

Road Report

Current as of Saturday 05/04/25 3:00pm

Next report due: 06/04/25 8:00am

or as close as possible, pending inspection advice

Additional reports will be issued if significant changes occur

ROAD	OPEN All Vehicles	OPEN 4WD/High Clearance Vehicles	CLOSED All Vehicles	Road Condition changed	Notes
Flinders Highway					
Julia Creek to Richmond (14D)			X	No	Floodway before Corella Ck is 300mm over and fast flowing >1 metre and rising at Corella Ck Road remains closed to all vehicles
Julia Creek to Cloncurry (14E)	X			No	Road crews monitoring closely – Gilliat Channels showing signs of rising. Road remains open to all vehicles – Use Extreme Caution Surface water and silt over road
State Controlled					
Julia Creek to Burke and Wills (78A) Wills Development Rd			X	No	>1 metre and rising fast flowing water over Williams River Road remains closed to all vehicles
Julia Creek to Kynuna (5807)			X	Yes*	>* 400mm water over at Rhyl Ck Road remains closed to all vehicles
McKinlay Shire Local					
Gidgee Bug Byway (Julia Creek to McKinlay)			X	No	>200mm water slow running just past Railway Crossing
Taldora Road 80km sealed			X	No	>1.5m Water over Lara Floodway (Flinders River)
Cannington Road		X		No	>100mm water over at Snake Ck Use Extreme Caution Road remains open only to 4WD/High clearance vehicles
Taldora Road 140km unsealed		X		No	Use Extreme Caution Wet / Boggy conditions
Old Normanton Rd2/Dalgonally Lane		X		No	Use Extreme Caution Wet / Boggy conditions
Nelia - Bunda Rd			X	No	1 metre water over at Sardine Ck Floodway 600mm water over causeway
Eulolo Rd		X		No	Use Extreme Caution. Wet / Boggy conditions
Oorindi Rd		X		No	Use Extreme Caution Wet / Boggy conditions
Punchbowl Rd			X	No	>1.5m over Alick Creek
Minamere Rd			X	No	Local reports indicate road is impassable due to water over road
Byrimine Rd		X		No	Use Extreme Caution Wet / Boggy conditions 78A closed at Williams River
Gilliat Plains Rd		X		No	Use Extreme Caution Wet / Boggy conditions
Arizona Braeside Rd		X		No	Use Extreme Caution Wet / Boggy conditions