

**LAND RECLAMATION DIVISION  
MEMORANDUM NO. 00-05**

To: All Coal Operators

From: Scott Fowler

Date: July 28, 2000

Re: Electronic submittal of Ground water monitoring reports

The Office of Mines and Minerals has been developing a method for operators to submit Ground water monitoring reports (GMR) to the Land Reclamation Division electronically. We encourage you to participate, however this method will be optional and used in lieu of the submittal of paper copies.

Besides the advantage of submitting GMR information more efficiently, you may find this database advantageous for your own tracking. Should you chose to use this database as your in house tracking software, we will provide historical data for the past several years that we have entered into our system, upon request.

We will provide at **no cost** to you both the software and the initial floppy disk with your individual well sites to get you started.

This method will allow you to mail a completed floppy disk back to us **or** to email the data to a designated email address.

To participate you will need a computer with the following minimum requirements:

- Windows 95, 98, NT, or 2000
- 486 PC, 66 MHz DX processor (Pentium recommended)
- 16 MB RAM (32 MB RAM recommended)
- 50 MB of hard disk space (75 MB recommended)
- CD-ROM drive
- VGA Monitor
- Mouse or trackball

This process will involve some initial coordination between the both of us to insure that all wells are properly identified. In order to initiate the process we will need you to complete the attached table for all your active wells. We will then return this information in electronic format to get started.

Our hope is to expand this project for ash reporting and Discharge Monitoring Reports (DMR). If you have any questions please contact Dean Spindler, Ron Dale or Dan Wheeler, in our Springfield office.

**WELL DATA VERIFICATION SHEET**

ASSOCIATED PERMIT(S)\_\_\_\_\_ MINE/PIT\_\_\_\_\_

Name or number	Casing Elev.	Ground Elev.	Well depth	Approx. Installation date	Frequency of Monitoring
