

5 April 2019

Namoi Valley

Water allocation update

Lower Namoi general security allocation **remains unchanged**.

The wettest day of the month was 30 March, with some heavy rainfall recorded including 81mm at Gunnedah. Waterways rose and fell quickly with the Namoi River commencing to flow at Boggabri on Sunday 31 March 2019.

A temporary water restriction was imposed on 31 March prohibiting the take of water for irrigation to maximise the water available for critical needs. Details on the temporary water restriction can be found [here](#).

Despite the rainfall, Keepit Dam recorded just 650 megalitres (ML) of net inflow for the month, while Split Rock Dam showed no real change in storage levels.

The current shortfall in resource remains stable with the storages requiring about 85,000 ML of inflow before regulated river operations can resume.

2018-19	High Security	General Security	Drought Stage
Upper Namoi Valley	100%	100%	 Stage 3
Lower Namoi Valley	100%	0%	 Stage 4

Dam levels (as at 1 April)

Keepit Dam is effectively empty.

Split Rock is just 2.8 per cent full, currently holding 14,000 ML.

This statement does not include the usual tables and graphs showing resource distribution. Their usefulness is limited due to the lack of water for distribution.

Key facts

- Remaining Lower Namoi general security (GS) account water of 12.5GL cannot be delivered until the resource availability situation improves.
- There will be no allocation to Upper Namoi GS account on 1 July if Split Rock Dam volume remains below 5 per cent, in accordance with the water sharing plan.
- Storage inflows since the last allocation in August 2017 to March 2019 were just 35 GL. This is below the historical minimum of 61 GL (Aug 1918 to Mar 1920).

Further information

The next water allocation update for the Namoi regulated river will be available on **Wednesday 8 May 2019**. Information on available water determinations and water sharing plans is available on the Department of Industry website - www.industry.nsw.gov.au/water