

MISSISSIPPI DEPARTMENT OF NATURAL RESOURCES

Bureau of Land and Water Resources

COUNTY WELL LOCATED Catahoula	
WELL NUMBER J 2001	CODED
DATE WELL COMPLETED 4/89	

87A 01B

PERMIT NUMBER NP
NAME OF DRILLING FIRM Paul Livingston, Inc.
Pt. 2, Box 200, CLARKSDALE, MS 38614

P.O. Box 10631
Jackson, Mississippi 39209
WATER WELL DRILLERS LOG

NAME & MAILING ADDRESS OF LANDOWNER HEATON FARMS		
Clarksdale, MS 38614		
WELL LOCATION: SEC	TOWNSHIP	RANGE
27	27	4
DISTANCE	DIRECTION	NEAREST TOWN
5 Miles	NW	Clarksdale
OTHER LANDMARK		
WELL PURPOSE: Home, Irrigation, Municipal, Industrial, Fish Pond, etc.		

PUMP DATA		
PUMP TYPE (Circle One): Submersible, <u>Turbine</u> , Jet, Flowing Well, Other (Describe)		
POWER TYPE (Circle One): Electric, Tractor, <u>Diesel</u> , Gasoline, Butane, Other (Describe)		
Pump Capacity (GPM) 1500	No. of Stages 3	Setting Depth 50 FT.
PUMP TEST		
Well yielded 1500 GPM with a drawdown of _____ ft. after _____ hours of pumping		

WELL DATA		
Well Depth 143'	Casing Diameter (In.) 12"	Casing Length (Ft.) 103'
Type of Casing Steel	Hole Depth 143'	Depth to Static Water Level 23'
TYPE OF COMPLETION: (Circle One or More): <u>Gravel Packed</u> , Underreamed, Telescoped, Natural Development, Open Hole, Other (Describe)		
Top of Lap Pipe or Reduction in Casing FEET: IF TELESCOPED OR MORE THAN ONE SCREEN: USE BACK PAGE		

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

SCREEN DATA		
Diameter - Inches 12"	Length - Feet 40'	Slot Size - Inches .030
Screen Type Steel	Depth to Bottom - Feet 143'	

GEOLOGIC DATA (Office Use Only)			
Surface Elev.	Geologic Unit	Unit Thickness	Depth to Top
Subs. SWL	Date	Analysis	Aquifer Test
Driller's Remarks			

DESCRIPTION OF FORMATIONS ENCOUNTERED	FROM	TO
Top soil	0	10
Brown fine sand	10	30
Coarse sand	30	50
fine sand-clay mix	50	70
Coarse sand & heavy gravel	70	145

RECEIVED	
JUL 05 1989	
Department of Natural Resources Bureau of Land & Water Resources	
IF MORE SPACE IS NEEDED, USE BACK	