



PORT STEPHENS
 (PORT STEPHENS
 - GREAT LAKES MARINE PARK)

Accommodation

- Reduce drive-on sites in favour of additional cabin accommodation in the area to the east of the existing high quality cabins.
- Delete camp sites adjacent to recreation area and amenities in favour of drive-on sites and expanded facilities.
- Where necessary relocate holiday vans in accordance with management requirements.

Environment

- Manage all vegetation and landscaped areas to enhance habitat and amenity, reduce fire threat and reduce risk.
- Organise appropriate stormwater management for all land use areas in the park.
- Apply ecologically sustainable development principles to all development proposals and management practices.

Boundaries

- Ensure operational boundaries are correctly located and defined.
- Provide and maintain fencing and buffer plantings where necessary.
- Provide pedestrian and vehicular access points to match desire lines and linkages.
- Apply appropriate bushfire management practices.

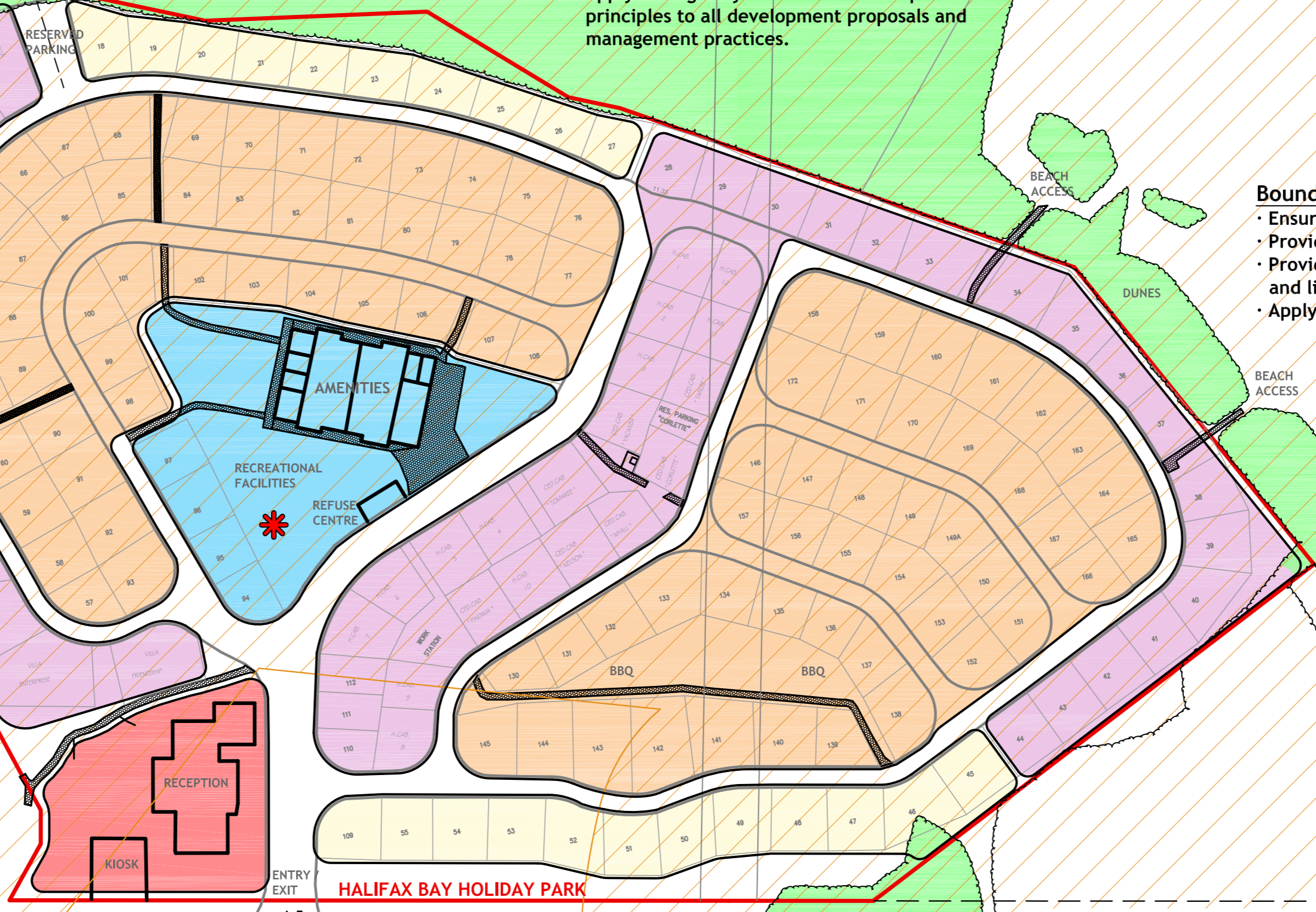
Recreational Facilities

- Upgrade, expand & refurbish the existing recreational facilities & amenities block to support the total accommodation within the park.
- Consider the inclusion of childrens playground facilities as well as a swimming pool complex in location denoted by red asterisk.

Safety

- Ensure the application of OH&S requirements throughout the park.
- Ensure appropriate safety measures for pedestrian access over lighthouse road.
- Implement CCTV surveillance at strategic locations.

- DENOTES BUSHFIRE PRONE LAND (From Port Stephens Council fire prone land map)
- PREDOMINANTLY HOLIDAY VANS
- ENTRY PRECINCT
- TOURIST SITES
- CABINS
- RECREATION + SERVICES



Accommodation

- Provide additional quality cabin accommodation on sites behind the Shoal Bay Beach dunal system and on adjoining sites to the west.
- Subject to Department of Lands agreement, confirmation of feasibility and planning approvals, re-establish the use of Lot 424 as part of the Holiday Park & use for appropriate accommodation & site types.