

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
Dezade Co

WELL NUMBER G 2122 CODED

DATE WELL COMPLETED
3-6-00

PERMIT NUMBER

NAME OF DRILLING FIRM
Pierce well

NAME & MAILING ADDRESS OF LANDOWNER
A. C. Dennis

Lucedale Ms

WELL LOCATION SEC 24 TOWNSHIP 2 RANGE 6 W

DISTANCE 4 Miles DIRECTION S of NEAREST TOWN Lucedale

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) H/P

Pump Capacity (GPM)	No. of Stages	Setting Depth
<u>10</u>	<u>2</u>	<u>60</u> FT.

PUMP TEST

Well yielded 10 GPM with
a drawdown of 10 ft.
after 1 hours of pumping

WELL DATA

Well Depth <u>85'</u>	Casing Diameter (In.) <u>2"</u>	Casing Length (Ft.) <u>75'</u>
Type of Casing <u>Plastic</u>	Hole Depth <u>85'</u>	Depth to Static Water Level <u>50'</u>

TYPE OF COMPLETION: (Circle One or More):
Gravel Packed, Underreamed, Telescoped,
Natural Development, Open Hole, Other
(Describe)

LOG DATA

TYPE OF LOG RUN (Circle One):
Electric, Gamma Ray, Density, Sonic, No Log Run,
Other (Describe)

Name of Organization Running Log

WELL GROUTED TO A DEPTH OF 15 FEET
Type Grout (circle one): Cement, Bentonite, or Mix

SCREEN DATA

Diameter - Inches <u>2"</u>	Length - Feet <u>10</u>	Slot Size - Inches <u>00</u>
Screen Type <u>Plastic</u>	Depth to Bottom - Feet <u>85'</u>	

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 Pipe or Reduction in Casing

FEET IF TELESCOPED OR MORE THAN ONE SCREEN: USE BACK PAGE

DESCRIPTION OF FORMATIONS ENCOUNTERED	FROM TO		FORMATIONS (Continued)	FROM TO	
	FROM	TO		FROM	TO
<u>Top soil</u>	<u>0</u>	<u>10</u>			
<u>Clay</u>	<u>10</u>	<u>35</u>			
<u>Sand</u>	<u>35</u>	<u>85</u>			

IF MORE SPACE IS NEEDED. USE BACK