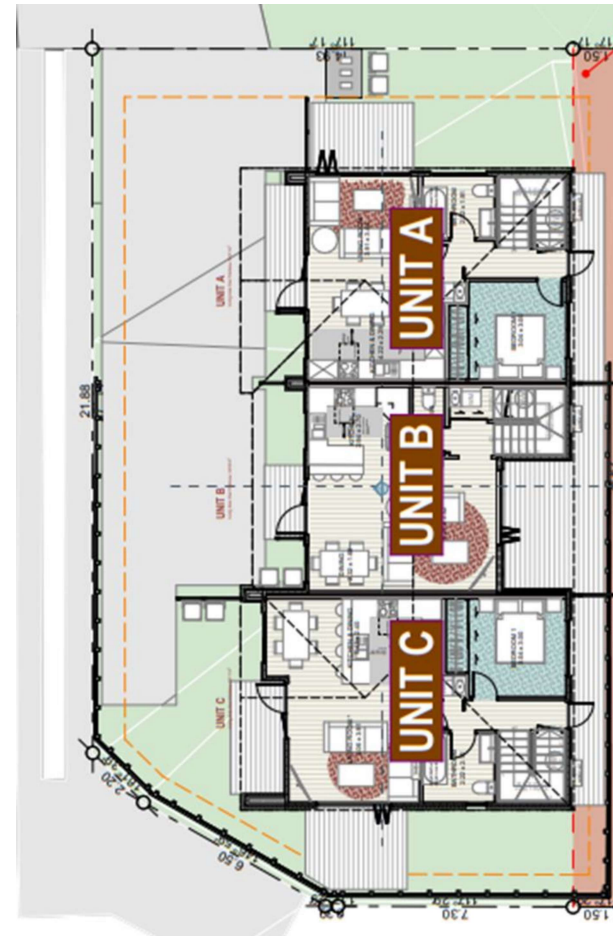
Project A

- 422m2 Site with existing 1950s Bungalow
- Central Tauranga Location



Three 2-story Townhouse Units

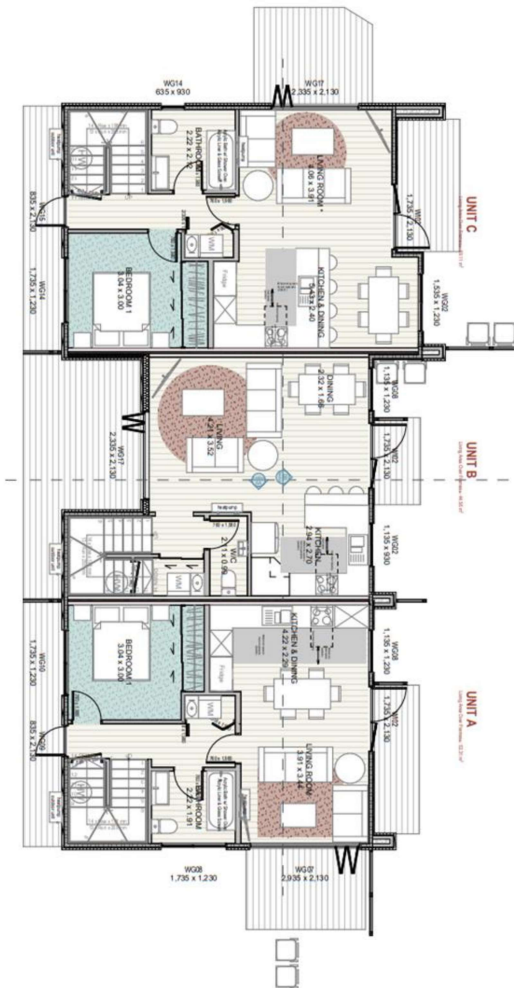
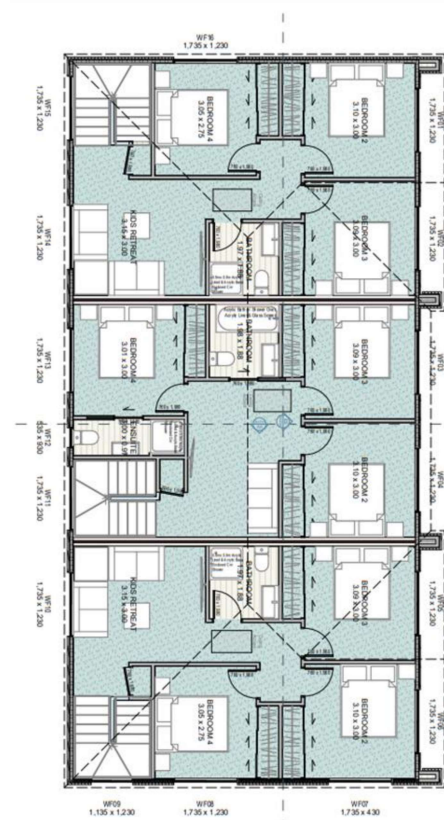
- Two 4-Bedroom, 2-Bathroom
- One 3-Bedroom, 2-Bathroom





Medium Density Rules Compliance

1. Total Site Coverage no more than 50%
Total Building 168m² = 40%
2. Total Impervious area no more than 70%
Site coverage including driveways 68.48%
3. Outlook of minimum 4m x 4m from living area
Yes (across driveway)
4. 20m² Outdoor living – Yes
5. At least 20% Glazing on road facing wall –
Yes
6. 20% Landscaping.
Challenging, but achievable 98.15 m² = 23%



Pre-Development Property Value \$625,000

Gross Rental Return 4.0%

Developed Property Value \$2,300,000

Gross Rental Return 5.0%

Development Cost \$1,500,000

Plus Pre-Development Property Value \$625,000

\$2,125,000

Increase in Equity **\$175,000**

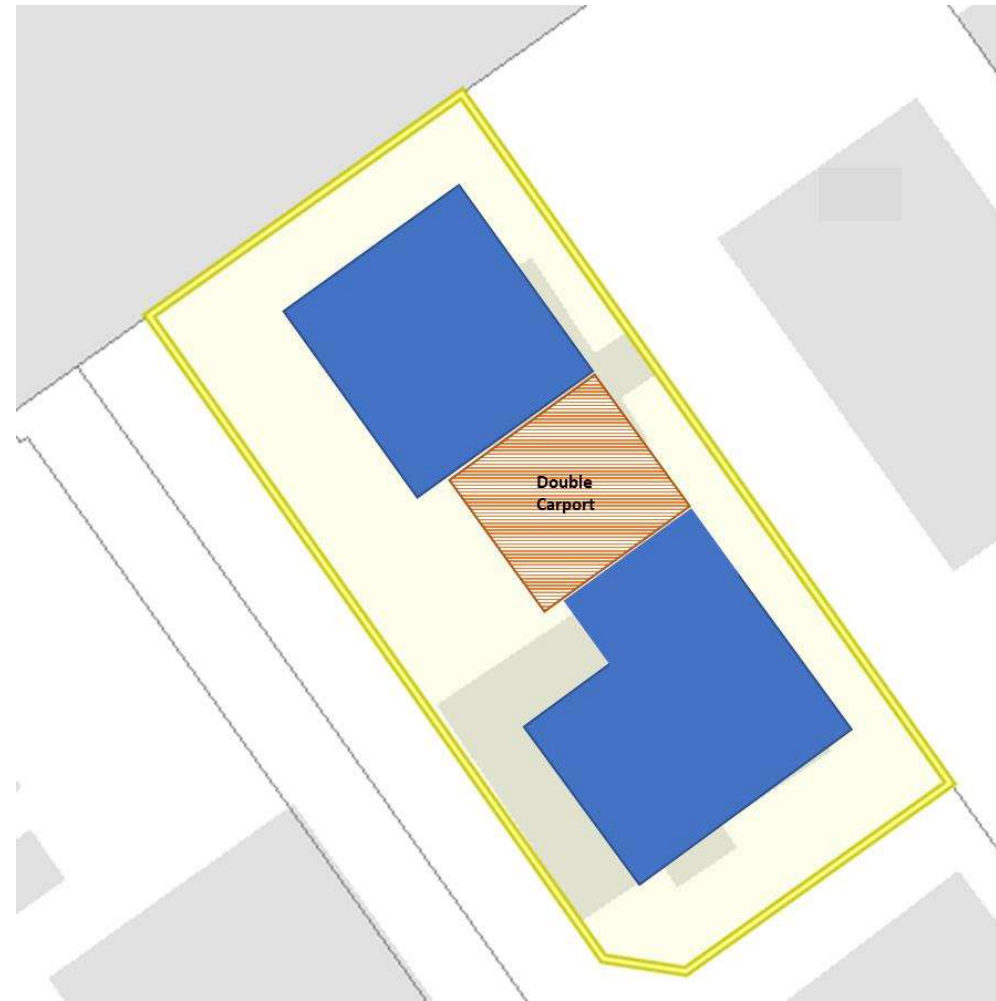
Project B

- 378m² Site
- 85m² 1990s Bungalow and single garage



Two dwellings

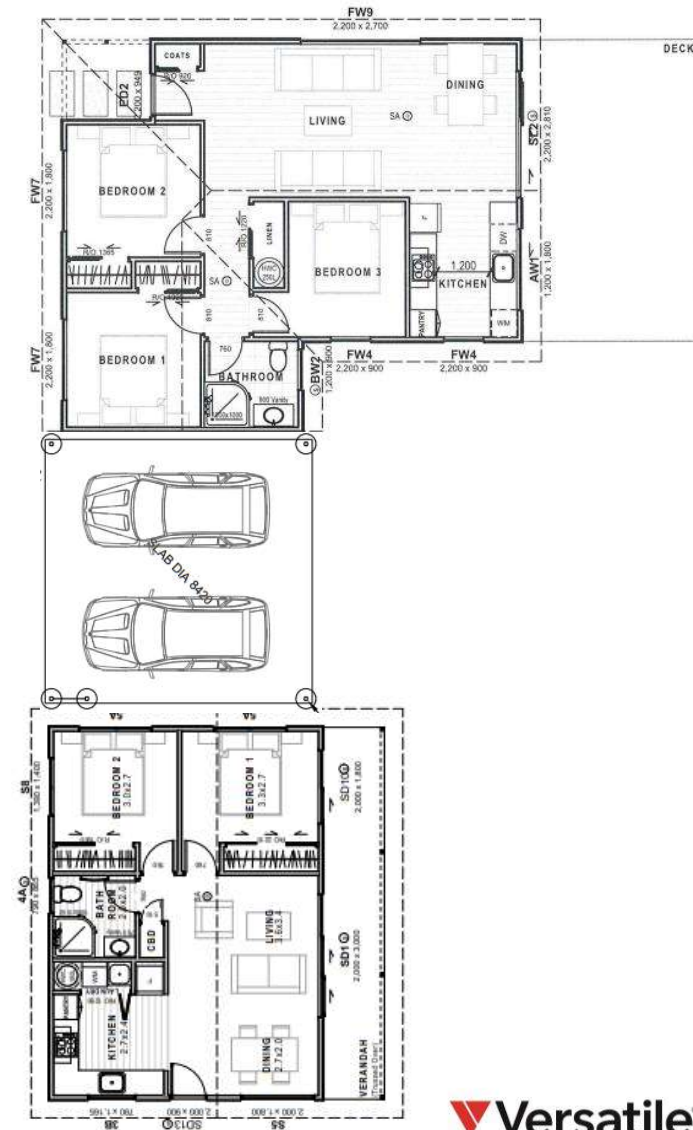
- One 3-bedroom, 76m² dwelling
- One 2-bedroom, 60m² dwelling
- 36m² double carport





Medium Density Rules Compliance

1. Total Site Coverage no more than 50%
Total Building 187m² = 49.47%
2. Total Impervious area no more than 70%
Site coverage 187m² + new sealed driveway to carport 58%
3. Outlook of minimum 4m x 4m from living area
Yes (across driveway)
4. 20m² Outdoor living – Yes for each dwelling
5. At least 20% Glazing on road facing wall – Yes
6. 20% Landscaping – Yes 42%



Pre-Development Property Value \$580,000

Gross Rental Return 3.6%

Developed Property Value \$1,300,000

Gross Rental Return 5.0%

Development Cost \$650,000

Plus Pre-Development Property Value \$580,000

\$1,230,000

Increase in Equity **\$70,000**

Project C

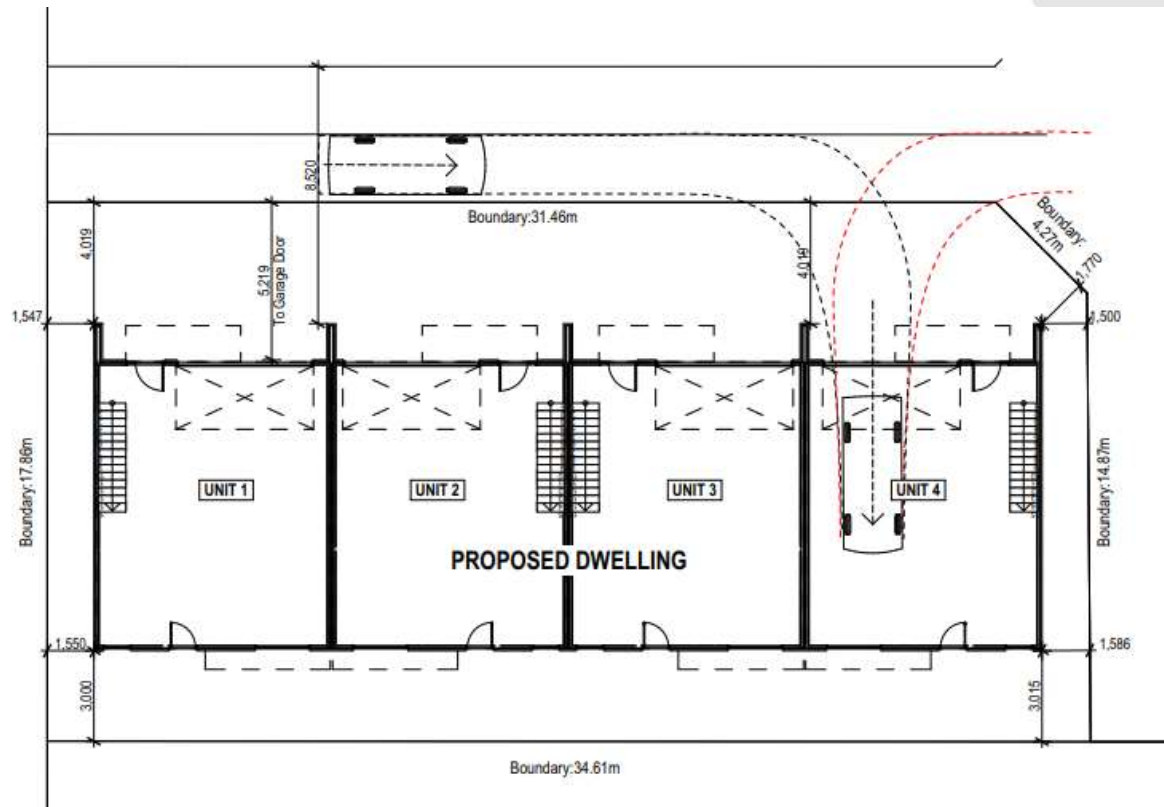
- 612m² Site with existing 1930s Villa
- Central Tauranga location



Four 2-story Townhouse Units

Each unit features:

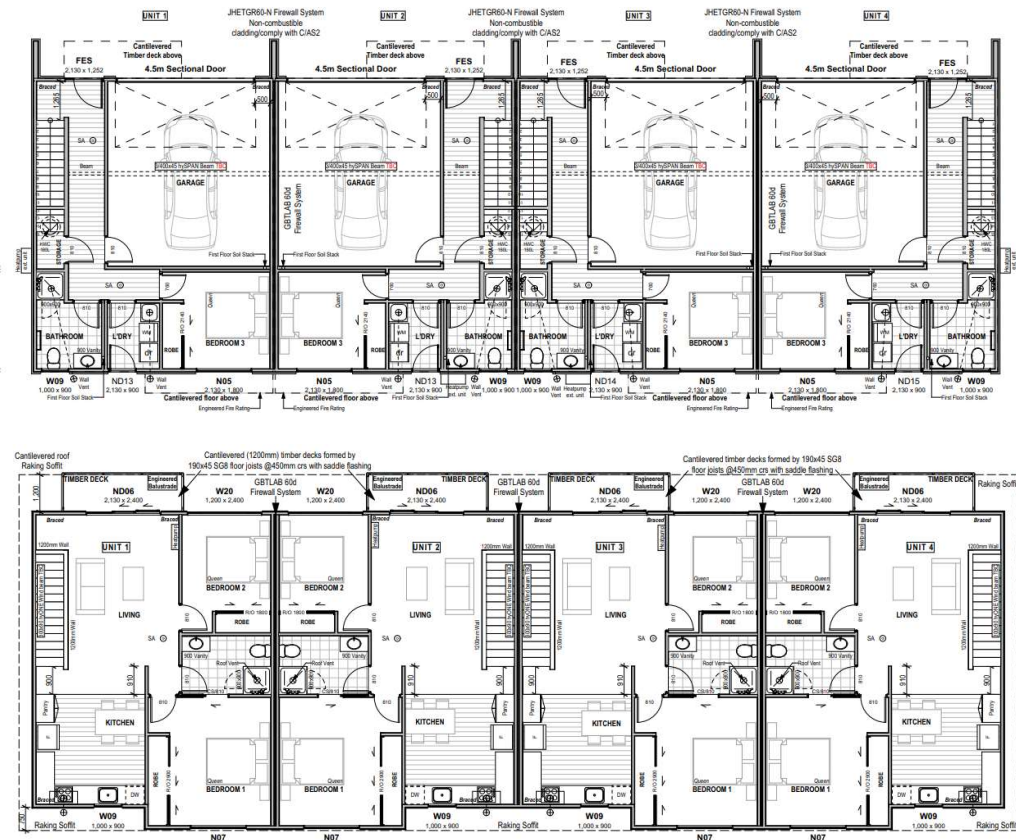
- 150m² floor area
- Double internal garage
- 3-bedrooms, 2-bathrooms
- Open plan living with large deck off lounge
- Good sized outdoor space for families





Medium Density Rules Compliance

1. Total Site Coverage no more than 50%
Total Building 334m² = 54.6% **XX**
2. Total Impervious area no more than 70%
Site coverage + driveway area 412m² = 67.3%
3. Outlook of minimum 4m x 4m from living area
Yes (across driveway)
4. 20m² Outdoor living
45m² for end units, 30m² for middle units
5. At least 20% Glazing on road facing wall – Yes
6. 20% Landscaping – Yes 32%



Pre-Development Property Value \$830,000

Gross Rental Return 3.1%

Developed Property Value \$3,600,000

Gross Rental Return 4.6%

Development Cost \$2,200,000

Plus Pre-Development Property Value \$830,000

\$3,030,000

Increase in Equity **\$570,000**

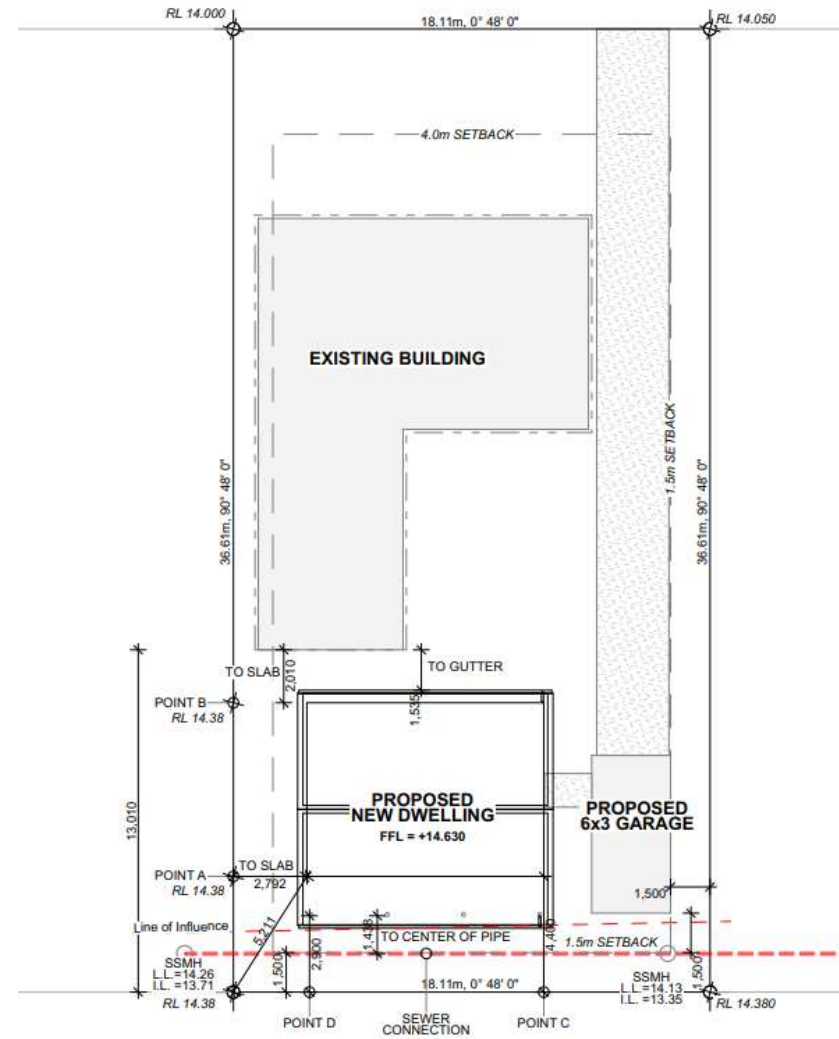
Project D

- 663m² Site with existing 1980s Hardiplank home with double garage
- Katikati location



Secondary Dwelling

- New 60m² secondary dwelling with 18m² single garage

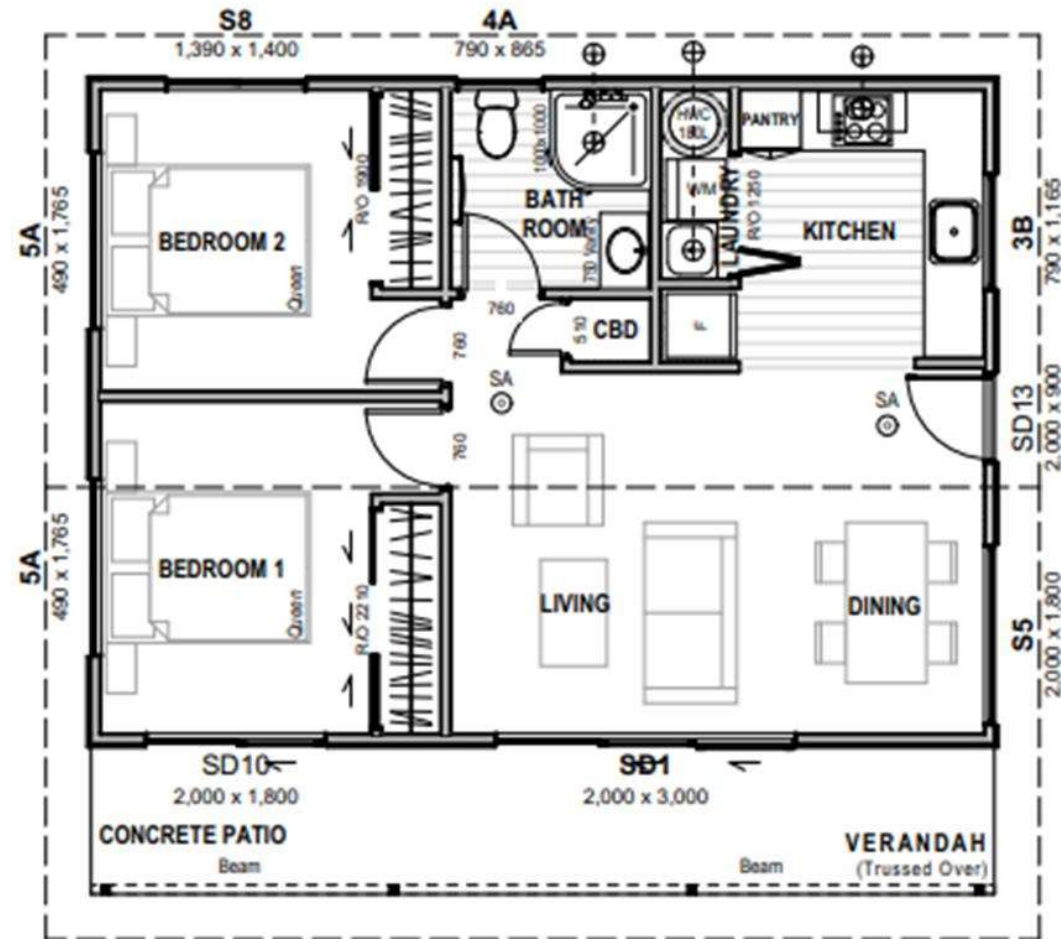




Medium Density Rules Don't Apply

Western Bay of Plenty Council District Plan Rules for Secondary Dwelling

1. Maximum 60 m² with additional 18 m² garage / storage
2. Maximum of 2 Bedrooms
3. Maximum Building coverage on site 40%
Existing House 120m²
Secondary Dwelling 60m²
New Single Garage 18m²
Total 198m² = 30%
4. Height to boundary and yard setbacks as per District Plan



Pre-Development Property Value \$500,000

Gross Rental Return 4.7%

Developed Property Value \$900,000

Gross Rental Return 5.8%

Development Cost \$290,000

Plus Pre-Development Property Value \$500,000

\$790,000

Increase in Equity \$110,000

How we can help

- Versatile has more than 90 standard House Plans, all customisable
- Free Site Assessment
- Complimentary Concept plans
- Low-cost feasibility assessment
- Construction Financing options through Newbuild
- We deal with the Council so you don't have to
- Assurance of dealing with a 40+ year old Company

Thank you!

