

How to Register and Bid on AuctionsPlus

- Go to www.auctionsplus.com.au to register at least 48 hours before the sale.
- Fill in buyer details and once completed go back to Dashboard.
- Select "**Sign Up**" in the top right hand corner.
- Complete buyer induction module (approx. 30 minutes).
- Fill out your name, mobile number, email address and create a password.
- AuctionsPlus will email you to let you know that your account has been approved.
- Go to your emails and confirm the account.
- Log in on sale day and connect to auction.
- Return to AuctionsPlus and log in.
- Bid using the two-step process unlock the bid button and bid at that price.
- Select "Dashboard" and then select "Request Approval to Buy".
- If you are successful, the selling agent will contact you post sale to organise delivery and payment.

For more information please contact us on:

Phone: (02) 9262 4222 Email: info@auctionsplus.com.au





Australia's Livestock Marketplace

Can't make the sale?

Purchase online in eight simple steps! Log on to AuctionsPlus and bid on your phone, tablet or computer.

- **REGISTER ONLINE** Free once off registration for all auctions.
- COMPLETE BUYER INDUCTION The buyer induction will help you understand the roles and responsibilities of everyone on the AuctionsPlus system.
- **VIEW CATALOGUE** View photos, videos, pedigrees and more.
- **ENTER AUCTION** Log into the auction anytime, anywhere and bid on your mobile, tablet or computer.
- **AUTO BID** Can't stay for the whole sale? Set your maximum bid on the lot that you want to purchase and let the computer bid for you.
- **CONTACT SELLING AGENT** If successful, contact selling agent to arrange payment and delivery. The agent contact details will be available in the catalogue header.
- **PAYMENT** Via the selling agent's terms and conditions.
- **DELIVERY** Arrange transport of livestock at your expense.

Contact AuctionsPlus on (02) 9262 4222 or email studsales@auctionsplus.com.au or www.auctionsplus.com.au

Check us out on: **If O If In**





