

Subdivisional Lines; T.5 S., R.31E., W. M.

| Chains | |
|--------|---|
| 80.12 | <p>The Cor. to Secs. 19, 20, 29 & 30.</p> <p>Land; surface very rolling.</p> <p>Soil; 3rd & 2nd rate.</p> <p>Heavy timber, pine, tamarack & fir, with glades.</p> <p>Some grass. Sec. 30 has some good farming land.</p> |
| | <p>N. bet. Secs. 19 & 20.</p> <p style="text-align: right;">Var. 18°15'E.</p> |
| 40.00 | <p>Set basalt stone, 20 x 12 x 10, on N.W. slope, for $\frac{1}{4}$ Sec. Cor.</p> <p style="padding-left: 40px;">A pine, 18 ins. diam., brs. S.53°E., 97 lks. dist.</p> <p style="padding-left: 40px;">A pine, 22 ins. diam., brs. N.72°W., 166 lks. dist.</p> |
| 80.00 | <p>Set basalt stone, 20 x 12 x 8, on steep W. slope, for Cor. to Secs. 17, 18, 19 & 20.</p> <p style="padding-left: 40px;">A fir, 14 ins. diam., brs. N.28°E., 23 lks. dist.</p> <p style="padding-left: 40px;">A fir, 14 ins. diam., brs. S.64°E., 7 lks. dist.</p> <p style="padding-left: 40px;">A pine, 10 ins. diam., brs. S.45°W., 75 lks. dist.</p> <p style="padding-left: 40px;">A fir, 20 ins. diam., brs. N.76°W., 67 lks. dist.</p> <p>Land; surface rolling.</p> <p>Soil; 2nd & 3rd rate.</p> <p>Mostly heavy timber, pine, tamarack & fir, with open glades</p> <p>Good grass in glades.</p> <p style="text-align: right;">Oct. 14, 1880.</p> |
| | <p>E. on random line bet. Secs. 17 & 20.</p> <p style="text-align: right;">Var. 24°00'E.</p> |
| 40.00 | <p>Set post for temp. $\frac{1}{4}$ Sec. Cor.</p> |
| 80.56 | <p>Intersected N. & S. line, 40 lks. N. of Cor. to Secs. 16, 17, 20 & 21, from which Cor., I run</p> <p>N.89°43'W. on true line bet. Secs. 17 & 20.</p> <p style="text-align: right;">Var. 19°00'E.</p> |
| 40.28 | <p>Set basalt stone, 14 x 10 x 5, in mound of stone, in small open glade for $\frac{1}{4}$ Sec. Cor.</p> <p style="padding-left: 40px;">A pine, 12 ins. diam., brs. S.53°W., 116 lks. dist.,</p> <p style="padding-left: 40px;">No other trees.</p> |
| 80.56 | <p>The Cor. to Secs. 17, 18, 19 & 20.</p> <p>Land; surface much broken. Soil; 3rd & 2nd rate.</p> |