

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 Humphreys
WELL NUMBER CODED J7001
DATE WELL COMPLETED 03-11-91

PERMIT NUMBER MSGW 13226
NAME OF DRILLING FIRM Larry's well & pump

NAME & MAILING ADDRESS OF LANDOWNER Warren Gardner Holly mound, Inc P.O. Box 55 Belzoni, ms 39038			
WELL LOCATION: SEC	TOWNSHIP	RANGE	
SW 1/4 - SE 1/4 01	14 N 8	03 W	E
DISTANCE	DIRECTION	NEAREST TOWN	
5 Miles	East	Silvercity	
OTHER LANDMARK			
WELL PURPOSE: Home, Irrigation, Municipal, Industrial, Fish Pond, etc.			

PUMP DATA		
PUMP TYPE (Circle One): Submersible, <u>Turbine</u> , Jet, Flowing Well, Other (Describe)		
POWER TYPE (Circle One): Electric, Tractor, Diesel, Gasoline, Butane, Other (Describe)		
Pump Capacity (GPM)	No. of Stages	Setting Depth
900		50' FT.
PUMP TEST		
Well yielded _____ GPM with a drawdown of _____ ft. after _____ hours of pumping		

WELL DATA		
Well Depth 117'	Casing Diameter (In.) 12"	Casing Length (Ft.) 77'
Type of Casing Steel	Hole Depth 117'	Depth to Static Water Level
TYPE OF COMPLETION: (Circle One or More): <u>Gravel Packed</u> , 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) <u>No Log Run</u>	
Name of Organization Running Log	

SCREEN DATA		
Diameter - Inches 12"	Length - Feet 40'	Slot Size - Inches .30
Screen Type Steel	Depth to Bottom - Feet 117'	

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	15	RECEIVED APR 19 1991 Dept. of Environmental Quality Bureau of Land & Water Resources		
Fine Sand	15	40			
med Sand	40	60			
coarse Sand & Gravel	60	117			

IF MORE SPACE IS NEEDED, USE BACK