



Public Land Survey

System (PLSS)

Section Corner

Point ID System

March 2024

Clay County

PLSS Section Corner Point ID System

Introduction

This document describes a standard point identifier for section corners identified in Clay County's Public Land Survey System (PLSS). This standard point identifier conforms to the requirements of the Federal Geographic Data Committee (FGDC) Cadastral Data Content Standard requirements for a unique identifier for cadastral corners. The standard system presented here was published by the Bureau of Land management (BLM) in in 2006.

The uniqueness of the section corner point ids facilitates data maintenance and data sharing within Clay County and with external agencies. This document describes the format and structure of the section corner point identifiers for the publication of corner information from Clay County GIS that conforms to the national cadastral data standards.

PLSS Section Corner Point IDs

The **PLSS Section Corner Point IDs** are a 21-character ID that is made up of two parts, the 15-character **Township Identifier** and the 6-character **PLSS Point Number**. These are detailed in the sections below.

Township Identifier

To make the corner numbers unique, a Township Identifier is added to the PLSS point number. This identifier has been termed the Township Identifier, or TWIP, and is a standard 15 characters long. The Township Identifier is a concatenation of the State, Principal Meridian, Township, and Range in which the point resides. It includes two characters for the State (MN), two digits for the Principle Meridian (05), 3 digits for the Township (xxx), 1 digit for the fraction (0), 1 letter for the direction (N), 3 digits for the Range (xxx), 1 digit for the fraction (0), 1 letter for the direction (W), and 1 character to indicate of the Townships is a duplicate (0). Here is an example: MN051400N0440W0

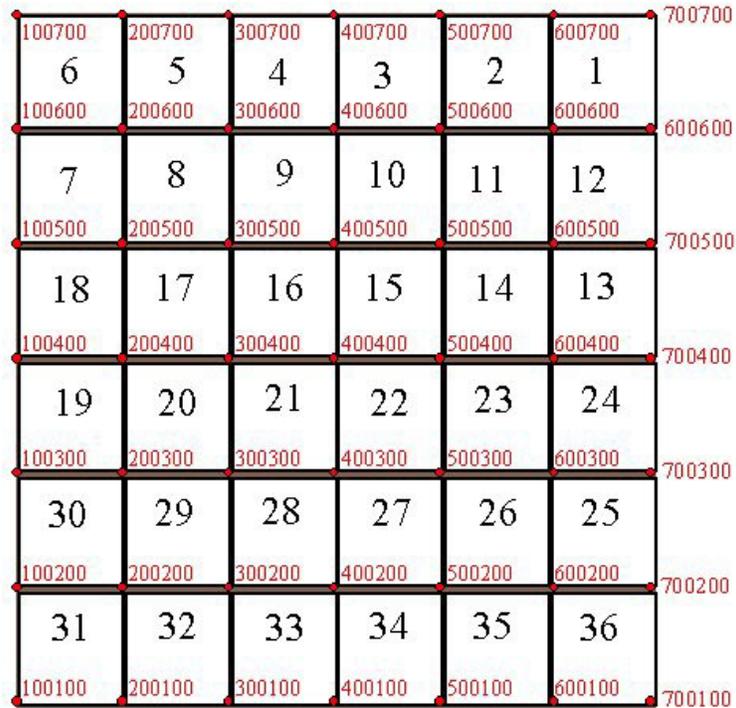
PLSS Point Numbers

The PLSS Point Numbers use a six-digit numbering system to name PLSS points within a township. This six-digit corner number is the same in every PLSS township to make it easier to determine the location of a corner within a Township.

The first three digits of this number refer to the east-west position in the township (100yyy). The second three digits indicate the north-south position in a township (xxx100. Numbering begins in the lower left corner of the township.

The following picture shows the corner numbering convention for a single township subdivided into sections. This numbering scheme is repeated in each township.

PLSS Section Corner Point Identification System



Each corner will have only one PLSS Point Number, which normally is the lowest possible six-digit number. Townships that are adjacent always use the lowest number. However, townships along adjustment lines and county boundaries will have higher numbers. See Appendix B for reference.

Diagrams

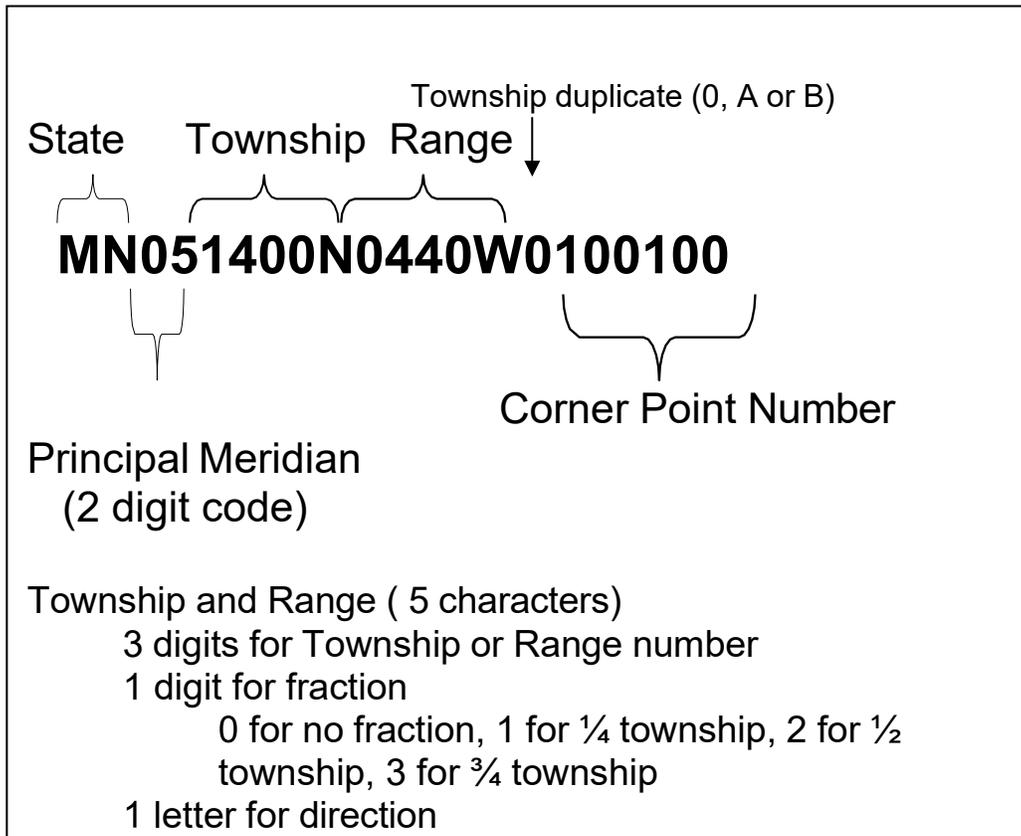
The diagram on the following page shows the complete PLSS Section Corner Point ID numbering convention.

Appendix A depicts the detailed PLSS Point Numbering guide for a township.

Appendix B is a map of Clay County indicating where the PLSS Point Numbers reference the guide in Appendix A or are numbered via the adjacent township.

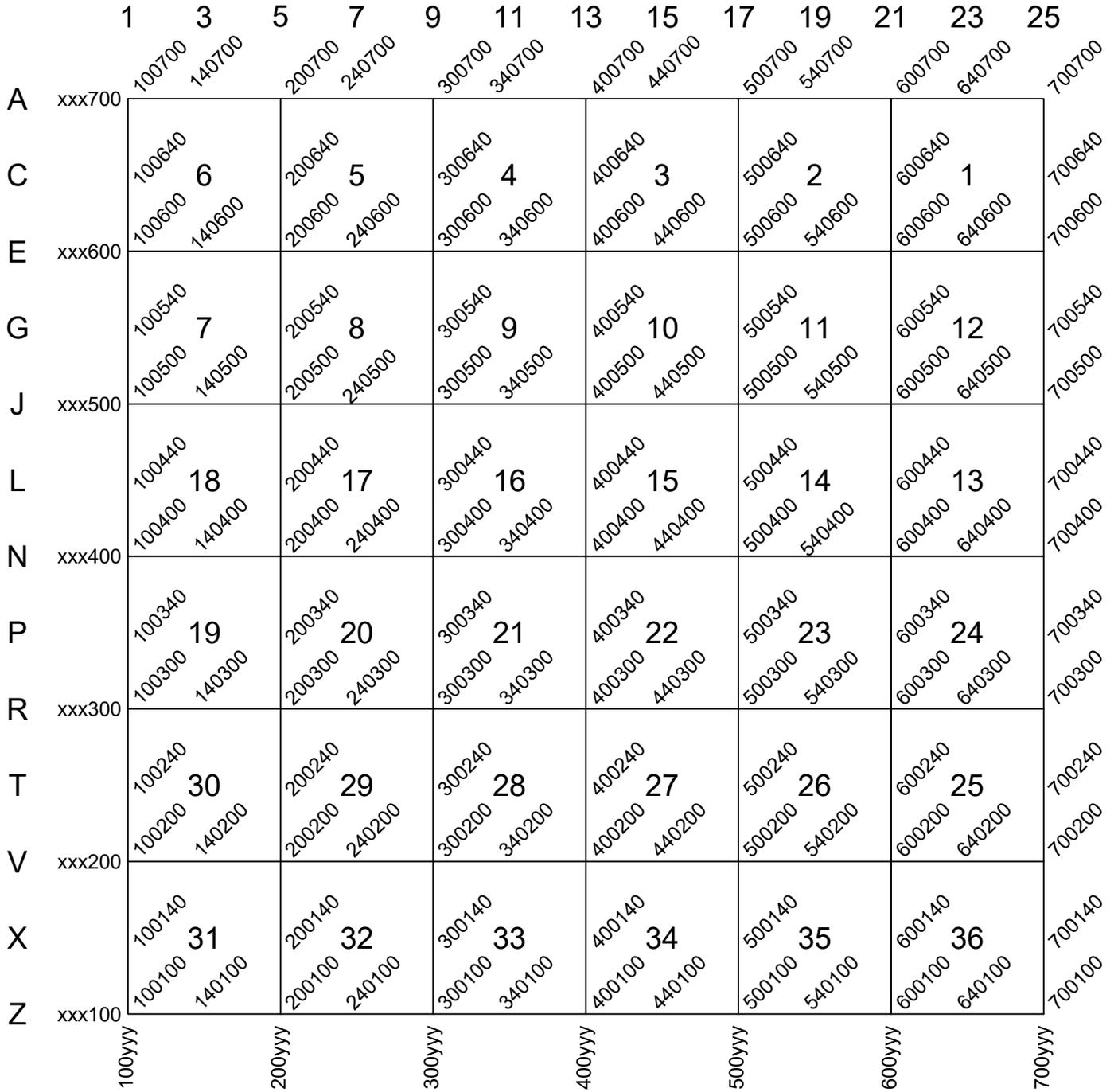
PLSS Section Corner Point ID

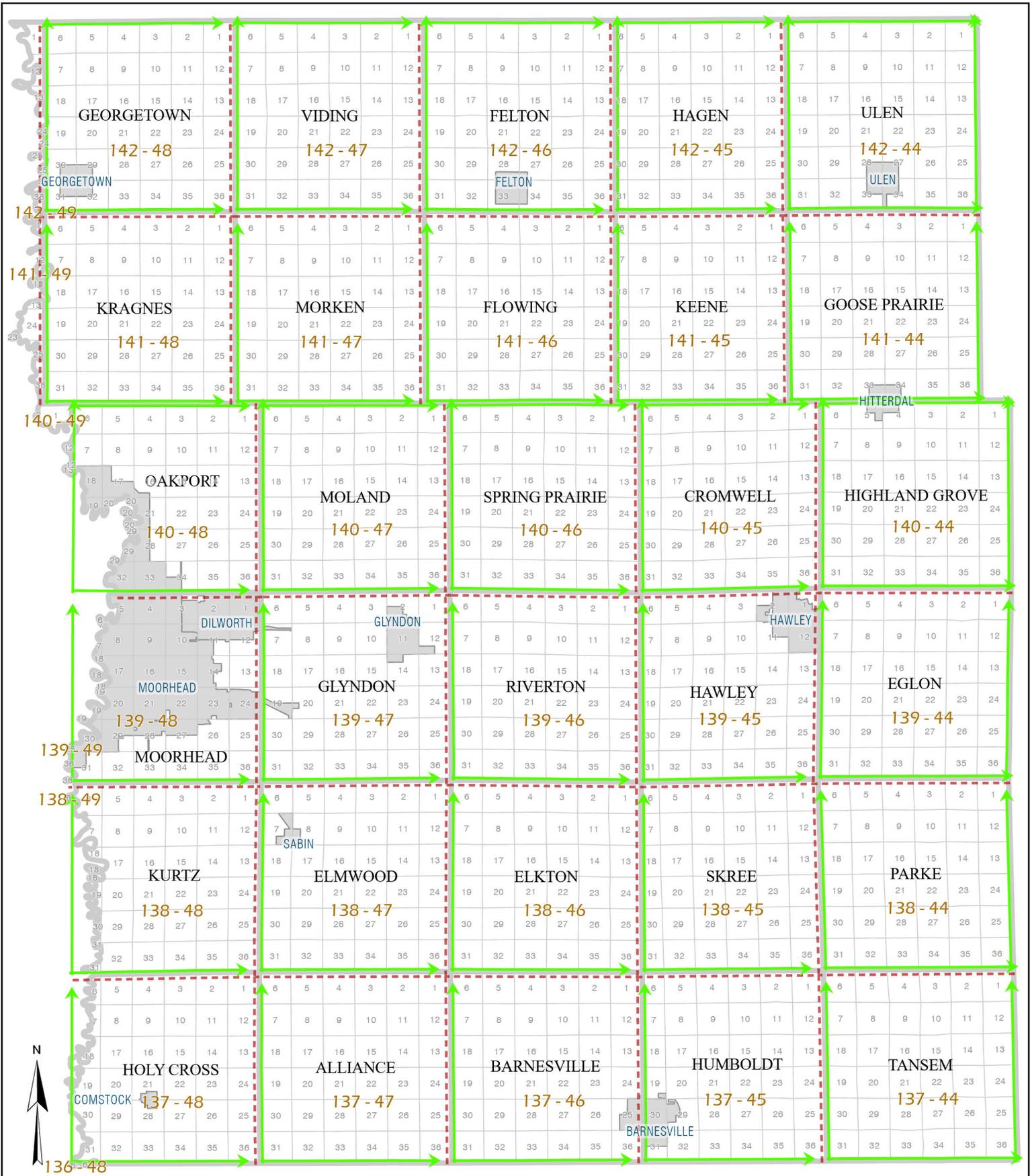
Below is an example of a complete PLSS Section Corner Point ID.



APPENDIX A: PLSS Point Numbering Guide

PLSS Point Numbers are a six-digit, numerically logical point identification code for all section corners. The following diagram illustrates the PLSS Point Number scheme used to identify the section corners of a township:





Appendix B PLSS Point Numbering Reference



This map is for reference purposes only. Clay County, MN is not responsible for any inaccuracies herein contained. This map is in the public domain and may be copied without permission. Citation of source is appreciated.

- PLSS Point Numbering Guide Referenced
- PLSS Point Numbered Via Adjacent Township
- PLSS Townships
- PLSS Sections
- Cities



Clay County GIS
gis@claycountymn.gov