



Road Report

As at Wednesday, 23 September 2020 1:45 PM

Roads controlled within the Quilpie Shire are to the shire boundary. For up-to-date traffic and travel information please phone 131940 or visit www.131940.qld.gov.au

1.1 State Controlled Road	Status	Vehicles	Notes
Quilpie – Charleville Road (Sealed Road) Diamantina Development Road 93A	Open	All Vehicles	
Quilpie - Windorah Road (Sealed Road) Diamantina Development Road 93B	Open	All Vehicles	
Quilpie - Thargomindah Road (Sealed Road) 7003 (Also known as Toompine Road)	Open	All Vehicles	
Quilpie - Eromanga Road (Sealed Road) Cooper Development Road 79A	Open	All Vehicles	
Eromanga – Thargomindah Rd (Sealed Road) Cooper Development Road 79A	Open	All Vehicles	
Quilpie - Adavale Road (Unsealed Road) 7101 (Adavale Red Road)	Open	All Vehicles	With Caution
Adavale - Blackall Road (Unsealed Road) 7103	Open	High Clearance Vehicles	With Caution
Shire Roads	Status	Vehicles	Notes
Quilpie - Toompine (Alternate Flood Route) Old Charleville and Napoleon Road (Unsealed Local Roads) (71km Unsealed Local Roads) + 30km Sealed State Roads	Open	All Vehicles	With Caution
Adavale - Charleville Road (Unsealed Local Road)	Open	All Vehicles	With Caution
Adavale Black Road (Unsealed Local Road)	Closed	All Vehicles	With Caution
Trinidad Road (Unsealed Local Road)	Closed	All Vehicles	Due to Weather
Kyabra Road (Sealed Local Road)	Open	All Vehicles	
Ingeberry Road (Unsealed Local Road)	Open	All Vehicles	With Caution
Adavale to Hell Hole national park Milo, Gooyea and Hell hole Gorge Roads (Unsealed Local Roads)	Open	4wd Only	With Caution
All Other Local Roads	Open	All Vehicles	

'Local traffic' is defined as 'residents that reside on that road, or have property there so access is a necessity'.

Please check neighbouring Councils for their road conditions

Murewh Shire Council 07 4654 3057

Paroo Shire Council 07 4655 8400

Barcoo Shire Council 07 4658 6900

Bulloo Shire Council 07 4621 8095

Longreach Regional Council 07 4658 4111

Blackall/Tambo Regional Council 07 4621 6600