

Welcome To

Parish Beauregard Administration **Public Works** Department

Building Permits

Facilities Management

Public Documents Resource Page

Beauregard Parish Police Jury 2020 Redistricting Maps

Quick Links

Contact US

Meeting Agendas

Parish Road Closures

Public Participation

Master Road List

Service Order Request

Public Records Request

Public Health Unit

Airport Weather

External Links

DOTD - Beauregard

National Weather Service - Lake Charles

BECI Outage Map

CLECO Outage Map

Water District 2 Singer

Water District 3 Ragley

Water District 6 **Junction Community**

Beauregard Parish Police Jury



About Us

The Beauregard Parish Police Jury is the governing authority for Beauregard Parish that operates under the police jury system provided by the general laws of the state of Louisiana.

The police jury is both a legislative and administrative body. Its legislative functions include enacting ordinances and resolutions, establishing programs and setting policy. As an administrative body, it prepares the budget, hires personnel, spends money, negotiates contracts and, in general, directs the activities under its supervision.

Mission Statement

The Beauregard Parish Police Jury is dedicated to consistently and efficiently providing the highest quality of service to the citizens of Beauregard Parish. We want to assist and respond in a timely manner to the needs of our citizens.



News

Have you been affected by **Hurricanes Laura or Delta?**

CLICK HERE FOR INFO

Beauregard Parish has received almost \$3 million in federal assistance to rebuild after the storms of 2020. Join the Beauregard Parish Police Jury for an informational session about these funds, and make your voice heard!

Burn Ban Issued

August 1, 2023

Beauregard Parish Health Unit NEW CLINIC HOURS OF OPERATION*

Monday - Thursday, 7:00AM - 5:30PM *Environmental Services Monday - Friday, 8:00AM - 4:30 PM (337)-463-4486

Physical: 201 W. 2nd Street DeRidder LA 70634 Mailing: 201 W. 2nd Street DeRidder LA 70634 337-463-7019

