

What's next... after buying a sheriff sale property as a third party bidder?

Necessary Steps to take:

1. **Follow** all post sale instructions required by Bid4Assets.
2. **Pay** remainder of purchase price within 10 days of the Sheriff Sale.
3. **Provide** your deeding/vesting instructions to Bid4Assets.
4. **Complete, Sign and Date** two Pennsylvania Department of Revenue "Realty Transfer Tax Statement of Value" (PA REV-183) forms
5. **Mail** these two forms along with a 6x9 self-addressed stamped envelope to:

Bucks County Sheriff's Office
Real Estate Division
100 N. Main Street
Floor B2
Doylestown, PA 18901

"SCHEDULE A DISTRIBUTION" = A Distribution of Funds

Approximately 30 days after the sale our title company will supply the sheriff's office with a "Schedule A Distribution." Once we review it we will forward a copy to your email.

The "Schedule A Distribution" directs us as to how the money you paid for the property will be disbursed. Our title company follows the PA Rules of Civil Procedure when determining these payments, which are made in priority order.

The "Schedule A Distribution" is made part of the case history at the Prothonotary's office. Unless exceptions are filed on or before the 10th day, distribution will be made in accordance with the proposed schedule.

Facts to remember:

1. The Sheriff's Office does not have keys to the property.
2. You may be responsible for additional liens.
3. Each purchase is unique so situations and issues will vary from case to case.
4. Seek legal advice for all matters related to the eviction process.
5. The sheriff's deed is the last step in the distribution process. Once the deed is recorded it will be mailed to you, approximately 60 days after the sale. Your 6x9 self-addressed stamped envelope is required.

This document is provided by the Real Estate Division of the Bucks County Sheriff's Office as an informational tool. Its contents should not be interpreted as legal advice. All interested parties are advised to retain independent legal counsel.