

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 Hinds		PERMIT NUMBER 510
WELL NUMBER A 29	CODED <input checked="" type="checkbox"/>	NAME OF DRILLING FIRM Easley Waterwell
DATE WELL COMPLETED 12-10-98		Brookhaven, MS 39601

NAME & MAILING ADDRESS OF LANDOWNER
Hal Parker

WELL LOCATION: SEC 23 TOWNSHIP 7 RANGE 4
(N) (E)

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 120'	Casing Diameter (In.) 4"	Casing Length (Ft.) 100'
Type of Casing PVC	Hole Depth 242	Depth to Static Water Level

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):
No Log Run, Electric, Gamma Ray, Density, Sonic, Neutron,
Other (Describe) _____

Name of Organization Running Log _____

SCREEN DATA

Diameter - Inches 4"	Length - Feet 20'	Slot Size - Inches 010
Screen Type PVC	Depth to Bottom - Feet	

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	40			RECEIVED JUN 22 1999 Dept. of Environmental Quality Office of Land & Water Resources		
Rock	40	80					
Clay	80	100					
Sand	100	120					
Clay	120	242					

IF MORE SPACE IS NEEDED, USE BACK