

**ARTICLE XXVI**  
**ENFORCEMENT, PENALTIES**  
**AND OTHER REMEDIES**

**SECTION 2600. VIOLATIONS**

Any person, corporation or firm who violates, disobeys, omits, neglects or refuses to comply with any provision of this ordinance or any permit, license or exception granted hereunder, or any lawful order of the Planning Commission, Building Inspector, Zoning Administrator, Board of Appeals, or the Township Board issued in pursuance of this ordinance shall be guilty of a misdemeanor, and upon conviction thereof, shall be punished by a fine of not more than Five Hundred and No/100 Dollars (\$500.00) or by imprisonment not to exceed ninety (90) days, or both. The imposition of any sentence shall not exempt an offender from compliance with the provisions of this ordinance. The foregoing penalties shall not prohibit the Township from seeking injunctive relief against a violator or such other appropriate relief as may be provided by law.

**SECTION 2601. PUBLIC NUISANCE PER SE**

Any building or structure which is erected, altered or converted, or any use of premises or land which is begun or changed subsequent to the time of passage of this ordinance and in violation of any of the provisions thereof is hereby declared to be a public nuisance per se, and may be abated by order of any court of competent jurisdiction.

**SECTION 2602. FINES, IMPRISONMENT**

The owner of any building, structure or premises or part thereof, where any condition in violation of this ordinance shall exist or shall be created, and who has assisted knowingly in the commission of such violation shall be guilty of a separate offense and upon conviction thereof shall be liable to the fines and imprisonment herein provided.

**SECTION 2603. EACH DAY A SEPARATE OFFENSE**

A separate offense shall be deemed committed upon each day during or when a violation occurs or continues.

**SECTION 2604. RIGHTS AND REMEDIES ARE CUMULATIVE**

The rights and remedies provided herein are cumulative and in addition to any other remedies provided by law.