

WORKOVER PROCEDURE

Delta Fee 'B' Well No. 1
990' FNL & 1980' FEL
Section 14, T-22-S, R-27-E
East Carlsbad Field
Eddy County, New Mexico

PURPOSE: Test Bone Spring prior to abandonment.

AFE NO.: 44756 **API NO.:** 30-015-25255

ELEVATION: 3082' GL 3110' KB

TOTAL DEPTH: 10,700' **PBID:** 9950'

SURFACE CASING: 13-3/8", 48#/ft., H-40, ST&C set at 450'.
Cemented with 450 sxs of Class "C".
Circulated 100 sxs to pit.

INTERMEDIATE CASING: 8-5/8", 24#/ft., K-55 and S-80, ST&C set at
2700'. Cemented with 1330 sxs of Pacesetter
Lite "C" and 300 sxs Class "C". Circulated
200 sxs to pit.

PRODUCTION CASING: 4-1/2", 11.6#/ft., N-80 & S-95, LT&C set at
10,700'. Cemented with 800 sxs Class 'H'. TOC
of primary job at 9820'. See attachment for
squeezes.

PRODUCTION TUBING: 150 jts of 2-3/8", 4.7#/ft., N-80, EUE tubing.

PERFORATIONS: Wolfcamp 9707 to 9857', total of 26 holes.

SAFETY: Maximum potential surface pressure: Bone
Spring formation will be a wildcat completion.

1. Inspect location. Test anchors.
2. MIRU PU. ND wellhead and NU hydraulic BOP. POOH w/ 2-3/8" tubing.
3. RIH w/ plug and packer to test BOP.
4. RIH w/ 4-1/2" impression block to casing part at 4530'. POOH and inspect impression block.
5. PU 4-1/2" swedge and RIH on 2-3/8" tbg to casing part. Work swedge through part to align casing. POOH.
6. RIH w/ 4-1/2" impression block to casing part and POOH.
7. PU 4-1/2" RTTS tool and RIH to 7000' and set. RU swab and lower fluid level to +/- 4500'. RD swab.
8. RU perforators. Install wireline BOP and lubricator. Perforate Bone Spring interval through tubing at perfs 7076', 77', 78', 79', 80', 81', 91', 92', 93', 94', 95', 96', 97', 98', 99', 7100', 01', 02', 03', 04', 05', 06', 07', 08', 09', 10', 11', 12' & 13' for a total of 29 holes. (Note: run gamma-ray/CCL and tie into open hole logs). POOH w/ wireline. RDMO wireline truck.
9. RU swab and swab Bone Spring perfs 7064-7113'. Report results to Midland office.
10. Acidize Bone Spring perfs if necessary.
11. If Bone Spring is productive proceed to step No. 13.
12. Kill well if necessary. Release RTTS tool and POOH. RIH w/