

MISSISSIPPI DEPARTMENT OF NATURAL RESOURCES
Bureau of Land and Water Resources

COUNTY WELL LOCATED COPIAH		
WELL NUMBER 102772	CODED <input checked="" type="checkbox"/>	PERMIT NUMBER 510
√35		NAME OF DRILLING FIRM Easley Water Well
DATE WELL COMPLETED 6-29-92		Brookhaven, MS 39601

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

NAME & MAILING ADDRESS OF LANDOWNER Ben Barner			
Willowbrook Community			
Wesson, MS 39191			
WELL LOCATION	SEC 15	TOWNSHIP 9	RANGE 8
DISTANCE _____ Miles		DIRECTION S	NEAREST TOWN W
OTHER LANDMARK			
WELL PURPOSE: Home, Irrigation, Municipal, Industrial, Fish Pond, etc.			

PUMP DATA		
PUMP TYPE (Circle One): Submersible, Turbine, Jet, Flowing Well, Other (Describe) HP		
POWER TYPE (Circle One): Electric, Tractor, Diesel, Gasoline, Butane, Other (Describe)		
Pump Capacity (GPM) 10 GPM.	No. of Stages	Setting Depth FT.
PUMP TEST Well yielded _____ GPM with a drawdown of _____ ft. after _____ hours of pumping		

WELL DATA		
Well Depth 480'	Casing Diameter (In.) 4"	Casing Length (Ft.) 460'
Type of Casing PVC	Hole Depth 480	Depth to Static Water Level
TYPE OF COMPLETION: (Circle One or More): Gravel Packed, Underreamed, Telescoped, Natural Development, Open Hole, Other (Describe) Chicken House		
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): Electric, Gamma Ray, Density, Sonic, Neutron, Other (Describe) _____	
Name of Organization Running Log	

SCREEN DATA		
Diameter - inches 4"	Length - Feet 20'	Slot Size - inches #10
Screen Type PVC	Depth to Bottom - Feet 480'	

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	FORMATIONS (Continued)	FROM	TO
CLAY	0	20	RECEIVED JUL 05 1993 Dept. of Environmental Quality Office of Land & Water Resources		
SAND	20	65			
CLAY	65	120			
SAND	120	125			
CLAY	125	400			
SAND	400	480			

IF MORE SPACE IS NEEDED, USE BACK