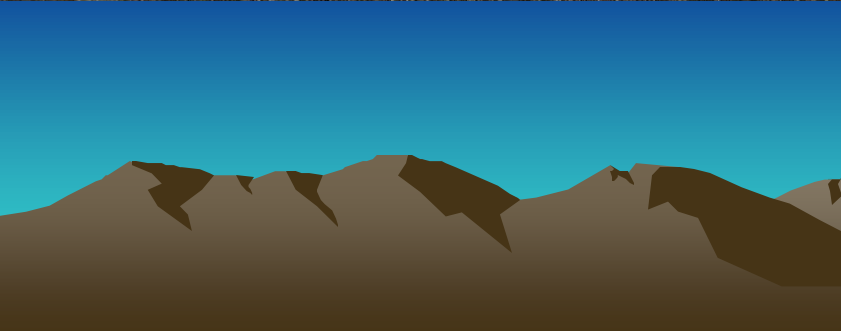


Weathering & Erosion



What differs about these types of weathering?



What is “weathering?”

- Weathering is the break down of rocks that have been exposed to the atmosphere

Physical Weathering

rocks are broken down into smaller pieces without changing their composition

Chemical Weathering

rocks break down as their minerals change in composition (they become different substances)



How fast a rock weathers is determined by:

1.) The **amount** of material **exposed** at surface

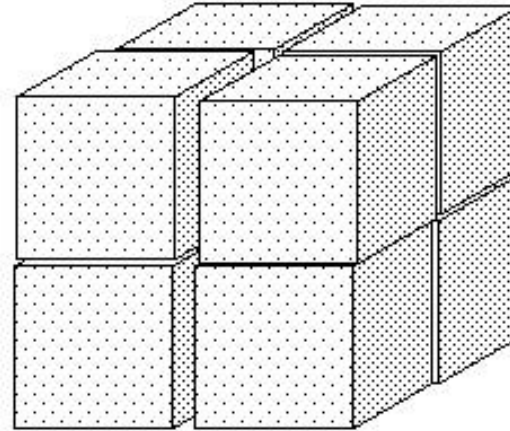
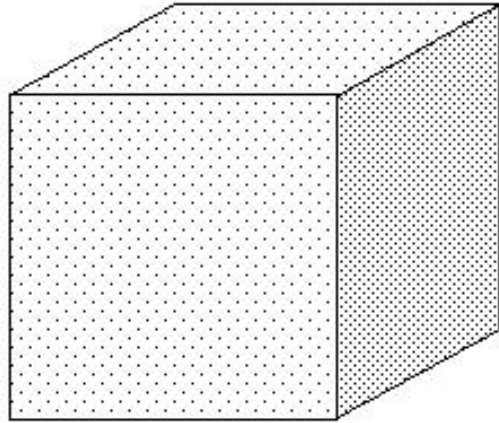
2.) **Climate**- Average moisture and/or heat available over time in a geographic location

3.) **Mineral Composition**:

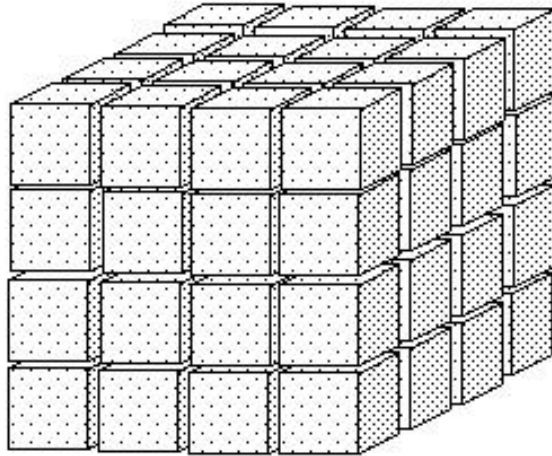
-**Chemical**: some minerals react with natural acids

-**Physical**: Some minerals have a greater hardness and are more resistant

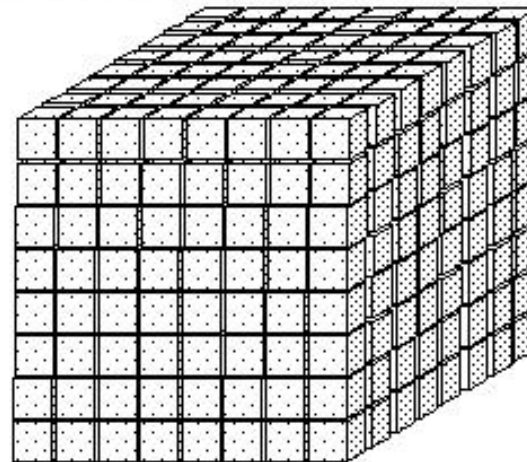
As surface area **increases**, rate of weathering will **increase**



Pieces half the original size.
Twice the surface area

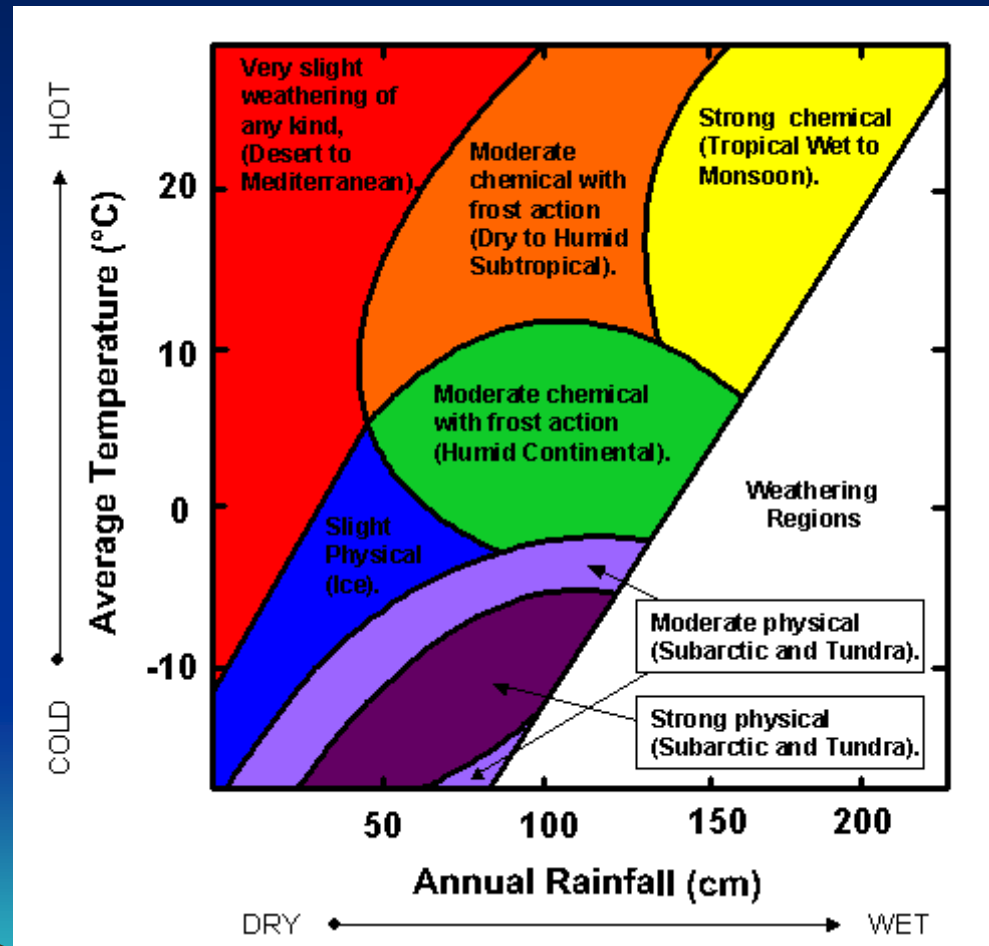


Pieces one quarter the original size.
Four times the surface area

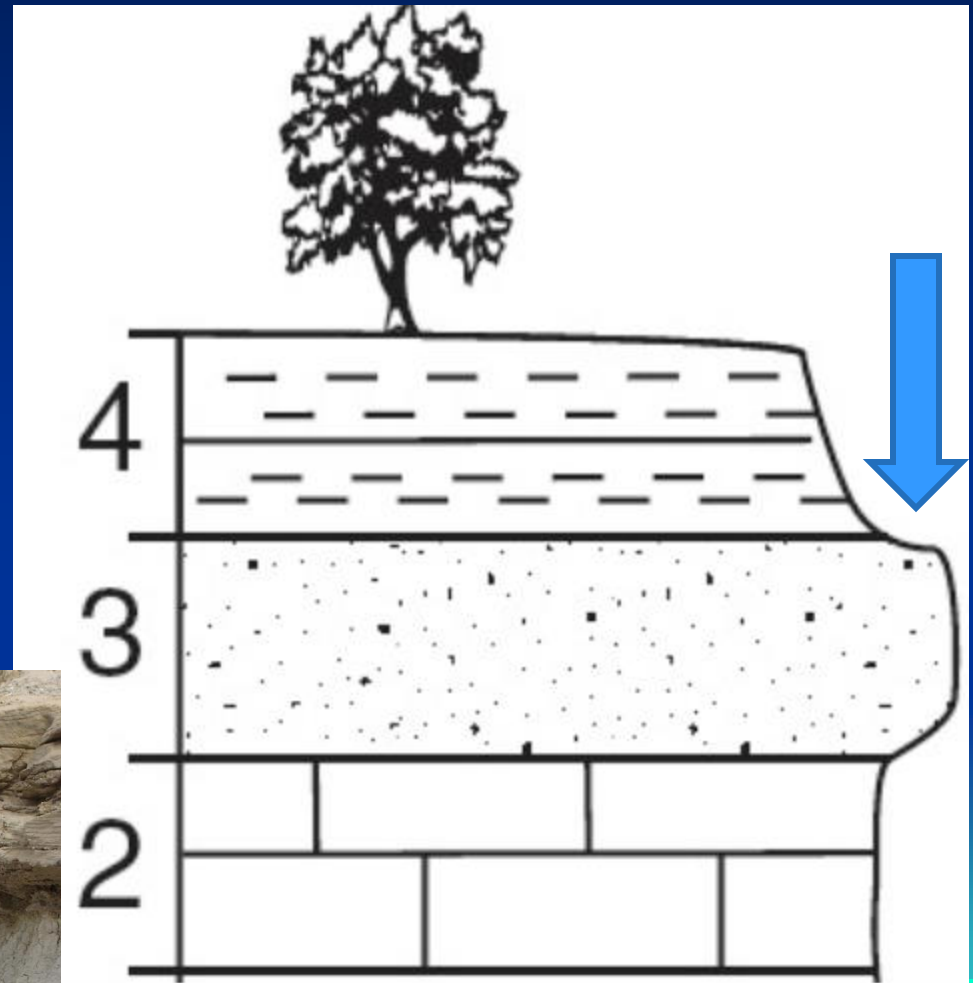


Pieces one eighth the original size.
Eight times the surface area

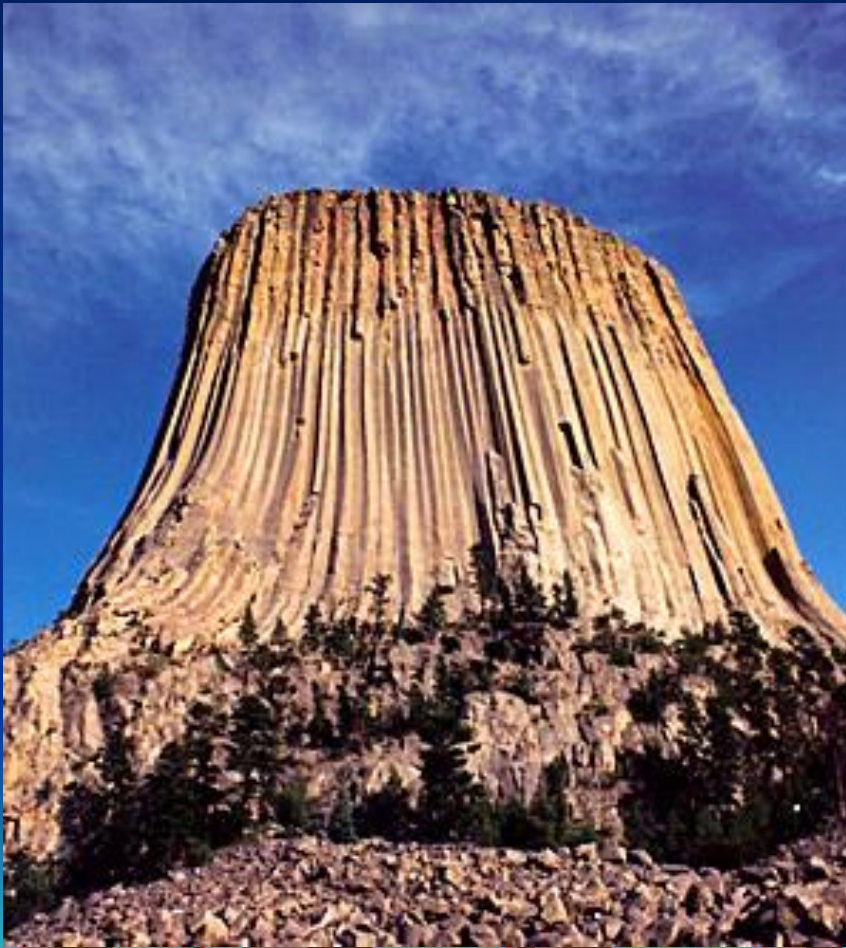
Dominant Physical or Chemical Weathering in an area depends upon the climate



Key Concept: The more resistant rock will be weathered less than the weaker ones



Devils Tower, Wyoming

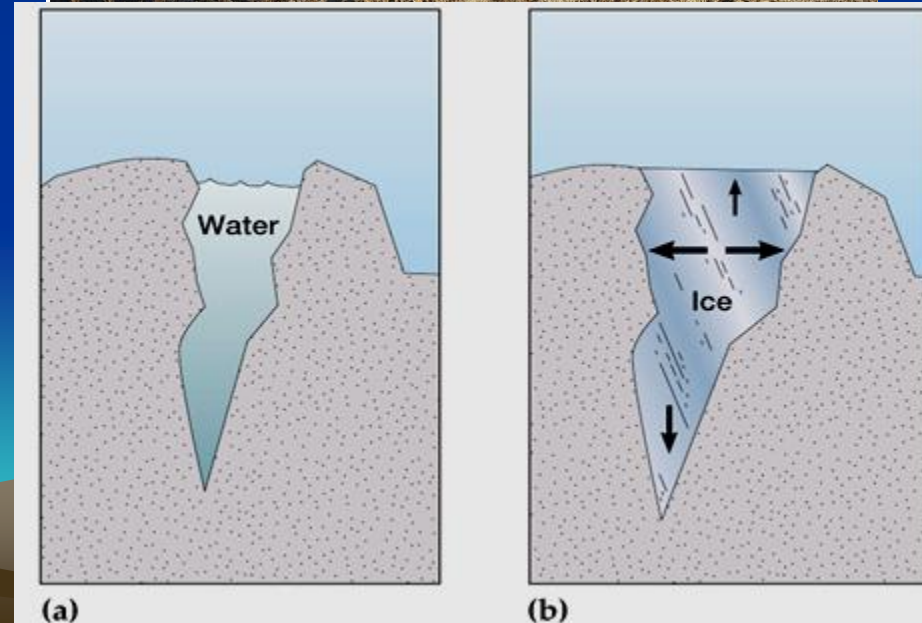
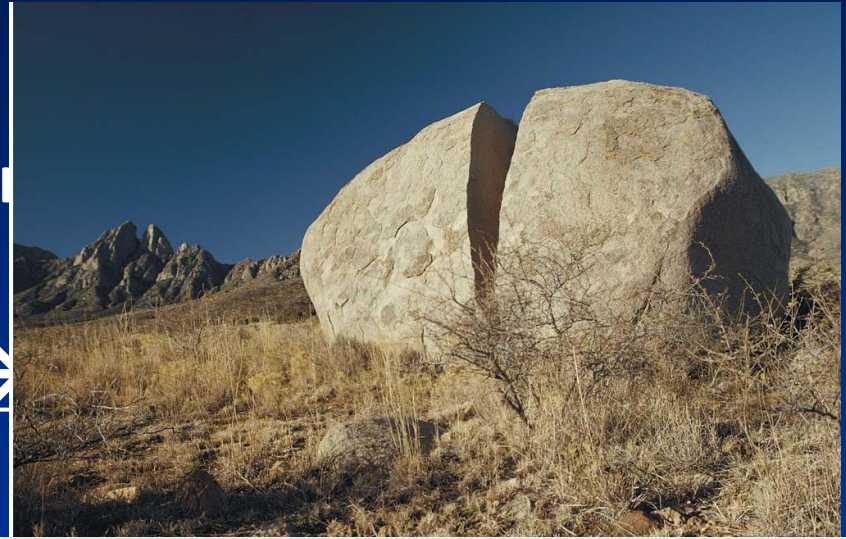


- All that remains of this ancient volcano is the central “plug” of solidified and very weather-resistant igneous rock

Types of Physical Weathering:

1.) Ice wedging/frost action

- water enters small cracks in the rock
- Water freezes → expands → forces the cracks to open more
- repeats until the rock breaks apart



2.) **Wetting and drying**

- breaks up rocks/Sediment made from clay
- When wet they expand, and as they dry they shrink
- As this repeats over and over, the clay becomes weak and cracks



© QT Luong / terragalleria.com



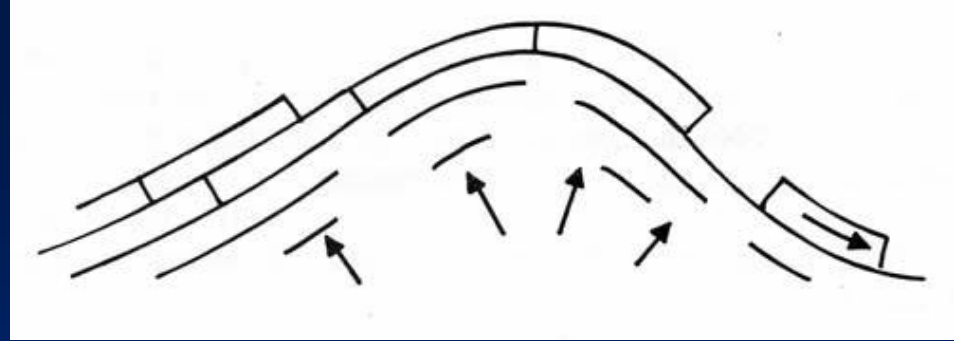
lonelyplanetimages.com

- 3.) Exfoliation or “Unloading”

-when rocks are uplifted

and exposed the pressure
on them ↓

-rock surface then expands
and “sheds” its layers



4.) Root Wedging

• Roots Grow and Force Rock Apart



5.) Abrasion by Water: tumbling → Spheroidal pebbles

- Water carries sediments and tumbles them eventually making them smooth. The longer they are carried, the smoother they become

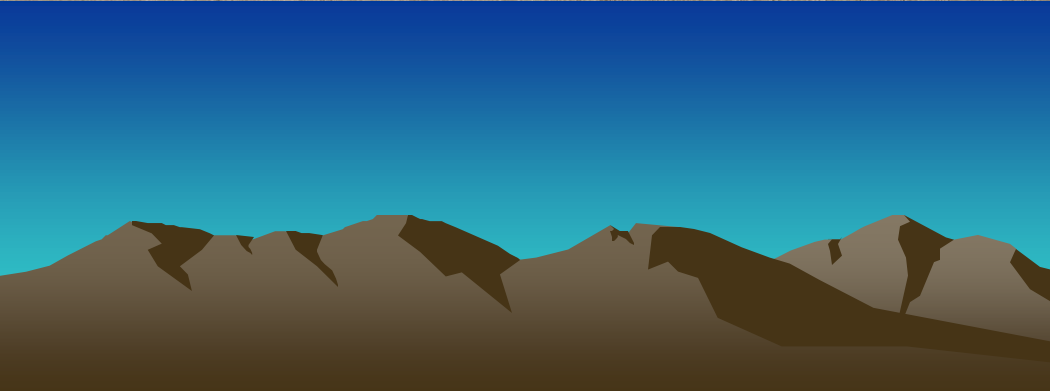
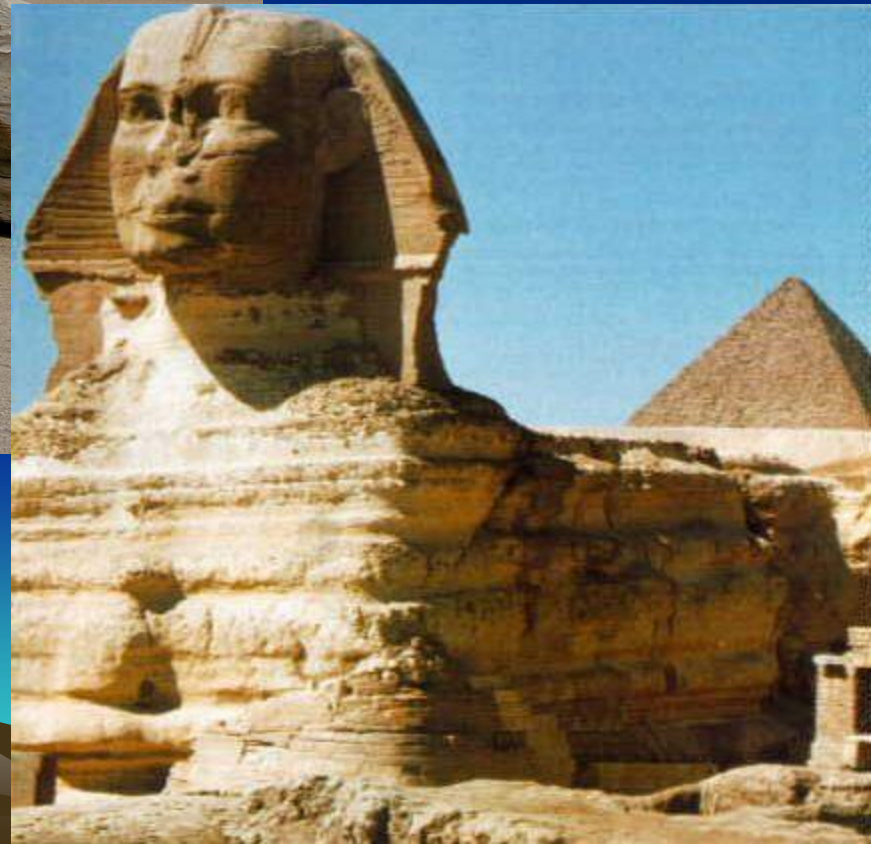


6.) Abrasion by Wind

- Arid regions with little or no vegetation carry airborne sediments in wind currents which over time smash and erode the rock surface



Mushroom rocks, pitted rocks, and Ventifacts



Chemical Weathering

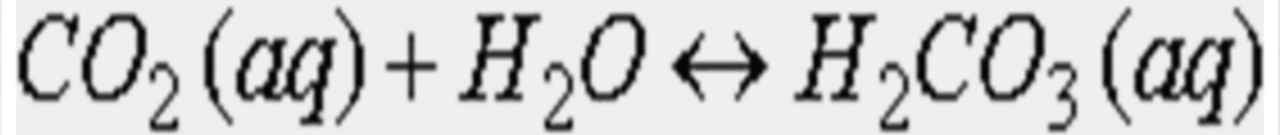
- 1.) **Oxidation**
 - oxygen reacts with some minerals, especially those containing iron (magnetite, hematite) to form rust (iron oxide)





2.) Carbonation from Carbonic Acid aka "Acid Rain"

- Water in atmosphere mixes with CO₂ to form weak acid

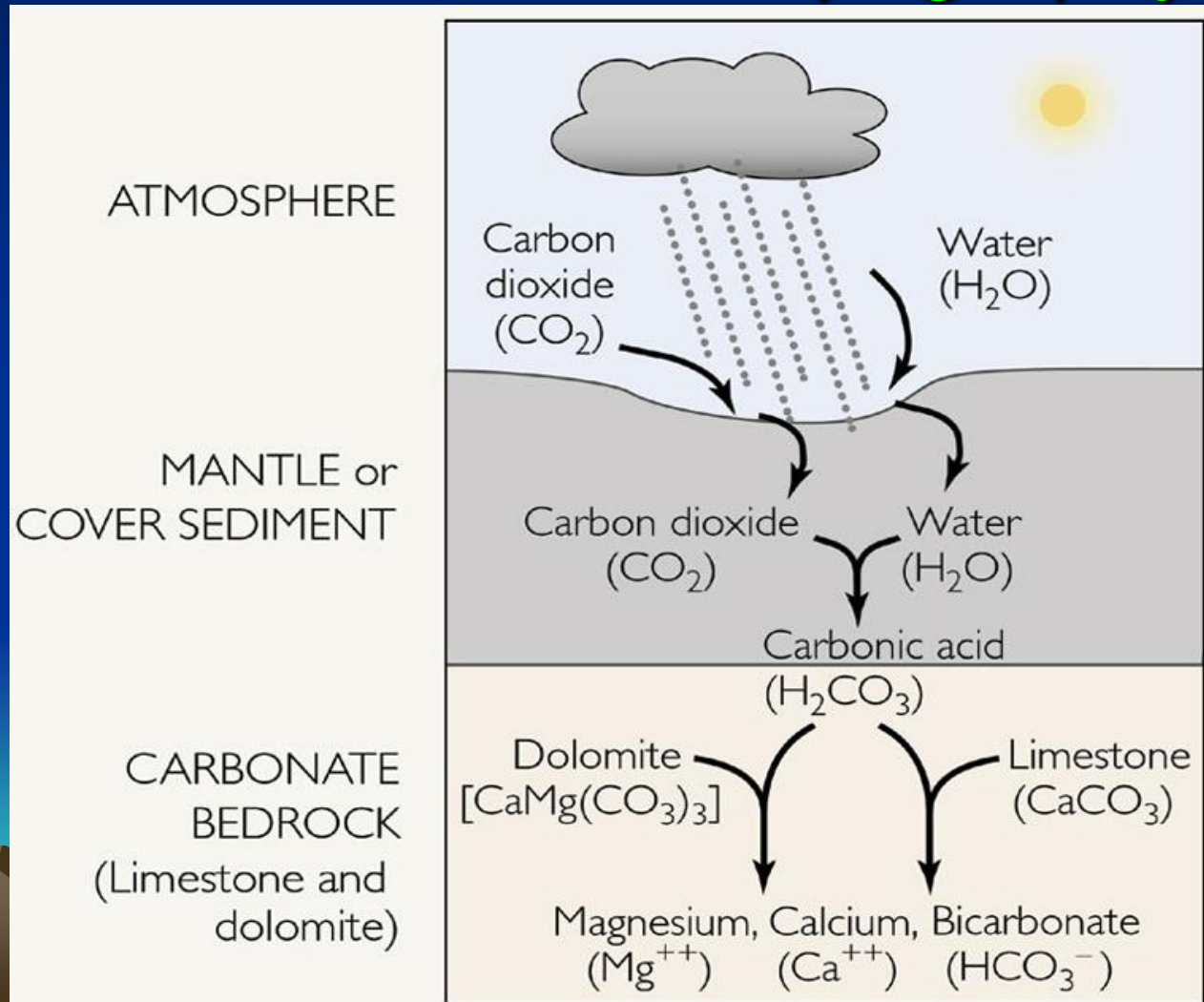


Rocks/ Minerals that weather with acid:

- a.) Calcite (mineral)
- b.) Limestone (made of calcite)
- c.) Marble (made of calcite)



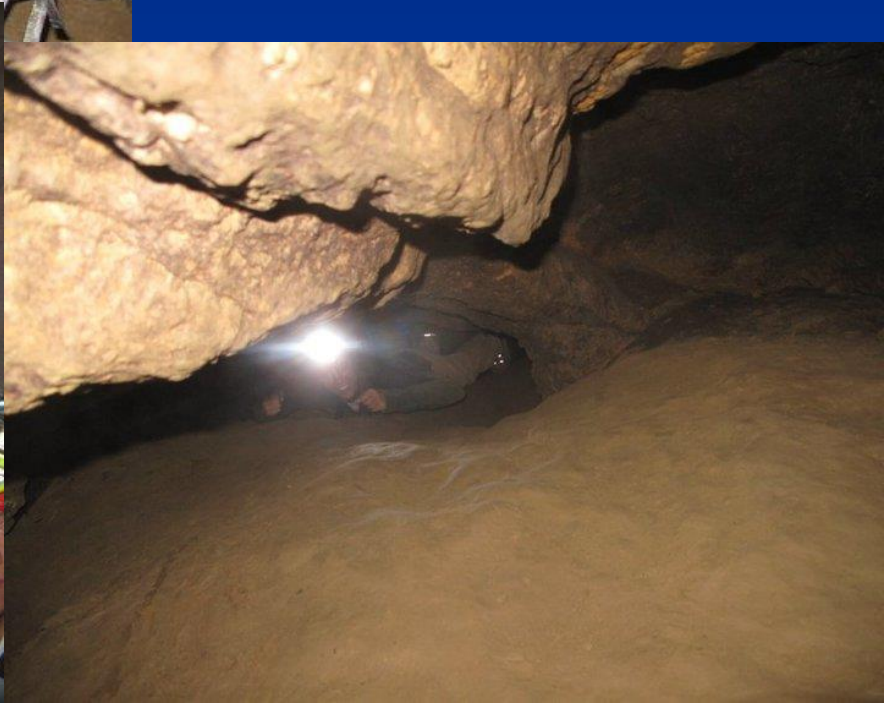
Weathering from Carbonic Acid also creates caves and sinkholes. These areas are referred to as “Karst” topography



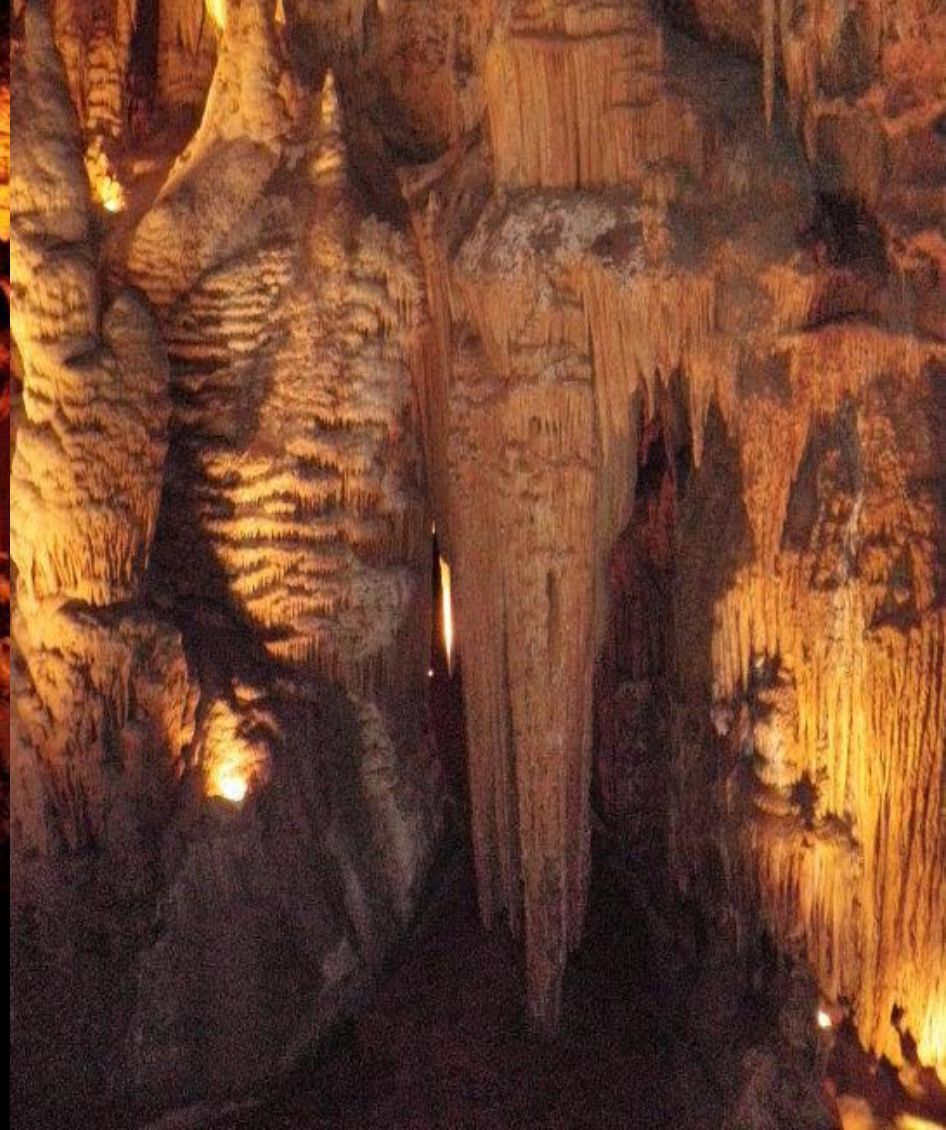
Looking at karst topography from the surface

(you can see the rock dissolved along the joints)

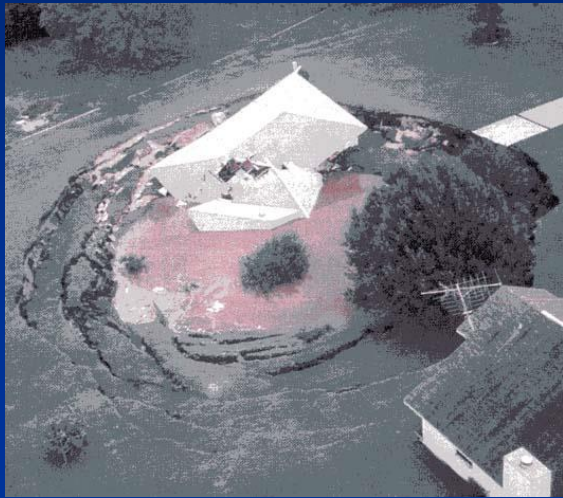




Calcium Deposits (Stalactites and Stalagmites!)



When enough of the limestone is dissolved under the ground, it will collapse forming a sinkhole



Anywhere that's underlain by large volumes of limestone is a risky area to build on



Photo courtesy of Doug Gouzie, 2006

3.) Hydrolysis

– water (hydro) reacts with minerals such as feldspar → forms clay



EROSION PART II

- Erosion: is the transport of weathered materials over time



AGENTS OF EROSION

- The forces or materials that transport or move sediments are:
 1. Gravity
 2. Wind
 3. Running water (streams/ rivers)
 4. Glaciers
 5. Waves



Erosion by Gravity

When **gravitational force** is greater than the force of friction of the land, **movement** occurs!

These are called : **Mass Movements**

-Soil creep

-Avalanches

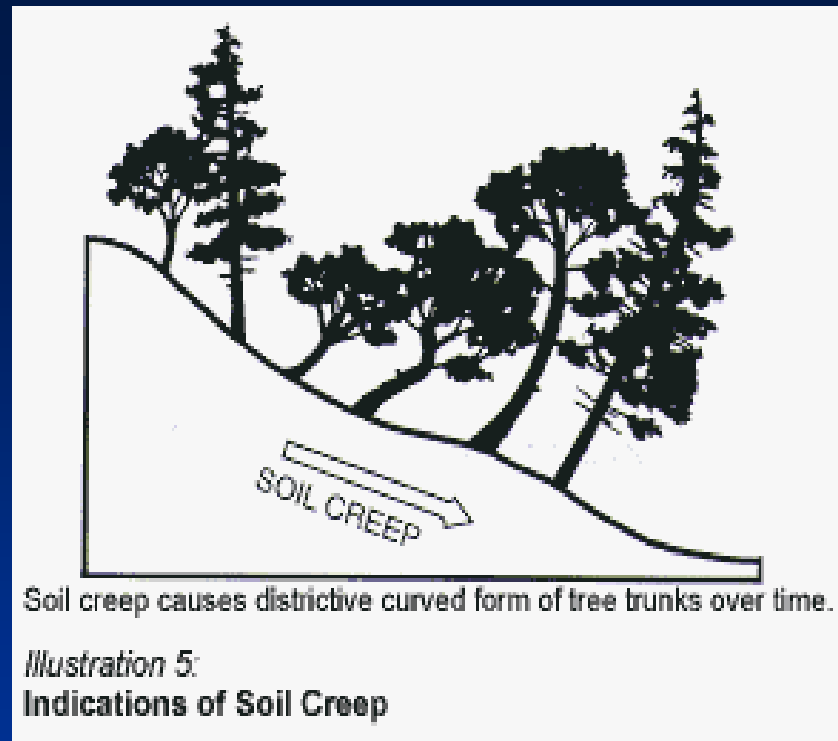
-Landslides

-Rock Falls/Slides

-Mudflows



Soil Creep (slow movement)



Soil creep causes distinctive curved form of tree trunks over time.

Illustration 5:
Indications of Soil Creep





Rock Slide in TN

Mudslide in Afghanistan

Avalanche in Alps

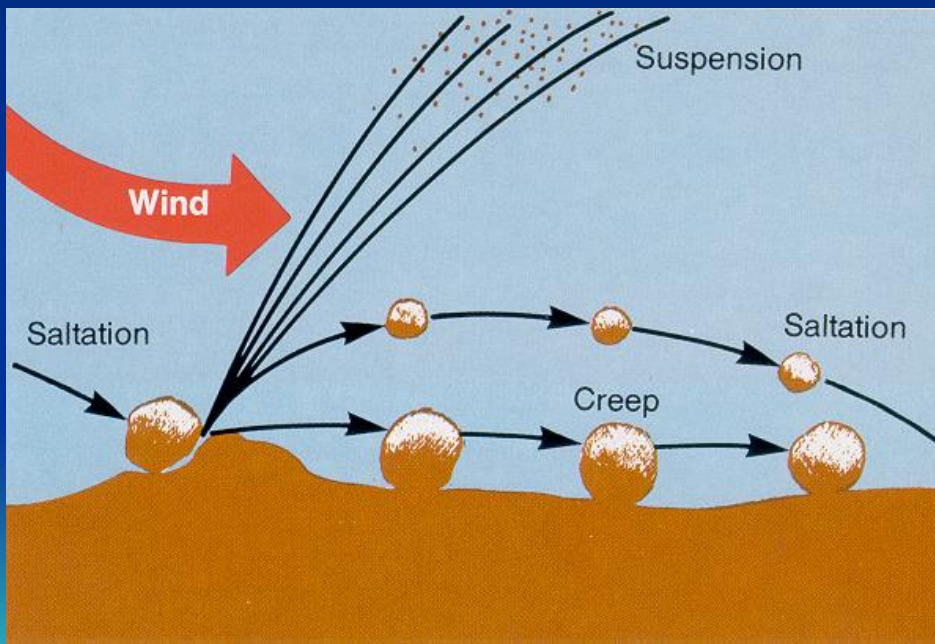


Mass Movements can occur due to heavy rainfall OR can be due to an **EARTHQUAKE!**

Erosion by Wind

Dependent on: **Wind Velocity** and size of the sediment

- As sediment size **decreases**, the amount of erosion by wind **increases** (more sediment can be carried)



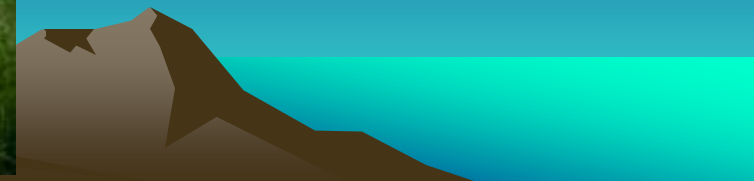
Wind Erosion: Arid Climates



Formation and Migration of a Sand Dune

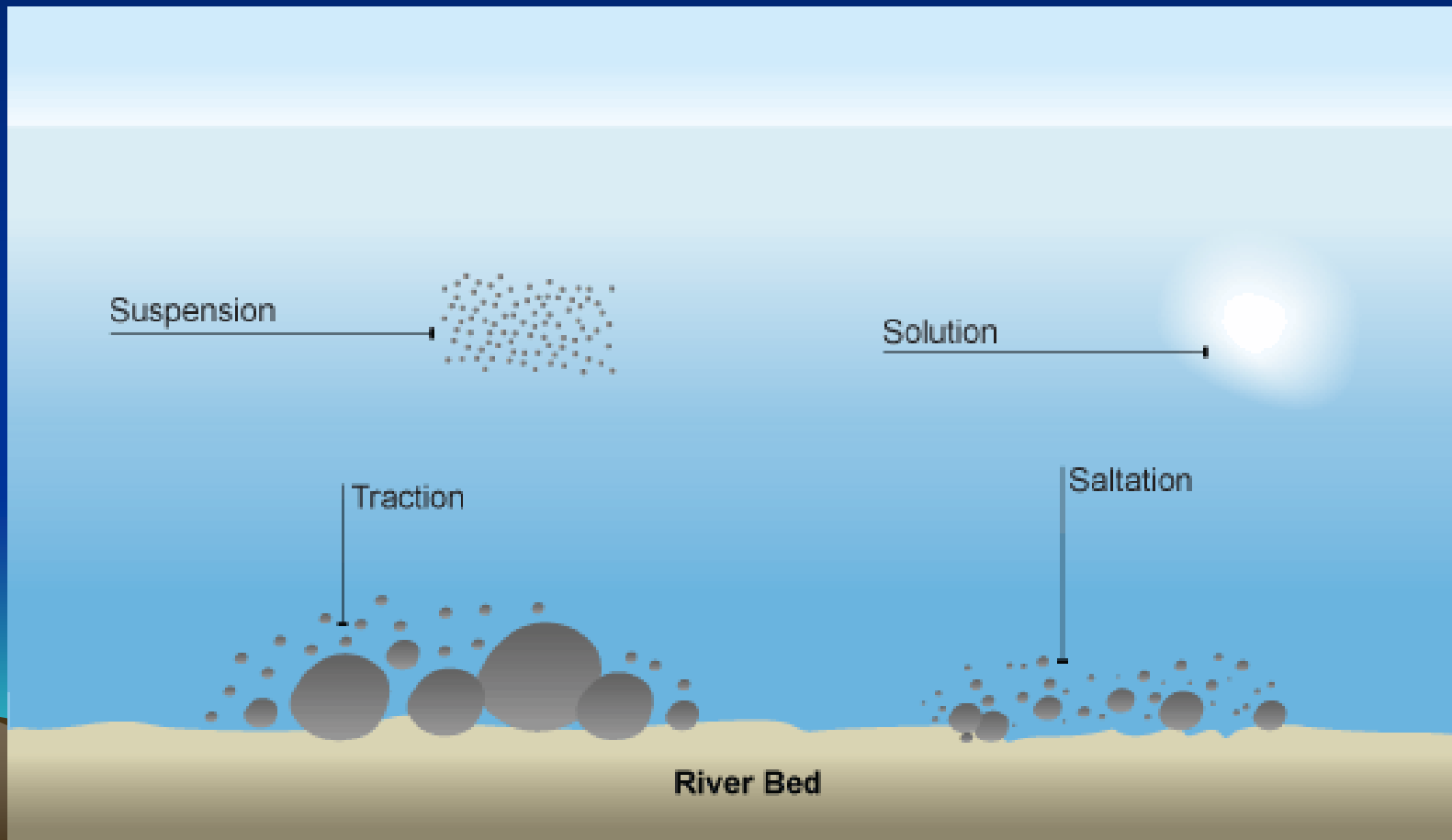


Erosion by Water



Stream Erosion

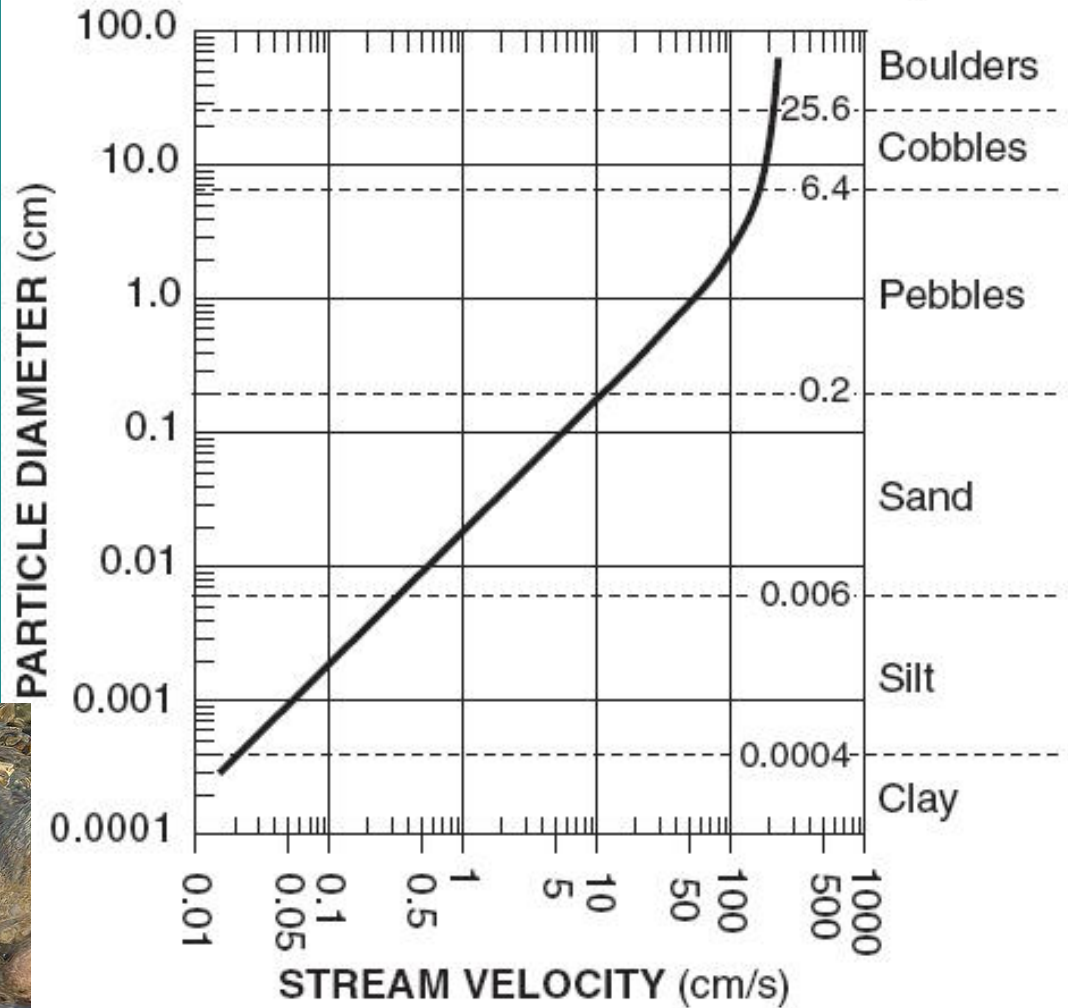
a. Small Particles can be **suspended**, larger particles bounce along the stream bed (**Saltation**), even larger Particles are rolled (**Traction**)



b. The **greater** the velocity of a stream, the **larger** sized particle it can carry (erode). Below this speed, **deposition** will occur.



Relationship of Transported Particle Size to Water Velocity

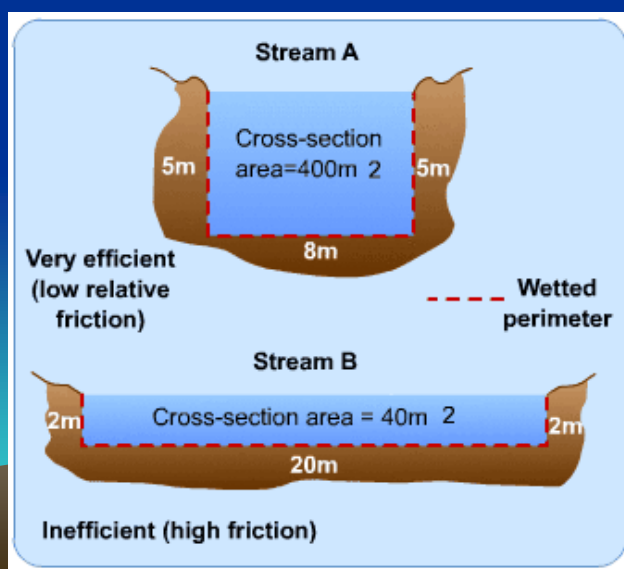


This generalized graph shows the water velocity needed to maintain, but not start, movement. Variations occur due to differences in particle density and shape.

Stream Velocity

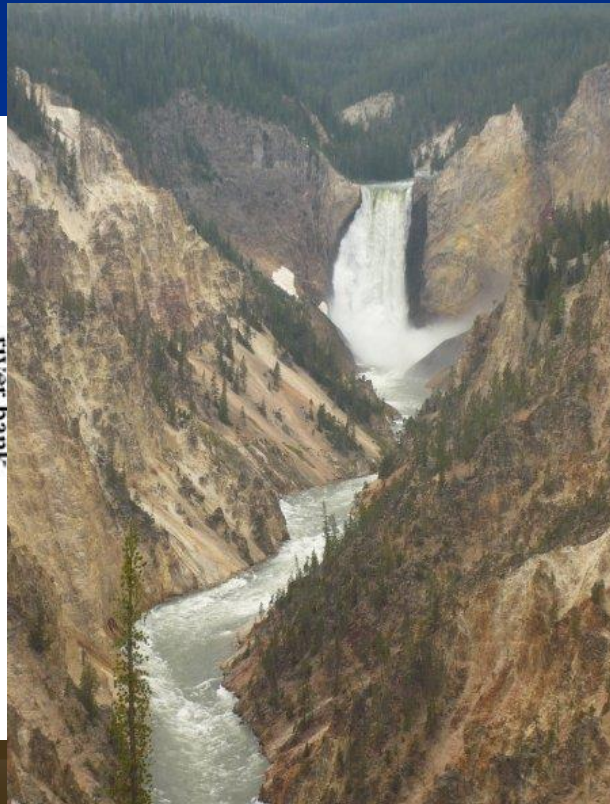
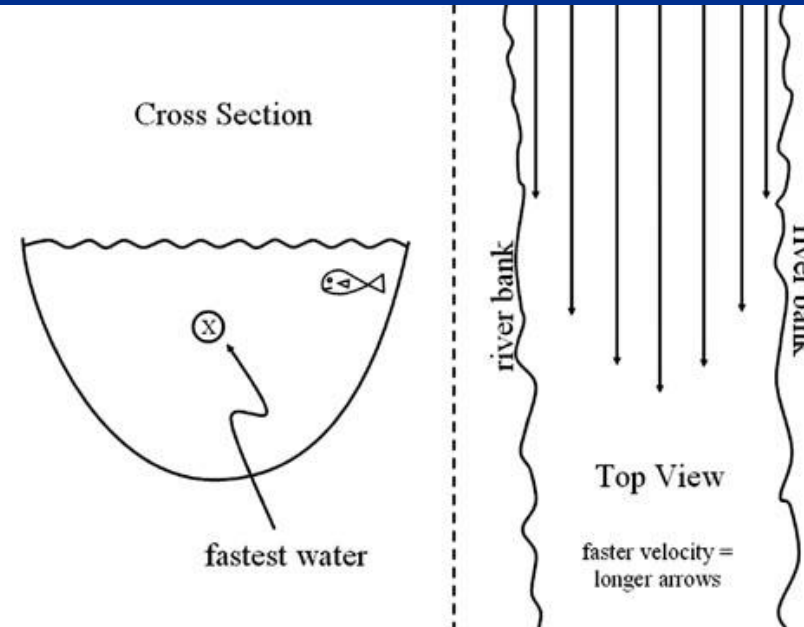
Stream Velocity determined by:

- Slope of land : **steeper slope= faster moving water**
- Volume of water instream: **Increased rainfall will cause increase in stream discharge**
- Channel shape and area : **Wide shallow streams move slower than deep and narrow streams**



The Young Stream: High Altitude

- Water flows fastest in the center and just below the top of the stream if the stream is Straight. Erosion will create a **V-shaped Valley**.



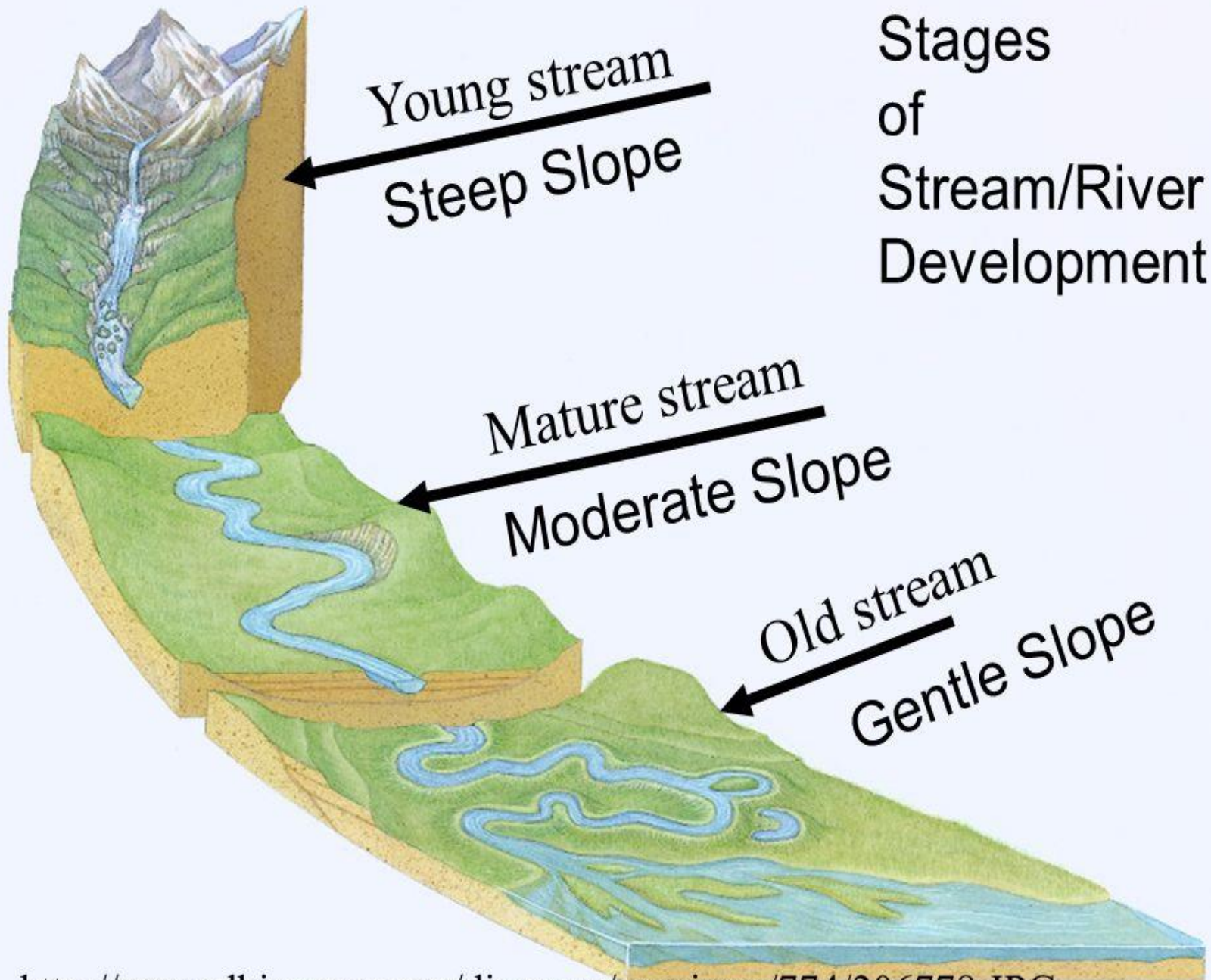
The Old Stream:

Meandering Rivers/Flat Landscape

- The older a stream is, the more S-shaped curves it develops, called “Meanders” (Amazon and Mississippi river)
- [meander formation simulation](#)

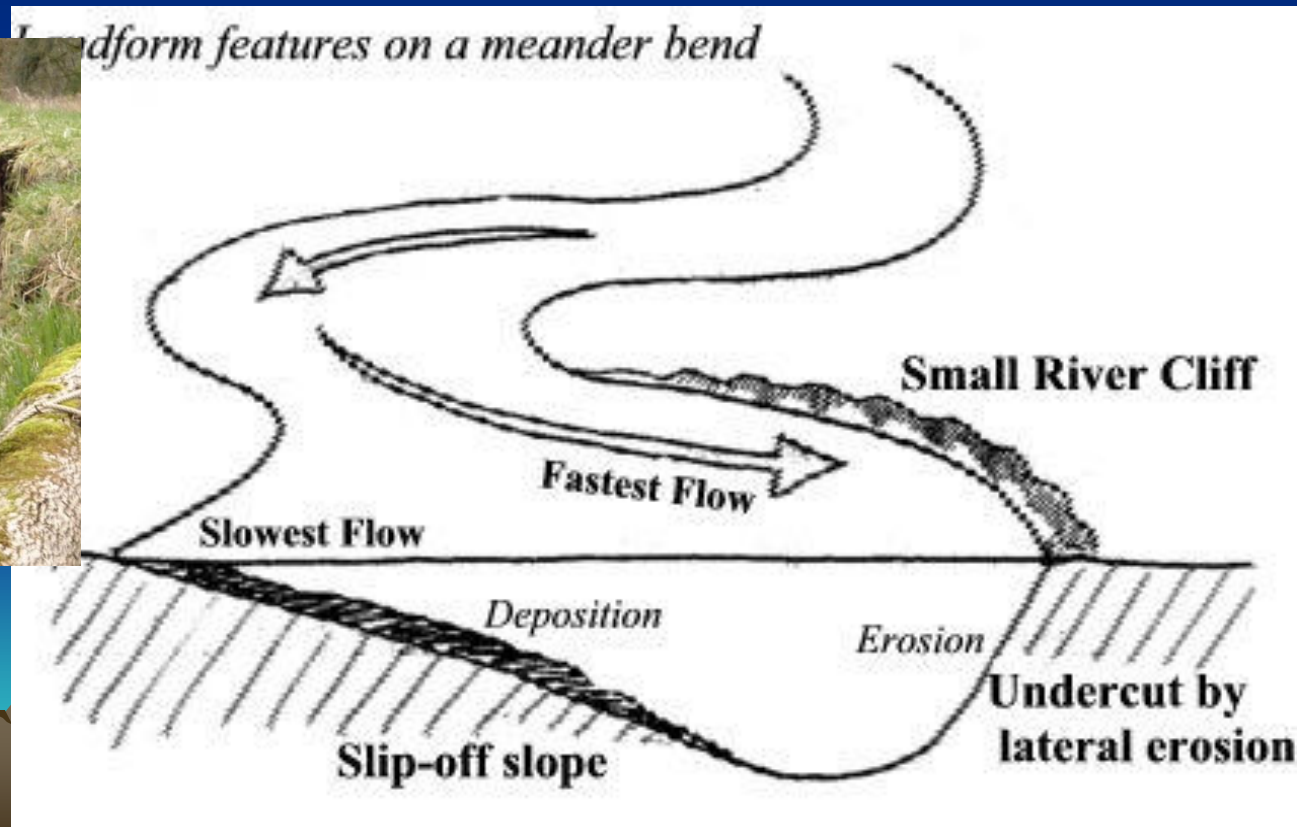


Stages of Stream/River Development



- Because of variations in **velocity**, there is deposition & erosion in different areas along a river
- This means river profiles differ according to the velocity

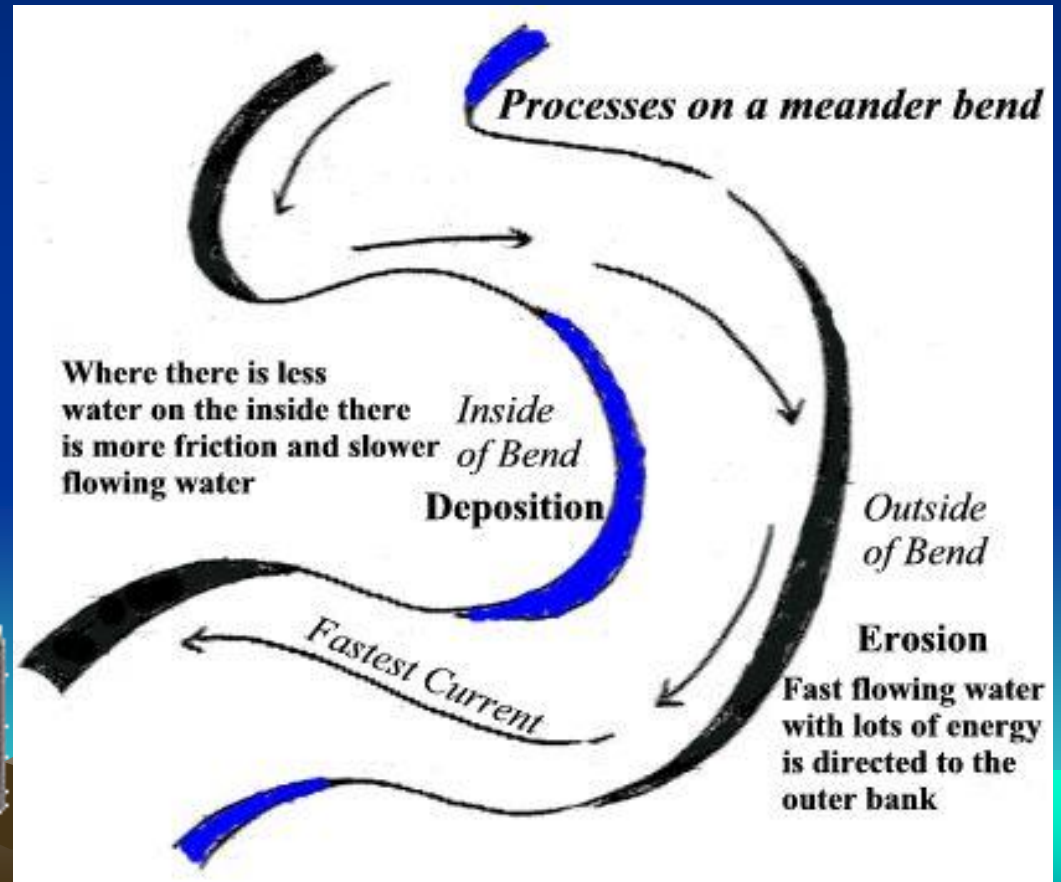
Profile Depth: **A stream is deepest where the current is the fastest**



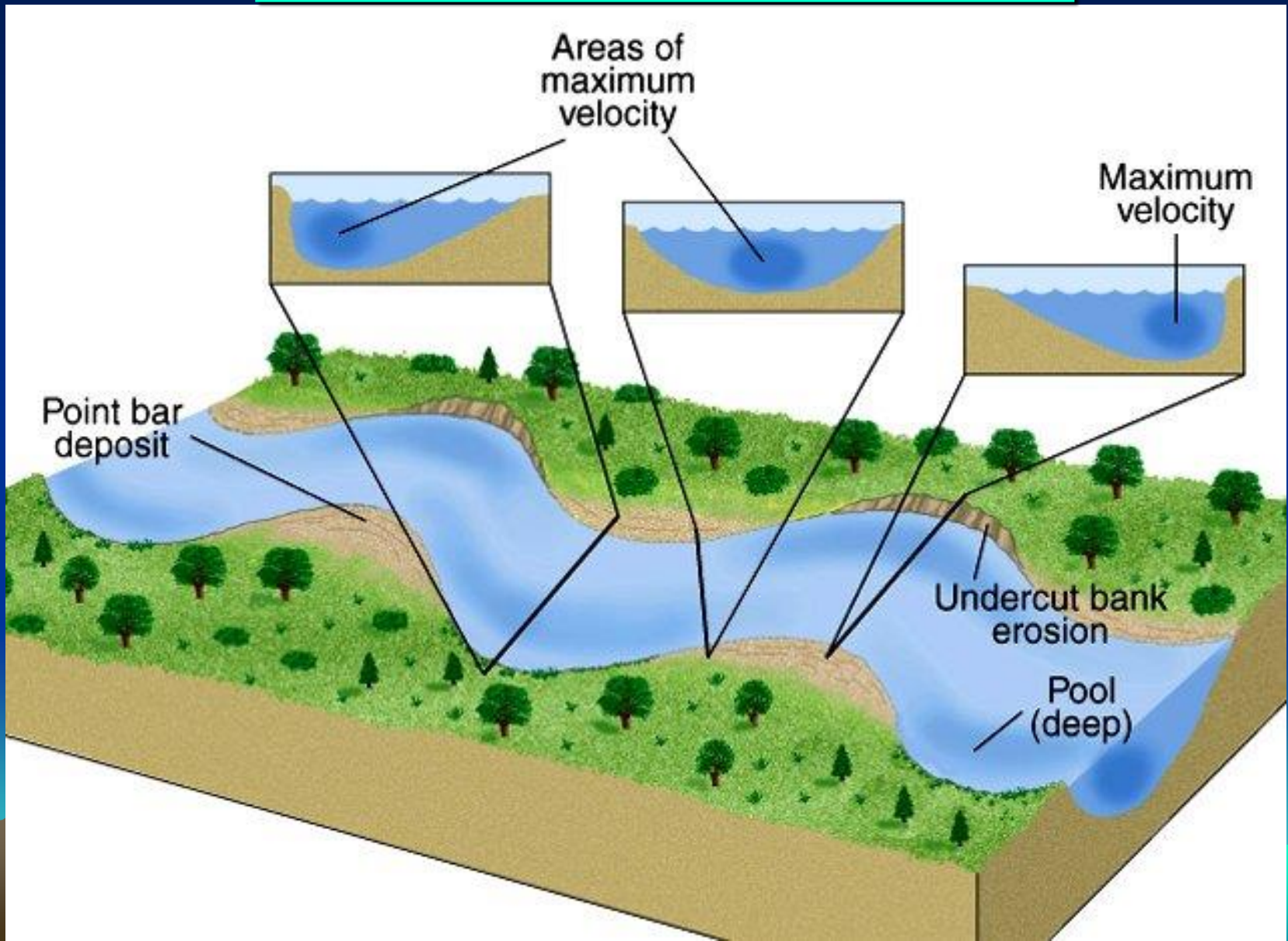
Velocity changes in Meandering Rivers

Meandering Stream Table Clip

- 1.) **Faster** water swings to the outside of the bend causing **EROSION**
- 2.) **Slower** water stays inside the bend causing **DEPOSITION**

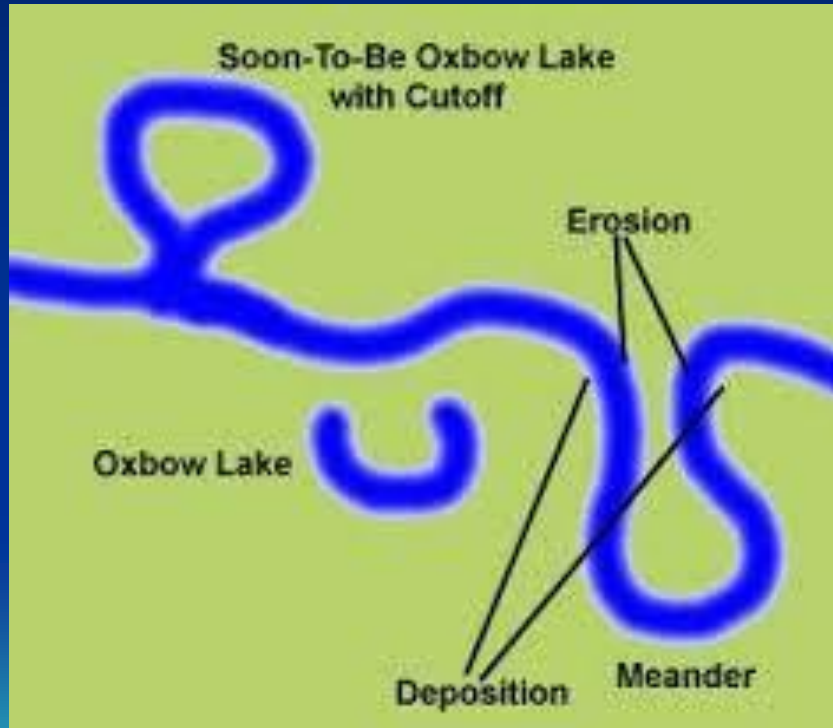


Stream Table Demo



Formation of Oxbow Lakes:

Erosion by the river eventually cuts a new path for water to flow leaving behind an **oxbow**

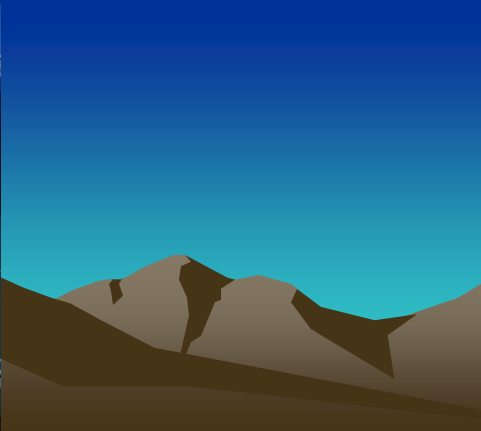


Erosion by Ice: Glaciers



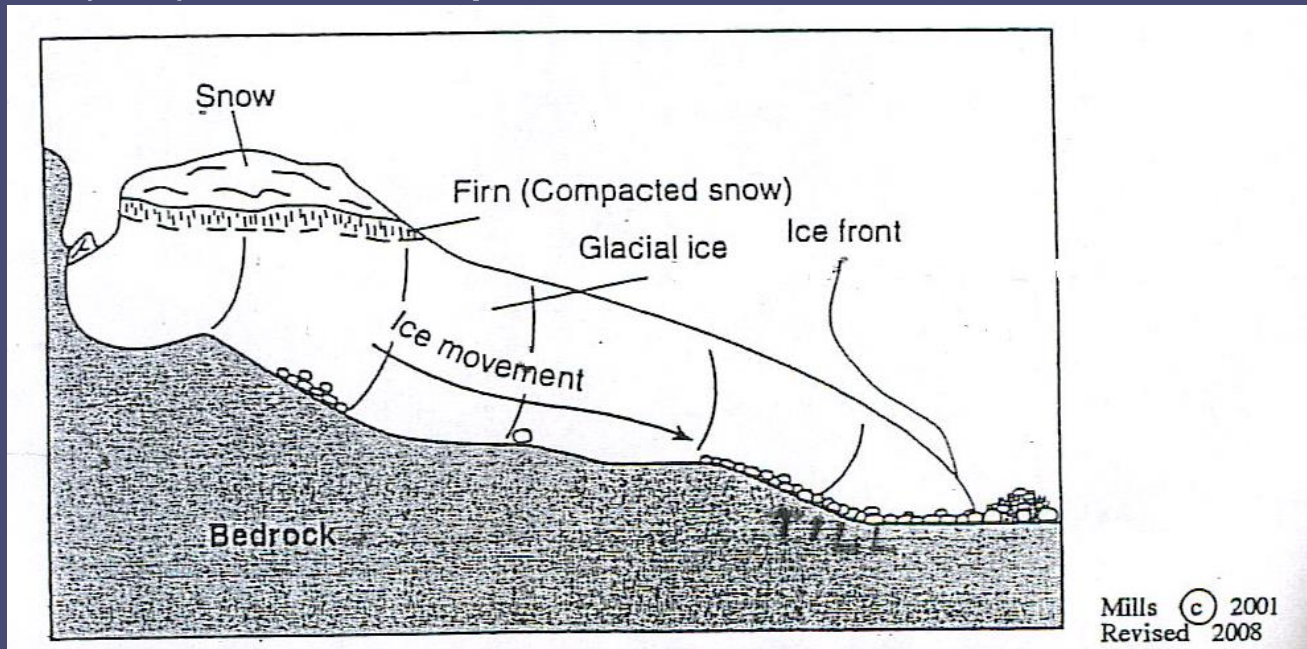
- a. A glacier is a **large mass** of slowly moving ice that forms from the **compaction** of snow over time under the **pressure** of its own weight.

Where? occur in the **polar regions** and at **high altitudes**



Profile of a valley glacier

- B. When glaciers form in a mountain valley, they move **downward** under the force of **gravity**, and fastest in the **middle**, just like a young stream. As the glacier moves, it plucks up sediments (Till) as it scrapes the land beneath



- A **MORaine** is rock and sediment debris pushed along the edges of a glacier.

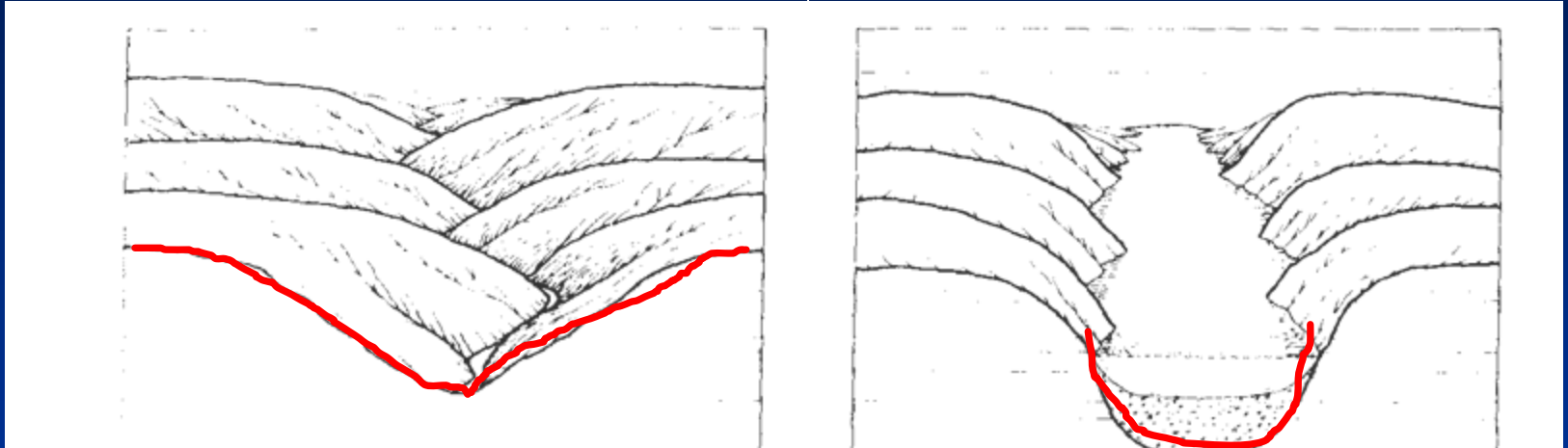
Moraine's can be seen by “dirty” streaks in the glacier



medial moraine

lateral moraine

C. Glacial Erosion: Stream Valleys vs. Glacial Valleys



V-shaped valley
eroded by a stream

U-shaped valley
eroded by a glacier

U-Shaped Valley

BANFF National Park, Canada



Other Erosional Features of Glaciers



Striations - parallel lines in the bedrock caused by rock fragments scratching a rock's surface



Finger Lakes – long thin lakes created by the deepening of pre-existing river valleys in western NY

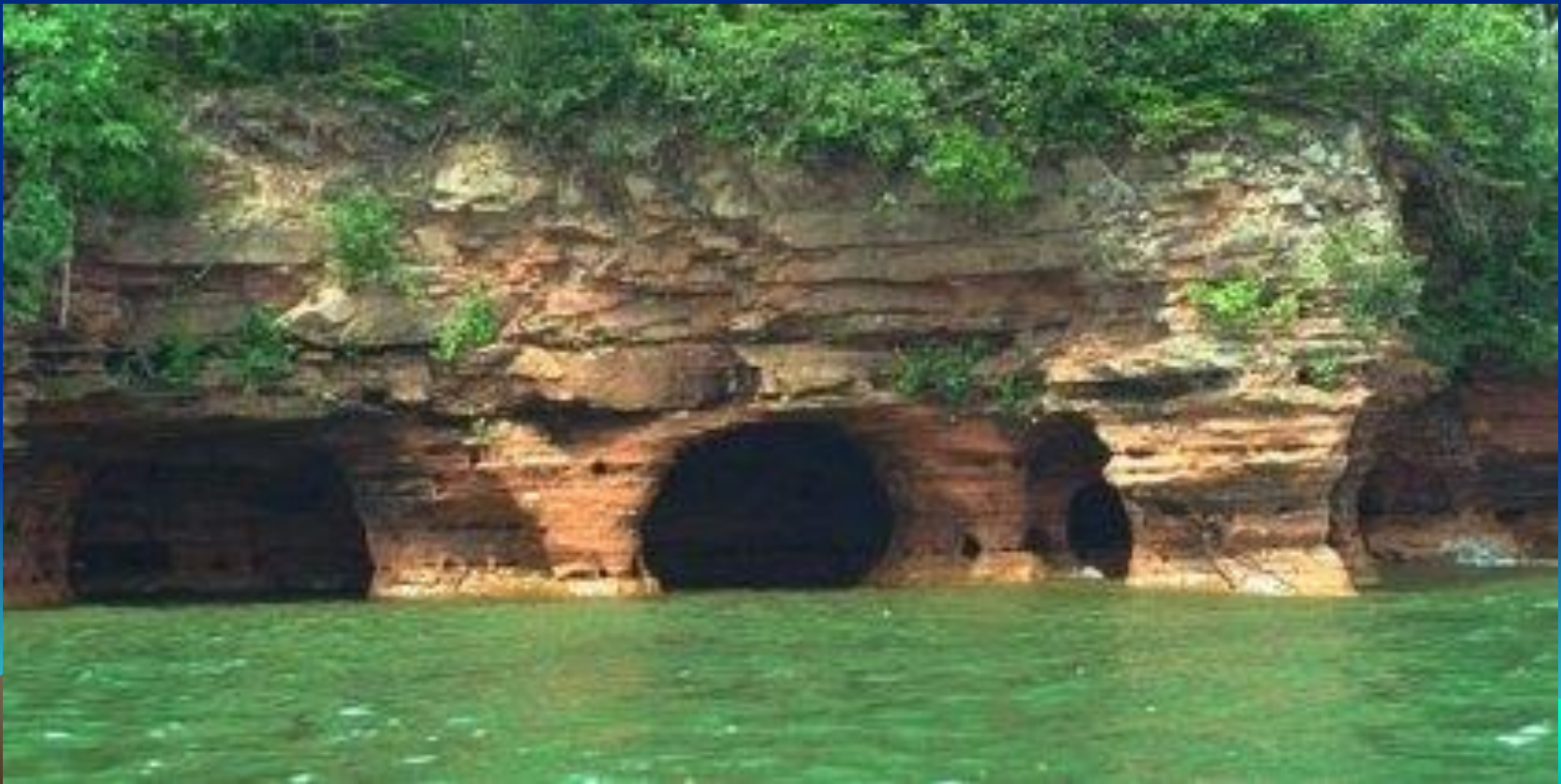
Erosion and Deposition by Ocean Currents and Waves

- *Surface* ocean currents and waves are generated mostly by **wind**.
- Wave action
 - **Circular** motion within a wave results in the movement of sediments



Erosion by Wave Action

As waves crash into the shoreline, they erode the bedrock forming **cave** like structures as well as **cliffs**
[animation](#)

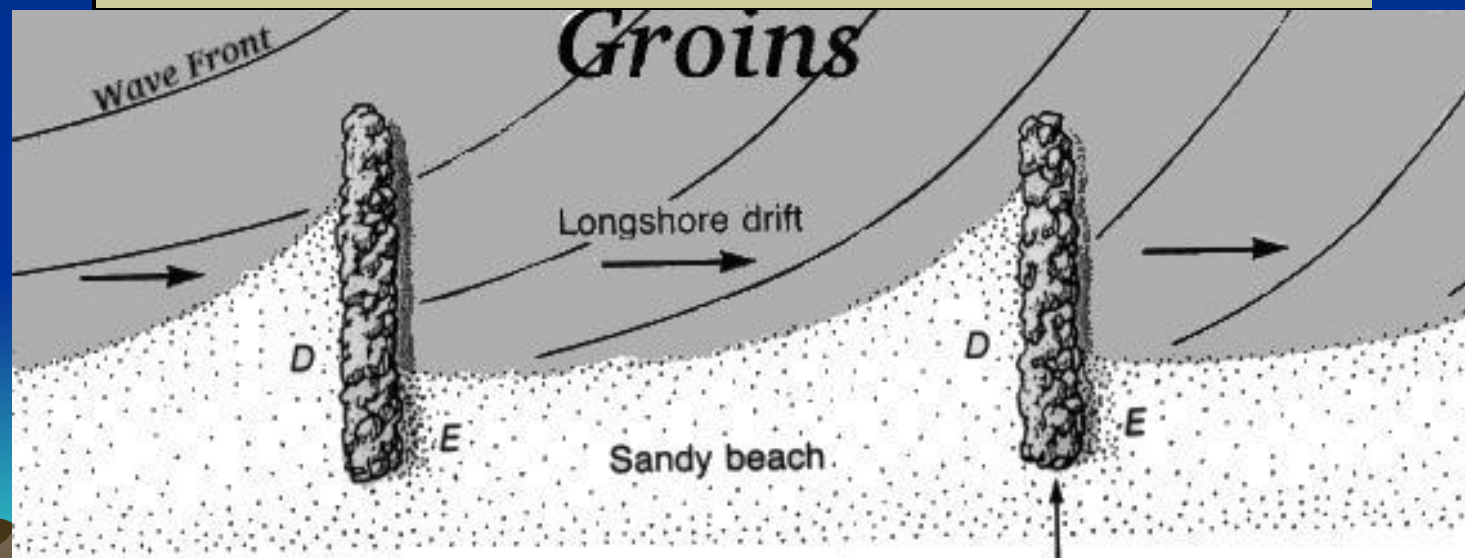
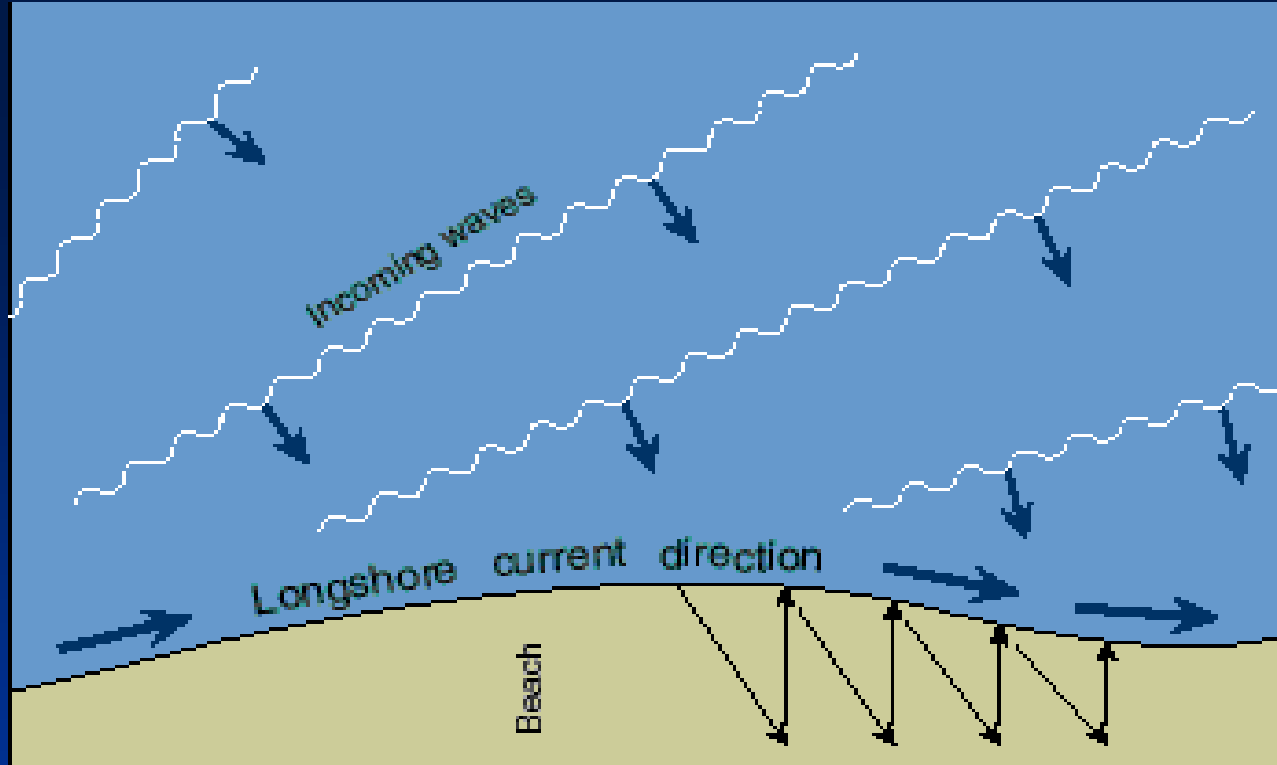


Sand is constantly eroding along a shoreline

- We build **jetty's/groins** to limit beach erosion over time



As waves crash into the shore at an angle, they carry sediment back out to the sea and transport it parallel to the shoreline. This is known as **LONGSHORE DRIFT**



*D = Deposition, Wide beach
E = Erosion, narrow beach*

Beach groin, barrier to longshore drift, constructed of large rocks and other materials.

Erosion Summary

- Due to processes of erosion, most sediments in NYS are **not residual**
 - This means they **DIFFER** in composition from the **underlying bedrock (non residual)**
 - Gravity, Wind, Water, Ice and Ocean Waves are responsible for **transporting sediments.**
 - Any sediment carried by **water** will be **rounded** due to abrasion, but sediments transported by **gravity and ice** will be **angular**

