

FINES, FEES & REBATES

UPDATED JANUARY 1, 2023

ALL FINES, FEES & REBATE PROGRAMS ARE SUBJECT TO CHANGE

ANIMALS

- More than one animal, initial fine- \$250.00. Additional monthly fine- \$250.00 a month until resolved.
- Unleashed pet, retractable leashes, leashes more than 6', leashed outside alone- \$100.00
- Not picking up after your animal- \$200.00
- Pets in the pool area- \$100.00
- Not curbing your pet- \$100.00

VEHICLES

- Parking violations- \$50.00
- Auto Storage- Vehicles will be towed at resident's expense.
- Overnight parking in Administration or Recreation parking lot- Vehicles will be towed at owner's expense.
- Auto repairs- \$250.00
- Speeding- \$50.00
- Commercial vehicles parked between 8:00pm - 8:00am- \$50.00
- Stop Sign- \$100.00
- Improper entering or exiting parking lots- \$100.00
- Entering through the exit at either East or West Gate- \$100.00
- Allowing someone to piggyback/ piggy backing through the West Gate- \$150.00
- Any other vehicular violations- \$100.00

OTHER AREAS

- Missed fire alarm- each offense- \$100.00
- BBQing at home- other than electric- \$500.00
- Having glass at the pool-\$250.00 plus any additional cost incurred to Leisure Village
- Tampering with fire alarm panel- \$250.00 and report to Brookhaven Fire Marshal
- Any other rules not followed will receive a fine on a daily/ monthly basis as determined by the Board of Directors.

FEES

- Barcode- \$10.00
- ID badge replacement- \$10.00
- Guest badge replacement- \$2.00 per badge
- Condo information book- \$10.00
- Blue book replacement- \$25.00
- Offering plan- \$25.00
- Telephone directory replacement- \$10.00
- Late maintenance payment- \$25.00
- Retro permits- \$50.00
- Broken gate arm- \$500.00
- Title transfer fee- \$400.00
- Rental fee- \$1,000.00
- Re-registration rental fee- \$500.00
- Condo questionnaire- \$100.00
- FHA condo questionnaire- \$250.00
- Reserve study- \$50.00

REBATE PROGRAMS (must replace original and requires a permit)

- Garage door replacement- \$400.00
- Bow window replacement- \$825.00