

# Tourism - 1

M.W.Last  
September 95

## 1. Introduction

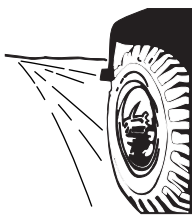
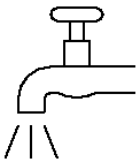


Many people on the lands are talking about having Tourism in their Communities and Homelands. This year the Land management Unit of the Pitjantjatjara Council Resource Centre has been asked to give advice about looking after places where people want to have a Tourist business.

Our Lands are easily destroyed if they are over used by vehicles and people. Soil surfaces become soft and too difficult to walk on. Vehicles and foot traffic crush the ground cover (grasses etc) and it blows away.

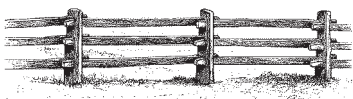
This fact sheet provides information about how to look after the Land if it's to be used continually by people.

## 2. Roads and Car Parks



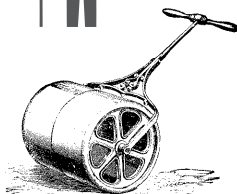
When Tourists begin visiting an area, roads and car parks have to be made. Otherwise people will drive all over the land and it will become a mess. So when making roads and car parks, the soil needs to be heavily watered and rolled with the tyres of a motor vehicle so it will pack down and become tight.

## 3. Areas that Need Protecting

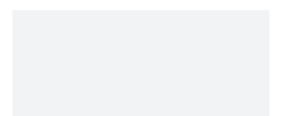


There are many areas where people shouldn't walk, so a fence needs to be built around these places. Collect seed from trees, shrubs, grasses etc. and plant them in the fenced areas. Seeds should be planted about 8 to 10 mm below the soil surface. If they are planted too deep, the seeds will not grow.

## 4. Walkways, Car Parks and Service Roads



Walkways, car parks and service roads are an essential part of a Tourist project. They need to be top dressed with gravel to provide a hard surface to protect the soil from being broken down and blown away. Put a lot of water on the gravel and roll it so it becomes hard and tight.



## 5. Drainage of Walkways and Roads



When a walkway, road or car park is made, usually the grass is scraped off, leaving the soil surface uncovered. When it rains, the storm water collects on these surfaces like it does on the roof of a house or a shed. If large amounts of storm water collect on the soil surface, it begins to flow and wash the soil away. Soon the surface becomes etched with washouts and this is called water erosion. If left unchecked, the area becomes unusable.

To prevent this problem, construct drains and humps across the walkways and out from the roads so the storm water is dispersed.

## 6. Where to Build Walkways and Roads

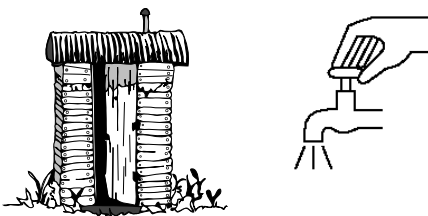


When making walkways and roads, plan to build them on land with a gentle slope. If the slope is steep, then build the walkway or road along the side of the slope gradually increasing in height.

If the walkway or road is built straight up the slope, the storm water from the rain will quickly wash it away making it unusable.

When planning walkways and roads, look at the slope of the land first, then it will be easy to see where to build them.

## 7. Toilets and Water



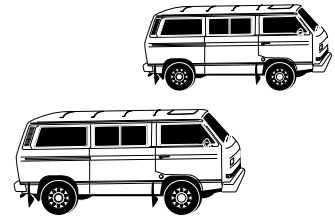
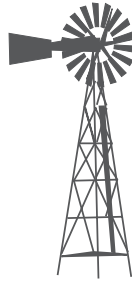
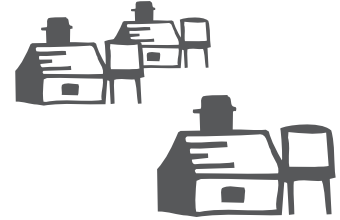
People need to use toilets and wash their hands. A good place to build toilets is near the car park. A tap providing washing and drinking water needs to be nearby.

These facilities are very important and need to be simple and clean. When tourists are travelling they always tell other tourists what they have seen and done. If your tourist project has been planned well, tourists will give a good report to others.

## 8. Things to Know and Do when Planning



Before building roads, car parks and service roads, walkways and open areas along the walkways, visit the project site after a 'big' rain. It's important to know where the storm water flows, where the boggy areas are and where the well drained land is. Don't build car parks and roads in boggy areas. Build them on higher, well drained land so vehicles can drive through the wet. Check out where walkways are to be built and avoid constructing them through wet areas. Check out the entrances of caves and see where the drier places are for building walkways and the open areas where tourists can stand and listen to the guide.



## 9. Planning a Tourist Project in a Homeland

When a Tourist project and a Homeland are being planned, everyone who is related to the Homeland should talk together and decide how to plan the landscape. There are many questions to be asked before a plan can be drawn. Decisions will have to be made about where to put,

- a. The homeland houses.
- b. The car park for the tourists.
- c. A place for tourists to camp.
- d. Roads.
- e. Toilets and water for tourists.
- f. Service roads.
- g. Walkways.
- h. Open areas where guides can talk to tourists.

Other questions like,

- a. How far away from the bore should the houses, car park, camping ground, toilets, roads, etc. be?
- b. How much water is needed for the homeland and the tourists?
- c. How much space will be needed for the homeland houses, car parks, roads and places for tourists to camp?
- d. How far apart should the tourist project and the homelands be?
- e. How much space will be needed for further development? - Need answers.

It's important to ask the bore drilling people where they would drill more bores for more water. This information would avoid using these areas for other purposes.

It's also important not to build houses, car parks or roads in boggy areas because these facilities will become unusable in the future and result in a waste of money.

When planning a landscape, peg out facilities like car parks, roads etc. and use them for a trial period. During this time it's easy to make changes and shift facilities resulting in a good plan for the homeland.