

APPROVED

JUL 31 1962

A. R. SHOWN ACTING DISTRICT ENGINEER

(SUBMIT IN TRIPLICATE)

UNITED STATES DEPARTMENT OF THE INTERIOR GEOLOGICAL SURVEY

Land Office Santa Fe, N.M.

Lease No. REDEVELOPED Unit

AUG 2 1962

O. G. S. ARTESIA, OFFICE

SUNDRY NOTICES AND REPORTS ON WELLS

NOTIFY USGS IN SUFFICIENT TIME TO WITNESS CEMENTING THE CASING.

Table with 2 columns: Nature of Report/Notice, and a checkmark column. Rows include: NOTICE OF INTENTION TO DRILL, NOTICE OF INTENTION TO CHANGE PLANS, NOTICE OF INTENTION TO TEST WATER SHUT-OFF, NOTICE OF INTENTION TO RE-DRILL OR REPAIR WELL, NOTICE OF INTENTION TO SHOOT OR ACIDIZE, NOTICE OF INTENTION TO PULL OR ALTER CASING, NOTICE OF INTENTION TO ABANDON WELL, SUBSEQUENT REPORT OF WATER SHUT-OFF, SUBSEQUENT REPORT OF SHOOTING OR ACIDIZING, SUBSEQUENT REPORT OF ALTERING CASING, SUBSEQUENT REPORT OF RE-DRILLING OR REPAIR, SUBSEQUENT REPORT OF ABANDONMENT, SUPPLEMENTARY WELL HISTORY.

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

Well No. 1 is located 1900 ft. from [N] line and 650 ft. from [E] line of sec. 34, water basin, August 1, 1962

190 (Twp.), 27E (Range), 34E (Meridian), 1100 (Field), (County or Subdivision), New Mexico (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)

Well to be drilled to a total depth of 1800' or a lesser depth if productive casing program is as follows: Approximately: 250' 7" casing cement with 30 ex; Approximately: 1300' casing cement with 250 SA or enough to tie into surface pipe.

RECEIVED

JUL 31 1962

U. S. GEOLOGICAL SURVEY ARTESIA, NEW MEXICO

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

Company Greenwade & Associates

Address P. O. Box 1312 Artesia, New Mexico

By [Signature]

Title Agent