



Home Ownership Questions:

Resources for discovering more about your property



Researching a Property's Ownership

The Jefferson Parish Assessor's Office has a website that allows you to search for property owners by address or name.

To locate property ownership, assessed values, legal descriptions and estimated tax amounts go to:

<http://www.jpessor.com/property-search>

Is My Property Zoned Commercial or Residential?

The Jefferson Parish Geoportal can provide you with valuable zoning information about your property:

<http://geoportal.jeffparish.net/public>

Own New Construction or a Renovated Property?

Wondering what permits have been issued on a property? The Dept of Inspection & Code Enforcement now utilizes a website to apply for, track and search for past permits after signing up for a free account at:

<https://www.mypermitnow.org/default.aspx>

Are You in a High Risk Flood Zone?

Your flood zone dictates whether or not you need flood insurance and your rate. To see what your flood zone will be check out:

<http://maps.lsuagcenter.com/floodmaps/>

To see if an address has an elevation certificate on file:

<http://www.jeffparish.net/index.aspx?page=3317>

Paying Property Tax

Property taxes in Jefferson Parish are paid at the end of the year. Notices are generally mailed during the last week of November for that taxable year. Taxes are delinquent if not paid by December 31st but there are many ways to pay!

To Pay In Person:

Jefferson Parish Government Building 200
Derbigny St, Suite 1200,
Gretna, LA 70053

OR

Deposit in a Drop Box At:

Jefferson Parish Sheriff's Office
3300 Metairie Road, 1st Floor
Metairie, LA 70001

OR

Mail To:

Jefferson Parish Sheriff's Office
P.O. Box 130
Gretna, LA 70054-0130

OR: Pay Online:

<http://www.jpso.com/378/E-Services>



Planning on Excavating Your Yard?

Contact LA One Call before you dig! This free service provides for someone to mark all buried utility and power lines on your property.

www.LAOneCall.com

Dial 811

Monday - Friday 7:00am - 4:00pm