

COSSACK VISIONING REPORT

7th July 2014

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COSSACK VISIONING STUDY REPORT

PURPOSE

The Shire of Roebourne commissioned UDLA to undertake a visioning study to provide a framework and visual aids to stimulate consideration of suitable future development in the town of Cossack.

The Shire of Roebourne is undertaking a number of strategic planning activities to ensure that the Shire is able to adequately accommodate and service population growth.

The historic town of Cossack is situated between Roebourne and Point Samson and could potentially become a higher level tourism destination then at the current time and allow diversification of the regional economy.

The town was largely abandoned in the early 1900's and is currently used for low-key tourist site seeing, local fishing, accommodation and functions. Many of Cossack's buildings are National Trust listed.

Whilst it isn't envisaged that Cossack will support future population growth, development that is sensitive to Cossack's unique attributes is necessary to increase visitor and event opportunities, which in turn will provide ongoing funds to preserve existing town infrastructure.

This visioning study will form the basis of future masterplanning, detailed design and implementation exercises for Cossack.



BACKGROUND

The future direction for Cossack has been considered at State and Local Government level for many years. The Shire has been the managing authority of Cossack since a 21 year lease agreement with the State was entered into in 1996. Numerous investigations and resulting reports into the future of Cossack have been developed over the years, however no consensus has been developed as to which or what components of the various investigations should be progressed. As a result, the status quo, of 'care and maintenance' of the town and Jarman Island has continued, with minimal funds available to the Shire to properly maintain such an historical asset.

The Cossack Visioning Study was undertaken to develop options for a future vision for Cossack that would ensure the long term maintenance of the existing historical value and physical attributes of the town, whilst providing a tourist drawcard for the region that is economically viable and sustainable.

The Visioning Study initially undertook a constraints analysis and looked at the potential opportunities presented by Cossack's location. When undertaking the constraints analysis each of the physical constraints (flooding, storm surge, topography, existing known archaeological sites) along with a view shed analysis of the site was mapped and layered. This produced imagery that determined the areas within the Cossack townsite that were considered appropriate for future development that would not have a significant visual impact on the existing historical centre of Cossack, the old school site location and on the entry into Cossack.

In addition evidential analysis of all relevant earlier reports relating to management of the town of Cossack was undertaken and these documents are referenced on the final page of this report.

From this analysis and with guidance from the Cossack Advisory Group (CAG), the study developed three options for the town and a vision statement. The CAG supported Cossack as a place that should encompass the following: heritage town, tourism destination, eco-village style, sustainable, self sufficient in terms of most services, low impact, sensitive design, low visual impact and economically viable. Further to this, it was hoped the study may provide within the developed options a potential avenue to assist with existing land tenure issues at Cossack that would allow for the progression of a vision for Cossack.

Three options were developed following the constraints and opportunities analysis:

- 1 - The first concept explores the idea of a concealed development that is hidden from the key viewing area that define Cossacks current visual character.
- 2 - The second aims to re-instate the character of the past and is focused on the creation of shack or cabin like accommodation options close to the centre of town to re-create a lively town centre that is in keeping with the past.
- 3 - The third concept is a combination of the first two with multiple accommodation options both shack like cabins that reinstate the character of the past in the town centre and concealed camping and high end glamour camping or "Glamping".

All concepts adhere to specific defining principles that assist in guiding development to achieve the desired character in a practical and site suitable way.

VISION

EXPERIENCE COSSACK....

REFLECT ON THE PAST__APPRECIATE THE PRESENT__CELEBRATE
PILBARA'S FUTURE

Cossack is a Pilbara treasure, where the signposts of time guide reflection of the past, appreciation of the present and celebration of the future. This experience will be broadly appealing and sophisticated. The development of Cossack will aim to achieve an environmentally sensitive, socially enriching, and economically sustainable balance for the historic town site.

REFLECT ON THE PAST

Cossack has a rich and diverse past that maintains a strong presence. The European heritage is represented with the remnant built structures from the towns pioneering past. Aboriginal cultural heritage is strong in Cossack and surrounding lands and the Ngarluma people are the traditional custodians of the land. Cossack contains identified shell midden sites, rock art, and other evidence of the continued cultural association between Aboriginal people and this unique landscape. The environment represents a vaster time scale and the significant geology that has supplied Pilbara's recent wealth provides a key feature in the local landscape character in the form of rocky outcrops and hills. The Pilbara landscape is amongst the oldest in the world with stone formations up to 2 billion years old.

APPRECIATE THE PRESENT

Cossack has the potential to provide high quality amenity to visitors as a day trip or short stay holiday location. It offers the opportunity to depart from daily life and separate from the urban and industrial landscape. When combined with high quality facilities and accommodation an enjoyable, relaxing and potentially nourishing (invigorating?) experience is possible.

CELEBRATE PILBARA'S FUTURE

Cossack can be a place of celebration, a celebration of the Pilbara's future as a sophisticated, global and significant region. The demand for suitable high quality amenity will increase with the increase in permanent population numbers of the surrounding towns. Cossack has the potential to assist in fulfilling this need and showcase the unique Pilbara natural environment and heritage.



RECOMMENDATION

The Cossack Advisory Group (CAG) at its meeting of 12 June 2014 considered all three options presented by the Visioning Study and resolved to support the **Option 3 – “Combined Option”**.

CAG considers that this is the best option for potential development at Cossack and aligns with the developed vision for Cossack, whilst also presenting a satisfactory option to potentially assist, with other State Government agencies, methods for addressing matters pertaining to land ownership at Cossack.

CAG recognises detailed investigations into the form of the combination of accommodation options would be required and that close consultation with the Department of Lands, Department of Planning, Heritage Council WA for the future development of Cossack and progression of any land tenure matters is required. It was also recognised that suitable design guidelines should be developed to ensure any future structures be in line with the vision for Cossack.






The CAG supports the Vision Statement as presented above and seeks Council support for both the Vision Statement for Cossack and the ‘Combined Option’ so that these can be used to initiate discussions with the relevant State level stakeholders.



PRECINCT PLAN

Option 3 - “The Combined option”, as recommended by the CAG has been delineated into precincts to allow future development speculation to be conducted in potentially separable portions.



-  Town centre precinct
-  Cabin accommodation development and construction of restaurant / swimming pool facility
-  Luxury campsite accommodation (Glamping)
-  Standard campsites (combination of both powered and unpowered sites)
-  Foreshore precinct

KEY REFERENCES

Department of Planning (2010) “*Cossack Development Assessment Report –Draft*”. Department of Planning, Perth, WA.

Department of Transport (2010) “*Cossack – Coastal Vulnerability Assessment – Draft*” Department of Transport, Coastal Infrastructure, Coastal Engineering Group, Fremantle, WA.

Heritage Council for Western Australia (1996) “*Cossack – A Policy for its Conservation*” prepared by the Heritage Council of Western Australia with assistance from the Australian Heritage Commission.

Millroy, J (1990) “*Recommendations & Management – Cossack The Productive Edge*” “The Future Conservation & Development of Cossack - Draft” (The Productive Edge).

Nayton, G (2005) “*Cossack Sustainable Development – An Alternative Strategy*” Prepared by Gaye Nayton B.Sc (Hons), AACAI.

Palassis Architects (2000) “*Cossack – Zones of Significance and Development Potential – Working Draft*” prepared for the Heritage Council of Western Australia.

Palassis Architects (2007) “*Draft Master Plan*” Prepared by a Palassis Architects led project team as a joint project for the Department of Housing and Works, the Shire of Roebourne and the Heritage Council of WA.

Peter Farr Consultants (2001) “*Historic Town of Cossack Sustainable Management Study - 2001 and beyond*” prepared for the Cossack Steering Committee.

Shire of Rosebourne “*Cossack Town Planning Management Plan – Draft for Public Comment*”

State Planning Commission (1989) “*Cossack Conservation and Management Plan –Cossack Task Force Second Report*” Prepared for the Cossack Task Force.

ATTACHMENT 1: COSSACK VISIONING STUDY



TOWN CONTEXT



Neighbouring towns and locations



Landform and site context



Landform and site context

HERITAGE TOWNSITE



The current cluster of heritage buildings that constitutes Cossack's Town Centre

ARCHEO-TOURISM SITES



1. Customs House / Bond Store 1897
2. Post and telegraph office / Bakery 1885
3. Police Barracks 1897
4. Cook house 1897
5. Lock up 1897
6. Galbraith's Store 1891
7. Court House 1895
8. School House 1894
9. Pearler's House 1874
10. Union Bank 1890's
11. Pilot Street
12. Mr Pead's Boarding House
13. Stone Floor
14. Workers' Hut
15. Market Gardens
16. Chinatown
17. Muramat's House
18. Path to Beach
19. Large Storehouse 1880
20. Knight and Shenton's Store
21. Schoolhouse
22. Asian Cemetery
23. European Cemetery
24. Military
25. Tram route

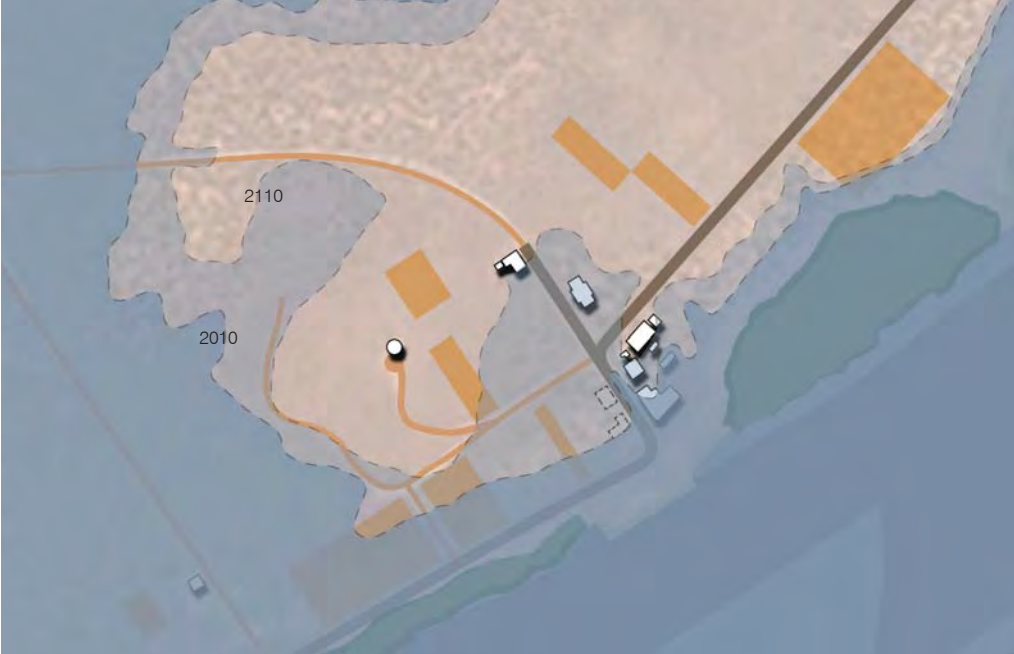
LANDSCAPE ANALYSIS

SLOPE ANALYSIS



Slope analysis: Areas steeper than 1:10 (10%) are in red.

FLOOD ANALYSIS



1-100 Year flood event, 2010 and 2110 extent



1 in 100 Year ARI PSWL and wave run up (6.5m AHD)

VIEW SHED ANALYSIS

Cossack has a distinctive visual character with heritage buildings and remnants of historic structures set in an isolated and diverse natural landscape.



Entrance Viewshed - Analysis from Cossack Road entrance at intersection with track to schoolhouse



Entrance Viewshed - Analysis from Cossack Road entrance at intersection with track to schoolhouse



Schoolhouse Viewshed - Analysis of the view shed from the Schoolhouse building



Town Centre Viewshed - Analysis from the corner of Perseverance Street and Pearl Road



Combined Viewsheds from the key view locations

VISION

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COSSACK VISIONING CONCEPTS

Three potential options for tourism focused development at Cossack have been explored at a conceptual design level.

The first concept explores the idea of a **concealed** development that is hidden from the key viewing area that define Cossacks current visual character.

The second aims to **re-instate** the character of the past and is focused on the creation of shack or cabin like accommodation options close the centre of town to re-create a lively town centre that is in keeping with the past.

The third concept is a **combination** of the first two with multiple accommodation options both shack like cabins that reinstate the character of the past in the town centre and concealed camping and high end glamour camping or "Glamping".

All concepts adhere to specific defining principles that assist in guiding development to achieve the desired character in a practical and site suitable way.



View across Butcher Inlet from Cossack Town Centre

1. THE CONCEALED - PRINCIPLES

This development option focuses on preserving the current visual character of Cossack, whilst accommodating high end tourism facilities. Principles for the siting of development were established and mapped to determine the most appropriate location for development that would have little impact on the current iconic character of Cossack. To successfully achieve this goal development is required to avoid remaining archaeological features, avoid steep terrain, remain above the 1 in 100 year flood level (and wave run up) and it should not be visible from key, characterised defining viewing locations. These location have been identified as from the old school building (characterised by its isolated setting), views from the centre of town (characterised by the heritage buildings set in naturalistic landscape) and the approach road view prior to arrival (characterised by the restricted view of the town until arrival).

1. Archaeological Attractions

- Enhance archaeological tourism opportunities
- Contribute to the interpretation of remnant artifacts
- Avoid negative impacts to archaeological sites.



ogical artefact sites



Remaining archeological artefact sites



The remains of the old town are a key feature of the Cossack experience

2. Steep sites

- Avoid steep land to improve accessibility
- Preserve rocky outcrops and hills that contribute significantly to visual character of the area
- Avoid the impracticalities associated with development on steep land.



Sites of a gradient at and above 1 in10 (10%)



Sites of a gradient at and above 1 in10 (10%)



Hills and rocky outcrops are prominent features of the Cossack landscape

3. Flood Zone

- Development should not occur in areas within the 1 in 100 year flood level (1:100 ARI PSWL) plus wave run up (total 6.5m AHD),
- The entrance road to Cossack is below this level and therefore the town can potential become isolated during a flooding event



1 in 100 year flood level and wave run up (6.5m AHD)



1 in 100 year flood level and wave run up (6.5m AHD)



Hills and rocky outcrops are prominent features of the cossack landscape

4. Visual Character

- Development should not alter the current visual character of Cossack.
- Key viewsheds to preserve are from:
 - The schoolhouse
 - The old town centre
 - The entrance route (the arrival)



Areas of high visual influence from key viewsheds



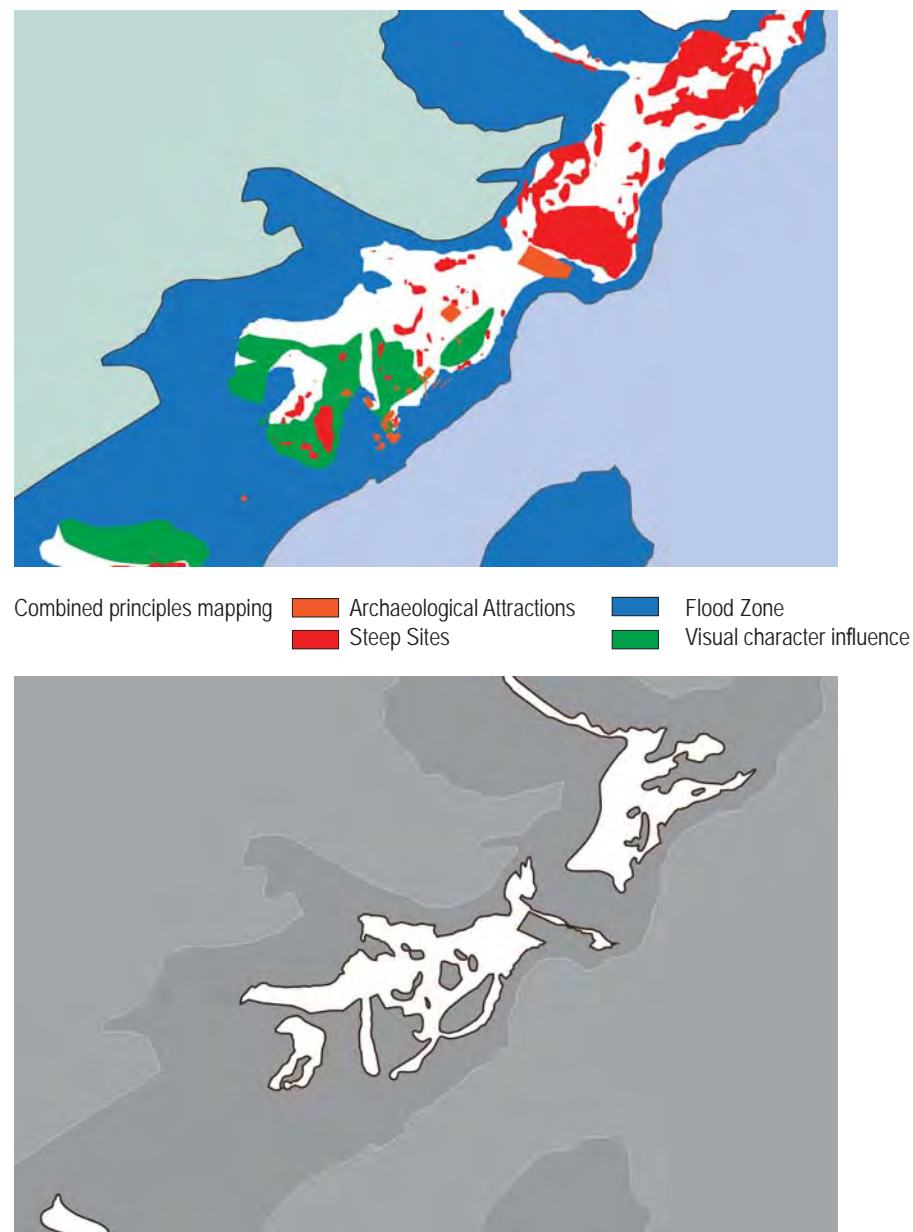
Areas of high visual influence from key viewsheds



Remnant archaeological sites

1. THE CONCEALED- PLAN

This development option proposes an eco style resort with “glamping” (deluxe tents as shown in pictures below) as visitor accommodation. The proposed development site lies in the area of land that remains following exclusion of much of the site by adherence to the guiding principles. The access to the resort is proposed as unsealed vehicle tracks that connect the individual tents to the main reception / restaurant / bar building that also features a swimming pool.



Yield:
- 64 Glamping sites



Social camp fire example - Martins Tank, Yalgorup National Park

Eco-resort style tourist accomodation with “Glamping” - Karijini Eco Retreat, Karijini National P-ark

1. THE CONCEALED - DEMONSTRATION MODEL

The follow images are exported from a 3D model to show the general design intent and display the relationship between proposed elements and the landscape. Detailed design stages are required to determine specific siting and design of all proposed design elements. Generic models have been used for proposed buildings, tents etc the design details are indicative only.



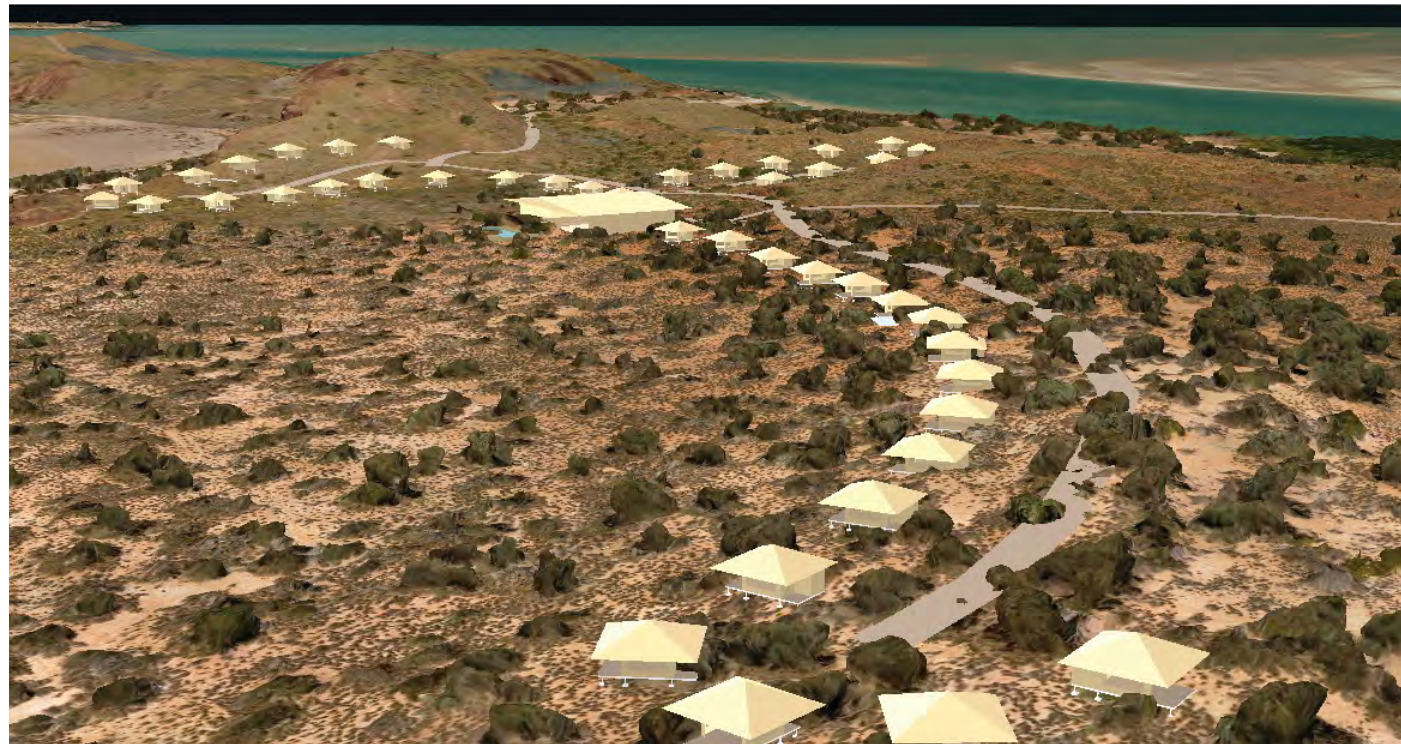
An aerial overview of concept 1



An aerial showing views from the glamping tents and main reception / restaurant building.



The proposed concept with 1 in 100 year flood level



The proposed layout of Glamping accommodation

1. THE CONCEALED - VIEWS



2. THE REINSTATED - PRINCIPLES

This development option focuses on reinstating the past visual character of Cossack, whilst accommodating high end tourism facilities. Principles for the siting of development were established and mapped to determine the most appropriate location for development that would best work towards the reinstating a vibrant and diverse character of the Cossack of the past. Photographic and archeological sources highlight the fact that the remaining stone civic buildings do not represent the majority of dwellings in Cossack in its peak, and rather a clustering of shacks and small buildings of tin and wood constituted the majority of built form. It is also apparent that Perserverance Street, and Cossack Road where the main streets in town and the majority of dwellings lined these streets.

1. Archaeological Attractions

- Enhance archaeological tourism opportunities
- Contribute to the interpretation of remnant artifacts
- Avoid negative impacts to archaeological sites.



Remaining archeological artefact sites



Remaining archaeological artifact sites



The remains of the old town are a key feature of the Cossack experience

2. Steep sites

- Avoid steep land to improve accessibility
- Preserve rocky outcrops and hills that contribute significantly to visual character of the area
- Avoid the impracticalities associated with development on steep land.



Sites of a gradient at and above 1 in10 (10%)



Sites of a gradient at and above 1 in10 (10%)



Hills and rocky outcrops are prominent features of the Cossack landscape

3. Flood Zone

- Development should not occur in areas within the 1 in 100 year flood level (1:100 ARI PSWL) plus wave run up (total 6.5m AHD),
- The entrance road to Cossack is below this level and therefore the town can potential become isolated during a flooding event



1 in 100 year flood level and wave run up (6.5m AHD)



1 in 100 year flood level and wave run up (6.5m AHD)



Hills and rocky outcrops are prominent features of the cossack landscape

2. THE REINSTATED- PLAN

This development option proposes reinstating the towns visual character of the past and developing a series of shacks and small dwellings with a focus on creating a vibrant town centre for tourists.

In this concept all the shacks and land are owned publicly or by tourism operators and are exclusively for tourism and events with only staff living in the town. Larger shacks could become restaurant's, art studio's or bar's and a range of shack sizes and configurations could accommodate a diverse range of visitor.

Rather than imitate the dwellings of the the past the new dwellings will be inspired by the old and be contemporary interpretations of high comfort and utilise the unique site. As the shacks may be in areas of future archaeological exploration a degree of portability could be included in the design criteria to allow for this possibility. It is intended that concentration of the shacks around Perserverance Street and Pearl Road will create a vibrant town core and give the feeling of a holiday village.

The Rottnest of the Pilbarra.



Combined principles mapping Archaeological Attractions Flood Zone
Steep Sites



Designated land available for development after mapping of principles

Proposed Yield:
- 41 Shack / Cabin sites



Extent of land available for development following design principles

Unsealed access roads

China Town area with deluxe shack accommodation overlooking Butchers inlet

Town centre area - see detailed town centre and wharf concept on page 16



A contemporary portable "shack"



Examples of contemporary architecturally designed "shacks"

2. OLD COSSACK - BUILT FORM - PAST AND POTENTIAL



Contemporary shack / cabin designs

An architectural study would be required to determine the most appropriate parameters to guide the development and design of the new shacks. These parameters could mandate elements from the built form of the past such as:

- Building materials
- Building footprint
- Absence of fencing
- Lot size
- Setback

Other potential Architectural design parameters could include:

- Onsite biological sewage
- Cyclone resistance
- Mobility (particularly over land with archeological potential)

The original built form was diverse, and potential exists for a diverse array of site specific designs that adhere to the design parameters. Architecture competitions could be conducted to utilise the potential for these small designs to profile the skill of local architects. Despite the intention for diversity the model right has been used to insert into the conceptual 3D model.



Model of a small shack / cabin used in the conceptual 3D model.



Built form in Cossack - 1897 source: Shire of Roebourne ID: 2004.183a-c



Built form in Cossack - 1897 source: Shire of Roebourne ID: 2004.178a-b

2. REINSTATED - DEMONSTRATION MODEL

The follow images are exported from a 3D model to show the general design intent and display the relationship between proposed elements and the landscape. Detailed design stages are required to determine specific siting and design of all proposed design elements. Generic models have been used for proposed buildings, tents etc the design details are indicative only.



An aerial overview of concept 2



An aerial showing views from the shacks along Perseverance Street.



The proposed concept with 1 in 100 year flood level



The main town centre with proposed shacks

3. COMBINED - PRINCIPLES

This development option focuses on a combined approach of reinstating some of the towns core with built structures, providing deluxe camping or Glamping opportunities and providing formalised campsites in designated appropriate areas. Principles for the siting of development were established and mapped to determine the most appropriate location for each of the development types. To successfully achieve this goal development is required to avoid remaining archaeological features, avoid steep terrain, remain above the 1 in 100 year flood level (and wave run up). In this scenario traditional un-powered camp sites are permitted within the 1 in 100 year flood zone as they are of a mobile nature and can be relocated at short notice.

1. Archaeological Attractions

- Enhance archaeological tourism opportunities
- Contribute to the interpretation of remnant artifacts
- Avoid negative impacts to archaeological sites.



Remaining archeological artefact sites



Remaining archaeological artifact sites



The remains of the old town are a key feature of the Cossack experience

2. Steep sites

- Avoid steep land to improve accessibility
- Preserve rocky outcrops and hills that contribute significantly to visual character of the area
- Avoid the impracticalities associated with development on steep land.



Sites of a gradient at and above 1 in10 (10%)



Sites of a gradient at and above 1 in10 (10%)



Hills and rocky outcrops are prominent features of the Cossack landscape

3. Flood Zone

- Structures should not occur in areas within the 1 in 100 year flood level (1:100 ARI PSL) plus wave run up (total 6.5m AHD),
- The entrance road to Cossack is below this level and therefore the town can potential become isolated during a flooding event

In this scenario structures including Deluxe tents used for “Glamping” are not built within the flood zone, however traditional un-powered camp sites are permitted as they are of a mobile nature and can be relocated at short notice.



1 in 100 year flood level and wave run up (6.5m AHD)



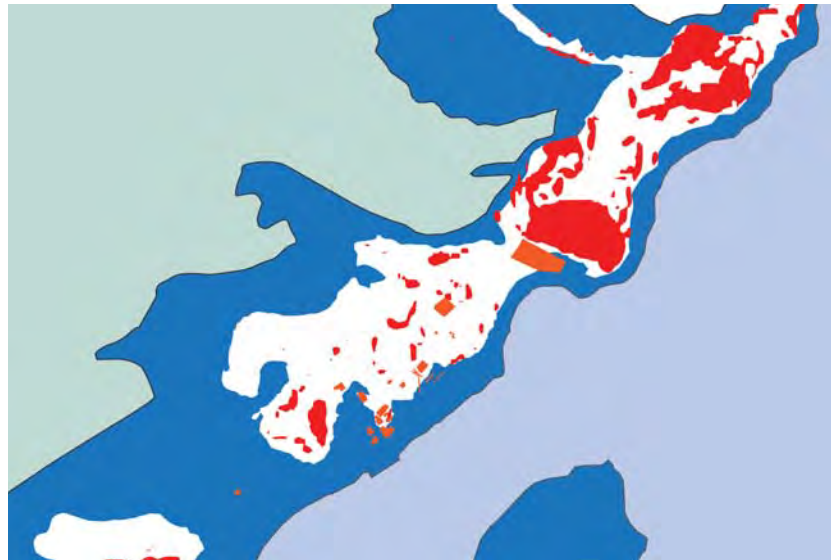
1 in 100 year flood level and wave run up (6.5m AHD) that only camp sites can occupy



In a 1 in 100 year flood event Cossack becomes an island and much of the available land is flooded

3. COMBINED- PLAN

This concept includes a combination of the development options previously proposed (glamping and architectural shacks) as well as areas with designated camp sites. The reduced amount of built form in the town centre aims to have a reduce impact on heritage values associated with Cossack while still identifying it as the main core of the town. These buildings can serve hospitality functions, reception areas for accommodation, or host attractions such as exhibitions, or other entertainment roles. The sites designated for “Glamping” are considered higher quality and provide views out to the landscape and the convex arrangement allows potentially un-interrupted views from each dwelling.



Combined principles mapping Archaeological Attractions Flood Zone
Steep Sites



Designated land available for development after mapping of principles

- Proposed Yield:
- 35 Glamping tents
 - 41 Shack / Cabin sites
 - 40 powered campsites (or Caravan sites)
 - 40 unpowered campsites



High end camp sites “Glamping”

Alternative entrance from Perseverance Street

Camping areas

Social camp fire area

Unsealed access roads

Extent of land available for development following design principles

Powered camping areas

Town centre shacks for accommodation and hospitality functions

Entrance to “Glamping” and camping sites

Town centre area - see detailed town centre and wharf concept on page 16



Examples of unpowered camp sites - Karijini National Park



Examples of “Glamping” tents - Karijini Eco Retreat



Examples of contemporary architecturally designed “shacks”

3. COMBINED - DEMONSTRATION MODEL

The follow images are exported from a 3D model to show the general design intent and display the relationship between proposed elements and the landscape. Detailed design stages are required to determine specific siting and design of all proposed design elements. Generic models have been used for proposed buildings, tents etc the design details are indicative only.



An aerial overview of concept 3



An aerial showing views from the glamping tents, cabins, and caravan accommodation



The proposed concept with 1 in 100 year flood level.



The proposed layout of cabins along perseverance street

3. COMBINED- VIEWS



3. COMBINED - TOWN CENTRE AND WHARF CONCEPT

A conceptual design for an upgrade to the town centre and wharf area is proposed to accompany the increased activity at Cossack. The following design assumes the implementation of the option 3 with a diverse mix of accommodation options and increased activities enlivening the town. The historic buildings and proposed swimming pool and restaurant are within the 1 in 100 yr flood level and will eventually require intervention to protect from floods.

Town centre design:

- Defined, linear, tree lined central axis to allow ease of access and provide central way-finding to explore old town centre area.
- Lawn areas for picnic and passive recreation.
- Increased trees within pedestrian precinct to provide shade and improve amenity (within precinct rather than on streets to preserve surrounding open landscape character).
- Hospitality facility with restaurant / bar / cafe and swimming pool area located for maximised views over Butcher's Inlet and .
- Low planting beds around buildings including customs house to "soften" aesthetic.

Wharf area design:

- Consolidate parking to the wharf area including trailer parking.
- Allowing boat launching and trailer maneuvering area.
- Single large open shade structure as an interpretation of original storage building with equivalent footprint.
- Simple seating with industrial / port aesthetic.
- Congregation areas with trees in raised planters and seating all with simple port / industrial aesthetic.



View of the Cossack wharf around 1910, The storage shed can be seen to the right.
source: Shire of Roebourne ID: 2004.23



Improved unsealed access road

Accommodation shacks or cabins

Entrance to "Glamping" and camping sites

Restaurant and bar

Swimming pool

Grassed recreation and picnic areas

Lookout / viewing area

Concrete pathway linking waterfront wharf area with town centre

Low planting beds of local species to soften aesthetic

Boat launching and trailer maneuvering area

Car park

Trailer Parking

Gravel surface congregation Area

Large shade shelter representing the original wharf building

Combined raised planter beds and seating

Simple seating with industrial / port aesthetic



Example of large shade structure on a wharf Armoury Wharf Cafe - NSW



Examples of simple furniture with industrial / port aesthetic



Example of a remote resort pool and restaurant - Berkeley River Lodge



OPPORTUNITIES - ATTRACTIONS

To complement potential accommodation at Cossack a range of opportunities exists to create attractions that draw in visitors and provide a varied and enjoyable experience.

Archaeological Attractions

- Opportunity for the remains of the Old Town to become an attraction for tourism.
- Enhancing the experience of the heritage buildings
- Interpretation of sites could utilise contemporary technology and involve, light displays or augmented reality.



Ecological Attractions

- Opportunity for experiencing the diverse natural environment around Cossack
 - Mangrove ecosystem
 - Salt flats
 - Grass lands and Wildflowers
 - Rocky Outcrops
 - Coastal Environments and Tidal Flats



Scenic Landscape

- The scenic landscape of Cossack significantly contributes its experience.
- Cossack and its surrounding area is free from industrial and residential land use and can represent the natural beauty of the Pilbara.



Hospitality

- Opportunity for a restaurant, cafe, or micro-brewery.
- Can draw people from the surrounding towns (not necessarily just those staying at Cossack).
- Cossack would be suitable place to stop and have lunch for those touring the region.
- The naturalistic surrounds of Cossack would provide a scenic setting distinct from surrounding industrial and town centre environments.



Cultural Activation

- Opportunity exists for cultural temporary activation to raise the profile of Cossack and create exciting events for people of the surrounding towns.
- Cossack could potentially be a location for Art Exhibitions, Music festivals, Film festivals, Photography competitions or other cultural events.
- These activities can build upon the success of the Cossack Art awards.



Luxury

- Cossack could provide a luxurious getaway for residents of surrounding towns
- Limited opportunities currently exist in the region for high quality accommodation and hospitality
- Potential exists to include a range of accommodation to keep Cossack an accessible destination.



Coastal Tours

- Boat tours could allow visitors to experience the coastal and river environments around Cossack.
- Features such as Jarman Island, Point Samson and Harding River would be interesting places to experience by boat.



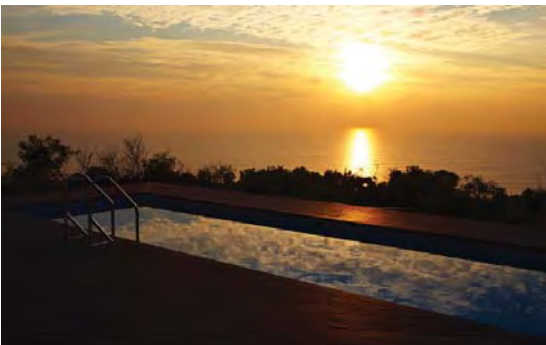
Fishing

- The inlet at Cossack provides sheltered conditions for boat launching and provides the opportunity for both ocean and creek fishing.
- Fishing at Cossack is highly accessible from the land backed wharf providing an opportunity for families and those without a boat to comfortably fish.
- A fishing charter boat could potentially operate from Cossack.



Swimming

- Swimming opportunities are limited in the ocean and rivers of the Pilbara.
- A swimming pool would be a popular addition to the tourism development especially for families.



Walking / Cycling Trails

- Designated walking trails could be established eg.
 - Heritage walk
 - Old tram line walk, possibly to Wickham or Roebourne
 - Eco tour walk
 - Art Trail
 - Aboriginal heritage walk

