

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 Bolivar	
WELL NUMBER T 158	CODED
DATE WELL COMPLETED 4-21-00	

PERMIT NUMBER MSGW 38349
NAME OF DRILLING FIRM Irrigation Equipment Inc.
Indianola, MS

NAME & MAILING ADDRESS OF LANDOWNER Jeff Ingram			
69 Porter Bayou Rd.			
Shaw, MS 38773			
WELL LOCATION	SEC	TOWNSHIP	RANGE
NW/SW	23	20N	S 6W E
DISTANCE	DIRECTION		NEAREST TOWN
2	South		Shaw
OTHER LANDMARK			
WELL PURPOSE: Home, Irrigation, Municipal, Industrial, Fish Pond, etc. Irrigation			

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 15		
Pump Capacity (GPM) 750	No. of Stages 1	Setting Depth 70 FT.
PUMP TEST		
Well yielded _____ GPM with a drawdown of _____ ft. after _____ hours of pumping		

WELL DATA		
Well Depth 115	Casing Diameter (In.) 10	Casing Length (Ft.) 75
Type of Casing PVC	Hole Depth 115	Depth to Static Water Level 42ft.
TYPE OF COMPLETION: (Circle One or More): Gravel Packed , Underreamed, Telescoped, Natural Development, Open Hole, Other (Describe)		
WELL GROUTED TO A DEPTH OF _____ FEET Type Grout (circle one): Cement, Bentonite, or Mix		

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

SCREEN DATA		
Diameter - Inches 10	Length - Feet 40	Slot Size - Inches .050
Screen Type PVC	Depth to Bottom - Feet 115	

GEOLOGIC DATA (Office Use Only)			
Surface Elev.	Geologic Unit	Unit Thickness	Depth to Top
Subs. SWL	Date	Analysis	Aquifer Test
Driller's Remarks			
Top of Lap Run			
RECEIVED			
MAY 08 2000			
Dept. of Environmental Quality Office of Land & Water Resources			

DESCRIPTION OF FORMATIONS ENCOUNTERED	FROM	TO	FORMATIONS (Continued)	
			FROM	TO
Clay	0	25		
Fine Sand	25	35		
Coarse Sand	35	45		
Coarse Sand & Gravel	45	115		

IF MORE SPACE IS NEEDED, USE BACK