

Our Vission Is:

"Provide the <u>services</u>,
leadership, and vision to
improve the quality of life in

Jefferson Parish."

Aaron F. Broussard Parish

President

Issued by: Jacquie Bauer Public Information Officer

July 5, 2007 For Immediate Release

Jefferson Parish to Inspect Public and Private Properties on Thoroughfares

On, Monday, July 9, 2007, Jefferson Parish will begin proactive quality-of-life sweeps to inspect public and private property along all major thoroughfares.

Public Works employees and inspectors from the parish's Department of Inspection and Code Enforcement will gather information on the need for work on public property and violations on private property, respectively.

When a private property violation is noted by the code inspectors, a violation notice will be issued to the property owner with a deadline for corrective action. These violations could include trash on the property, abandoned vehicles, sign violations or high grass or weeds.

The inspections will be on-going and will be followed up by a re-inspection to determine if the violation has been cleared by the property owner. If not, the case will be set for a hearing to determine possible fines and an order for remedial action.

When the Public Works employees spot a problem on public property such as a broken curb, a missing or leaning street sign or obstructions to catch basins and drains, the proper department will be notified to correct the problem.

During the inspection process, motorists are cautioned to be aware of the slow-moving Public Works inspection vehicles in the right lane along major roadways. One inspection crew will work the East Bank and another will cover the West Bank. The inspection vehicles will be followed by a large Public Works truck with a "Quality of Life Inspections" sign on the back to alert motorists to the inspection activity.

The inspection of public property on all parish thoroughfares is expected to take about a week to complete. Work orders for corrective action will then be issued.