

## PROCEDURES RE: MOTIONS FOR REDEMPTION

1. Contents of Motion - A written motion shall be filed and shall state:
  - a. The secured creditor's name;
  - b. A description of the property to be redeemed;
  - c. The total balance due on the property;
  - d. The current fair market value of the property;
  - e. The amount to be paid to the secured creditor for redemption;
  - f. The date upon which the redemption payment will be made;
  - g. That the property is personal property intended primarily for personal, family, or household use and is secured by a dischargeable consumer debt;
  - h. That the property is exempted under 11 U.S.C. §522 or abandoned by the trustee under 11 U.S.C. §554; and
  - i. Any other relevant facts.
2. Notice of Motion - The moving party shall completely fill out the Notice of Motion on the current version of Local Form #717.20.
3. Service of Motion AND of Notice of Motion - The moving party shall SIMULTANEOUSLY serve (e.g., mail) copies of BOTH the motion AND the appropriate Notice of Motion (WITH a copy of Local Form #717.40) on the trustee and secured creditor.
4. Filing of Motion AND Notice with Clerk's Office - The moving party shall SIMULTANEOUSLY AND within two (2) days of service of the copies thereof, file with the Clerk of Court BOTH the original Motion AND the original Notice of Motion.
5. Response AND Notice of HEARING. If any parties WISH TO RESIST the motion THEY SHALL, WITHIN 14 DAYS OF THE NOTICE OF MOTION'S SERVICE DATE, FILE WITH THE CLERK OF COURT a written Response AND a fully completed Notice of a hearing (conforming to Local Form #717.40) stating the date, time and location of hearing. [THIS INFORMATION SHALL BE OBTAINED FROM THE CLERK'S OFFICE!];
6. Contents of Response - It shall state the specific facts upon which the motion is resisted.
7. Failure to Respond OR Serve Notice of Hearing - If NEITHER a timely response NOR a notice of hearing are filed, then the Court may sign an ex parte order, submitted by the moving party, granting the relief requested.