

2

MISSISSIPPI DEPARTMENT OF ENVIRONMENTAL QUALITY
Office of Land and Water Resources

P. O. Box 10631
Jackson, MS 39289-0631
WATER WELL DRILLERS LOG

COUNTY WELL LOCATED
Amite

WELL NUMBER CODED
E 2054

DATE WELL COMPLETED
Oct 27-92

PERMIT NUMBER

NAME OF DRILLING FIRM
FITZGERALD Well Serv

NAME & MAILING ADDRESS OF LANDOWNER
Tom Hewitt
RR. Smith Lake, MS

WELL LOCATION: SEC 28 TOWNSHIP 4 N S RANGE 6 E W

DISTANCE 2 Miles DIRECTION E NEAREST TOWN MARS HILL

OTHER LANDMARK

WELL PURPOSE: Home, Irrigation, Municipal, Industrial, Fish Pond, etc.
Chicken House

PUMP DATA

PUMP TYPE (Circle One):
 Submersible, Turbine, Jet, Flowing Well,
Other (Describe)

POWER TYPE (Circle One):
 Electric, Tractor, Diesel, Gasoline, Butane,
Other (Describe) H/P

Pump Capacity (GPM) 20 No. of Stages 10 Setting Depth 95 FT.

PUMP TEST

Well yielded 40 GPM with
a drawdown of 3 ft.
after 2 hours of pumping

WELL DATA

Well Depth <u>107</u>	Casing Diameter (In.) <u>4</u>	Casing Length (Ft.) <u>97</u>
Type of Casing <u>PVC</u>	Hole Depth <u>107</u>	Depth to Static Water Level <u>70</u>

TYPE OF COMPLETION: (Circle One or More):
 Gravel Backed, Underreamed, Telescoped,
 Natural Development, Open Hole, Other (Describe)

LOG DATA

TYPE OF LOG RUN (Circle One):
 Electric, Gamma Ray, Density, Sonic, Neutron,
Other (Describe) No Log Run

Name of Organization Running Log

WELL GROUTED TO A DEPTH OF 10 FEET
Type Grout (circle one): Cement, Bentonite, or Mix

GEOLOGIC DATA (Office Use Only)

Surface Elev.	Geologic Unit	Unit Thickness	Depth to Top
Subs. SWL	Date	Analysis	Aquifer Test

SCREEN DATA

Diameter - Inches <u>4</u>	Length - Feet <u>10</u>	Slot Size - Inches <u>0014</u>
Screen Type <u>PVC</u>	Depth to Bottom - Feet <u>107</u>	

Driller's Remarks

DESCRIPTION OF FORMATIONS ENCOUNTERED	FROM	TO
<u>Red Clay</u>	<u>0</u>	<u>20</u>
<u>Red Sand</u>	<u>20</u>	<u>94</u>
<u>Coarse Sand & gravel</u>	<u>94</u>	<u>107</u>

FORMATIONS ENCOUNTERED FROM TO

RECEIVED

DEC 07 1992

Dept. of Environmental Quality
Bureau of Land & Water Resources

IF MORE SPACE IS NEEDED, USE BACK