827-8177

Bueyeros Com # 1 PXA Procedure

The Bueyeros Com # 1 is currently equipped with 11"-3000 X 7 1/16" 3000 tbg head. There is a 4 foot 2 7/8" Chrome sub landed in a Rector F-1 thg hanger. The Chrome sub has a 2 7/8" collar on the bottom to prevent coming up thru the tbg hanger. The top has a tee on the top with a bull plug looking up and valve to the side. There is 8 5/8" casing down to 2832' and plugged back to 2800'. The casing is perf from 2752ft-2759ft. There is Guiberson Uni VI packer set at 2709ft. The packer has profile nipple on top with a 2.250 blanking plug in place. The tbg was removed from the well. The well was loaded with fresh water. There is currently 1400psig on the surface. The tbg head ID is 7 1/16 the 8 5/8" packer will not come thru the tubing head. Casing volume is 168 bbls. I dont want to attempt to bleed the well down, not knowing if the fluid is still above the packer. If there is no fluid above the packer, it is possible that buy bleeding down the surface pressure, The packer could fail completely and travel up the hole. Rigged up blow down equipment on 1/20/98, Actual SI csp prs was 700psi, Opened well up on 48/64" choke, Fluid was at surface immediately, Bled down for 4 hours, Rec estimated 60 BW, flowing csg prs 15 psi, Broke out bull plug and swedge in tbg sub and installed 2 7/8" master valve, SI well.

- 1. MI Coil thg unit, Run cthg to 2709ft
- 2. Spot 50sx Class C cmt on top of packer
- 3. Pull ctbg to 1000ft
- 4. Pressure up csg to 1000 psi, SI and WOC
- 5. Tag cement with ctbg
- 6. If cement is above 2689ft
- 7. Displace csg will Gelled Brine water. & Corr. Inkib.
- 8. Pull thg to the btm of Glorieta at 2271st ok
- 9. Spot 50 sx Class C cement
- 10. Pull thg to 750 ft spot 25 sx cement OK
- 11. Pull tbg to 60 ft and fill casing to surface with cement.
- 12. Pull tbg
- 13. Cut off well head and install PXA marker
- 14. RD MO Coil the unit.
- 15. Cut off SU anchors and clean location.

Witnessed P&A Proceedure on 1/26/98-OK used Haliburton coiled they unit w/ Hal. cement units - Ray