

## SURFACE USE AND OPERATING PLAN

Attached to Form 3160-3  
Pioneer Natural Resources USA, Inc.  
Lusk Deep Unit "A" #3  
1650' FNL & 660' FWL  
Unit E, Sec. 20, T19S, R32E  
Lea County, New Mexico

1. Existing Roads:

- A. The wellsite and elevation plat for this proposed well is shown in Exhibit #2.
- B. All roads to the location are shown in Exhibit #3. The existing caliche roads are illustrated in dashed lines. This well location can be accessed from the existing lease road. Up-grading of the existing road prior to drilling will be done where necessary as determined during the on-site inspection. Routine grading and maintenance of existing roads will be conducted as necessary to maintain their condition as long as any operations continue on this lease.
- C. Directions to Locations: Go West out of Hobbs, New Mexico, on U. S. Highway 62/180 for 37 miles to N.M. Highway 243. From intersection of Hwy. 176 & Hwy. 62/180, go North on FM 243 4.4 miles. Turn right on Road #126, go 4.7 miles, turn right through cattle guard, go .8 miles turn left, go 3/4 miles north to location. Exhibit #4 shows this route to location.

2. Proposed Access Road:

As shown on Exhibit #3, the existing lease road passes west of the proposed well sight. No new access routes are needed to enter location.

3. Location of Existing Wells:

Exhibit #5 shows all existing wells within a one-mile radius of this well. Production in this area is found in the Yates, Delaware, Bone Springs, Strawn and Morrow horizons.

4. Location of Existing and/or Proposed Facilities if Well is Productive:

- A. Pioneer Natural Resources USA, Inc. plans to construct a central battery to serve this well and any others located on this lease at: Unit Letter "K", Sec. 20.
- B. If this well is productive, it is planned that a steel line, buried to a depth of 30", will be used to deliver all produced fluids to the central battery. It is proposed that this line will be laid along the east side of the existing lease road. The proposed route for this line is shown on Exhibit #6.