

WORKOVER PROCEDURE

WELL NAME: Frank 06 **DATE:** 11/9/2016
LOCATION:
Qtr/Qtr: SE/NW Section: 7 Township: 4N Range: 63W
Footages: 2232 FNL & 1982 FWL
COUNTY: WELD **STATE:** CO **API #:** 05-123-12872

ENGINEER: Jon Lefor 7 Day Notice Sent:
(Please notify Engineer of any major changes prior to work) Do not start operations until:
Notice Expires:

OBJECTIVE: P&A

WELL DATA: Surface Csg: 8 5/8" 24# @ 431' KB Elevation: 4622'
Surface Cmt: 310 sx GL Elevation: 4612'
Long St Csg: 4 1/2" 10.5# @ 6754' TD: 6764'
Long St Cmt: 250 sx PBTD: 6733'
Long St Date: 12/24/1985

Plug Back (Sand or CIBP):
Perforation Interval (1): Niobrara Perforations 6390' - 6478'
Perforation Interval (2): Codell Perforations 6654' - 6665'
Perforation Interval (3):
Perforation Interval (4):
Tubing: 2 3/8" 4.7# J-55 tbg @ 6631' Rods:
Pump:
Misc.:

PRODUCTION STATUS:
COMMENTS: Provide 48 hr notice of plugging MIRU via electronic form 42.
Abandon flowlines as per Rule 1103. File electronic form 42 once abandonment completed.

PROCEDURE:

Prior to plugging operations, perform a bradenhead test. If any pressure remains at the conclusion of the test or any
1) liquids were present call COGCC engineer for sampling requirements. Submit form 17 within 10 days.

2) MIRU Workover rig, pump & tank.

3) POOH w/ 2 3/8" tbg and lay down.

4) RU WL, RIH w/ CIBP. Set CIBP @ 6340', dump bail 2 sx of cement on top.

5) Unland casing. Cut casing off @ 2500'. POOH w/ casing laying down on trailer.

RIH w/ workstring to pump 100 sx stub plug where csg was pulled. If maintain circulation, no need to tag plug. 100' of
6) cement is required, at least 50' in casing and at least 50' above csg.

7) POOH w/ workstring to 1052'. Pump 405 sx shoe plug. Cement to surface.

If circulation not maintained to surface then tag plug, must be at 381' or shallower, provide 10 sx plug at surface Leave
8) at least 100' of cement in the casing for each plug.

9) SI, WOC. RIH. Tag shoe plug. Add cement if needed.

10) Cut surface casing off 6'-8' below ground.

11) Clean up location. Reclaim location. RDMO.