

X2001

MISSISSIPPI DEPARTMENT OF NATURAL RESOURCES
Bureau of Land and Water Resources

COUNTY WELL LOCATED
Copiah

WELL NUMBER: X-2000 CODED

DATE WELL COMPLETED
7-14-97

PERMIT NUMBER
510

NAME OF DRILLING FIRM
Easley Water Wells

Brookhaven, MS 39601

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

NAME & MAILING ADDRESS OF LANDOWNER
Paul Bird

WELL LOCATION: SEC 15 TOWNSHIP 19 N RANGE 10 W

DISTANCE _____ MILES _____ of _____

DIRECTION _____ NEAREST TOWN _____

OTHER LANDMARK _____

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

PUMP DATA

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

POWER TYPE (Circle One):
Electric Tractor, Diesel, Gasoline, Butane,
Other (Describe) _____

Pump Capacity (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 <u>100'</u>	Casing Diameter (In.) <u>4"</u>	Casing Length (Ft.) <u>80'</u>
Type of Casing <u>PVC</u>	Hole Depth <u>100'</u>	Depth to Static Water Level _____

TYPE OF COMPLETION: (Circle One or More):
Natural Development Gravel Packed, Underreamed, Telescoped,
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 <u>4"</u>	Length - Feet <u>20'</u>	Slot Size - Inches <u>0.10"</u>
Screen Type <u>PVC</u>	Depth to Bottom - Feet <u>100'</u>	

GEOLOGIC DATA (Office Use Only)

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

Driller's Remarks
07-14-98A09:48 RCVD

DESCRIPTION OF FORMATIONS ENCOUNTERED	FROM	TO	FORMATIONS (Continued)	FROM	TO
<u>Clay</u>	<u>0</u>	<u>15</u>			
<u>Gravel</u>	<u>15</u>	<u>80</u>			
<u>Sand</u>	<u>80</u>	<u>100</u>			

IF MORE SPACE IS NEEDED, USE BACK