WHAT
WE
MAKE
IT

POINT SAMSON

DRAFT ENHANCEMENT PLAN

Doing Co.

City of Karratha

architectus™



Acknowledgment of Country

We acknowledge the People of Ngarluma Country as the Traditional Custodians of the land and waters on which the project is located. We pay our respect to their Elders, past, present, and emerging and thank them for their continuing connection to country, culture and community.

POINT SAMSON ENHANCEMENT PLAN

+ Coordinated framework to guide future public realm improvements
+ Strengthes how people move through, gather and experience the town
+ Responds to natural, cultural and coastal setting

1. Improve access and connectivity across key areas of the town
2. Enhance the quality and comfort of public spaces and gathering places
3. Protect and celebrate Point Samson’s natural and coastal environment
4. Improve legibility and ease of movement for residents and visitors
5. Support recreation and everyday community life
6. Provide a practical framework for staged implementation over time

VISION

Point Samson, a relaxed Pilbara coastal village where landscape, community and natural rhythms shape everyday life.


In rhythm with land and sea


Defined by what's here


A place to grow older


A place to grow up


Paths to walk and ride


Belonging on Ngarluma Country


Close-knit and community-minded


Barefoot and unhurried

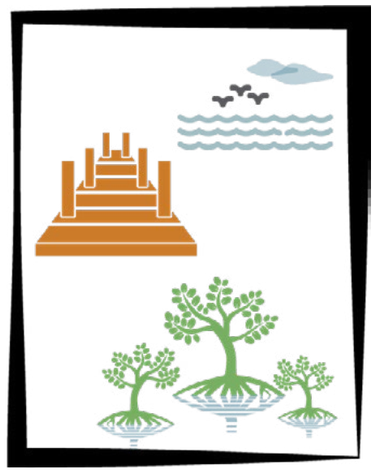

Care you can see



Visitors feel welcome

WHAT WE MAKE IT

PLACE PRINCIPLES



Celebrate and Frame Existing Natural + Heritage Elements



Provide Environmental + Coastal Stewardship



Activate Community Life Through Place + Time

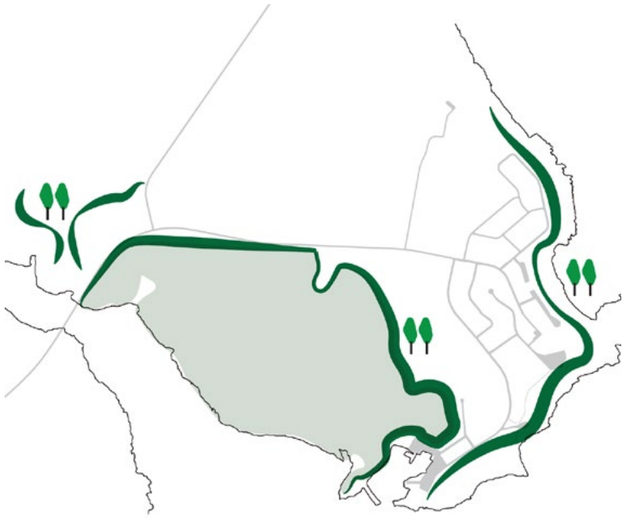


“Touch the Ground Lightly”



Cultivate Pilbara Paradise Vibe

KEY MOVES



Restore Coastal Ecology

+ Reinforce vegetation corridors
+ Strengthen ecological buffers
+ Minimise disturbance to established landscapes



Introduce Storytelling and Connectivity

+ Define sense of arrival
+ Stories and ecology revealed through paving
+ Key destinations form connected sequence
+ Clear wayfinding and improved connectivity



Return Asphalt to Landscape

+ Rationalise and reclaim oversized parking
+ Convert asphalt to coastal gardens
+ Increase canopy cover



Connect Coast, Community and Adventure

+ Shared path between Point Samson and Wickham
+ Create Criterium loop
+ Strengthen transport, amenity and recreation



Improve Beach Access and Coastal Amenity

+ Formalise key beach access
+ Add shade structures and amenity
+ Enhance beach experience

CONCEPT PLAN



1. Pope's Nose
2. Possum Habitat
3. Entry Bay
4. Town Core
5. Active Hub
6. Mangrove + Coastal Vegetation
7. Beach Access + Shade
8. Jetty Lookout
9. Honeymoon Cove Carpark
10. Johns Creek Boat Harbour
11. Informal Lookout
12. Criterium Loop

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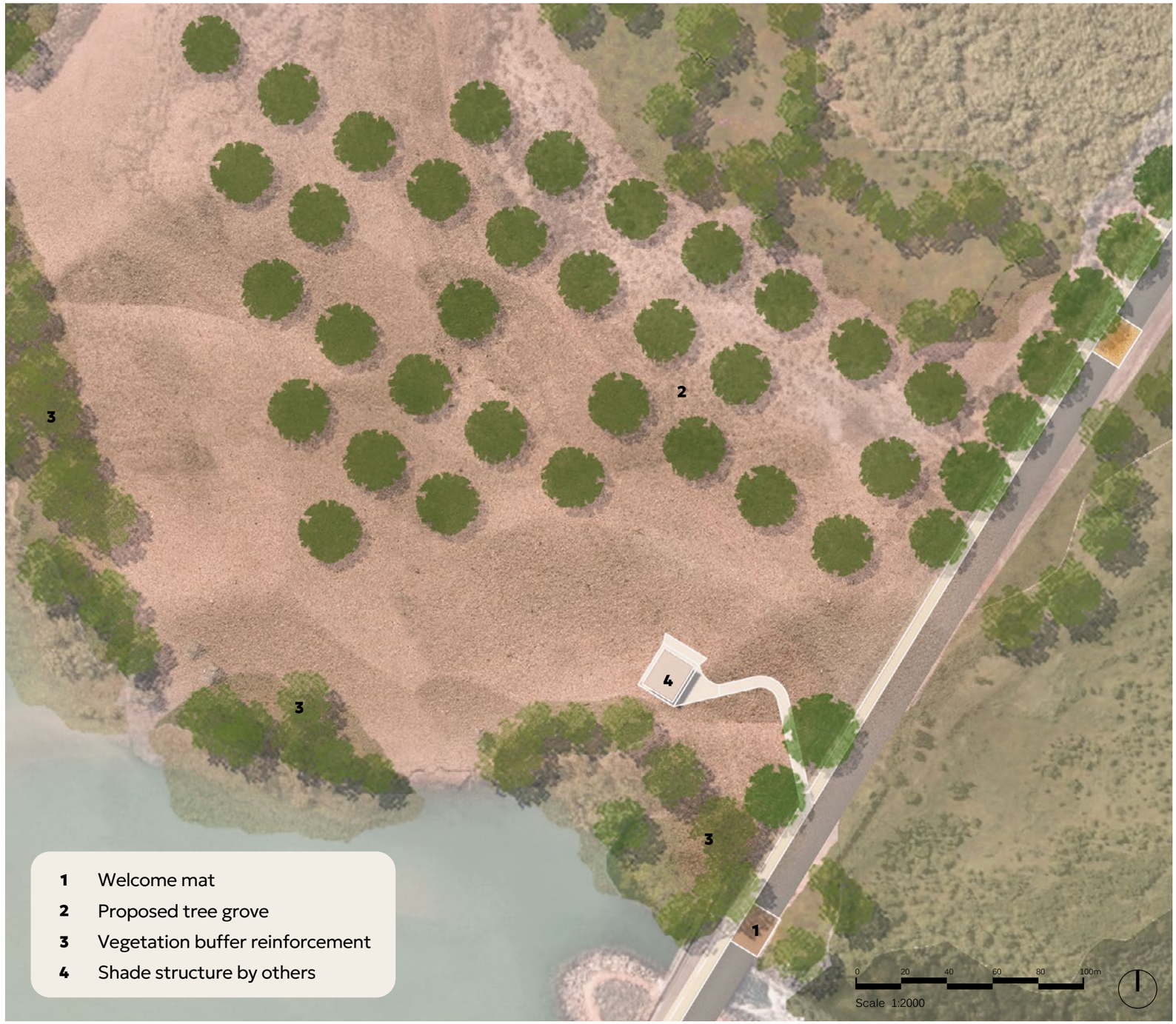
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POPE’S NOSE

+ Welcome mat through tactical urbanism
+ Additional trees for shade, rest and sense of arrival
+ Reinforced mangrove edge







POSSUM HABITAT

+ Awareness of rare possum population
+ Habitat connections
+ Tactical ground treatments to slow traffic + define sense of place



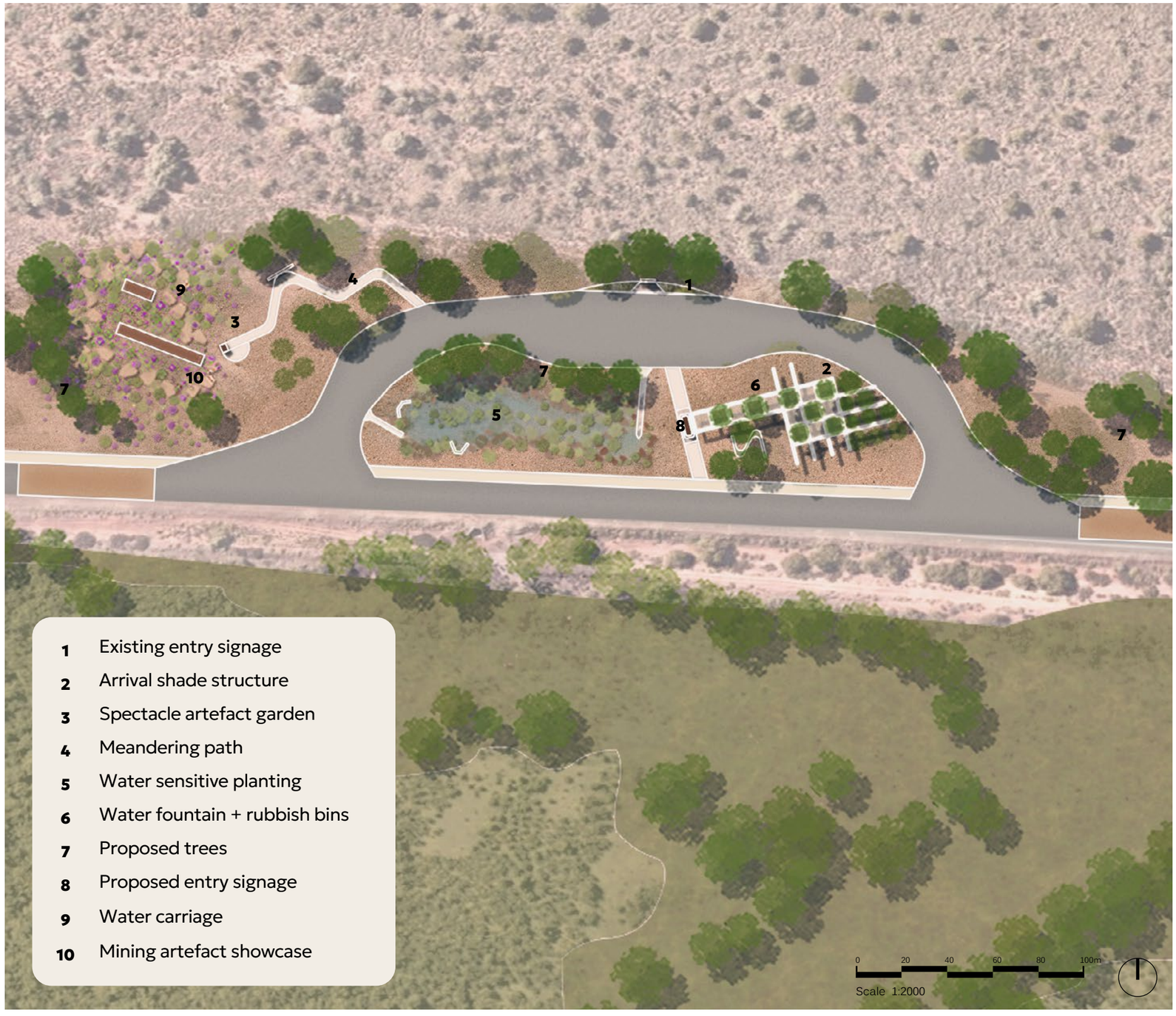




ENTRY BAY

+ Native planting as living calendar
+ Replace fencing with spinifex, mulla mulla and boulders to frame artefacts
+ Meandering informative path
+ Shade structure, tables + water fountain amongst tree bosque





1 Existing entry signage
2 Arrival shade structure
3 Spectacle artefact garden
4 Meandering path
5 Water sensitive planting
6 Water fountain + rubbish bins
7 Proposed trees
8 Proposed entry signage
9 Water carriage
10 Mining artefact showcase

ENTRY BAY







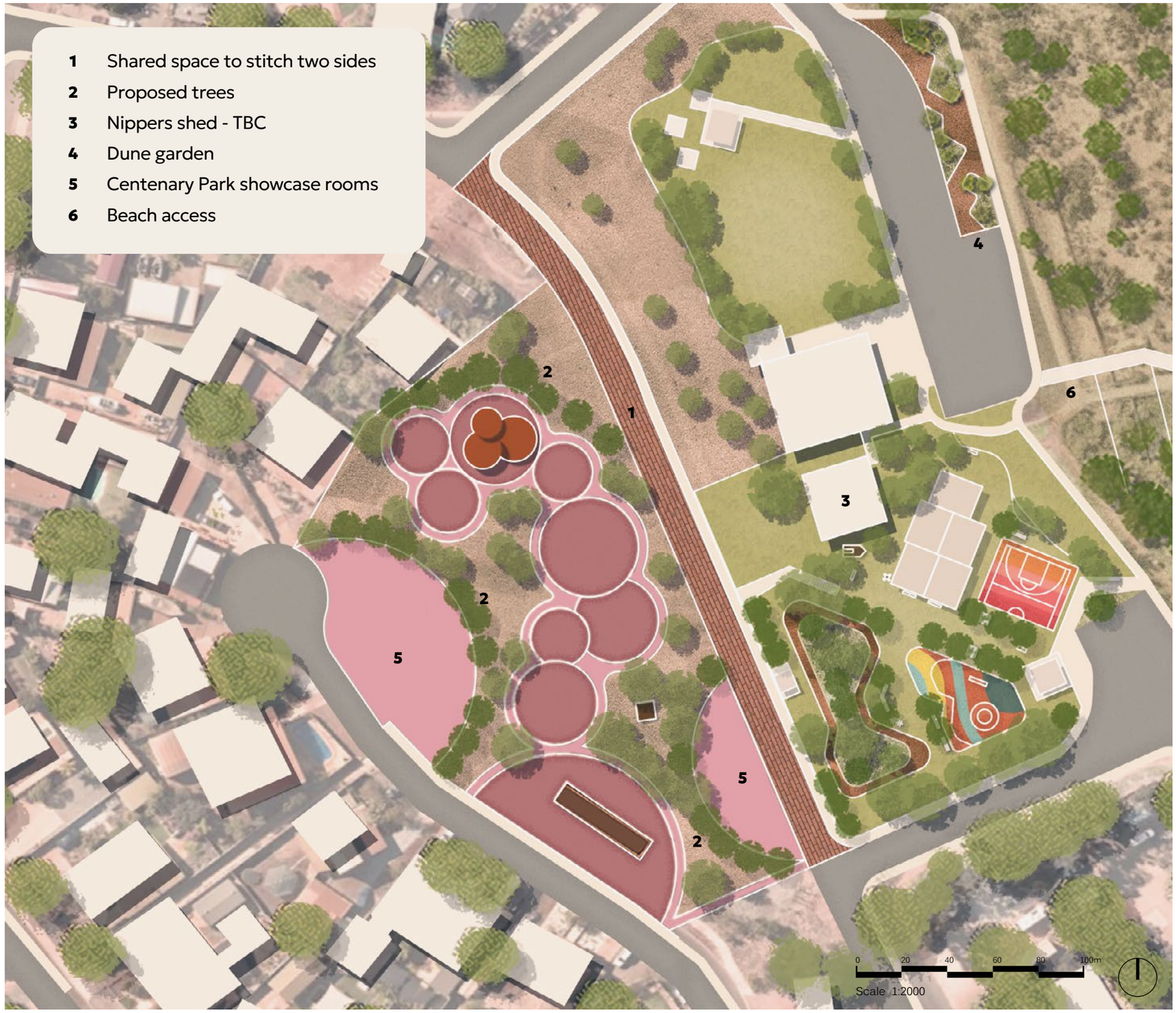


TOWN CORE

OPTION 1

+ Tactical urbanism as connective tissue for Active Hub and Centenary Park
+ Active Hub integrated into town core
+ Incremental public “rooms” for Centenary Park



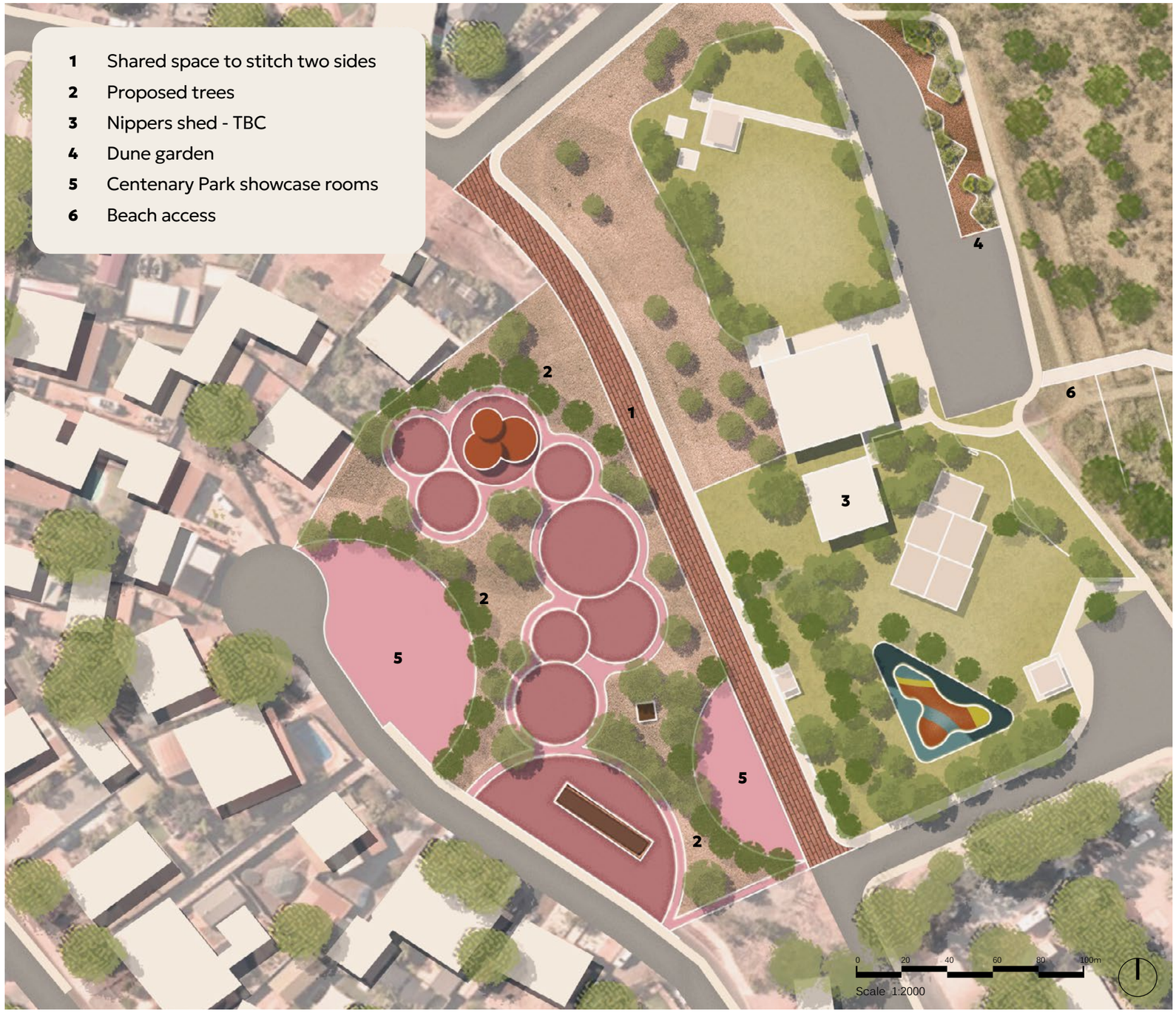


TOWN CORE

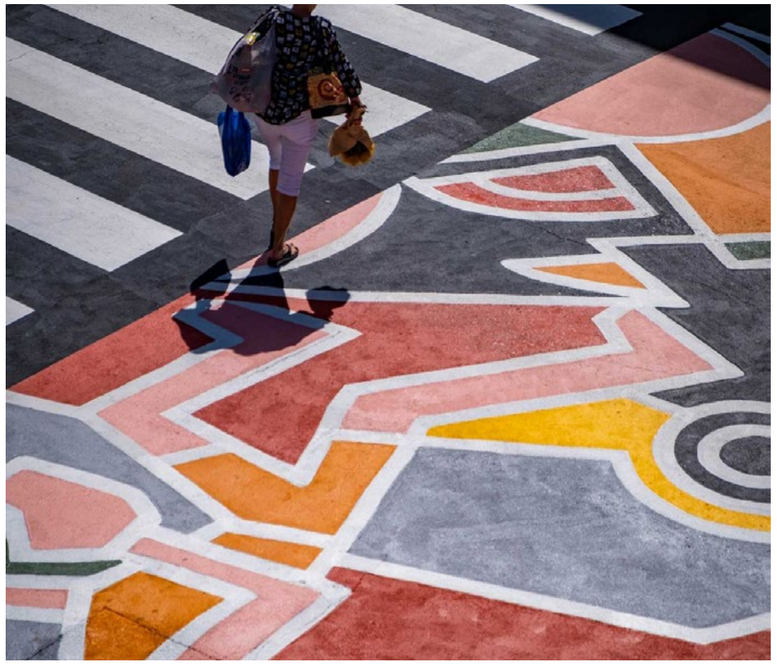
OPTION 2

+ Tactical urbanism as connective tissue for Active Hub and Centenary Park
+ Skate Park integrated into town core
+ Incremental public “rooms” for Centenary Park





TOWN CORE











ACTIVE HUB

OPTION 1

+ Pump track, Skatepark and Half Basketball Court
+ Central community spine with picnic tables + existing barbeque
+ Youth zone, social seating + bike rack





1	Half basketball court
2	Pump track
3	Skate park
4	Proposed trees
5	Youth zone
6	Community spine

ACTIVE HUB

OPTION 2

+ Half Basketball Court, potential for future full Basketball Court
+ Pump Track for all ages and abilities
+ Shade, trees + rest nodes
+ Vegetated buffer along Cliff Road
+ Skatepark in town centre



	Option 1	Option 2	
270sqm			540sqm
165sqm			600sqm
330sqm			410sqm



1 Half basketball court
2 Pump track
3 Shade structure
4 Proposed trees
5 Skatepark



ACTIVE HUB













BEACH ACCESS + SHADE

+ Formalised beach pathways with lightweight boardwalks
+ Handrails for universal access
+ Beach shade structures
+ Increased shade-tree planting





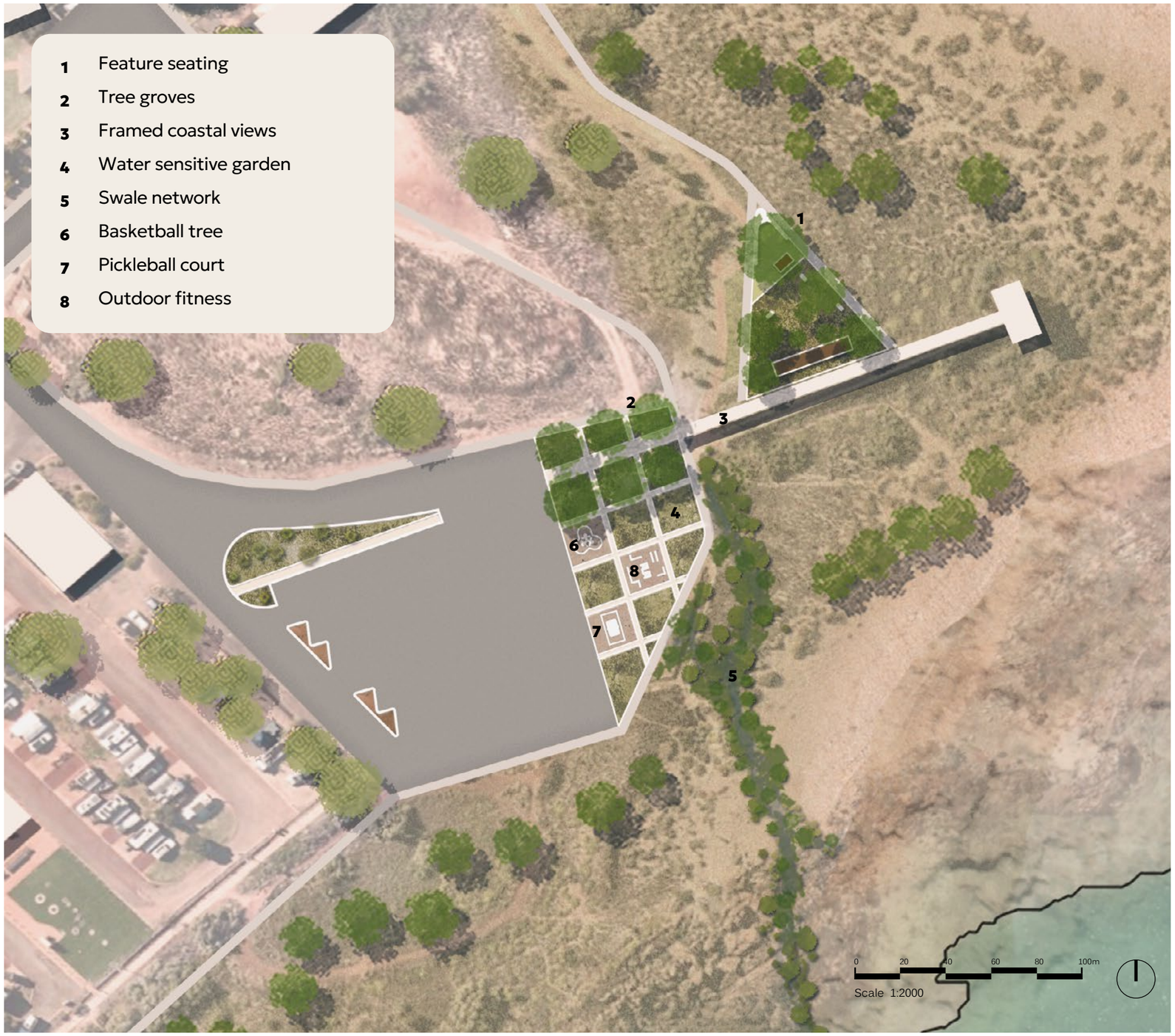


1 Shade structure
2 Accessible beach path
3 Dune garden with informal path
4 Dune garden with feature seating

JETTY LOOKOUT

+ Frame views and moments of surprise
+ Feature seating and small tree groves
+ Water sensitive garden with swales, trees and pockets for sport and exercise
+ Enhance existing drainage channel with plants





JETTY LOOKOUT











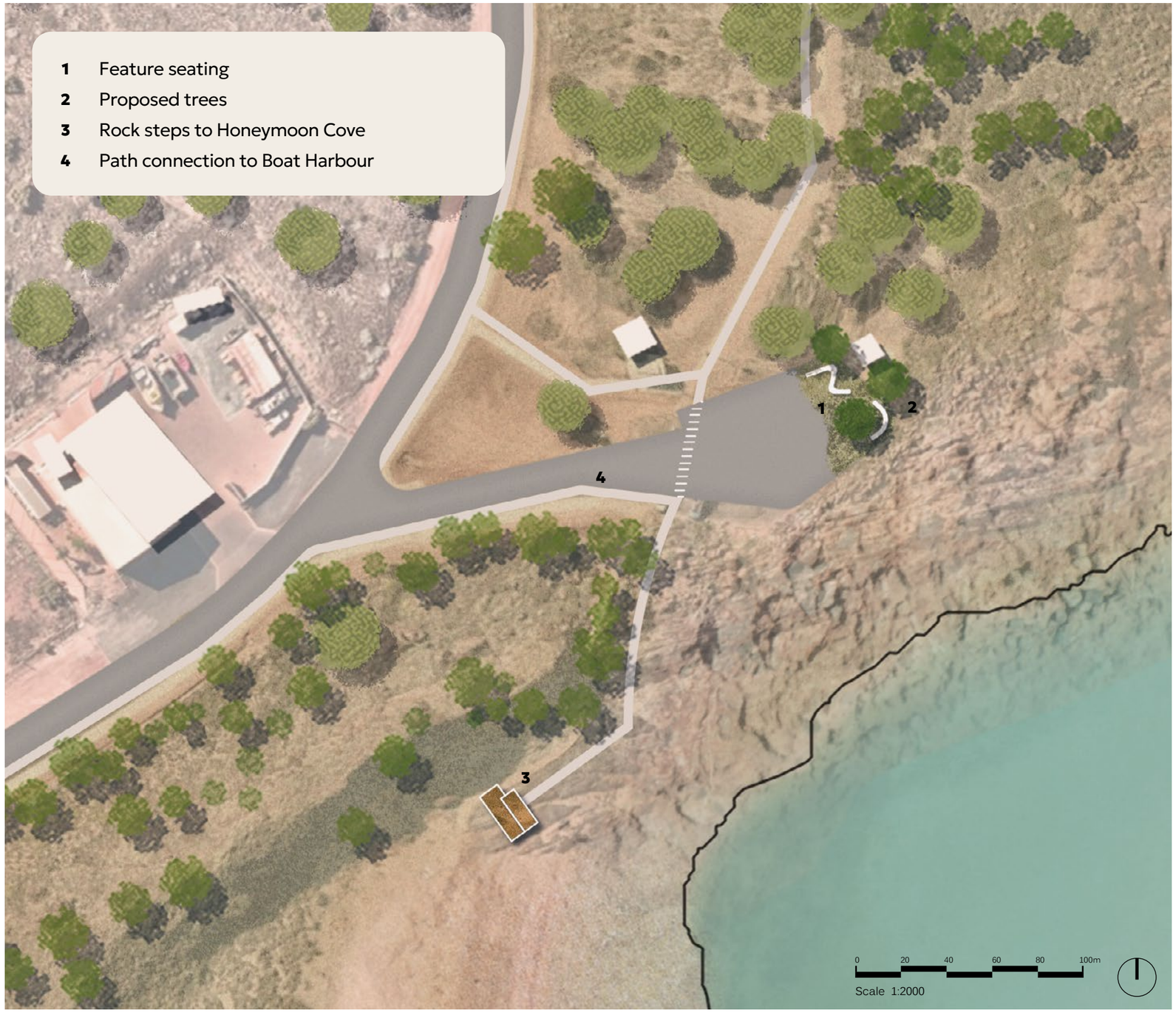


HONEYMOON COVE CARPARK

+ Transform asphalt to dune garden with feature seating
+ Pathway access to Boat Harbour
+ Lowkey rock steps at Honeymoon cove
+ Shade trees for rest and gathering

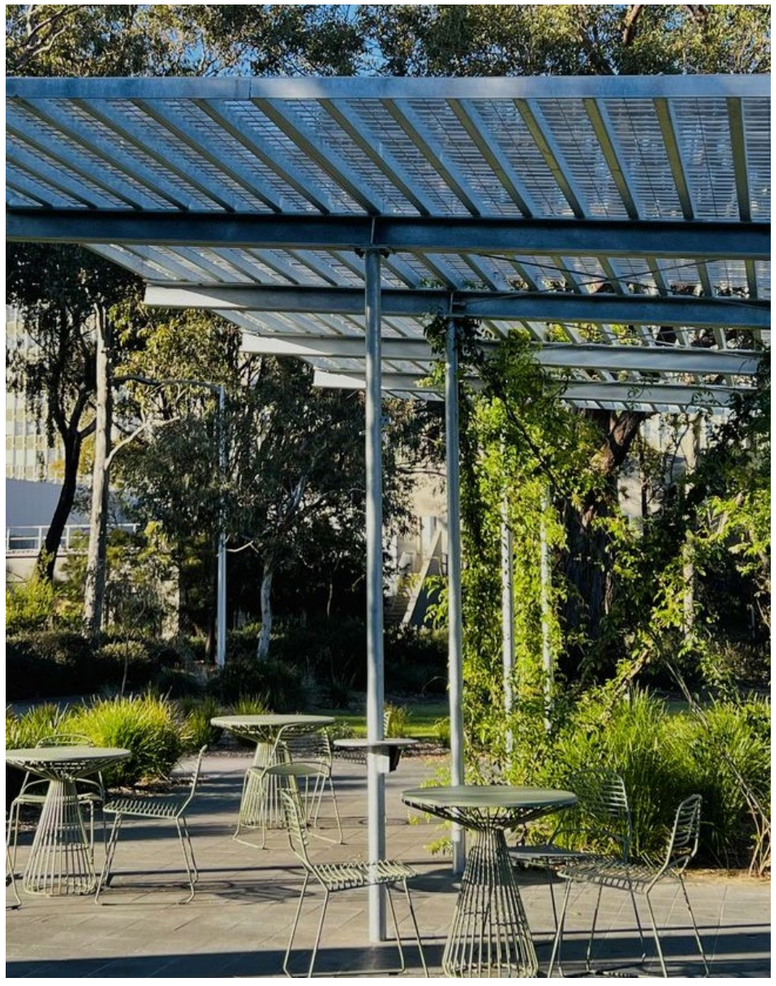






JOHNS CREEK BOAT HARBOUR

+ Fish cleaning facility nestled within trees
+ Replace asphalt with native planting, trees, seating and drink fountain
+ Shade, amenity and gathering nodes





JOHNS CREEK BOAT HARBOUR









INFORMAL LOOKOUT

+ Dune path connection to lookout
+ Retaining walls act as informal seating
+ Shade tree for rest and longer time outdoors







CRITERIUM LOOP

+ Community microforest
+ Rustic criterium loop and meandering paths within native vegetation planting
+ Informal setting for cycling, play and everyday community use







IMPLEMENTATION PROGRAM

Priority voting - Vote for your top five priority actions for implementation.

If you think something can't work for practical reasons, write it on a sticky note.*







Getting here and around

1. Create a welcoming arrival at Pope's Nose with new paving and shade trees, trialled first; made permanent if it works
2. Create a shaded stop at Entry Bay with picnic tables, a drinking fountain and a garden around the historic items
3. Build a shared path to Wickham for walking, running and riding
4. Link coastal walking trails, with signs, seating and better access
5. Make signs and visitor information clearer/more consistent, including those with environmental and maritime stories

At the beach and on the water

6. Improve beach access with defined paths, lightweight boardwalks, cooler handrails and shade
7. Provide storage for the surf club and Nippers so more people can take part
8. Upgrade Johns Creek Boat Harbour with fish cleaning, shade, seating, planting and quiet fishing spots
9. Upgrade the Jetty and Informal lookouts with planting, seating and framed views
10. Support low-key visitor experiences on and around the water, such as fishing and kayaking, without growing tourism beyond what suits the village

Everyday comfort in town

11. Link the Community Centre and Centenary Park with shared paving, trialled first and made permanent if it works
12. Add shade, seating and drinking fountains at the public spaces people use most
13. Plant more shade trees around town where soil, water and cyclone conditions allow
14. Replace parts of underused car parks at Vitenbergs Drive, Miller Close, Barker Terrace and Peru Court with low-maintenance native gardens, trees and seating, starting with small pilots



Young people and community

15. Create youth recreation area(s) with a pump track, half-court basketball, skate space, shade and somewhere to sit
16. Create a rustic bike loop for informal riding, with connecting paths
17. Support locals to run events, markets, arts, and family and youth activities



Looking after nature

18. Continue dune care, mangrove protection and community planting along the coast
19. Slow traffic where possums cross Point Samson-Roebourne Road, with temporary road treatments first and permanent paving later, plus tree planting and possible overhead crossings
20. Plant a community-assisted microforest as a buffer between the town and the nearby mining area
21. Advocate for, and work towards, healthier mangroves, reef and tidal flow

Note

(Not part of the vote)

Things that will happen across the plan

+ Ngarluma stories and Connection to Country, built into projects across town and shaped with Ngarluma people
+ An accessibility check of paths and facilities
+ A consistent look for signs, furniture, materials and planting
+ Planning for coastal erosion and climate risks
+ Maintenance of new landscapes, and regular reporting on progress

***Some projects will also depend on funding, approvals and land tenure.**

THANK YOU

