

MISSISSIPPI DEPARTMENT OF NATURAL RESOURCES
Bureau of Land and Water Resources

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

COUNTY WELL LOCATED
OSHA

WELL NUMBER 2 CODED

DATE WELL COMPLETED
5-24-88

PERMIT NUMBER
408

NAME OF DRILLING FIRM
Fitz Eagle Waterwell
Lucedale, MS

NAME & MAILING ADDRESS OF LANDOWNER
Travis Eubanks
RT 2, Box 282-B
Stateline, MS 39362

WELL LOCATION: SEC 31 TOWNSHIP T3 RANGE R6
Leaksville MS

DISTANCE 2 Miles DIRECTION N/W of NEAREST TOWN Leaksville

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 20 GPM with
a drawdown of ft.
after hours of pumping

WELL DATA

Well Depth 320' Casing Diameter (In.) 2" Casing Length (Ft.) 310

Type of Casing PVC Hole Depth 320 Depth to Static Water Level Over the

TYPE OF COMPLETION: (Circle One or More):
 Gravel Packed, 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):
Electric, Gamma Ray, Density, Sonic, Neutron,
Other (Describe) No Log Run

Name of Organization Running Log

SCREEN DATA

Diameter - Inches 2" Length - Feet 10 Slot Size - Inches #6

Screen Type PVC, Wrapped Depth to Bottom - Feet 320'

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
Top Soil	0	5	Clay	200	240
Sand	5	20	Thin Sand	240	250
Sand	20	40	" "	250	280
Sandy Clay	40	60	Clay + Sand	280	300
Clay	60	80	Shaly Sand	300	320
Sand	80	110			
Clay	110	140			
Clay	140	160			
" "	160	180			
" "	180	200			

IF MORE SPACE IS NEEDED, USE BACK