

LARGE BUSINESS LIQUIDATION

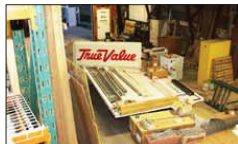
# AUCTION

MAY 2, 2015

START TIME: 9:30 A.M.

ADDRESS: 608 S. WEST STREET • BLOOMFIELD, IA 52537

OLD TRUE VALUE BUILDING



**General Merchandise • Tools & Equipment**  
**Electrical & Plumbing • Lumber & Building Material**  
**Roofing Materials • General Hardware**  
**Appliance Parts**

Any announcement made the day of the auction takes precedent over any published or oral statements. Items may be picked up by appointment within one week. Payment is by cash or good approved check. Debit cards or credit cards will be charged a 5% convenience fee. All retail items will be charged the Iowa & local 7% sales tax unless a sales tax form is submitted when you get your bidder number. Only exception is fixtures to be used in a business setting. Titles will be mailed once funds are confirmed unless paid w/cash.

For More Information & Full Listing: [www.qualitymarkllc.com](http://www.qualitymarkllc.com)

**Terms** are cash or good check. Final sale is subject to seller approval.  
Require Bank Letter of Credit for all out of state checks.



### AUCTIONEER'S COMMENTS



*This auction consists of new retail hardware and lumber inventory, retail fixtures, trailers, trucks and forklift. Dealers are welcome. We will run two rings most of the day. We will go to one ring at noon to sell items listed on top right side of auction bill. There is simply too much inventory to list, good clean stock, so try to get here early to preview! This event is mostly indoors, so held rain or shine. Bring a friend, a truck and trailer, and prepare to have fun!*



This Auction Arranged & Conducted by:

**Quality Mark LLC**  
**Auction Services**

**Col. Michael Howk, Auctioneer**

*For questions, please call 641.208.6453 or email questions to [qualitymarkllc@gmail.com](mailto:qualitymarkllc@gmail.com).*

See us on Auctionzip! #38275 or

View more pictures on [www.qualitymarkllc.com](http://www.qualitymarkllc.com)

**Indoor Facility - Rain or Shine**

**Food service by L & M Quick Shop**