

P&A PROCEDURE

 Well Name:
 Evans State #3

 API Number:
 30-025-04449

 Coordinates:
 3897' FNL & 1319' FEL

 S - T - R
 3 - 21S - 36 E Unit P

 County / State:
 Lea, New Mexico

 Drilled:
 1953

Operator: Chevron
Field: Eumont
Date: 8/2/01
By: DCD

Provide 24 hr Notification to NMOCD of Pending Operations

Note: Chevron may have already pulled tbg and pkr from well; if so proceed to Step 3.

- 1. MIPU. Hold pre-job safety mtg and RU. Check 51/2" csg and 85/8" x 51/2" annulus for pressure.
- 2. Install BOP, Release Model "R" pkr @ 2628' & POH LD tbg. Remove BOP, close well in and RD & RPU.
- 3. MI Benterra equip. Hold pre-job safety mtg and spot equipment. Check 51/2" csg and 85/8" x 51/2" annulus for pressure.
- 4. ND WH equip and install well control equip.
- 5. Check btm w/ SL. Record FL. Displace wellbore fluids w/ freshwater.
- 6. Insert 51/2" wiper plug (cored to allow fluid bypass) into csg and push to 2650' w/ slickline.
- 7. Surface pour 14 cu ft of ZONITE to set 100' btm plug from approx 2550 2650'. Set plug in stages, check w/ SL to assure bridges are not occurring and required plug height is achieved. Pour at rate that minimizes potential to bridge. After setting plug, add water as necessary to assure hydration of plug. Remove well control equip and NU WH to secure well.
- 8. Move off location and wait minimum of 48 hours for plug to hydrate. Assure that an adequate fluid level is maintained to hydrate plug.
- 9. MI Benterra equip. Hold pre-job safety mtg and spot equipment. Check 51/2" csg and 85/8" x 51/2" annulus for press. Check top of plug and record FL.
- Insert 51/2" wiper plug (cored to allow fluid bypass) into csg and push to 1315' w/ slickline. Cap w/ 10' of ZONITE (1 2 cu ft). Fill casing w/ freshwater.
- 11. MI PU and ancillary equipment for cutting/pulling 51/2" csg. Hold safety pre-job safety meeting. Check casings for pressure, RU PU and equipment.
- 12. Cut csg @ 1300', pull and LD 51/2" csg. RD & RPU and ancillary equip.
- 13. MI Benterra equip, check btm w/ SL & record FL.