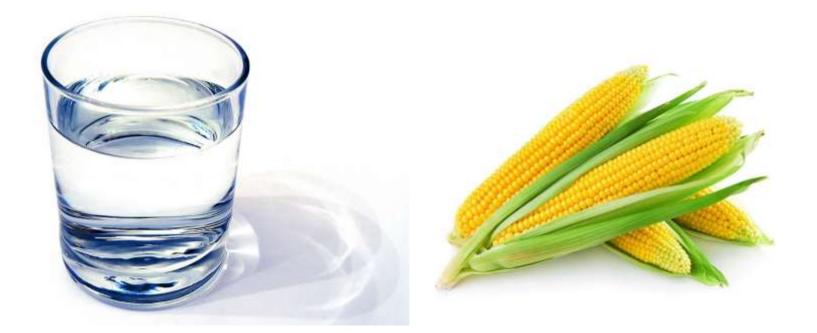
# What do you need for a Marathon?



## Water and a snack?

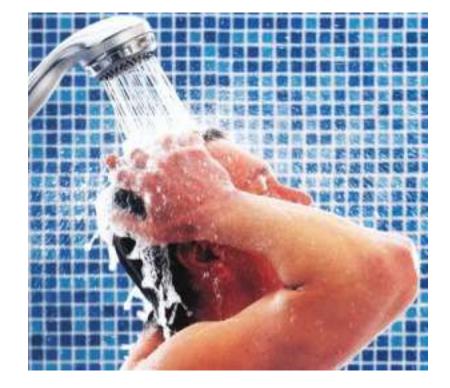


# What about just a normal day?

#### 1 flush = 3.5 gallons



#### 1 flush = 3.5 gallons 10 minute shower = 20 gal



1 flush = 3.5 gallons 10 minute shower = 20 gal Jeans = 2,900 gal T-shirt = 530 gal



1 flush = 3.5 gallons 10 minute shower = 20 gal Jeans = 2,900 gal T-shirt = 530 gal 8 oz. coffee = 70 gal 2 slices bread = 21 gal





# What are some flaws in thinking here?

1 flush = 3.5 gallons 10 minute shower = 20 gal Jeans = 2,900 gal T-shirt = 530 gal 8 oz. coffee = 70 gal 2 slices bread = 21 gal





## Lecture 11 Water Above Ground

# Types of water?

Which ones are important to humans? Which ones play big roles in geology? When do rocks play a role in the water?

# Earth: The Blue Marble



- Water exists on Earth's surface in 3 forms:
  - Solid
  - Vapor
  - Liquid
- Water plays a key role in geological processes that shape Earth's surface:
  - Weathering
  - Erosion
  - Sediment transport & deposition

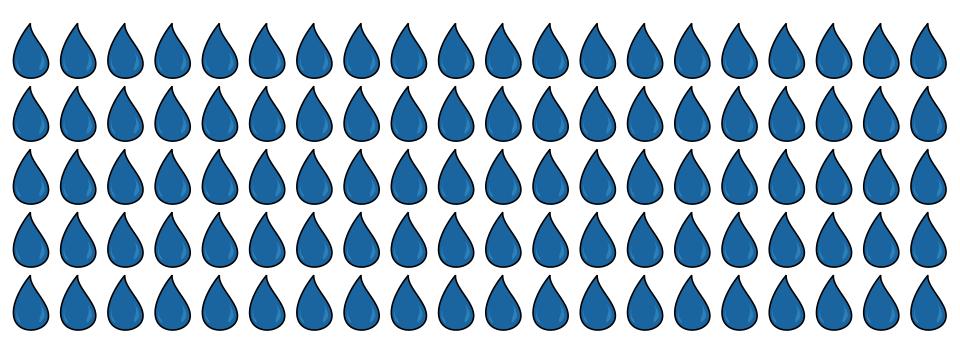
- Water exists on Earth's surface in 3 forms:
  - Solid
  - Vapor
  - Liquid



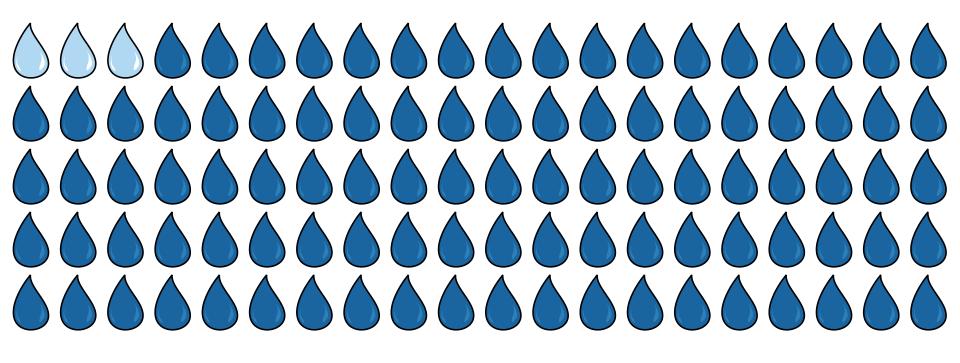
- Water exists on Earth's surface in 3 forms:
  - Solid
  - Vapor
  - Liquid



# How much water on Earth is not salty?



# Around 3%

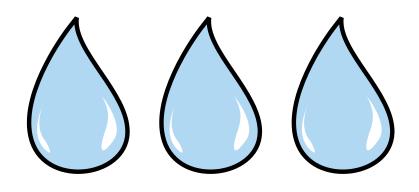


# Where is the water on Earth?

#### of all water on surface:

3% as freshwater

97% in oceans



#### Fresh water on surface:

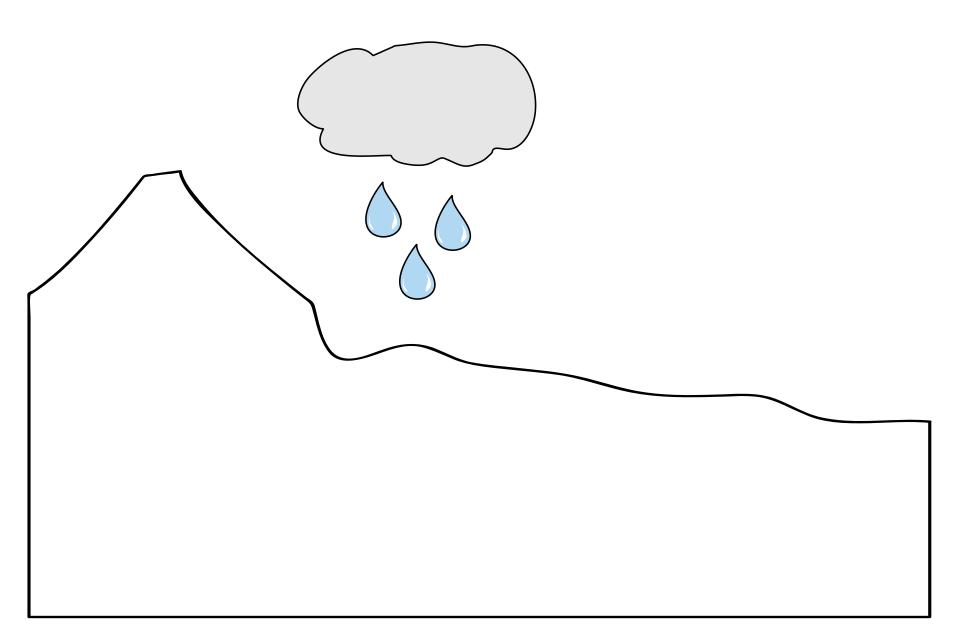
<1% lakes, rivers, etc...

30% ground water

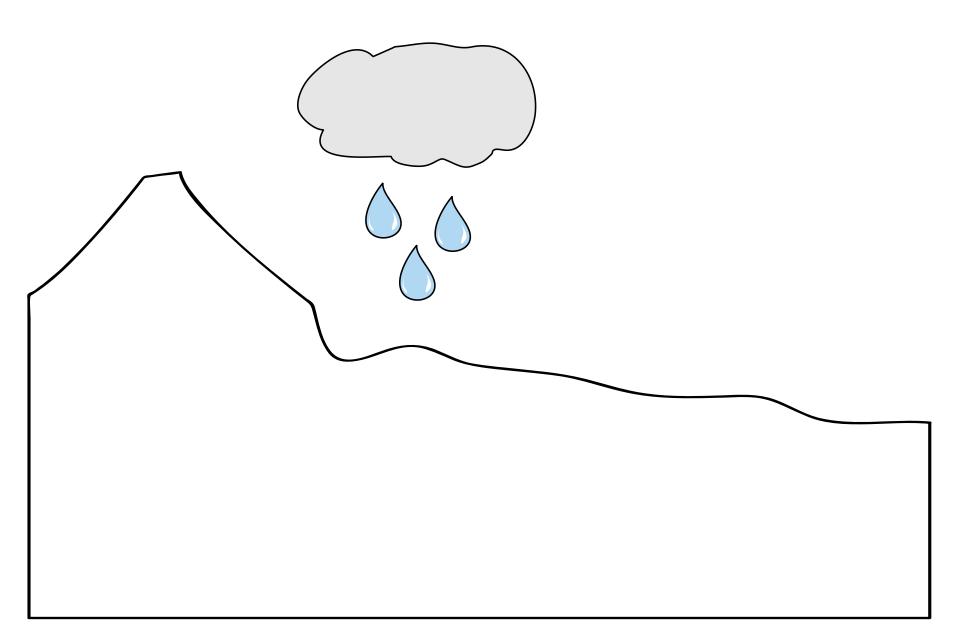
69% in cryosphere

http://ga.water.usgs.gov/edu/earthwherewater.html

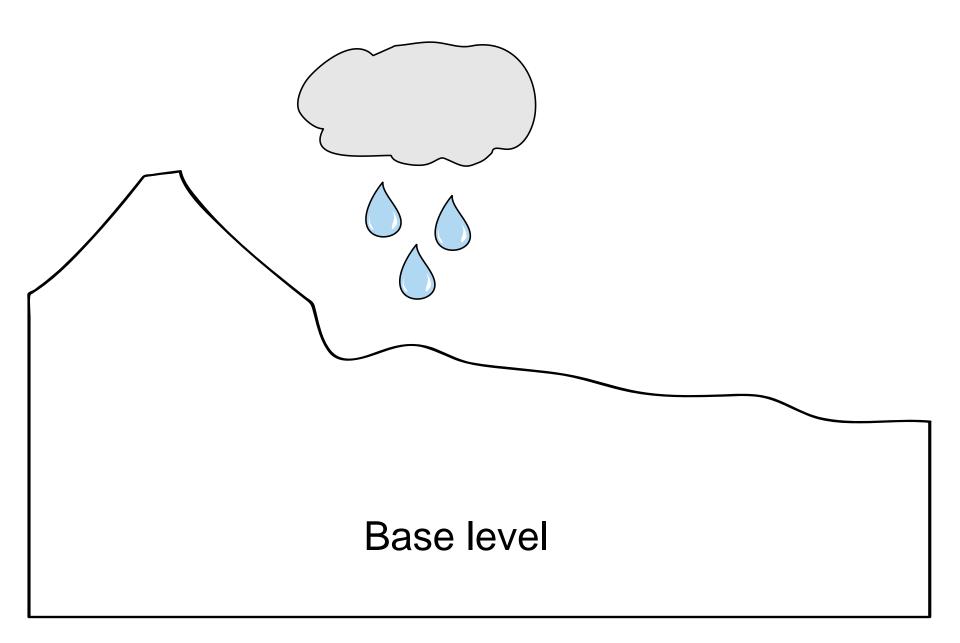
#### What happens to water?



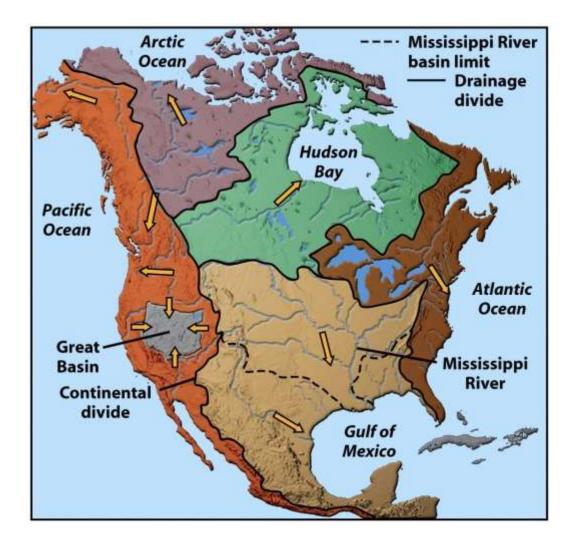
#### When does water stop flowing?



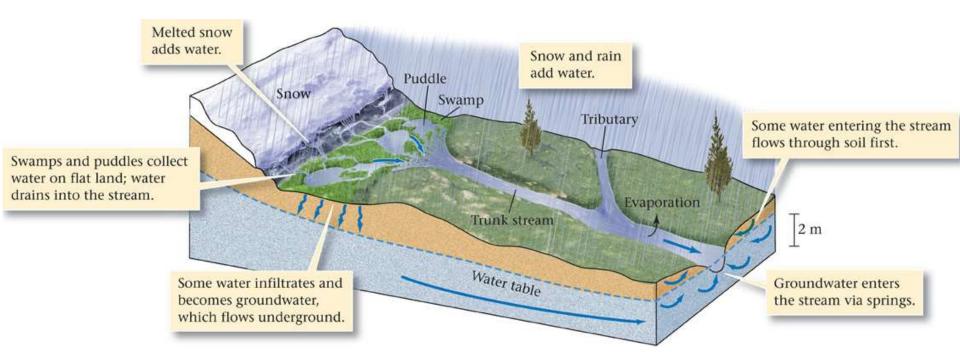
#### When does water stop flowing?



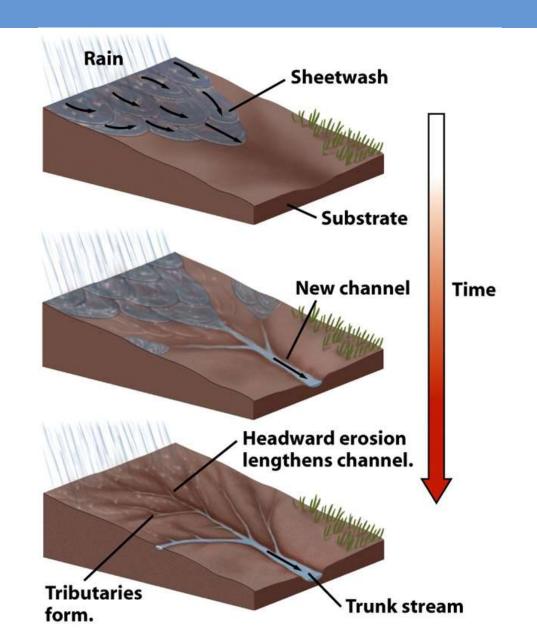
#### **Drainage Divides of North America**



# **Runoff vs Infiltration**



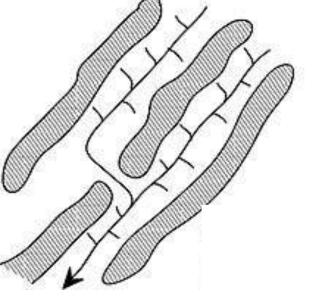
#### **Forming Streams**

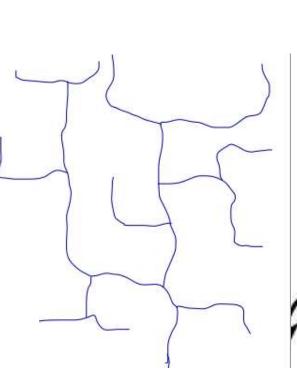


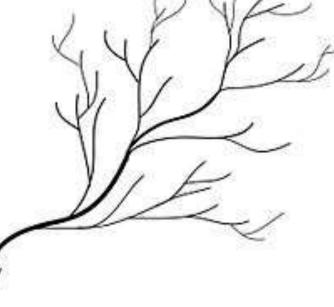
- Array of linked channels = drainage network
- Drainage networks change over time and often form geometric patterns reflecting underlying geology



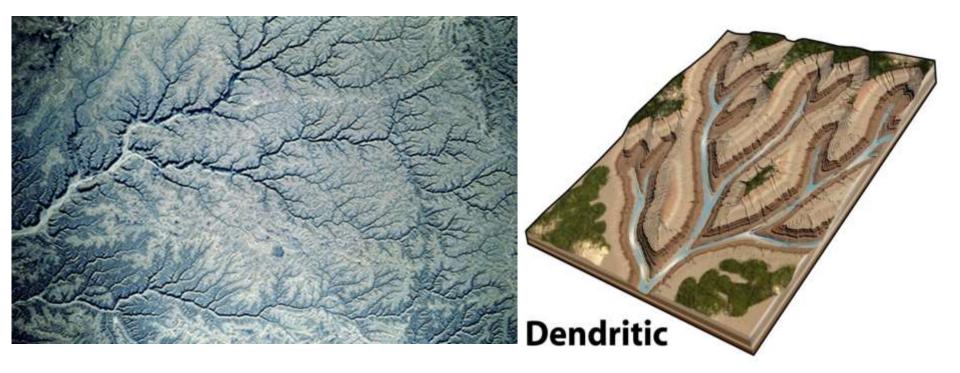
- cone shaped mountain e.g. volcano
- jointed rocks
- alternating resistant and weak rocks
- uniform slope
- uniform material



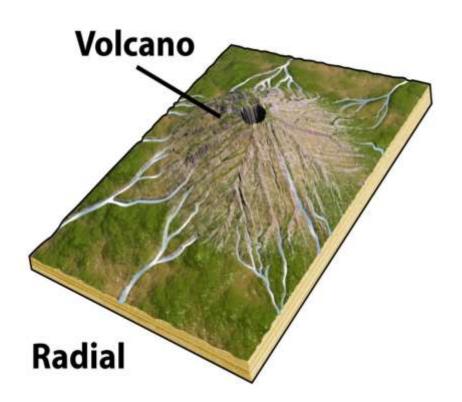




- Common drainage patterns
  - Dendritic Branching, "treelike" due to uniform material



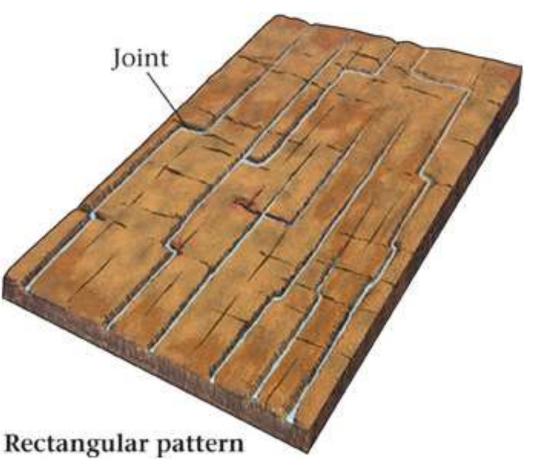
- Common drainage patterns
  - Radial form on the surface of a cone shaped mountain, usually a volcano



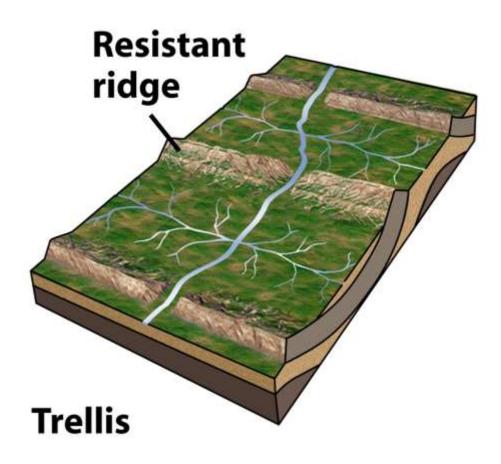


- Common drainage patterns.
  - Rectangular Controlled by jointed rocks.





- Common drainage patterns
  - Trellis Alternating resistant and weak rocks



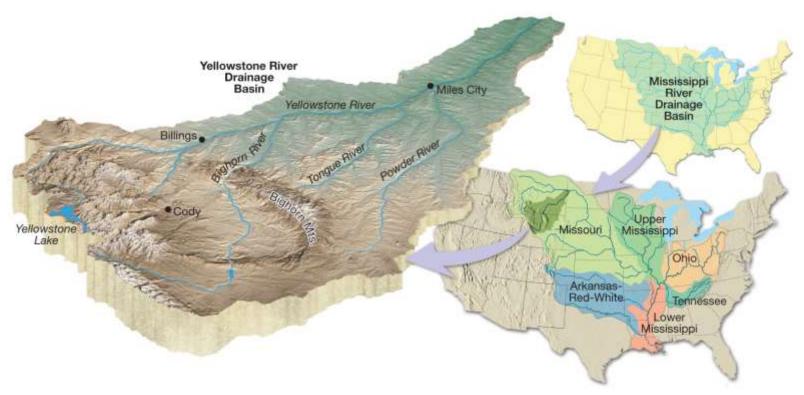


- Common drainage patterns
  - Parallel Streams developed on a uniform slope



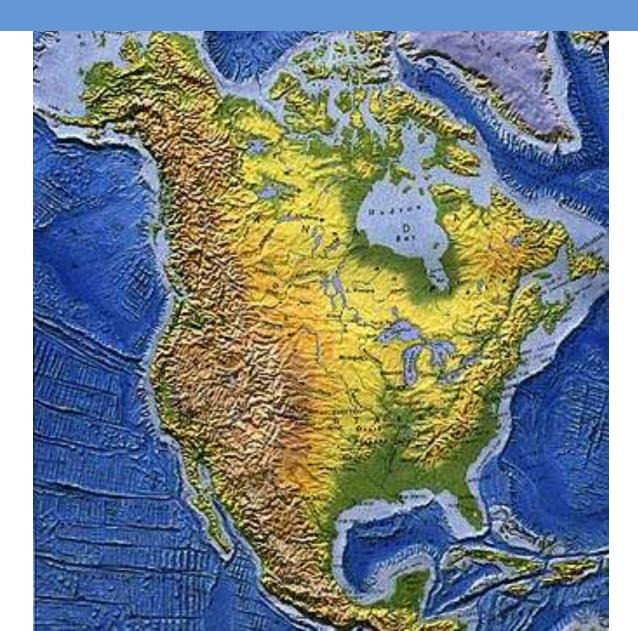
#### **Drainage Basins**

All land area from which water flowing by gravity on the surface would pass through a given cross-section of a stream channel



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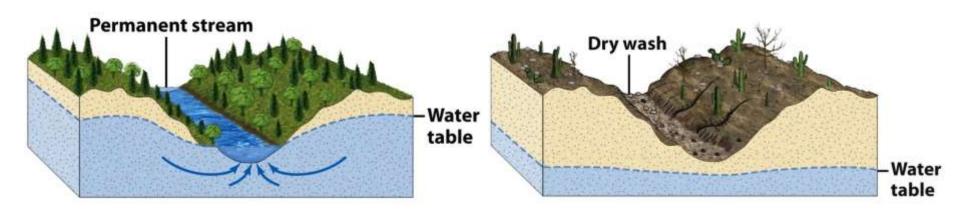
## **Drainage Basins**



## Permanent vs. Ephemeral Streams

- Permanent streams
  - Water flows all year
  - At or below water table
  - Humid or temperate
    - Sufficient rainfall
    - Lower evaporation
  - Seasonal discharge variation

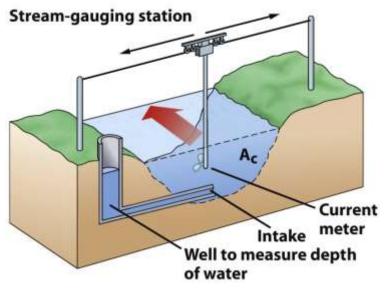
- Ephemeral Streams
  - Do not flow all year
  - Above the water table
  - Dry climates
    - Low rainfall
    - High evaporation
  - Flow mostly during rare flash floods



## Discharge

- The amount water flowing in a channel
- Units?





# Group question

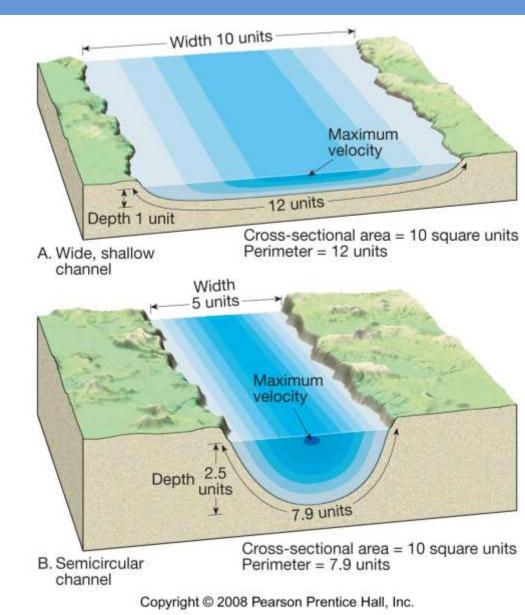
If you were white-water rafting or kayaking down this river and wanted to go fastest where would you go?

- a) Close to the edges
- b) In the middle
- c) Between the middle and the edge



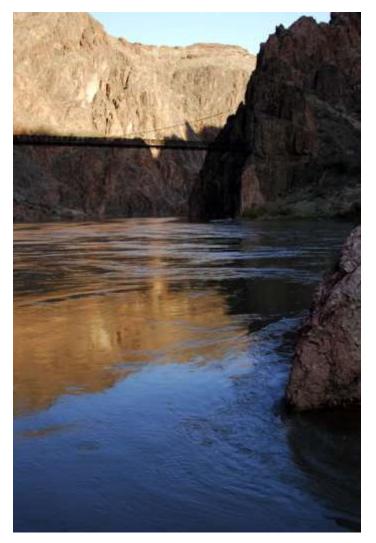
## Channel shape affects stream velocity

 Velocity is not uniform in all areas of a channel

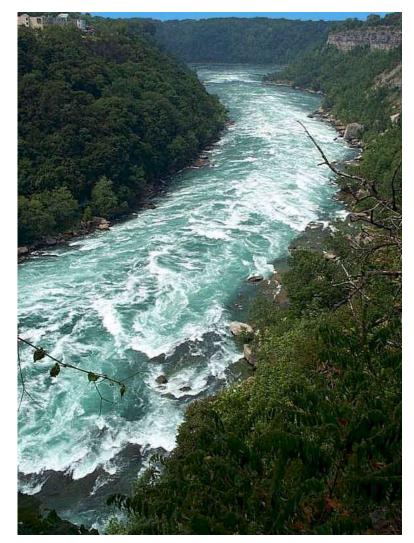


## Streams flow in one of two ways:

#### Laminar Flow

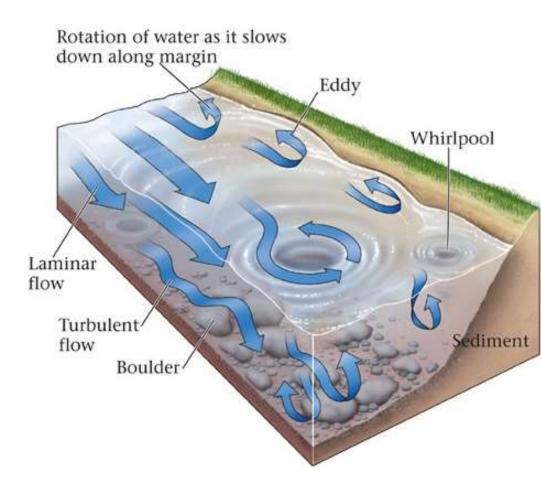


#### Turbulent Flow – most common!



### **Turbulent flow**

- Stream flow is characteristically turbulent
  - Chaotic and erratic
  - Abundant mixing
  - Swirling eddies
- Turbulence caused by...
  - Flow obstructions
  - Shear in water
- Turbulent eddies scour the channel bed



### The role of river systems

- 1. Erosion
- 2. Transport
- 3. Deposition

Through these processes, a wide variety of landforms are produced!

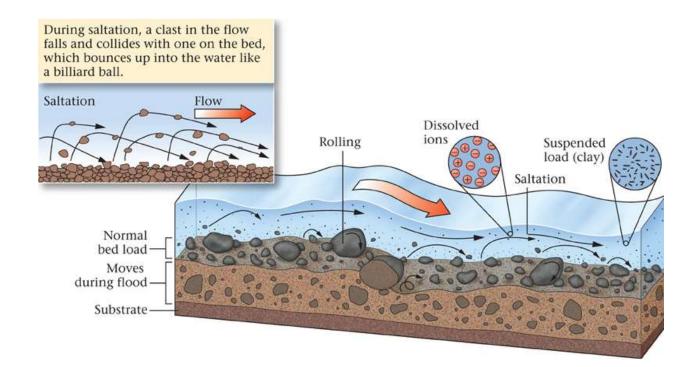
#### **Erosional Processes**

- Scouring
- Breaking and lifting
- Abrasion
- Dissolution



#### Sediment Transport

- Dissolved load Ions from mineral weathering
- Suspended load fine particles (silt and clay) in the flow
- Bed load coarser particles that move along the stream bed



# Group question

Which sediment type is not affected by velocity?

- a) Bed load
- b) Dissolved load
- c) Suspended load

#### How much sediment can streams carry?

- Competence
  - the maximum *size* of sediment that a stream can transport
  - Controlled by .....
- Capacity
  - the *amount* of sediment a stream can transport
  - Controlled by .....

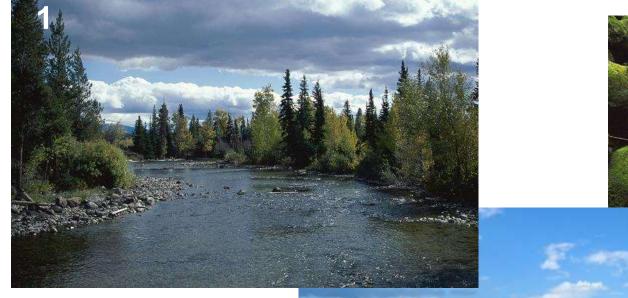
#### **Sediment Deposition**

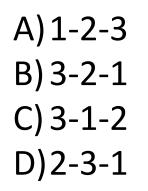
- When velocity changes so does competence
  - Gravel settles in channels
  - Sands drop out in near channel environments
  - Silts and clays only settle out in very calm water



# Group question

• Put the following images into order from near its source to near the ocean/sea.





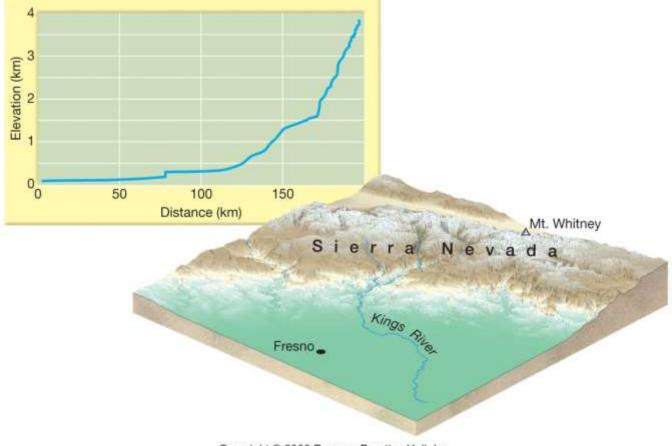


9

• The character of a stream changes with flow distance

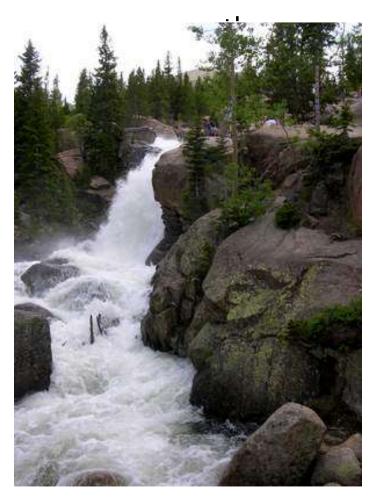


Cross-sectional view of a stream gradient from source (headwaters) to mouth



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- The character of a stream changes with flow distance
  - Near the headwater source of stream...
    - Gradient is steep
    - Discharge is low
    - Sediments are coarse
    - Channels are straight and rocky

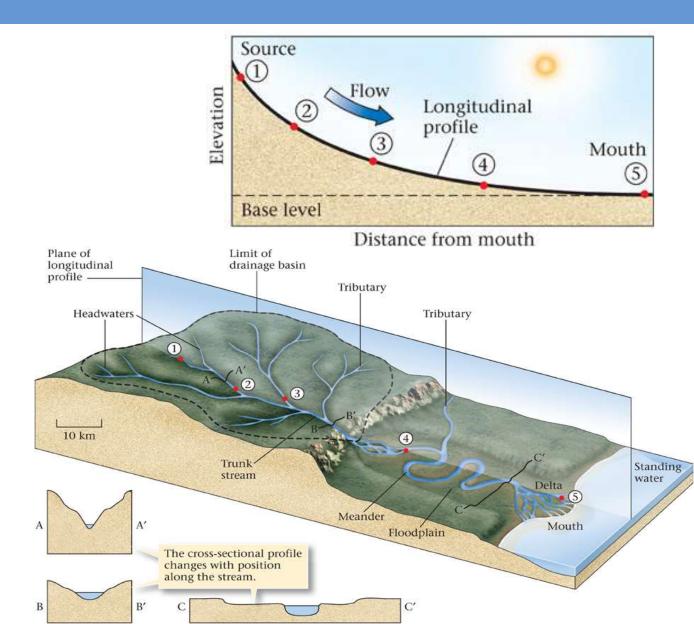


- Toward the mouth...
  - Gradient flattens
  - Discharge increases
  - Grain-sizes are smaller
  - Channels describe broad meander belts



#### Streams and related landscape features

- Valleys and canyons
- Rapids and waterfalls
- Alluvial fans and braided streams
- Meandering streams and floodplains
- Deltas



#### Valleys and Canyons

• Land far above base level is subject to downcutting





#### Valleys and Canyons

• Which of these images is of a location with harder rock?





#### Valleys and Canyons

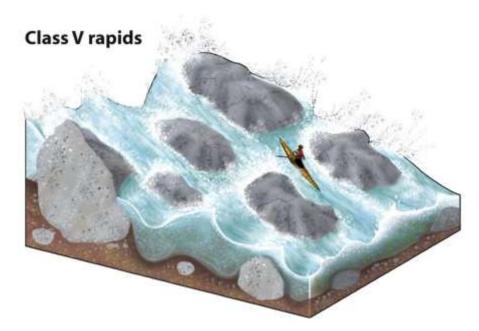
• Stratigraphic variation often yields a stair step profile



### Rapids

- Rapids are turbulent, rough water
- What might cause them?

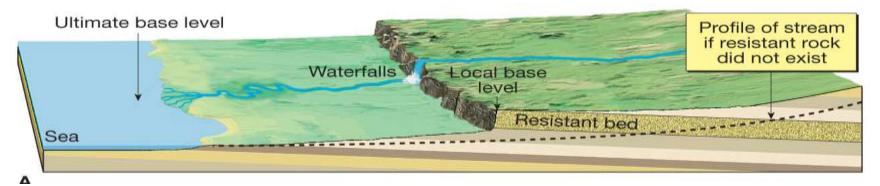




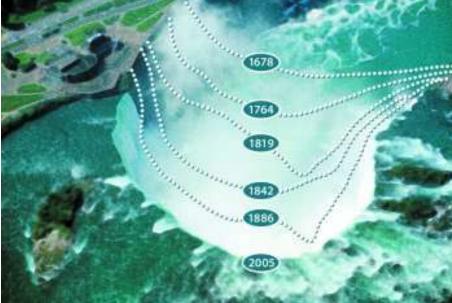
### Waterfalls

- Waterfalls are caused by temporary local base levels
- Where is the most erosion happening?





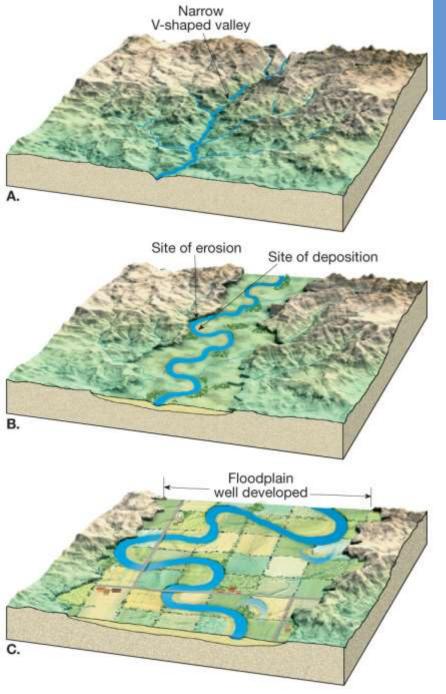




#### **Braided Streams**

- Form where channels are choked by sediment
- Flow occupies multiple channels across a valley
- How stable are sand/gravel bars?





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### Wide Valleys

- Once a stream is closer to base level
- Less downward erosion, more lateral erosion
- Lateral erosion forms
  wide, flat valley floors
  (floodplains!)

#### **Meandering Streams**

- Channels can form intricately looping curves if....
  - low gradient
  - streams travel over a broad floodplain
  - substrates are soft and easily eroded

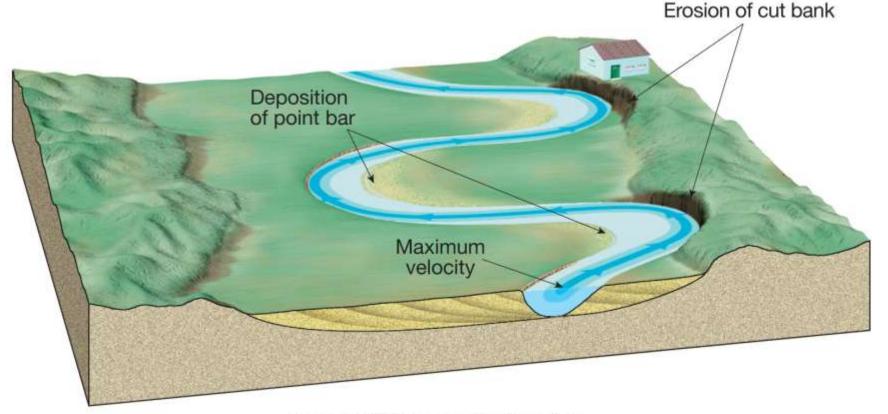


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#### **Meandering Streams**

- Maximum velocity swings back and forth across flow
  - Fast water erodes one stream bank
  - The opposite bank collects sediment

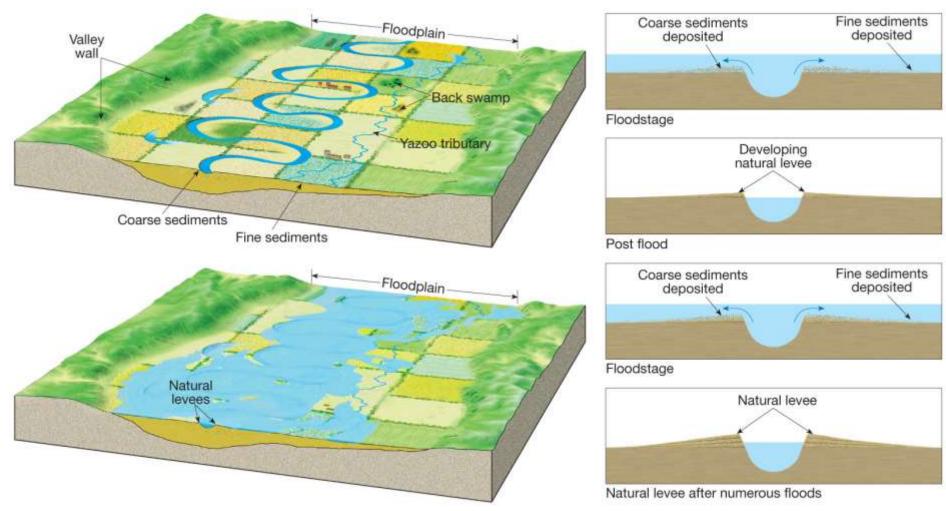


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#### **Meandering Streams**



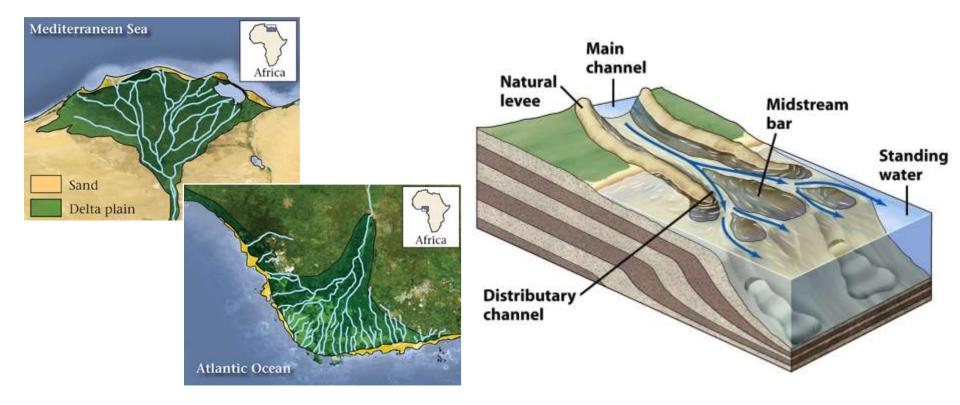
#### Natural levees and floodplains



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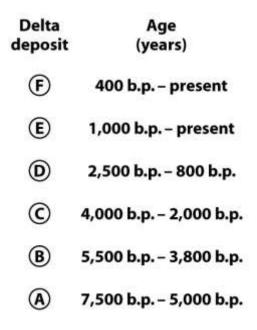
#### Deltas

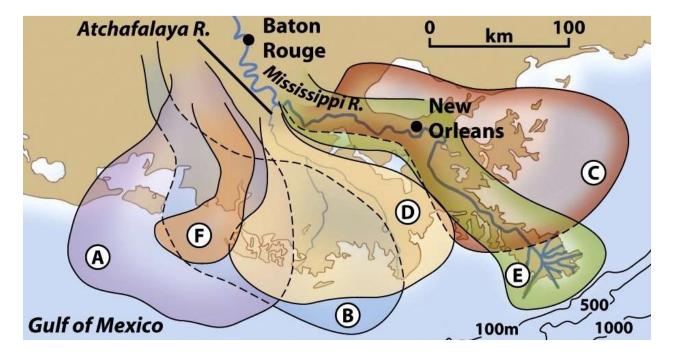
- Deltas form when a stream enters standing water
  - Current slows and loses competence; sediments drop out
- Stream divides into a fan of small distributaries
- Shape due to the interplay of flow, waves, and tides



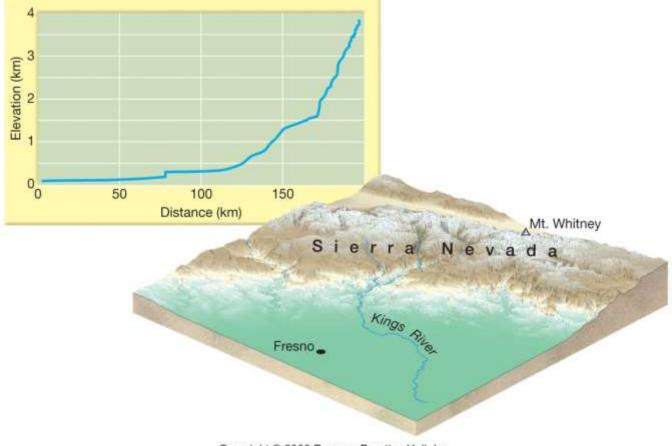
#### Deltas

- Distinct lobes preserve past Mississippi Delta history
- Why does it change?





Cross-sectional view of a stream gradient from source (headwaters) to mouth

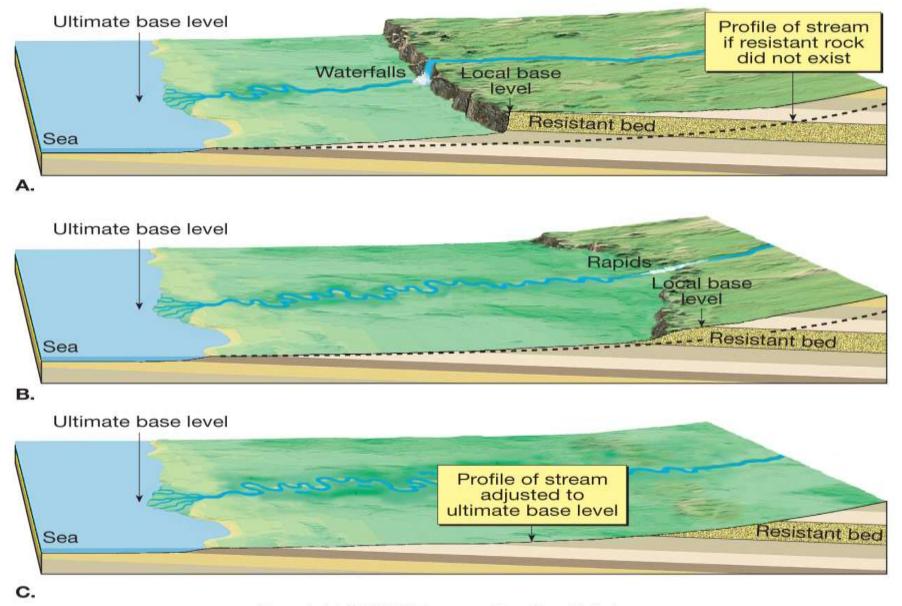


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### Base level

- Base level is the lowest point to which a stream can erode (e.g. a resistant rock layer, a lake, or the ocean)
- Two general types of base level
  - Ultimate (sea level)
  - Local or temporary (lakes, resistant rock layers, etc)
- Streams adjust to changes in base level:
  - Raising base level causes deposition
  - Lowering base level causes erosion

#### Adjustment of base level to changing conditions



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# Floods and flooding

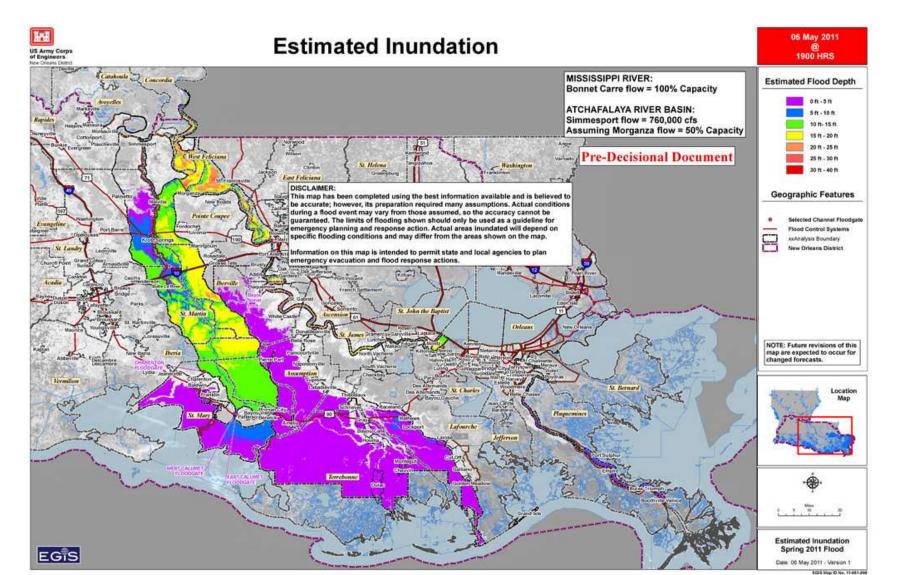
- Flooding occurs when discharge exceeds the channel capacity
- Floods are the most common and most destructive geologic hazard!
  - But part of natural stream behavior...
- How could floods occur?

### Living with Floods

- Flood control is expensive and sometimes futile
- How do we try to control flooding?

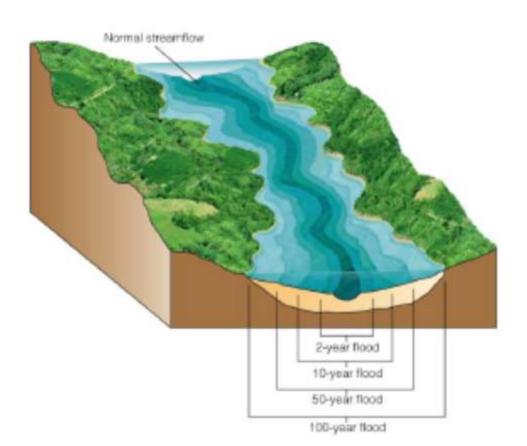
#### **Streams and Channels - Floods**

Example of flood management during Mississippi River flooding of 2011



### **Recurrence** interval

- Land use planning requires understanding the frequency (how often) and magnitude (how big) of floods
  - Humans and natural processes can affect these
- Scientists study past
  flooding and use computer
  modeling to estimate the
  recurrence interval of floods



# Question

• What chance is there that a 100-year flood will happen this year?

- a) 1 in 100
- b) 1 in 10
- c) 1 in 1000
- d) 50%

#### Streams and Channels – California "Superstorms" and flooding

- Thought to occur every 150-400 years
- Last occurred in 1861-62



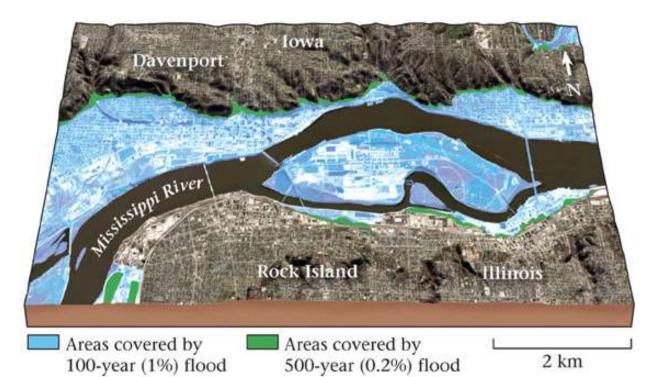


Figure 8. Blue areas indicate ARkStorm flooding as projected by models used in the scenario.

A photograph of downtown Sacramento at the height of the flood in January 1862. Photo from the Bancroft Library collection, Univ. of California, Berkeley.

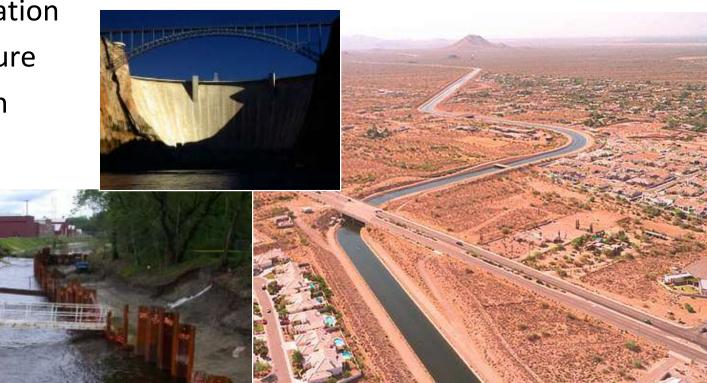
#### More home-buying tips

- Flood risks are borne by homeowners, insurance companies, lenders, and government agencies
- Hydrologic data are used to produce flood risk maps
- Maps allow regulatory agencies to manage risks
- Building in flood-prone settings is tightly regulated



### A Vanishing Resource?

- Rivers have directed human settlement patterns
  - Drinking water, food, transport, energy, recreation, and waste disposal
- In spite of their importance, rivers have been abused
  - Urbanization
  - Agriculture
  - Pollution
  - Dams





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