



COVID-19 FAQs

Are MLGW offices open?

Memphis Light, Gas and Water is restricting access to its Community Offices on Monday, March 23 for the safety of customers and employees. Drive-through windows and drop boxes will remain open for payments by cash, check and money orders only. Customers are encouraged to bring their bill with them to make processing payments faster.

Community Offices	Drive-through	Drop-box
Downtown (245 South Main)	NO	YES
South (2935 Lamar Avenue)	YES	NO
Millington (5131 Navy Road)	YES	YES
North (2424 Summer Avenue)	NO	YES
Whitehaven (1111 East Shelby Drive)	YES	NO

Customers may continue to mail in payments, pay by phone, pay through My Account, sign up for autodraft and utilize the 90+ authorized pay agents across the city. For a full listing of payment options, visit mlgw.com/payingyourbill.

As always, customers should call us at 544-6549 if they need assistance. Customers may also request payment arrangements in My Account and through our webchat.

What should I do if I can't pay my bill?

MLGW has a number of assistance programs in place to help customers year round: mlgw.com/residential/assistanceprograms. Please call 544-6549 or use webchat (mlgw.com/webchat) to see what is best for you. You may request an extension through My Account.

Will my services be disconnected if I can't pay my bill?

Under MLGW's Pandemic Plan all disconnects are suspended until further notice. However, please note that bills will accrue. Customers are encouraged to make payments if able.

Will I be charged late fees?

Late fees are being billed.

Will MLGW suspend payments or provide discounts?

As a public utility we are required under law to bill for services rendered. We are also forbidden from providing discounts.

Will there be any emergency funds available?

In the past, Shelby County Community Services Agency (CSA) has distributed Low Income Home Energy Assistance Program (LIHEAP) funds from the government. Check here for more information: shelbycountycsa.org/services/energy-assistance.