

Please do not light campfires



Many negative impacts can be avoided by using fuel stoves instead of campfires.

Collecting firewood damages habitats

Collecting firewood, including dead wood and leaves, removes essential habitats used by a host of native flora and fauna.

Insects, reptiles and other small animals lose their homes when wood is removed. Animals are displaced, nutrient recycling is disrupted and the balance of ecosystems disturbed.

Collecting and transporting firewood from one place to another poses risks to flora and fauna by (weed) seeds and disease that the wood may harbour.

Campfires disturb habitats and wildlife

Smoke from campfires affects the behaviour of native animals and reduces the amount of animals you may see around the site.

Rocks used for fire rings end up permanently blackened and removed from their function as shelters for small animals.



Campfire remains are unsightly and hazardous

The natural appearance of many campsites is compromised by the careless use of campfires. Rings of sooty rocks overflowing with ashes, partly burned logs, food and rubbish look terrible.

Buried campfires can retain hot ashes for a long time and be a safety hazard to visitors.

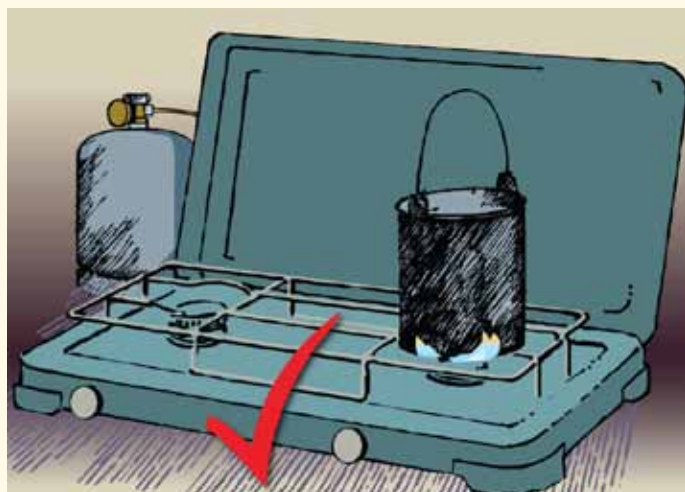
The risk of wildfire is high

Wildfire destroys large areas of bush each year in Australia. Many of these fires are accidentally lit by campers and travellers.

The Shark Bay World Heritage area is situated where the desert meets the sea. It is usually dry and windy, and sometimes hot, making the risk of wildfire very high. In these conditions wildfire can spread rapidly and cause loss of natural habitat, property and human life.

Fires are not permitted at campsites managed by the Department of Parks and Wildlife in the Shark Bay World Heritage area - Francois Peron National Park, Dirk Hartog Island National Park and Edel Land National Park (proposed).

Penalties apply for lighting fires in these areas.



**Please look after your campsite and all of its inhabitants
– use a fuel stove instead of a campfire.**