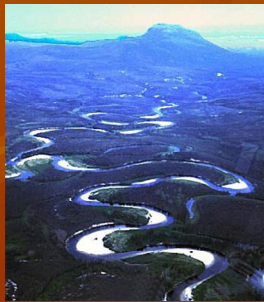


The Geologic Cycle

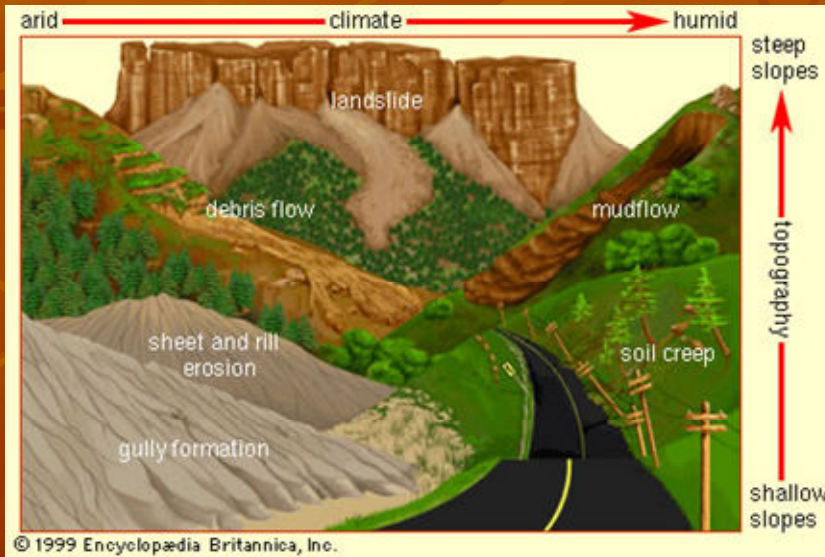
- **Weathering, erosion, and deposition** act together in a cycle that wears down and builds up Earth's surface.
- **Erosion** is the process by which natural forces move weathered rock and soil from one place to another.
- The material moved by erosion is **sediment**.
- When the agents of erosion lay down sediment, **deposition** occurs.

- Gravity
- Running water
- Waves
- Glaciers
- Wind



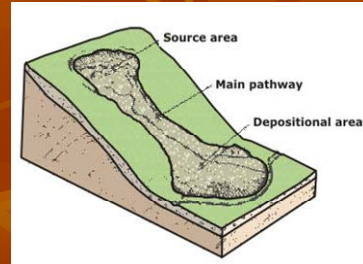
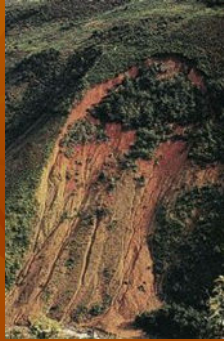
Agent #1: Gravity- Mass Wasting

- Rapid movement: Landslides, mudslides & slump




Landslides

- mass wasting that occurs when rock and soil slide rapidly down a steep slope.

[illegible]

Mudslides / Mudflows

- A mudflow is the rapid downhill movement of a mixture of water, rock, and soil. The amount of water in a mudflow can be as high as 60 percent.



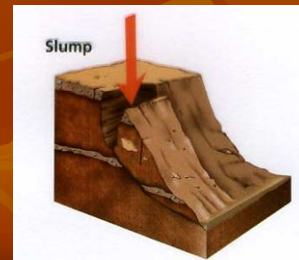
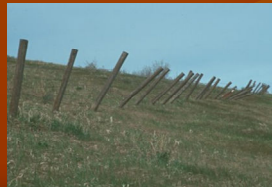
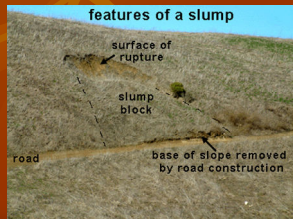
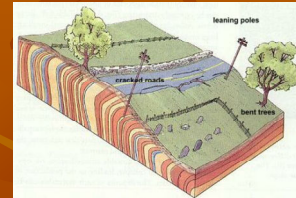
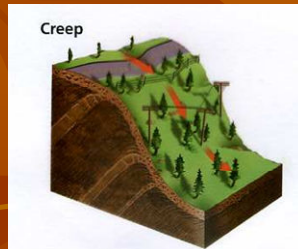
Lahar Flowing Down Mount St. Helens, March 21, 1982
USGS Photo by Tom Casadevall

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Slump & Soil Creep

- A **slump** is a type of mass movement in which a mass of rock and soil rapidly slips down a slope. It looks as if someone pulled the bottom out from under part of the slope.
- **Creep** is the very slow downhill movement of rock and soil. It occurs most often on gentle slopes.



Agent #2: Running Water

- Precipitation can do any of 3 things:
 - Evaporate or Soak-in or RUN OFF !
- Water running downhill is the major agent of erosion that has shaped Earth's land surface.
- Amount of runoff affected by:
 - Amount of Rainfall, Plant Population, Shape of the land, Soil saturation



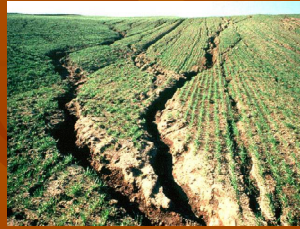
The image contains three photographs illustrating water erosion. The left photo shows a muddy stream flowing through a field. The middle photo shows a deep, narrow gully with a person standing next to it for scale. The right photo shows a river flowing over a stone wall, creating white water rapids.

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 - Evaporate or Soak-in or RUN OFF !
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Runoff Progression

- Rills → Gullies → Creeks → Streams → Tributaries → Rivers

[illegible]

River Load

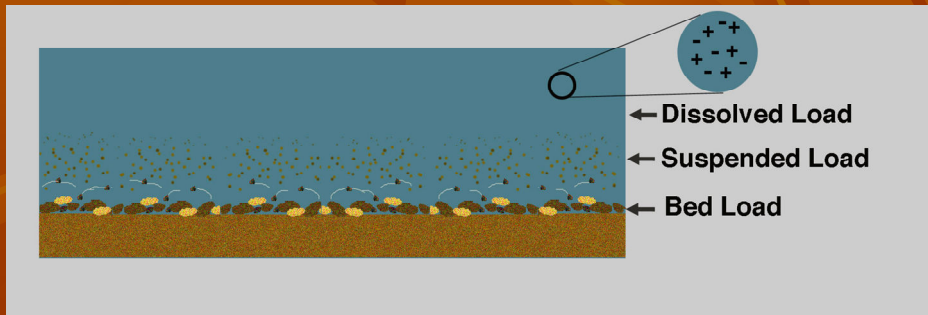
- **Load:** Sediment/debris carried by the stream
 - Tumbled across the stream bottom
 - Carried/Suspended in the water column
 - Dissolved



The diagram illustrates the three types of river load. It shows a cross-section of a river with a brown stream bed at the bottom. Yellow and grey particles are shown being tumbled along the bed by blue arrows representing water flow. Above the bed, a dense cloud of small yellow and grey dots represents suspended load. In the upper part of the water column, a blue circle containing plus and minus signs represents dissolved load. Labels with arrows point to each of these three load types on the right side of the diagram.

- ← Dissolved Load
- ← Suspended Load
- ← Bed Load

- **Load:** Sediment/debris carried by the stream
 - i. Tumbled across the stream bottom
 - ii. Carried/Suspended in the water column
 - iii. Dissolved



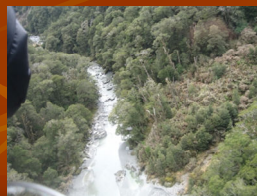
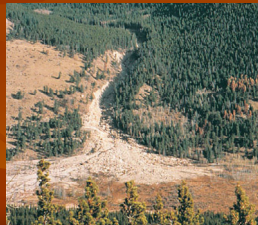
River Life Cycle

Immature to Mature

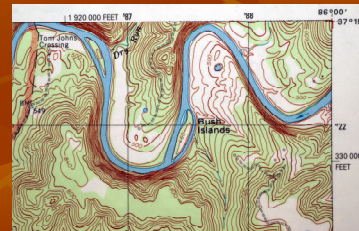
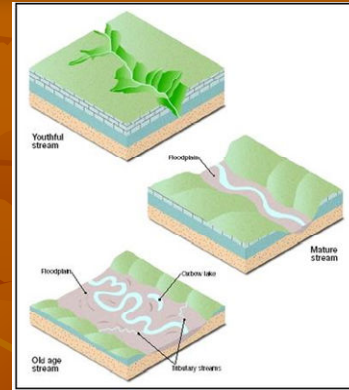
- Immature
 - 1. Steep Sided “V” shaped valleys
 - 2. Waterfalls and Rapids
 - 3. Narrow valleys – relatively straight
 - 4. Fast moving > erosion and loads



- 1. Steep Sided “V” shaped valleys
- 2. Waterfalls and Rapids
- 3. Narrow valleys – relatively straight
- 4. Fast moving > erosion and loads

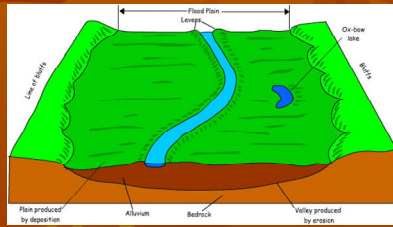
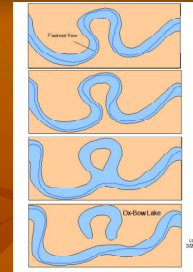
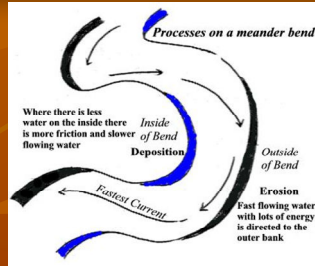


Mature Rivers



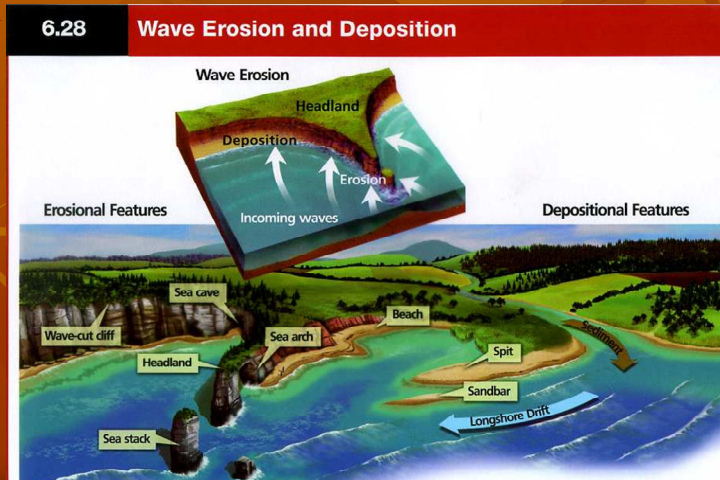
River Deposition

- **Delta**
- **Flood Plains and Levees**
- **Ox bow lake**
- **Alluvial fans:** sediments deposited when fast river leaves mountains & dumps into slow valley



Agent #3: Waves

- Waves shape the coast through **hydraulics**, erosion by breaking down rock and transporting sand and other sediment.
- When large waves hit the shore, their **energy can break apart rocks**.
- Waves also erode by **abrasion**. When a sediment-carrying wave hits land, the sediment wears away rock **like sandpaper** wearing away wood.



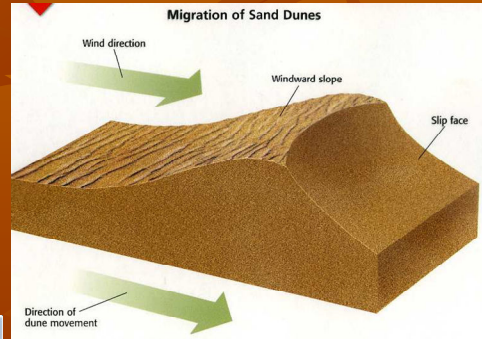
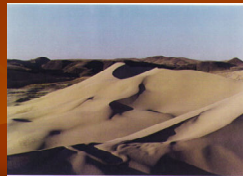
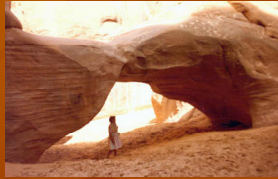
Agent #4: Wind Erosion

- Wind causes erosion by **deflation** and **abrasion**.
- **Deflation** is the process by which wind removes surface materials.
- Wind is the weakest agent of erosion.



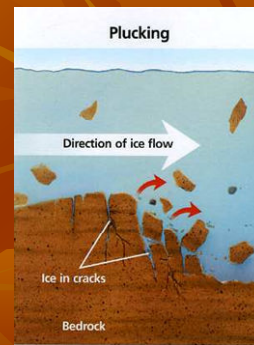
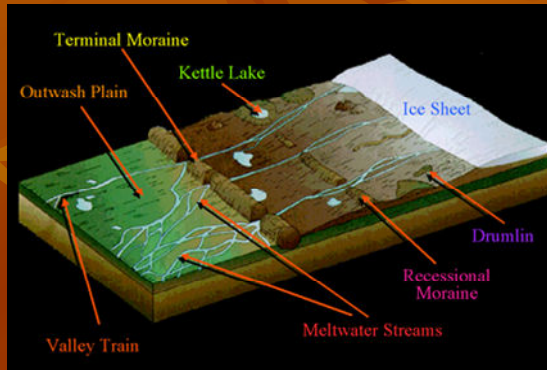
The diagram titled "Migration of Sand Dunes" illustrates the process of dune movement. It shows a 3D cross-section of a sand dune. A green arrow labeled "Wind direction" points from left to right. The left side of the dune is labeled "Windward slope". The right side, which is steeper, is labeled "Slip face". A second green arrow at the bottom, labeled "Direction of dune movement", also points from left to right, indicating that the dune migrates in the same direction as the wind.

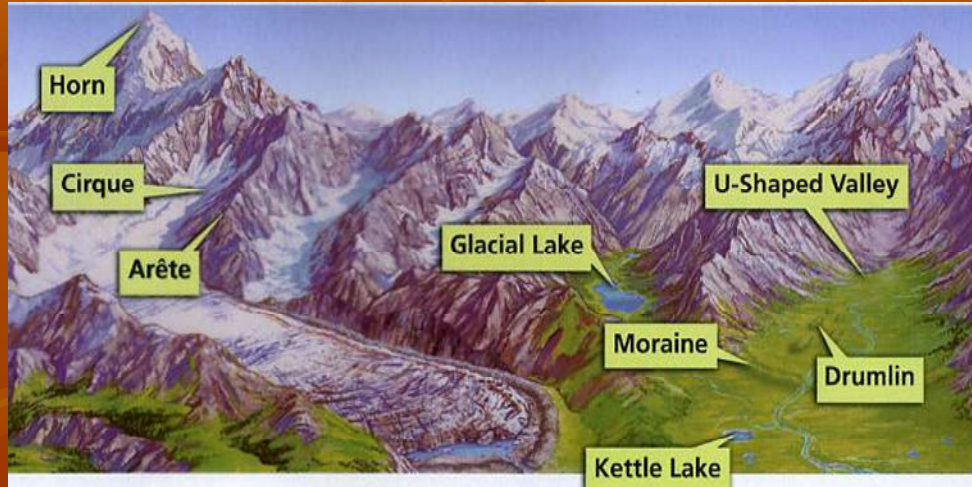
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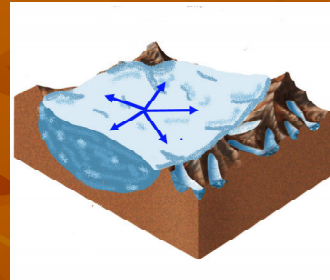
Agent #5: Glaciers

- There are two kinds of glaciers **continental glaciers** and **valley glaciers**.
- **Plucking** - As a glacier flows over the land, it picks up & pushes rocks along w/ it.
- **Abrasion** -gouges and scratches the bedrock as the rocks & boulders are pushed along
- Glacier landforms include **Terminal Moraine, Lateral Moraine, Drumlin, Meltwater Stream, Outwash Plains, Kettle Lakes, crevasses, cirque, esker, till**



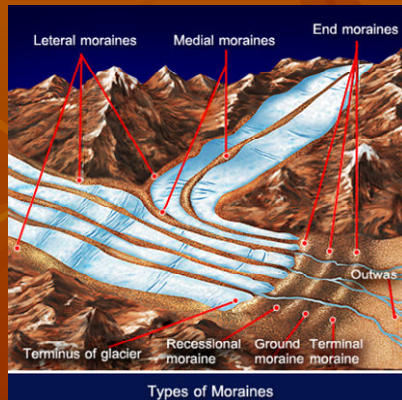


- Today, found only on **Antarctica & Greenland**
- Covered most of North America & Europe during past Ice Ages
- Able to flow in **all directions**.



Valley Glaciers (aka Alpine Glaciers)

- When a glacier melts, it deposits the sediment it eroded from the land, creating various landforms.
- The mixture of sediments that a glacier deposits directly on the surface is called **till**.



Drumlins & Kettle Lakes



Terry Poulton, Geological Survey of Canada



