ATTACHMENT



## DRILLING PROCEDURE

- 1. Construct suitable location. Reserve pits, working pits, rat hole, mouse hole, cellar may be provided by operator or dilling contractor, and will be determined in conjunction with selection of drilling contractor/rig.
- 2. MIRU. Drill <u>12 1/4</u>" hole to <u>300'</u> +/-. Mud: <u>See mud program</u> BHA: Slick
- 3. CCM to run casing. SLM out of hole. Set 85/8" casing in full compression at 300 +/-. Run casing, cement and centralize as per attached casing & cementing program.
- 4. WOC <u>8</u> hours. Cut off <u>8 5/8</u>" casing. Install <u>See Note #1 page 2</u> wellhead. Test weld to <u>680 psi</u> (1/2 of csg collapse strength for SOW heads).
- 5. NU following BOPE: <u>3M Double Ram BOPE (pipe on BTM. Blinds on top</u>) Test to <u>1500</u> PSIG when testing casing.
- 6. PU <u>7 7/8</u> bit and following BHA: <u>Slick</u> RIH to top of float collar. Test casing to <u>1000</u> psi for 30 minutes. Test is satisfactory if pressure does not decrease more than 10% of test pressure by end of test. Record test on IADC Report and include details in daily drilling report to TOC SWD. Insure compliance with State of NM Rule 107 before testing and drilling out.
- 7. Drill 7 7/8" hole to  $\pm$  2950'. Mud: See mud program Log,
- 8. Lay down logging tools.
- 9. RIH w/DP and bit to TD. CCM to run  $5 \frac{1}{2}$  casing, or to P&A. If well is to be P&A'd, RIH open ended and set cement plugs in accordance with regulatory agency instructions.
- 10. If not P&A'd, set 5 1/2" production casing @ 2950'. Run casing, cement and centralize as per attached casing and cementing program. Fill casing every 20 joints while running in hole. Set full casing weight on slips. Check float equip operation.
- 11. C.O. casing. ND BOPE and install <u>SEE NOTE 2 BELOW</u> tubing head. Test to <u>1500</u> psi. NU dry hole tree. Release rig.
  - NOTES: 1. 8 5/8" x 11" 3M SOW csg. head w/2 2" LPO, 1 solid bull plug & 1 3M ball valve
    - 2. 11" x 7 1/16" 3M tbg. head w/2 2" LPO, 1 solid bull plug & 1 3M ball valve