

# 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 <i>Lincoln</i>	
WELL NUMBER <i>69602</i>	CODED
D-2032	
DATE WELL COMPLETED <i>12-3-99</i>	

PERMIT NUMBER <i>510</i>
NAME OF DRILLING FIRM <i>Easley Waterwell</i>
<i>Brookhaven, MS 39601</i>

NAME & MAILING ADDRESS OF LANDOWNER <i>Simmons Housing</i>			
WELL LOCATION:	SEC	TOWNSHIP	RANGE
	<i>1</i>	<i>8</i>	<i>N 8 W</i>
DISTANCE	DIRECTION	NEAREST TOWN	
_____ Miles	_____ of _____	_____	
OTHER LANDMARK			
WELL PURPOSE: Home, Irrigation, Municipal, Industrial, Fish Pond, etc.			

PUMP DATA		
PUMP TYPE (Circle One): <del>Submersible</del> Turbine, Jet, Flowing Well, Other (Describe) _____		
POWER TYPE (Circle One): <u>Electric</u> , 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 <i>80</i>	Casing Diameter (In.) <i>4"</i>	Casing Length (Ft.) <i>60</i>
Type of Casing <i>PVC</i>	Hole Depth <i>80</i>	Depth to Static Water Level
TYPE OF COMPLETION: (Circle One or More): <u>Natural Development</u> , Gravel Packed, Underreamed, Telescoped, Open Hole, Other		
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 <i>4"</i>	Length - Feet	Slot Size - Inches
Screen Type <i>PVC</i>	Depth to Bottom - Feet	

GEOLOGIC DATA (Office Use Only)			
Surface Elev.	Geologic Unit	Unit Thickness	Depth to Top
Subs. SWL	Date	Analysis	Aquifer Test

DESCRIPTION OF FORMATIONS ENCOUNTERED	FROM	TO	FORMATIONS (Continued)	FROM	TO
<i>SIAL</i>	<i>0</i>	<i>20</i>			
<i>GRAVEL</i>	<i>20</i>	<i>60</i>			
<i>SAND</i>	<i>60</i>	<i>80</i>			

IF MORE SPACE IS NEEDED, USE BACK

