



(SUBMIT IN TRIPLICATE)

UNITED STATES  
DEPARTMENT OF THE INTERIOR  
GEOLOGICAL SURVEY

Land Office Las Cruces  
Lease No. 066015  
Unit \_\_\_\_\_

SUNDRY NOTICES AND REPORTS ON WELLS

NOTICE OF INTENTION TO DRILL.....	SUBSEQUENT REPORT OF WATER SHUT-OFF.....	
NOTICE OF INTENTION TO CHANGE PLANS.....	SUBSEQUENT REPORT OF SHOOTING OR ACIDIZING.....	
NOTICE OF INTENTION TO TEST WATER SHUT-OFF.....	SUBSEQUENT REPORT OF ALTERING CASING.....	
NOTICE OF INTENTION TO RE-DRILL OR REPAIR WELL.....	SUBSEQUENT REPORT OF RE-DRILLING OR REPAIR.....	X
NOTICE OF INTENTION TO SHOOT OR ACIDIZE.....	SUBSEQUENT REPORT OF ABANDONMENT.....	
NOTICE OF INTENTION TO PULL OR ALTER CASING.....	SUPPLEMENTARY WELL HISTORY.....	
NOTICE OF INTENTION TO ABANDON WELL.....		

(INDICATE ABOVE BY CHECK MARK NATURE OF REPORT, NOTICE, OR OTHER DATA)

Artesia, New Mexico June 7, 19 56

Well No. Priens 3 X is located 336 ft. from N line and 2070 ft. from E line of sec. 30  
NE 1/4, Sec. 30 17 S 31 E R27N  
(1/4 Sec. and Sec. No.) (Twp.) (Range) (Meridian)  
Iran Eddy New Mexico  
(Field) (County or Subdivision) (State or Territory)

The elevation of the derrick floor above sea level is \_\_\_\_\_ ft.

DETAILS OF WORK

(State names of and expected depths to objective sands; show sizes, weights, and lengths of proposed casings; indicate mudding jobs, cementing points, and all other important proposed work)

We have plugged the above well as follows:  
 Mud back from 17' (2035) to 1950 and put 10 sacks of cement.  
 Knocked 5 1/2" off at 1550. Mud from 1900 to 1530 and put 15 ft of cement. Mud from 1545 back to 1250 and ran 30 ft of cement. Mud to 400 ft and put 10 sacks of cement. Filled with mud to surface and cemented cellar. Put up regulation marker. The 3 5/8 casing set at 422' was not pulled.

I understand that this plan of work must receive approval in writing by the Geological Survey before operations may be commenced.

Company Flemens + Hewitt (formerly Schuster & Schuster lease)  
 Address Box 385  
Artesia, N. M.  
 By G Rex Holmes  
 Title Agent