

ELOG # 18

COAHOMA
H7
10-30-71
Gw 04306

MISSISSIPPI
 BOARD OF WATER COMMISSIONERS
 416 North State Street
 Jackson, Mississippi 39201

FEB 25 1972

CODED

WATER WELL DRILLERS LOG

Feb 28 1972 Robert E. Raliff Co. Coahoma
 date well completed firm name county well located

LANDOWNER: <u>Bobo Utilities Association, Inc.</u> <u>Clarksdale, Miss</u> (mailing address)	description of formations encountered	from	to
WELL LOCATION: sec. <u>11</u> T. <u>26</u> N. R. <u>5</u> E <u>5</u> miles <u>South</u> of <u>Bobo</u> (distance) (direction) (nearest town)	<u>Gravel</u>	<u>0</u>	<u>10</u>
	<u>Sand</u>	<u>10</u>	<u>90</u>
	<u>Clay</u>	<u>90</u>	<u>110</u>
	<u>Sand</u>	<u>110</u>	<u>170</u>
	<u>Clay</u>	<u>170</u>	<u>190</u>
	<u>Sand</u>	<u>190</u>	<u>220</u>
	<u>Clay</u>	<u>220</u>	<u>312</u>
	<u>Sand</u>	<u>312</u>	<u>328</u>
	<u>Clay</u>	<u>328</u>	<u>380</u>
	<u>Sand</u>	<u>380</u>	<u>390</u>
	<u>Clay</u>	<u>390</u>	<u>500</u>
	<u>Fine Sand</u>	<u>500</u>	<u>568</u>
<u>Clay + Shale</u>	<u>568</u>	<u>720</u>	
<u>Sand</u>	<u>720</u>	<u>810</u>	
<u>Sand + Shale</u>	<u>810</u>	<u>1060</u>	
<u>Shale</u>	<u>1060</u>	<u>1080</u>	
<u>Sand</u>	<u>1080</u>	<u>1110</u>	
<u>Shale</u>	<u>1110</u>	<u>1140</u>	
<u>Good Sand</u>	<u>1140</u>	<u>1212</u>	
<u>Fine sand</u>	<u>1212</u>	<u>1225</u>	
<u>Shale</u>	<u>1225</u>	<u>1250</u>	
<u>Sand</u>	<u>1250</u>	<u>2310</u>	
WELL PURPOSE: <u>Industrial</u> (home, irrigation, municipal, industrial)			
WELL COMPLETION DATA: (1) diameter (inches) <u>7"</u> (2) total depth (feet) <u>1212'</u> (3) static water level (feet) <u>9'</u> below top of ground. (4) casing <u>Bl. St. Coated</u> , <u>1144'</u> (material) (depth) <u>7"</u> if telescope see back. (size) (5) screen <u>40'</u> , <u>1172'</u> (length) (depth to top) <u>4"</u> <u>S.S.</u> (size) (material) (6) pump <u>10</u> <u>110</u> (HP) (yield gpm) <u>Electric</u> (type power) (7) electric log <u>yes</u> (yes or no) <u>U.S.G.S.</u> (organization running log) (8) how well bottom plugged <u>B.P.V. 4"</u>			
DRILLERS REMARKS:			

CODED