

Robinson, Martin, Cowie

Don Vidrine, BP

night tower

hole drilled before he arrived

struggling with kicks and losses

cut mud wt and close to balance

logging went ok, some tool problems
wiper trip pumped out because they were close to bal. close to top
(9 7/8)

1000 units of gas bottoms up (not uncommon)
stayed longer because out of hole for a week during logging
(static)

hole took correct fillup
9 7/8 x 7 inch casing, trip went well

left stack open while running through riser
at TD with casing cleared the pipe, circulated 100+ barrels returns
(trouble getting, either plugged or losses)
cement job went ok, complex job w/diff fluids, looked like it went
fine

bumped plug, set seal assmby, tested, seemed to be good test

pump 1.5x drill pipe vol. to wipe drill pipe with nerf ball
run in hole to top of BOP's, closed shear rams, test casing, very
good test based on chart
went to depth, rigged up and started displacement procedure
displaced choke, kill, boost lines, pumped displacement pill,
followed by sw

not on rig floor at time of neg test
bled drill pipe to 0, built press., they said it was normal - Kaluza
told by Sr toolpusher and tourpusher - called it annular
compression - heard about this, but had not seen it before
decided to check kill line side, no pressure, pumped a few strokes
on kill line, pressured
bled off, shut in, built to 30 psi
bled .2bbl to trip tank



TREX-00003A

BP-HZN-CEC020351

went to a drip and stopped, watched for 30 mins with no flow
drill pipe had 1400psi steady

stayed at that pressure, no indication of gas coming up
at beg of test, 2400psi in drill pipe, differential on a U-tube, bled
60bbl to 0psi
1400psi differential between mud and riser
annular compression - they said it does that all the time
1400psi, it should be seen on kill line - lets bleed it off and see,
bled, it stopped

called Hafle to discuss surface plug, said still watching stripping
tank, dripping had stopped and everything looked fine

Closed it in, opened the bag, lined up pumps
guys let me know when pill comes up, do sheen test, went to
office to check calls
call to say pill was back, went to rig floor, everything fine
realized at that point to check flow - was not flowing as far as he
knows, shaker hand and mud eng monitoring
mud eng said it came back on right strokes, strokes looked ok to
Don on panel (didn't know exact #)
sheen test passed, expected 800-900psi underbalance to
reservoir
they were comfortable with test, he told them to get everyone in
place to start dumping
toolpusher and Sr TP told them this was annular compression
asked about standard procedure for negative tests, none known
(comes from town in bullet form, procedure is left to rig to figure
out)

what does a successful test look like, check for flow or no-flow
hafle called office while displacing about 9pm, thought he was just
curious about how things were going
neg test - TO had dismissed drill pipe pressure as anything
serious
somewhat joked about my concern over drill pipe - they found it
humorous that I continued talking about
In doghouse - Ezell, jason anderson, bob Kaluza, dewey Sevette,
mud eng Leo and Gordon, maybe Charles Credeur
Sheen test - after, returned to ofc 10-15 mins, rec'd call from rig
floor - jason

Jason (TP) called and said getting mud back - diverting returns to
gas buster, closing (had closed) annular, hung up quickly
Started for floor, grabbed hat - down hall, upstairs toward rig -
mud and seawater blowing everywhere (about 30sec elapsed
time) positive it was mud
decided to not continue to rig floor, went back around corner,
heard explosion which caused him to hunker down - did not see
flames at that time

Don heard only one explosion. Power went out, didn't know it was before or after explosion
crossed pipe rack to get life vest, Proceeded to bridge to see if EDS had been activated
Saw many people on bridge, met Subsea hand in bridge (Chris) - Chris asked about EDS
went to panel - only lower annular lights were lit at that point - Chris hit EDS button
Looked like it actuated correctly because panel lit up, Chris said he saw gallon count and stab retract
Left bridge to help people to capsules, helped injured
Some guys jumped overboard with life raft
Last guy came into the capsule, closed door - weather calm, went to Bankston
Hadn't backloaded all the mud, told eng he had to keep some - my feeling was there was some mud
Never indicated any increase in flow

Spoke to mudlogger while on Bankston, he didn't see anything unusual before event occurred - was watching returns
Specifically asked him what he thought happened - he said he had no idea
started on Horizon in January, completed 14/14 rotation of 4 hitches
Crews were good
Diverter can go overboard or to poor boy degasser

Heard that AD called Sr TP that they had a well control problem
Appeared fluid coming from rig floor, didn't think diverter was closed.
No issues known about BOP equipment
Didn't know if 1 or 2 overboard lines on diverter
If space out was standard, Don said yes, posted in doghouse, crews were good about doing it, 5.5 across stack
Block position before explosion - too much spray to see top drive (not visible, wall of mud)
asked - fire alarms working? Yes
Emergency drills - weekly, everyone responds accordingly
Brian and Mark Hafle usually communicates, Brian mostly
Negative test procedure came by email, people copied to make aware
Communication with office, TO all good
Fatigue issues not a problem

937am next morning, called Brian Martin - this may mean nothing, minor hydraulic leak on one of the pods, reported to him by subsea

3rd party info from Bakston
6pm negative test
hadn't started neg test, discussing to use kill line
preferred method was BP kill line

TransOcean already using drill line
Neg test performed using kill line
test took 20 mins
720-750 30 mins static,
test was good while he watched, but didn't watch whole test - went
back to office
1015 jason anderson toolpusher came in said mud back in
displacement test
Went outside (aft) mud blowing everywhere
couldn't get to rig floor, then heard first explosion
grabbed lifevest, to bridge
pushed ESD shut in button, didn't work, pushed again - everyone
evacuated
statement to CG