

MULTI-POINT SURFACE USE PLAN

Federal 20-22-7 Well #1
980' FNL & 810' FWL Section 20-T22N-R7W
Sandoval County, New Mexico

1. The attached road map and sketch show the proposed route to the location and distances from towns.
2. An access road of $1\frac{1}{4}$ miles will be constructed as a new permanent road to location.
3. Existing oil and gas wells within a one-mile radius of our proposed well have been spotted on the vicinity map.
4. There are no storage tanks or facilities located within a one-mile radius of our proposed location.
5. Water will be hauled by truck from various existing private water sources over existing permanent roads.
6. No construction materials will be hauled in for this location. Material from high points on location will be used to level location for proper drilling.
7. A 20' X 120' pit will be built on location to hold all drilling waste. Upon completion of well, all waste and liquid will be hauled by truck and bladed into existing roads. All other waste will be covered in 20' X 120' reserve pit.
8. There are neither airstrips nor camps in the vicinity.
9. The well site layout, reserve, burn and trash pits are shown on the attached Drill Site Specification Sheet.
10. Restoration of the surface will be accomplished by cleaning up and leveling upon completion of the well. Upon completion the reserve pit will be fenced and the drilling mud allowed to dry. The pits will then be back filled and seeded. Reseeding of the site will be carried out as detailed by the Surface Management Agency at the site examination.
11. The general topography and soil characteristics consist of fairly level terrain with vegetation of sagebrush and a few small pinion trees.

Representatives of the U.S. Geological Survey's Durango Office and Bureau of Land Management's Farmington Office will inspect the site. Cultural resources inspection will be conducted by an archaeologist from San Juan College or Salmon Ruins.
12. A Certification Statement by Benson Mineral Group, Inc.'s Representative is included.