

# INTRODUCTION TO PETROLEUM ENGINEERING:

RESERVOIR, DRILLING, COMPLETION, SURFACE FACILITIES

## OBJECTIVES

To offer an overall information about drilling, reservoir, completion and surface facilities.

At the end of the session, participants:

- have good information about technique and problems related to field development from drilling to surface facilities,
- are able to fully communicate with the personnel involved with it.

## COURSE CONTENT

### RESERVOIR ENGINEERING

1 day

Geologic traps  
Rock and fluids properties  
Logging and well-test evaluation  
Drainage mechanisms  
Improved oil recovery

### WELL

2.5 days

Drilling  
Oil and gas exploration organization  
Well design  
Drilling rig: functions hoisting, rotations, pumping, safety...  
Drilling operations : casing, cement job, fishing, D.S.T.  
Visit of a drilling rig used for training

Completion  
Completion design  
Global approach of flow capacity  
Well bore treatment: sand control, stimulation (acidizing, fracturing, ...)  
Well equipment and servicing

Offshore wells  
Selection of the rig type: jack-up, semi...  
Design and specific equipment

### OIL AND GAS PROCESSING FACILITIES

1.5 days

Different objectives of processing field plants  
Gathering system, hydrate inhibition  
Crude oil treatment: oil and gas separation, crude oil dehydration and desalting processes  
Gas processing: dehydration, sweetening, NGL recovery processes  
Offshore production: fixed or floating production system

#### ▲ Who should attend?

Anyone working in the oil and gas and related sectors:

- whose activity (either technical, commercial, legal, financial or human resources) is in some way connected with drilling, reservoir, completion or surface facilities,
- having a general "need to know" requirement on these subjects.

#### ▲ Duration

5 days

#### ▲ Dates & Location

**June 23 to 27, 2008**

**October 20 to 24, 2008**

Rueil-Malmaison (Paris)

#### ▲ Tuition Fees

€ 1750

#### ▲ Course Coordinator

**Didier BRIGANT**

Ref. **EG/COM/INFPGE**