

18 December 2019 – 12:00 noon

Do Not Drink - Uralla Town Water Supply

Poor raw water quality and additional treatment required

Problems with poor raw water quality mean that drinking town water in Uralla is currently unsafe

Arsenic is present in the Uralla town water supply above health guidelines.
Boiling the water will **not** make it safe to drink.

Bottled water should be used for drinking, food preparation, making ice, cleaning teeth, and gargling.

Council will be providing free bottled water that can be collected from
Foodworks and Pursehouse Rural.

Arsenic has been detected in the Uralla drinking water supply above Australian Drinking Water Guideline value of 0.01 milligrams per litre. The concentration of arsenic in Uralla's drinking water is 0.04 to 0.05 milligrams per litre. At levels much higher than the levels found in Uralla's drinking water, arsenic can cause acute gastrointestinal and neurological issues. Short term health effects are unlikely at the concentration present in Uralla's drinking water.

Drinking water with arsenic levels much higher than the levels found in Uralla over a long period can also cause skin discolouration and is linked to the development of several types of cancer. Arsenic concentrations in Uralla's drinking water have been elevated for a short period. Levels were below the Australian Drinking Water Guideline value in tests conducted in August.

Uralla town water is still safe to use for hand washing, showering, bathing, washing clothes and in the garden.

Arsenic can be removed by additional drinking water treatment. Uralla Shire Council is working closely with the Department of Planning, Industry and Environment - Water and NSW Health to optimise the current water treatment processes to reduce arsenic concentrations to below the Australian Drinking Water Guideline value and to resolve this problem as quickly as possible.

This advice should be followed until further notice.

David Aber – Acting General Manager

For further information contact Council on: 6778 6300