

VIRGINIA DIVISION OF MINERAL RESOURCES
Box 3667, Charlottesville, VA 22903

INTERVAL SHEET

C-187

Page 1 of 1

Well Repository No.: W- 6184

Date rec'd: 7-18-80 Date Processed: 2-17-81

Sample Interval: from 0 to: 120

PROPERTY: FEATRESS NAVAL AIR STATION well 43

Number of samples: 12

COMPANY: GROUNDWATER DEU.

Total Depth: 120

COUNTY: CITY OF CHESAPEAKE Norfolk

Oil or Gas: Water: Exploratory:

From-To	From-To	From-To	From-To	From-To
0 - 10	-	-	-	-
10 - 20	-	-	-	-
20 - 30	-	-	-	-
30 - 40	-	-	-	-
40 - 50	-	-	-	-
50 - 60	-	-	-	-
60 - 70	-	-	-	-
70 - 80	-	-	-	-
80 - 90	-	-	-	-
90 - 100	-	-	-	-
100 - 110	-	-	-	-
110 - 120	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-

SPLIT WASH

GEOLOGIC LOG - CORRELATED WITH GEOPHYSICAL LOG
FENTRESS NAVAL AIR STATION
WELL B, GROUNDWATER DEVELOPMENT COMPANY
Hole drilled June 27, 1979

<u>DEPTH</u>	<u>DESCRIPTION</u>
0-10 ft.	Tan clay, grey clay, fine to medium sand
10-17	Clay
17-27	Grey fine sand with clay streaks
27-38	Grey clay
38-42	Grey fine to medium sand
42-45	Clay
45-57	Fine to medium sand
57-66	Dark brown clay
66-82	Medium to coarse sand
82-91	Dark grey clay
91-98	Clay and shells
98-106	Shells

E. A. Siudyla - SWCB

Fentress NALF - Geologic Log

WELL B - Test Hole 6-27-79

Site 85' east of entrance road

(Resistivity and Spontaneous Potential taken)

<u>Depth</u>	<u>Lithology</u>	<u>Texture</u>	<u>Sorting</u>	<u>Color</u>
0-10'	Silt with clay	Subangular	Poor	Grey
10-20'	Sand	Subangular	Moderate	Grey
20-28'	Fine-Medium sand/ gravel	Subrounded	Well	Grey
28-30'	Clay	Angular	Poor	Grey
30-40'	Fine sand and clay	Subangular	Poor	Grey
40-50'	Fine sand and silt	Subangular	Poor	Grey
50-60'	Medium sand	Subrounded	Moderate	Grey
60-70'	Clay/ streaks of sand and gravel	Angular	Poor	Grey/Green
70-80'	Medium sand and gravel	Subrounded	Well	Grey/Brown
80-90'	Medium fine sand with clay	Subangular	Poor	Grey/Green
90-100'	Clay	Subangular	Poor	Grey/Green
100-110'	Clay with shell	Angular	Poor	Grey/Green