

NEW MEXICO OIL CONSERVATION COMMISSION

Santa Fe, New Mexico

MISCELLANEOUS NOTICES

Submit this notice in TRIPLICATE to the District Office, Oil Conservation Commission, before the work specified is to begin. A copy will be returned to the sender on which will be given the approval, with any modifications considered advisable, or the rejection by the Commission or agent, of the plan submitted. The plan as approved should be followed, and work should not begin until approval is obtained. See additional instructions in the Rules and Regulations of the Commission.

Indicate Nature of Notice by Checking Below

NOTICE OF INTENTION TO CHANGE PLANS		NOTICE OF INTENTION TO TEMPORARILY ABANDON WELL		NOTICE OF INTENTION TO DRILL DEEPER	
NOTICE OF INTENTION TO PLUG WELL	X	NOTICE OF INTENTION TO PLUG BACK		NOTICE OF INTENTION TO SET LINER	
NOTICE OF INTENTION TO SQUEEZE		NOTICE OF INTENTION TO ACIDIZE		NOTICE OF INTENTION TO SHOOT (Nitro)	
NOTICE OF INTENTION TO GUN PERFORATE		NOTICE OF INTENTION (OTHER)		NOTICE OF INTENTION (OTHER)	

OIL CONSERVATION COMMISSION
SANTA FE, NEW MEXICO

Kermit, Texas
(Place)

March 12, 1964
(Date)

Gentlemen:

Following is a Notice of Intention to do certain work as described below at the Gulf Oil Corporation

(Company or Operator) J. A. Stuart Well No. 9 in A
(Unit)
NE 1/4 NE 1/4 of Sec. 10, T. 25-S, R. 37-E, NMPM, N. Justis Blinbry Pool
(40-acre Subdivision)
Lea County.

FULL DETAILS OF PROPOSED PLAN OF WORK (FOLLOW INSTRUCTIONS IN THE RULES AND REGULATIONS)

The subject well was completed dry on 2-18-64. It is proposed to set a cement plug from 5455' to 5270'; mud to 50' and cement to surface. Set marker and clean up location, leaving 1105' of 9-5/8", 78' of 7-5/8" and 6111' of 7" casing in hole.

Approved _____, 19____
Except as follows:

Approved _____
OIL CONSERVATION COMMISSION

By _____
Title _____

Gulf Oil Corporation

By _____
Company or Operator

Position Area Engineer

Send Communications regarding well to:

Name Gulf Oil Corporation

Address P. O. Box 980, Kermit, Texas