- B. No construction materials will be used from Federal or Indian lands.
- C. Caliche secured from private sources will be used where needed on the road and drillsite.
- D. All access roads are shown on Exhibit "A"

## 7. WASTE DISPOSAL -

- A. Drill cuttings will be disposed of in the reserve pit.
- B. Drilling fluids will be allowed to evaporate in the reserve pit until the pit is dry.
- C. Trash, waste paper, garbage and junk will be burned or buried with a minimum of 24" cover. Waste material will be contained to prevent scattering by wind prior to ultimate disposal.
- D. Any produced water will be contained in tanks and be disposed of in an approved manner. Oil produced will be stored in tanks until sold, at which time it will be hauled from location.
- E. Current laws and regulations pertaining to disposal of human waste will be complied with.
- F. If productive, maintenance waste will be placed in special containers and buried or hauled away periodically.
- 8. ANCILIARY FACILITIES No camps, airstrips, et cetera, will be constructed.
- 9. WELL SITE LAYOUT -
  - A. Refer to Exhibit "B" for well site layout.
  - B. Dimensions may vary slightly depending on size of drilling rig available.
  - C. Terrain at the well site is very flat as shown on Exhibit "B".
  - D. The pad will be topped with material obtained from the reserve pit or material hauled in from private property traversed by the access road.
  - E. The reserve pit will be approximately 125' x 150' top width.

## 10. RESTORATION OF SURFACE -

- 1) At the time of completion and abandonment of the well, the pits will be backfilled and the entire disturbed area will be sloped to coincide with the adjacent undisturbed area. The top soil will be distributed over the entire disturbed area. Prior to leaving the drillsite upon rig move out and before reshaping any pit that is to remain open for drying will be fenced until backfilling and reshaping can be done.
- 2) When well is abandoned the new road will be rehabilitated as per BLM recommendations.