

Tax Property ID number

For each county it needs to start with the following information, when inputting into the MLS if the number does not have this in front you need to add it, otherwise it will not pull the tax information to your listing. Do not put dashes in as the system will not recognize these and again will not pull the information. If you have your information entered correctly and you still don't find that it pulls the tax information please contact the BCAR office so they can follow up on this.

County	Number	County	Number	County	Number
Alcona	01	Alger	02	Allegan	03
Alpena	04	Antrim	05	Arenac	06
Baraga	07	Barry	08	Bay	09
Benzie	10	Berrien	11	Branch	12
Calhoun	13	Cass	14	Charlevoix	15
Cheboygan	16	Chippewa	17	Clare	18
Clinton	19	Crawford	20	Delta	21
Dickinson	22	Eaton	23	Emmet	24
Genesee	25	Gladwin	26	Gogebic	27
Grand Traverse	28	Gratiot	29	Hillsdale	30
Houghton	31	Huron	32	Ingham	33
Ionia	34	Iosco	35	Iron	36
Isabella	37	Jackson	38	Kalamazoo	39
Kalkaska	40	Kent	41	Kenweenaw	42
Lake	43	Lapeer	44	Leelanau	45
Lenawee	46	Livingston	47	Luce	48
Mackinac	49	Macomb	50	Manistee	51
Marquette	52	Mason	53	Mecosta	54
Menominee	55	Midland	56	Missaukee	57
Monroe	58	Montcalm	59	Montmorency	60
Muskegon	61	Newaygo	62	Oakland	63
Oceana	64	Ogemaw	65	Ontonagon	66
Osceola	67	Oscoda	68	Otsego	69
Ottawa	70	Presque Isle	71	Roscommon	72
Saginaw	73	St. Clair	74	St. Joseph	75
Sanilac	76	Schoolcraft	77	Shiawassee	78
Tuscola	79	Van Buren	80	Washtenaw	81
Wayne	82	Wexford	83	Foreign	84

Here are a few of the links for the counties.

Branch County - <https://accessmygov.com/?uid=483>

Jackson County - <http://gis.co.jackson.mi.us/RealEstate/index.html>

Hillsdale County - <http://hillsdalecounty.geoquickserver.com/?sitename=hillsdalesubscriber>

Calhoun County - <https://app.fetchgis.com/?currentMap=calhoun&switchingMaps=false¢erLng=-85.00484748551558¢erLat=42.245669317728705&mapZoom=11&pageSize=letter&pageOrientation=landscape&pageTitle=Calhoun%20GIS&subTitle=&northArrow=1&rptPIN=0&rptLayer=&rptMap=1&rptPic=1&rptTax=1&activeControl=layerControls&activeLayers=undefined&partialLayerGroups=undefined&opacity64=&buff64=undefined&printLegendLayers=>