

Your water consumption pricing is

# CHANGING

From 1 July 2026, the charges for water access (fixed charge) and water consumption (variable) are changing.

The reasons for the changes are:

- Making charges for all towns in the region fair and consistent
- Lining up our system with best practice across Queensland
- Making the way we charge easier to understand

## What's changing?

### CURRENT



Water consumption is charged at three tiers.



Different consumption charges depending on which town you live in.



Different consumption charges for similar property types.

### NEW



Water consumption is charged at two tiers.



Same consumption charges across towns.



Same consumption charges for similar property types.



## How water consumption will be calculated every six months from 1 July 2026

Charge name	Building type examples	Consumption charge	
Non-Strata Residential	Residential houses and commercial buildings	Per assessment	
Other Non-Residential		Tier 1	0-150kL
		Tier 2	>150kL
Strata Residential	Units, townhouses	Per apartment/unit	
		Tier 1	0-150kL
		Tier 2	>150kL
Accommodation Camps		Per room	
		Tier 1	0-50kL
		Tier 2	>50kL



## How will my new yearly bill compare to my old bill?

### Example 1: Household using 500kL of water per year

	Current	From 1 July 2026
Total annual charge	\$1,615.40	\$1,622.00
Difference	+0.4% or \$6.60 more	

### Example 2: Household using 700kL of water per year

	Current	From 1 July 2026
Total annual charge	\$2,055.40	\$2,022.00
Difference	-1.6% or \$33.40 less	



## Need help?

To discuss the specific changes to your property, please email [records@isaac.qld.gov.au](mailto:records@isaac.qld.gov.au) and a member of our Water Rates Review team will reach out to you. Note: Council can only discuss property information with the property owner or a person authorised by the property owner.

For more information, scan QR code to download the Isaac Regional Council Water Pricing Changes Fact Sheet.



FOR MORE INFORMATION:  
ISAAC.QLD.GOV.AU | 1300 ISAACS (1300 472 227)

FOLLOW US



ISAAC  
REGION