

MISSISSIPPI DEPARTMENT OF ENVIRONMENTAL QUALITY
Bureau of Land and Water Resources

P. O. Box 10631
Jackson, MS 39289-0631
WATER WELL DRILLERS LOG

COUNTY WELL LOCATED Tallahatchie	
WELL NUMBER Well-1	CODED
2005	
DATE WELL COMPLETED 8/11/93	

PERMIT NUMBER
NAME OF DRILLING FIRM Layne-Central

NAME & MAILING ADDRESS OF LANDOWNER Brent Brasher		
Rt. 1, Box 150		
Cascilla, MS 38920		
WELL LOCATION: SEC	TOWNSHIP	RANGE
33	T24	S
DISTANCE	DIRECTION	NEAREST TOWN
1 Miles	S.E. of	Payne
OTHER LANDMARK		
WELL PURPOSE: Home <u>Irrigation</u> , 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, <u>Diesel</u> , Gasoline, Butane, Other (Describe) _____ H/P <u>40</u>		
Pump Capacity (GPM)	No. of Stages	Setting Depth
1000	1	59' 4" FT.
PUMP TEST NOT TESTED		
Well yielded _____ GPM with a drawdown of _____ ft. after _____ hours of pumping		

WELL DATA		
Well Depth	Casing Diameter (In.)	Casing Length (Ft.)
79'	16"	54'
Type of Casing	Hole Depth	Depth to Static Water Level
Steel	79'	15' 7"
TYPE OF COMPLETION: (Circle One or More): <u>Gravel Packed</u> , Underreamed, Telescoped, Natural Development, Open Hole, Other		
Top of Lap Pipe or Reduction in Casing N/A FEET IF TELESCOPED OR MORE THAN ONE SCREEN: USE BACK PAGE		

LOG DATA	
TYPE OF LOG RUN (Circle One): <u>No Log Run</u> Electric, Gamma Ray, Density, Sonic, Neutron, Other (Describe) _____	
Name of Organization Running Log	

SCREEN DATA		
Diameter - Inches	Length - Feet	Slot Size - Inches
12"	25'	.050"
Screen Type	Depth to Bottom - Feet	
Steel	79'	

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
Clay	0	38
Sandy Clay	38	45
Sand Gravel	45	79
Clay	79	

FORMATIONS (Continued)	FROM	TO
RECEIVED		
JUL 22 1994		
Dept. of Environmental Quality Office of Land & Water Resources		
IF MORE SPACE IS NEEDED, USE BACK		

