

SURFACE USE PLAN

MARALO LLC.
GOLD RUSH "31" FEDERAL # 4
UNIT "G" SECTION 31
T23S-R30E EDDY CO. NM

1. EXISTING ROADS. Area map, Exhibit "B" is a reproduction of the New Mexico General Hi-way Co. Map. Exhibit "C" is a reproduction of a topographic map. Existing roads and proposed roads are shown on each exhibit. All roads will be maintained in a condition equal to or better than of construction.
 - A. Exhibit "A" shows the proposed development well as currently staked.
 - B. From Hobbs, New Mexico take U.S. Hi-way 62-180 West toward Carlsbad New Mexico, go 40 miles to WIPP Road turn South follow WIPP Road for 13 miles to Co Road 802 turn right go 4.6 miles to State Hi-way 128, turn right go 6 miles to Rawhide road turn left go 4 miles turn left go .4 miles turn South go 1 mile turn East go .4 miles turn Southeast follow road .45 miles turn Southwest go to well # 2 turn Northwest go 1150' to location.
 - C. Lay flowlines along road R-O-W to central battery located in SE/4 of SE/4 of section 30. Construct powerline from well # 2 to location of well #4, see Exhibit "F".
2. PLANNED ACCESS ROADS: Approximately 1150' of new road will be constructed.
 - A. The access road will be crowned and ditched to a 12'00" wide travel surface with 40' right-of-way.
 - B. Gradient on all roads will be less than 5.00%.
 - C. No turnouts will be necessary.
 - D. If needed, road will be surfaced with a minimum of 4" of caliche. This material will be obtained from a local source.
 - E. Centerline for the new access road has been flagged. Earthwork will be as required by field conditions.
 - F. Culverts in the access road will not be used. The road will be constructed to utilize low water crossings for drainage as required by the topography.
3. LOCATION OF EXISTING WELLS IN A ONE-MILE RADIUS EXHIBIT "A-1"
 - A. Water wells - None known
 - B. Disposal wells - One approximately 1.3 miles Northeast.
 - C. Drilling wells - None known
 - D. Producing wells - As shown on Exhibit "A-1"
 - E. Abandoned wells - As shown on Exhibit "A-1"