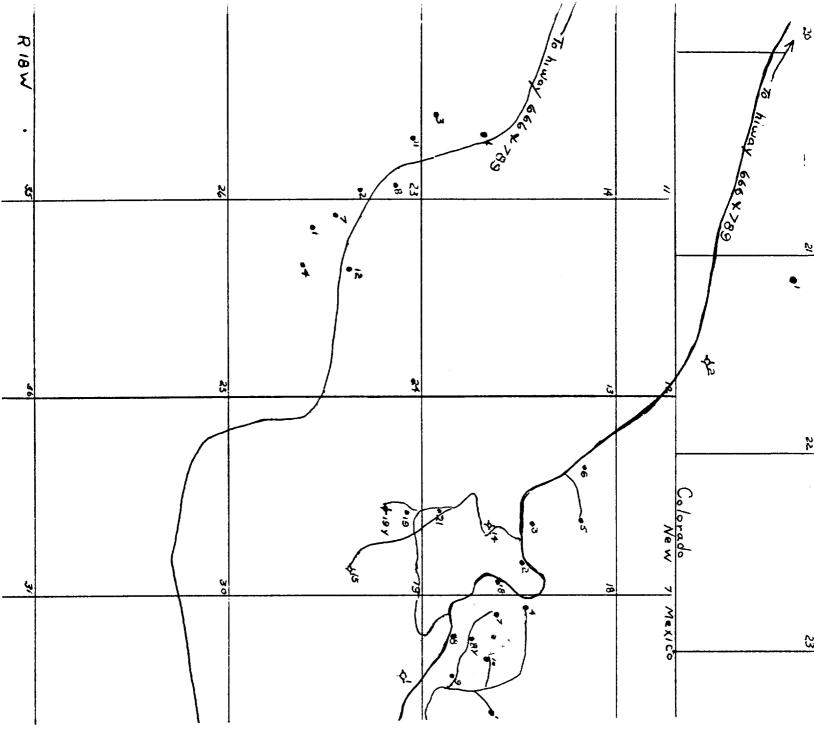
## DEVELOPMENT PLAN FOR SURFACE USE

- 1. Existing roads, location, exit from the main highway and main access road in vicinity of location are shown on map #1.
- 2. There will be no need of further access roads. There are existing roads connecting with the proposed location.
- 3. Location of existing wells are shown on map #1.
- 4. Lateral roads are also shown on map #1.
- 5. Location of tank batteries and flow lines are shown on map #1. The existing tank battery and the existing flow line show on the map will be used if the well is successful. Also if other wells are drilled and are successful the same battery and flow lines well be used.
- 6. This well will not be drilled with mud and therefore a very small amount of water will be used. Only small amounts are needed to cement surface and hopefully a production casing string, this water will be hauled in trucks from town. No water lines will be needed.
- 7. The handling of waste, cuttings, garbage, trash and etc. will be disposed of in a pit shown on the plot #1 which shows the location and layout for number 10. The pit is at the end of the blewey line to catch the cuttings and when the drilling is done this pit will be leveled and covered with the same top soil that was removed from them.
- 8. No camp will be used.
- 9. No airstrip will be used.
- 10. Location and layout is shown on plot #1. The location will not be compacted, except what accures with normal traffic and use.
- 11. Plans for restoring are shown on plot #1. The entire location will be leveled and reseeded if the well is dry. The area needed for a location is shown on plot #1 is enclosed in red. The top soil will be left at the end of the cutting and waste pit to be used agin in covering the waste and reseeding. The seed required for this area and mixture needed will be used to reseed.
- 12. The area is generally shaly in the vallies with 200' to 300' steep cliffs to Mesa Verde bluffs on top. There are no cuts and fills because this location is made on mostly rock.



Plot No 1