

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 TATE	
WELL NUMBER D	CODED
20FF	
DATE WELL COMPLETED 8-13-90	

PERMIT NUMBER
HICKS WELL CO.
NAME OF DRILLING PARTY RT. 1 BOX 157
SENATOBIA, MS 38680

NAME & MAILING ADDRESS OF LANDOWNER RON Lusher		
RT. 2		
Coldwater Miss		
WELL LOCATION: SEC	TOWNSHIP	RANGE
	32 4 N 5 E	
DISTANCE	DIRECTION	NEAREST TOWN
16 Miles	E	of Cold
OTHER LANDMARK Bett Comm		
WELL PURPOSE: <u>Home</u> Irrigation, Municipal, Industrial, Fish Pond, etc.		

PUMP DATA		
PUMP TYPE (Circle One): <u>Submersible</u> Turbine, Jet, Flowing Well, Other (Describe) _____		
POWER TYPE (Circle One): Electric, Tractor, Diesel, Gasoline, Butane, Other (Describe) _____ H/P <u>3/4</u>		
Pump Capacity (GPM)	No. of Stages	Setting Depth
10	12	120 FT.
PUMP TEST		
Well yielded _____ GPM with a drawdown of _____ ft. after _____ hours of pumping		

WELL DATA		
Well Depth	Casing Diameter (In.)	Casing Length (Ft.)
160	4"	150
Type of Casing	Hole Depth	Depth to Static Water Level
PVC	160	100
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): No Log Run, Electric, Gamma Ray, Density, Sonic, Neutron, Other (Describe) _____	
Name of Organization Running Log	

SCREEN DATA		
Diameter - Inches	Length - Feet	Slot Size - Inches
4"	10'	013
Screen Type	Depth to Bottom - Feet	
PVC	10'	

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
RC	0	20
RC & S	20	60
wc & S	60	90
w c	90	120
wc & S	120	160

FORMATIONS (Continued)	FROM	TO
RECEIVED		
AUG 28 1990		
Department of Natural Resources		
Bureau of Land & Water Resources		

IF MORE SPACE IS NEEDED, USE BACK

