

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
Lamar

WELL NUMBER CODED
D-2058

DATE WELL COMPLETED
Feb 5 1999

PERMIT NUMBER

NAME OF DRILLING FIRM
K & T Drilling

NAME & MAILING ADDRESS OF LANDOWNER
Henry Conwell
Blanchard Rd

WELL LOCATION SEC 4 TOWNSHIP T4 RANGE N15E

DISTANCE 5 Miles DIRECTION West of NEAREST TOWN Pellissippi

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) 6 No. of Stages 65 Setting Depth 65 FT.

PUMP TEST
Well yielded 6 GPM with a drawdown of _____ ft. after _____ 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>PUC</u>	Hole Depth <u>85</u>	Depth to Static Water Level <u>45</u>

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

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 <u>2"</u>	Length - Feet <u>10</u>	Slot Size - Inches <u>12</u>
Screen Type <u>PUC</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
<u>topsoil</u>	<u>0</u>	<u>10</u>			
<u>clay & sand mix</u>	<u>10</u>	<u>60</u>			
<u>sand</u>	<u>60</u>	<u>85</u>			

IF MORE SPACE IS NEEDED, USE BACK