

A-102

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  
**Jeff Davis**

WELL NUMBER CODED  
**# 2**

**GG036-5**

DATE WELL COMPLETED  
**5-1-03**

PERMIT NUMBER

NAME OF DRILLING FIRM  
**ROUNDHORN DRILLING**

NAME & MAILING ADDRESS OF LANDOWNER  
**D & D Drilling**  
**Po Box 1634**  
**Ferriday La 71334**

Latitude:

Longitude:

WELL LOCATION SEC TOWNSHIP RANGE  
**36 T9N S R19 E W**

DISTANCE DIRECTION NEAREST TOWN  
**4 Miles South of Cozville**

OTHER LANDMARK

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

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

DESCRIPTION OF FORMATIONS ENCOUNTERED	FROM	TO
Sand & clay mix	0	20
Gravel & clay	20	60
Sand	60	90
Sand & pea gravel	90	160

WELL DATA

Well Depth <b>160</b>	Casing Diameter (In.) <b>4"</b>	Casing Length (Ft.) <b>140</b>
Type of Casing <b>PVC</b>	Hole Depth <b>160</b>	Depth to Static Water Level <b>75'</b>

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

WELL GROUTED TO A DEPTH OF **10** FEET  
Type Grout (circle one): Cement, Bentonite, or Mix

SCREEN DATA

Diameter - Inches <b>4"</b>	Length - Feet <b>20</b>	Slot Size - Inches <b>1020</b>
Screen Type <b>PVC</b>	Depth to Bottom - Feet <b>160</b>	

RECEIVED

MAY 28 2003

BY: OLWR

Top of Lap Pipe or Reduction in Casing

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

I certify that the well was drilled, constructed and completed in accordance with all applicable Requirements of the Mississippi Department of Environmental Quality and/or the Mississippi Department of Health regulations and state laws.

*[Signature]*  
Signature of Licensed Driller and License No. **0-60**

**5-26-03**  
Date