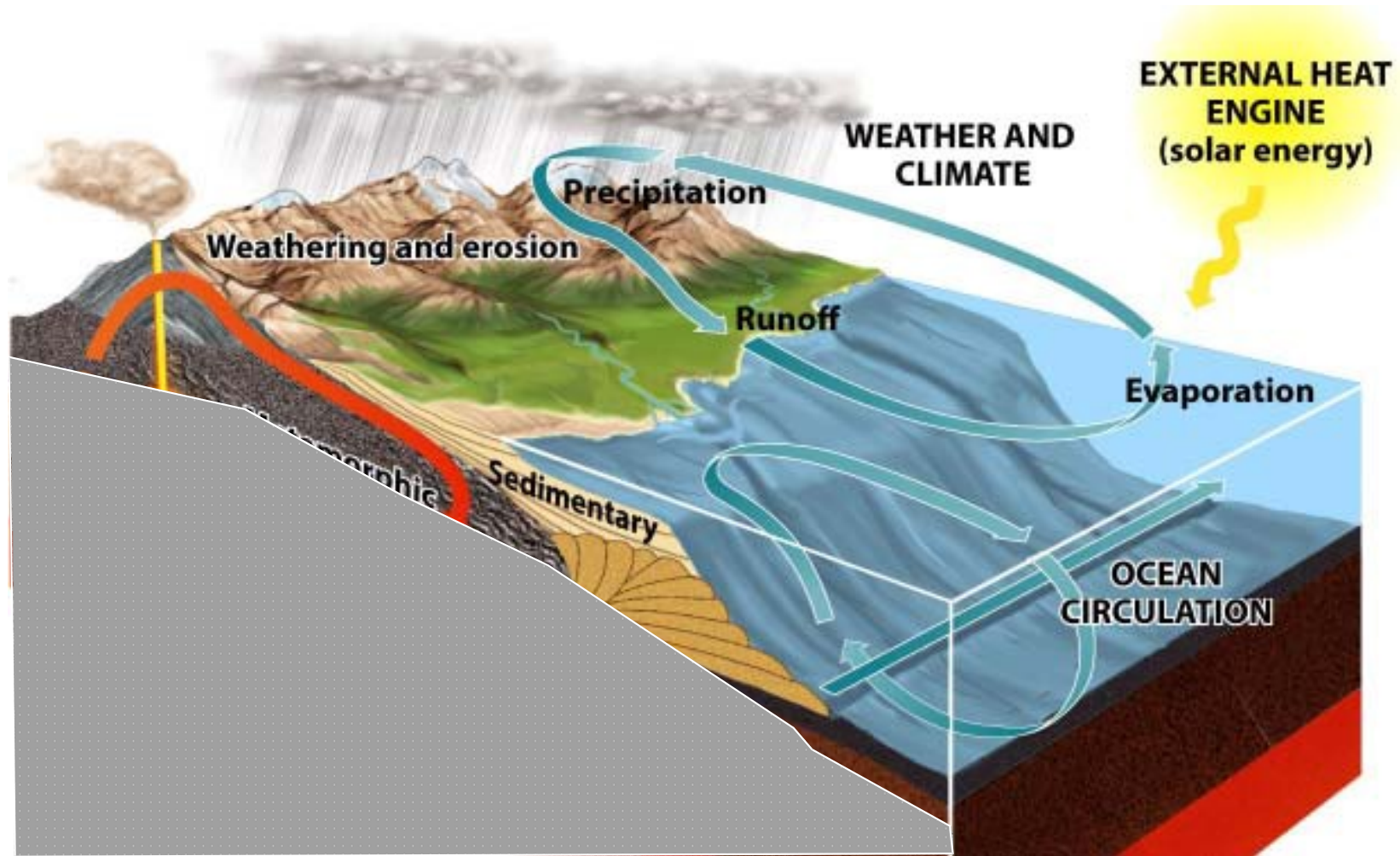


# Water & Sediments

## Geology 1

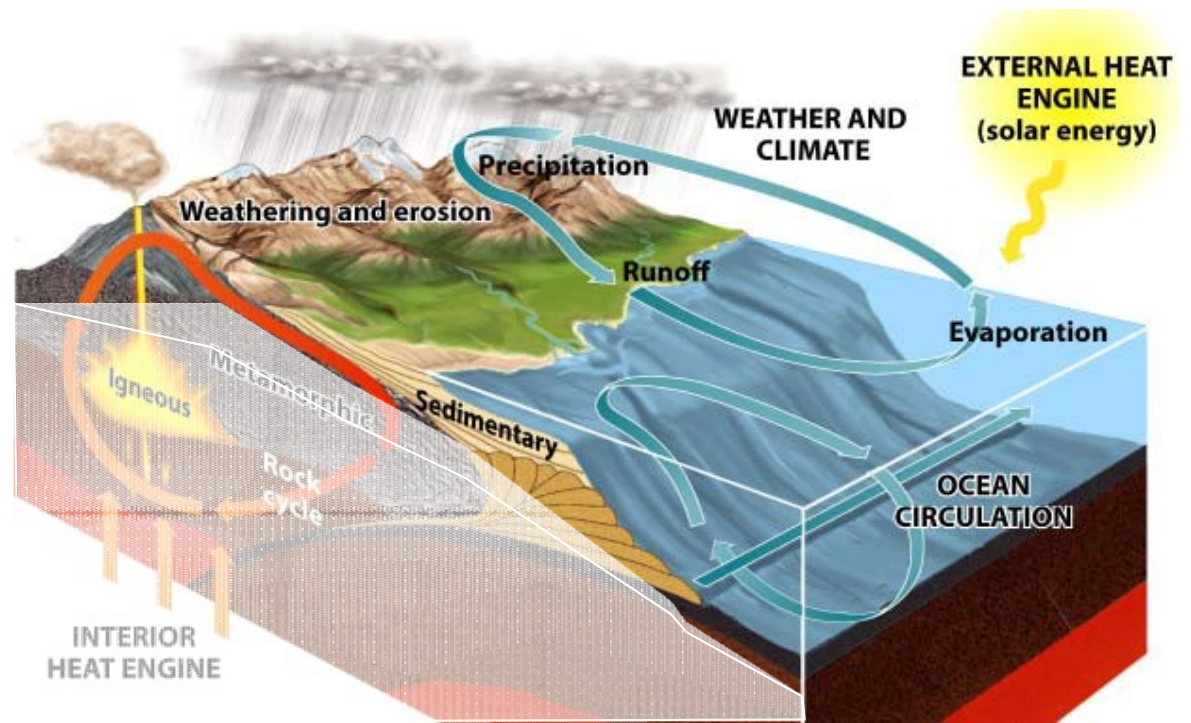
G. Bertotti





We have mountains, valleys, plains and deep seas  
We have water and wind  
Let us start moving

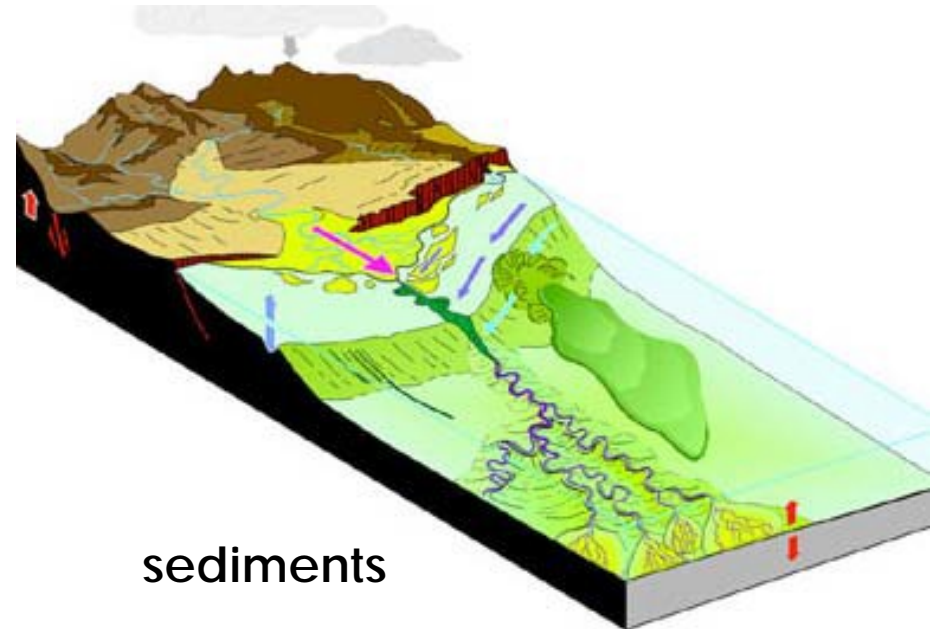
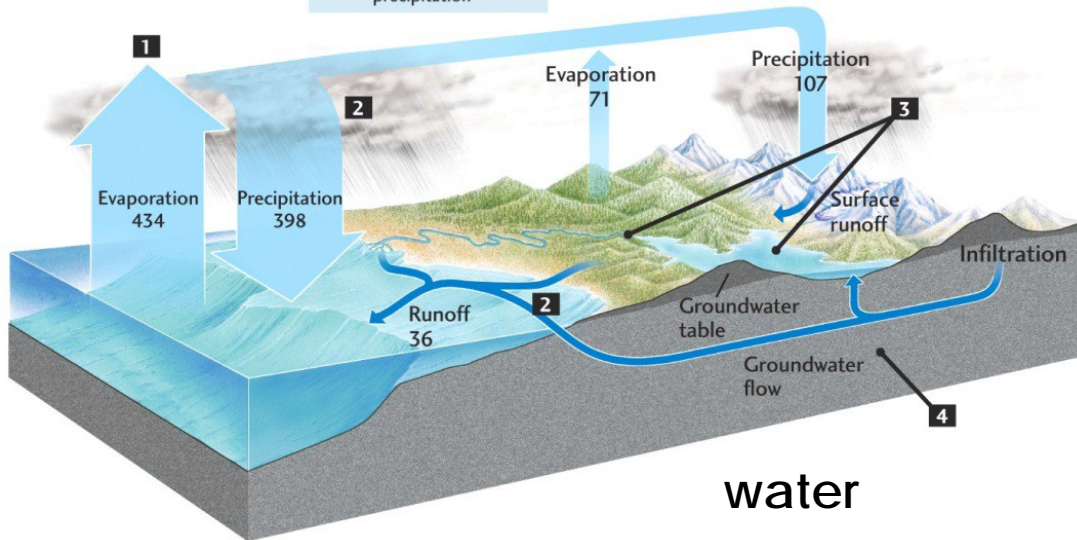
We trace material (sediment) and water from source areas (high mountains) to the sea following a **source-to-sink** approach



SEA
36 Runoff from land
+ 398 Precipitation over sea
434 Evaporation

SEA	LAND
434 Evaporation	107 Precipitation
- 398 Precipitation	- 71 Evaporation
36 Excess to land via precipitation	36 Runoff to ocean

LAND
107 Precipitation
- 36 Runoff to ocean
71 Evaporation



## 1 The sources (**mainly** high-relief areas)

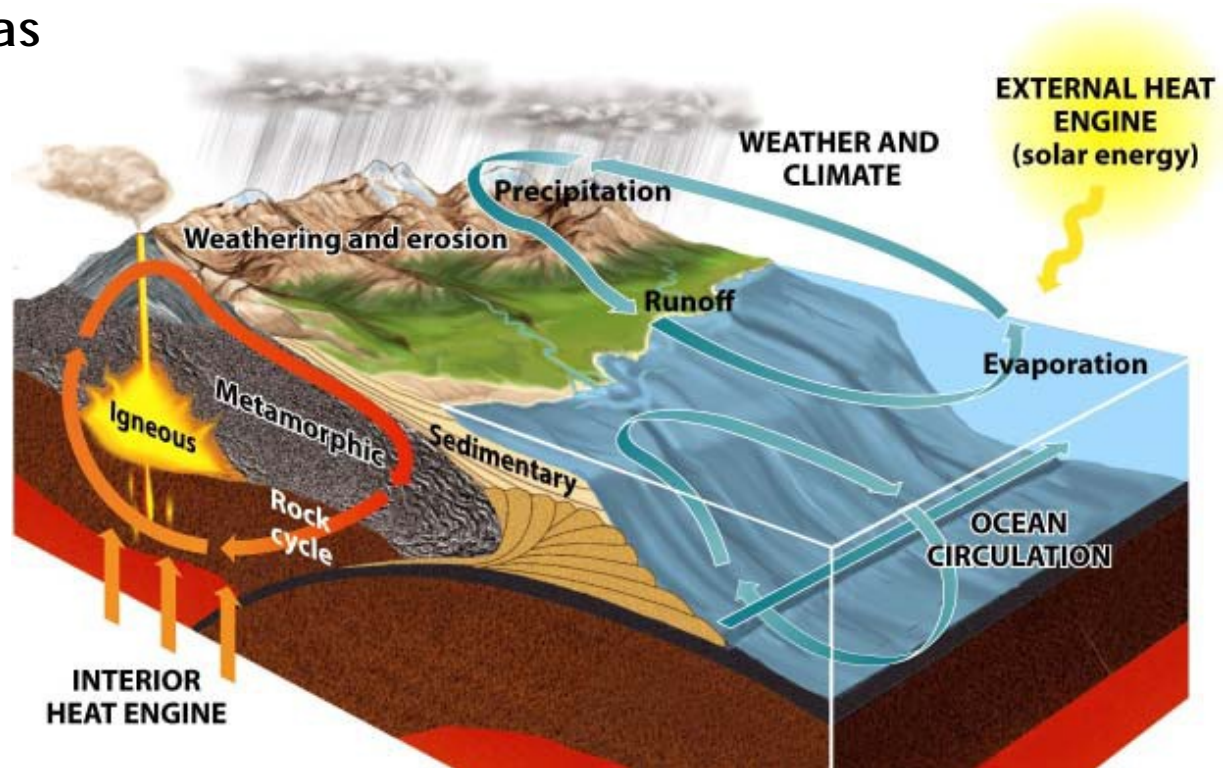
- preparing the sediments (mechanical and chemical processes)
- their transport to the river floor, ready for export (**mass wasting**)
- the first organization of the **river network**

## 2. The low-relief domains: transport and temporary storage

- export out of the high relief areas (rivers with the large fans, glaciers..)
- rivers in low-relief areas
- lakes
- eolian deposits

## 3. The marine domain (where everything ends)

- the coastal areas
- the continental shelf
- the abyssal plains



## The source area: mechanic processes

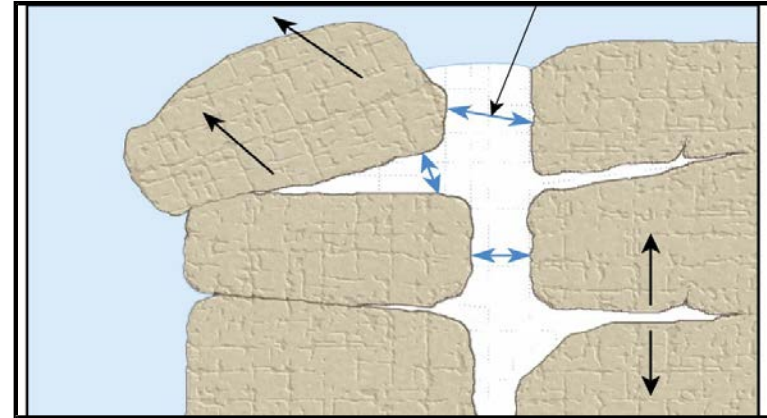
**Thermal expansion and contraction:**  
differential thermal expansion of minerals  
creates stress in rocks. Important in dry  
area



**Biologic activity** also helps



**Frost** widens pre-existing cracks  
and creates loose blocks



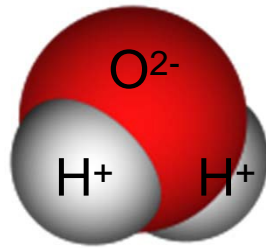
**Tectonics** is very good in  
fracturing rocks



# The source areas: **chemical weathering**

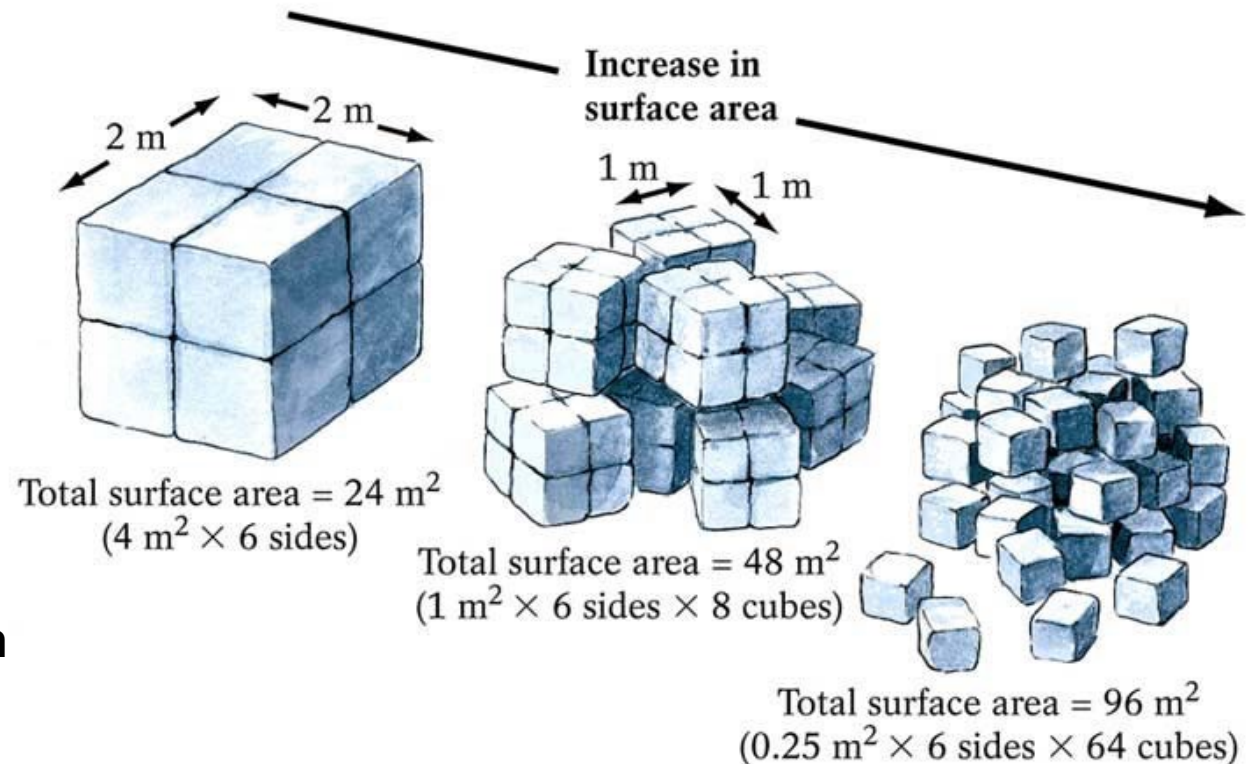
- Occurs when minerals react with **water**
- Produce **dissolved** sediments: solutes which are used in different **cycles** and settings (cementation...)

negative side + + + +



positive side - - - - -

**Water**, although neutral, the water molecule is polarized due to its molecular structure



Works best if rocks are nicely **fractured!!**

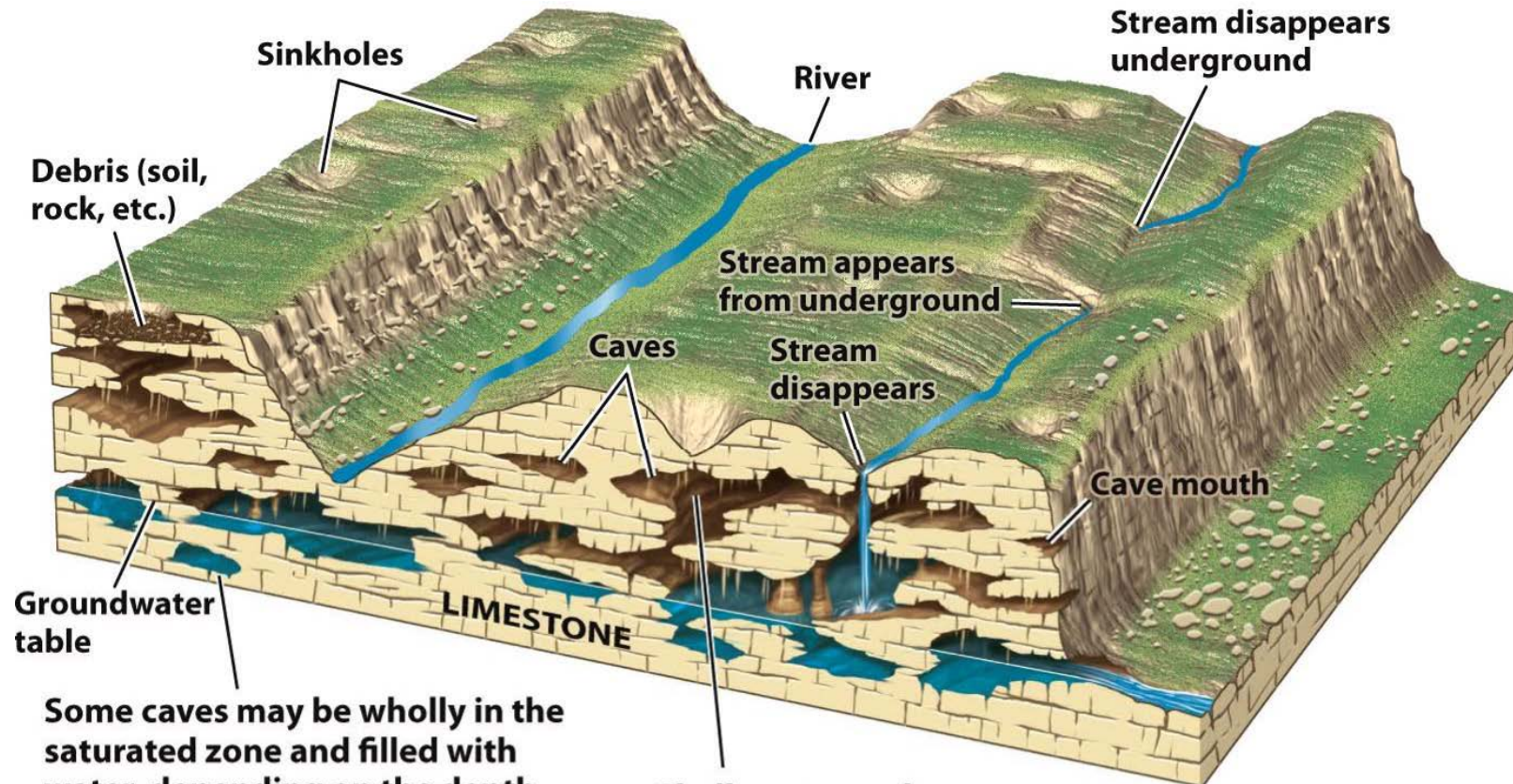
Discussion organized around the fate of the main minerals

Some minerals are simply **dissolved**

Most common in **limestones**

( $\text{CaCO}_3$  mineral)  $\rightarrow$  calcium ( $\text{Ca}^{2+}$ ) +  $\text{CO}_2$

**karstification**



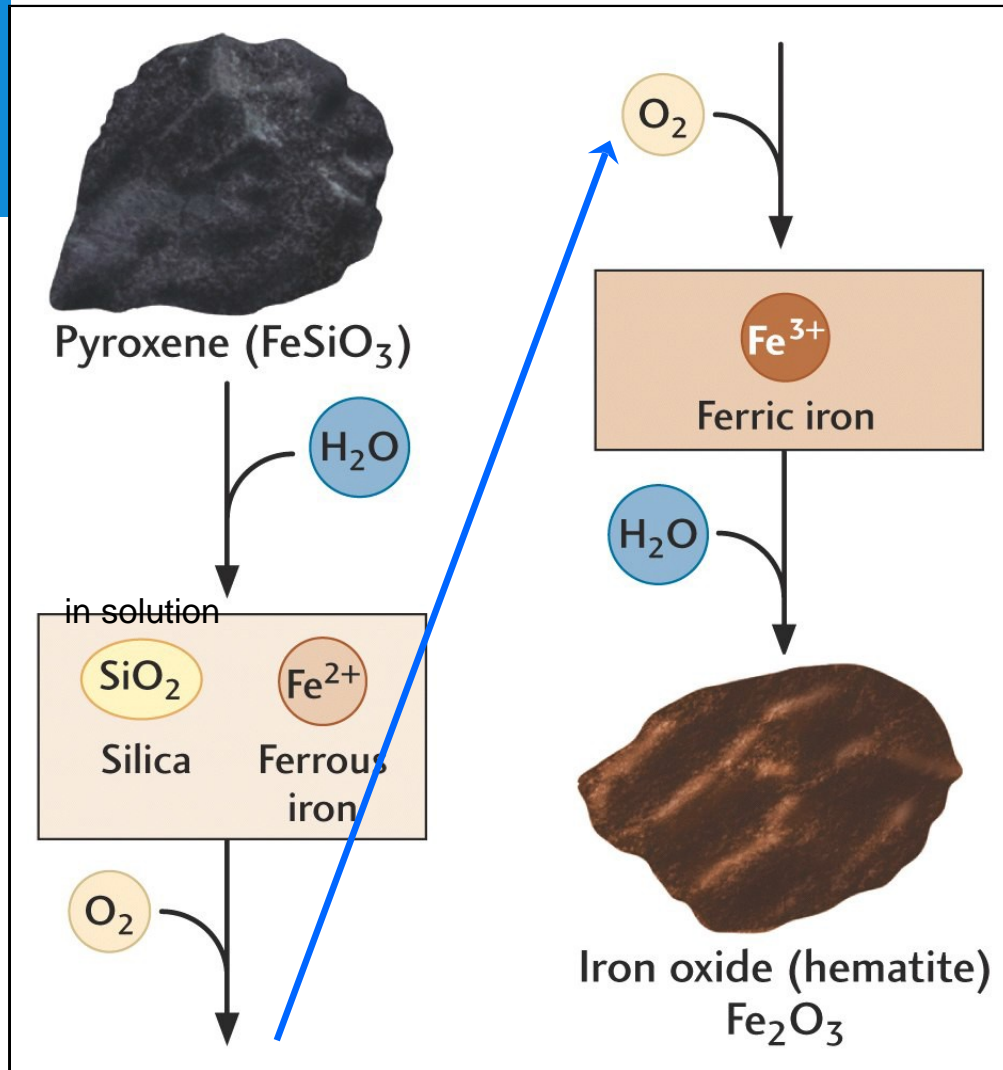
Some caves may be wholly in the saturated zone and filled with water, depending on the depth of the groundwater table.

Shallow caves above the groundwater table are filled with air.

Confined at the bottom by the water table (can even be the sea)

## Mineral rich in Fe are **Oxidized**

Most of the Fe extracted on Earth results from dissolution



1. With  $\text{H}_2\text{O}$  the silicate dissolves and  $\text{Fe}^{2+}$  is produced (the blue-green iron)
2. With substantial oxygen,  $\text{Fe}^{3+}$  forms which is very stable
3.  $\text{Fe}^{3+}$  is not as soluble and tends to precipitate out of solution as hematite

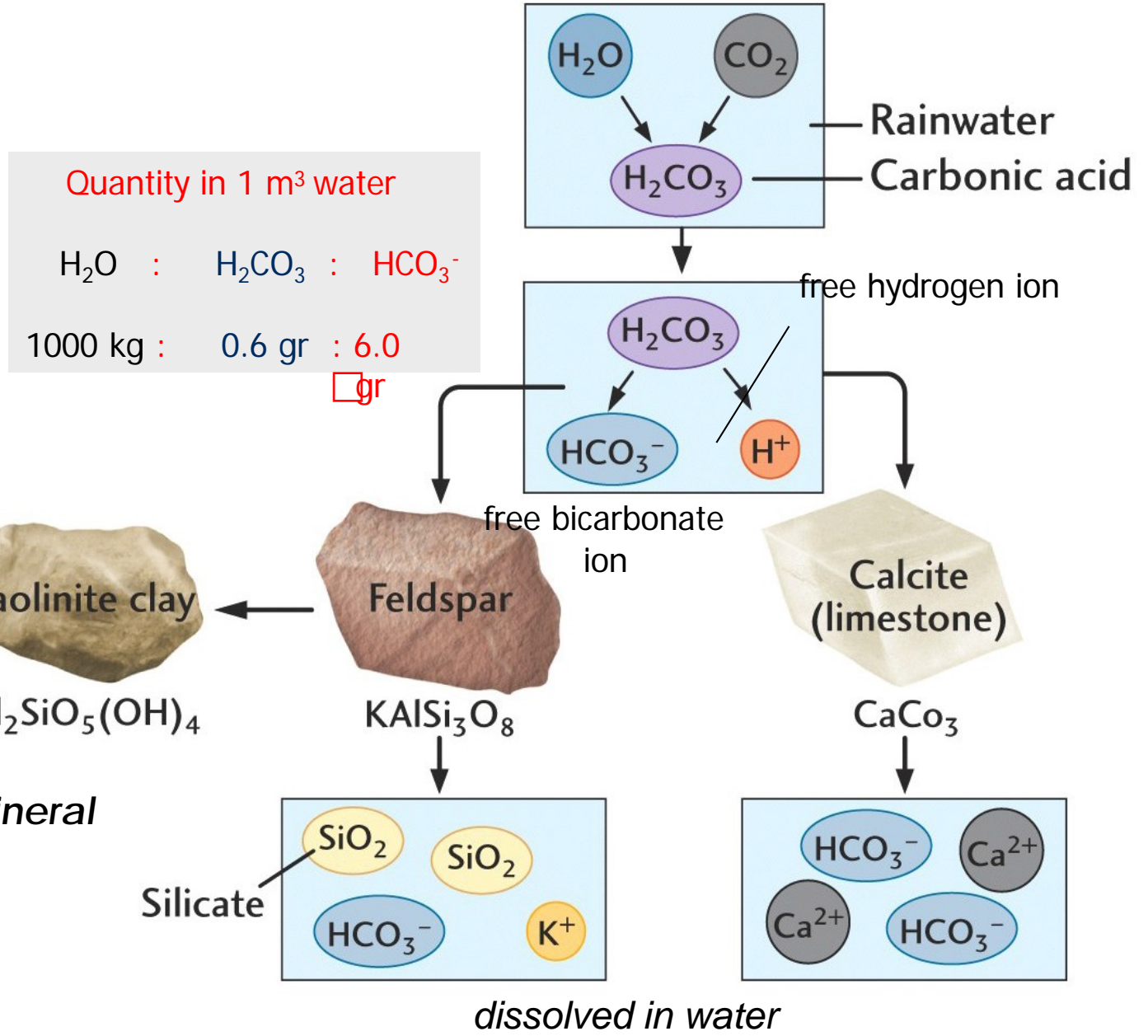


sand grains are coated with hematite



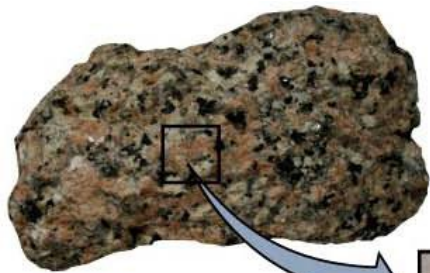
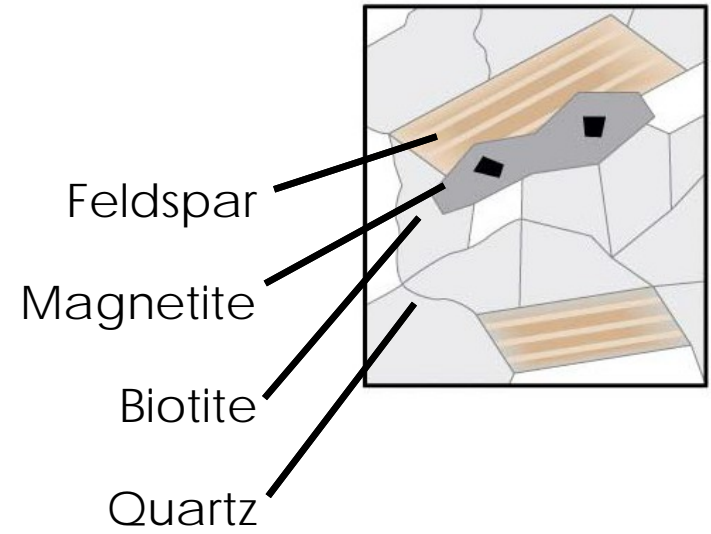
# Processes affecting feldspars (very common on Earth) (hydrolisis)

- the dissolution reactions involve slightly **acidic water**
- CO<sub>2</sub> is the main source, others sulfuric and nitric acids (acid rain)



# History of a granite (several minerals that decay at different rates)

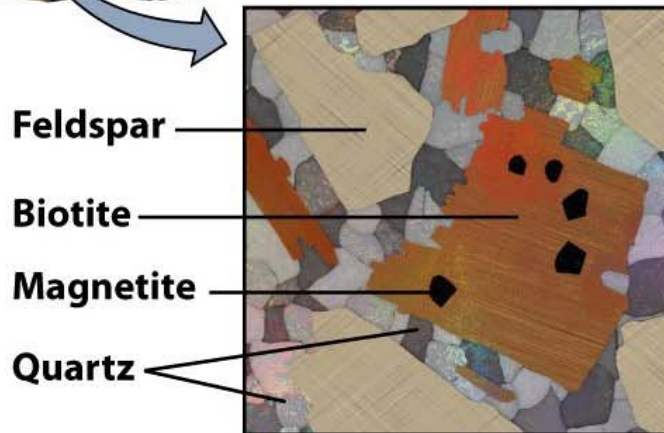
The decay progresses, and the rock weakens and disintegrates



**1** Granite is made up of crystals of several minerals that decay at different rates.

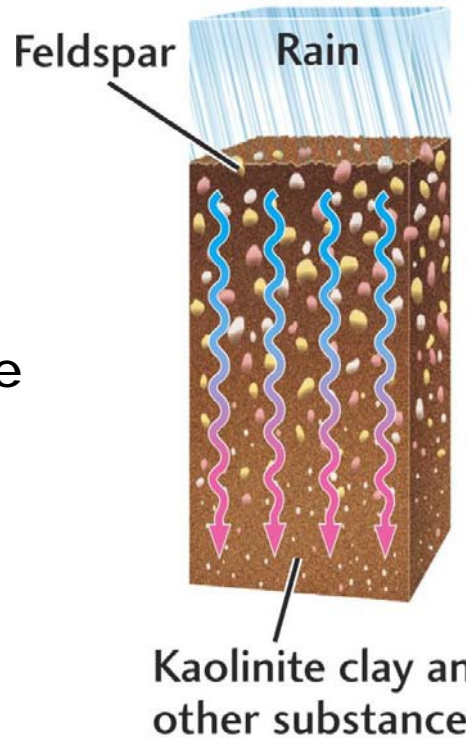
**2** Cracks form along crystal boundaries. Feldspar, biotite, and magnetite start to decay, while quartz does not.

**3** The decay progresses, and as cracks open, the rock weakens and disintegrates.



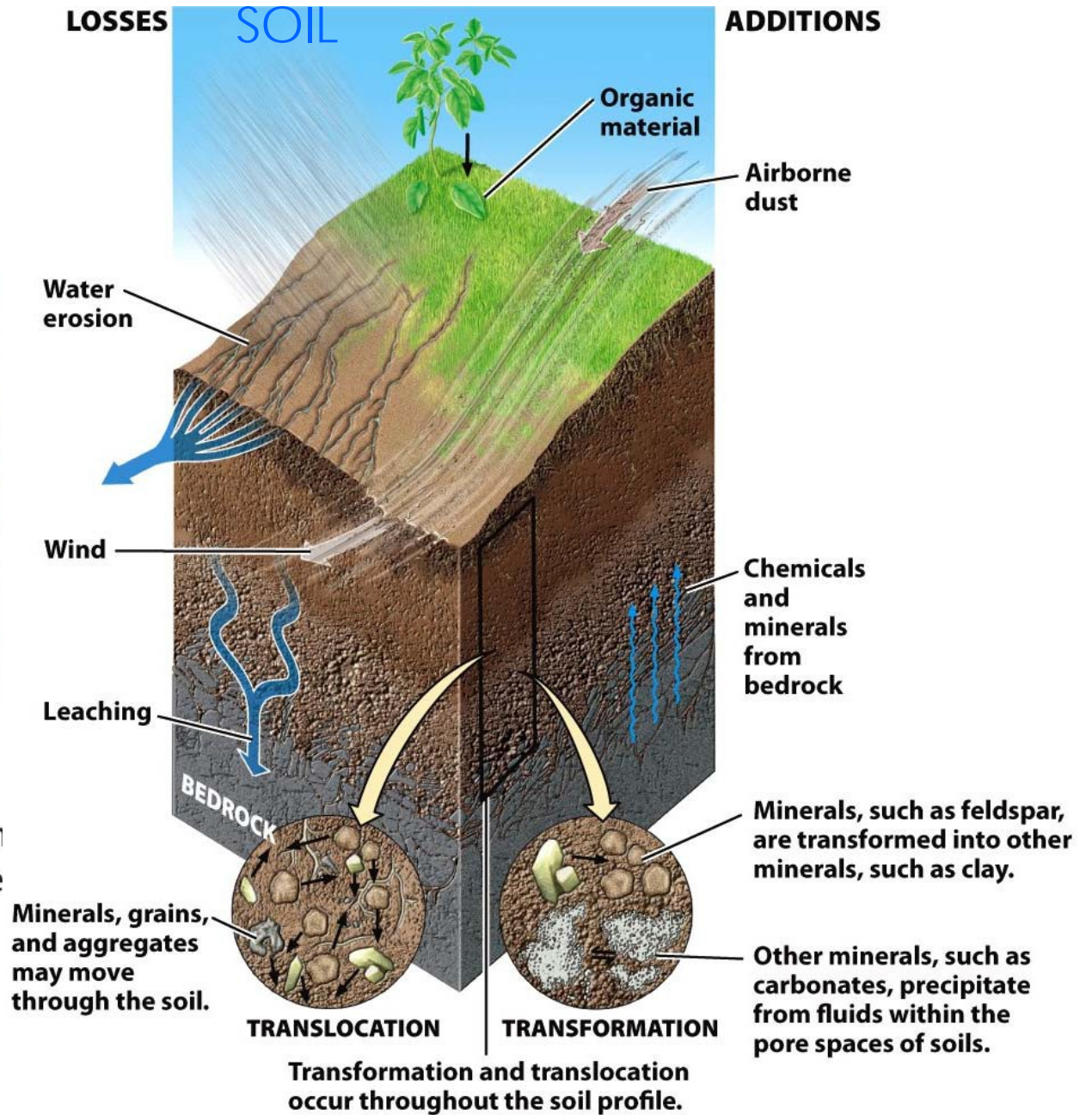
Warm and wet conditions favour chemical weathering. A rich **soil** cover develops

No physical processes removing the soil

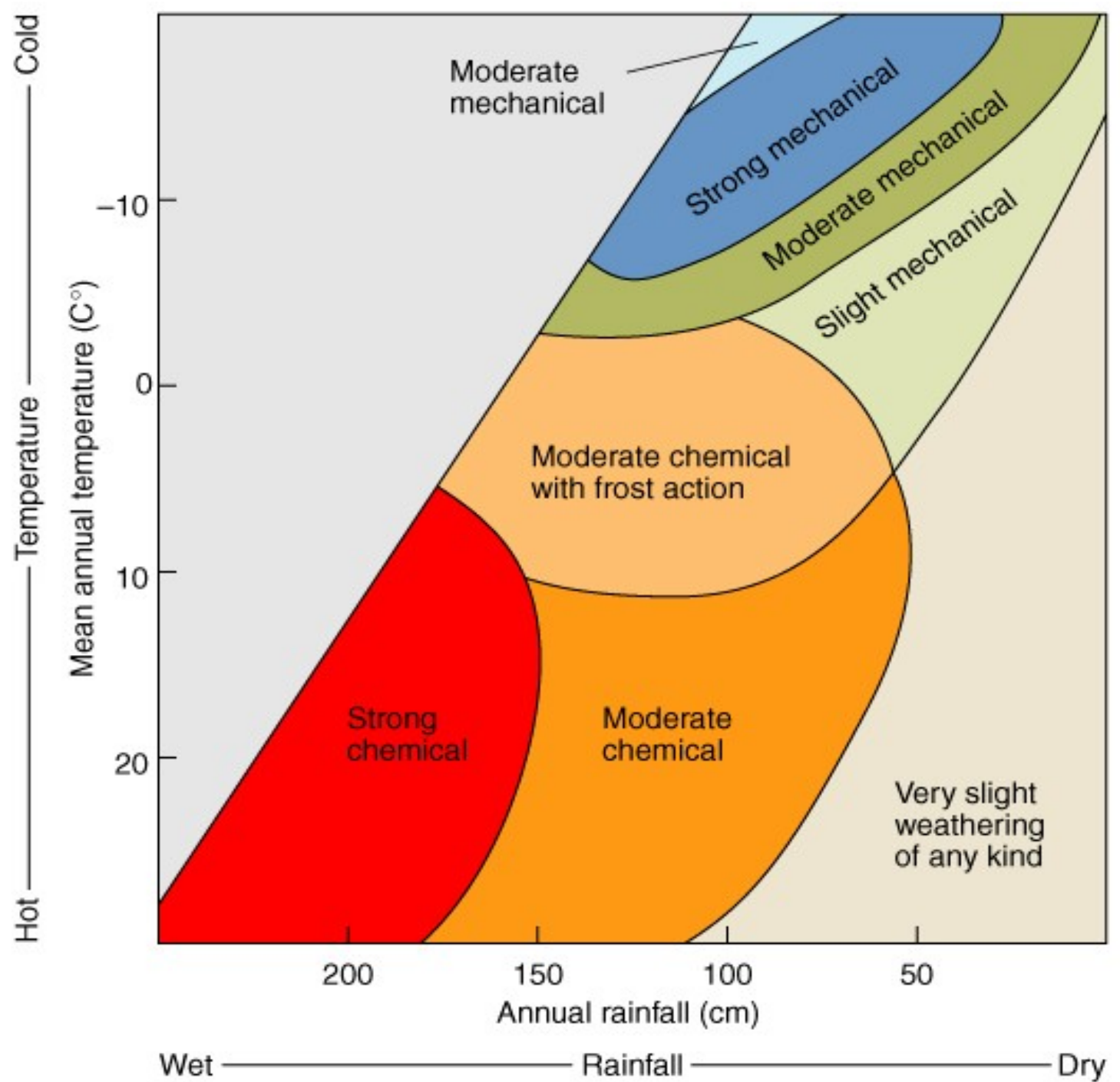


rate of weathering depends on :

- Temperature of the water
- How much water
- Percolation time



# Mechanical and chemical weathering



# Mechanical and chemical weathering

## WEATHERING FACTORS

1. Duration of weathering		Less weathering, erosion, and soil formation over short periods of time	More weathering, erosion, and soil formation over long periods of time
2. Bedrock type		More stable minerals, (e.g., quartz), result in lower weathering	Less stable minerals, (e.g., feldspar), result in higher weathering
3. Climate	Lower temperatures	Less chemical weathering (dissolution, alteration to aid physical weathering, production of clay materials)	More physical weathering (thermal expansion and contraction, frost wedging, breakage of bedrock, fragmentation to smaller sizes)
	Higher temperatures	Less physical weathering	More chemical weathering
	Rainfall amount	Little rainfall (less dissolution of minerals, physical weathering, fragmentation, erosion)	Heavy rainfall (more dissolution of minerals, production of clay materials, production of small size particles, erosion)
	Rainfall acidity	Low acidity (less dissolution of minerals, less physical weathering)	High acidity (more dissolution of minerals, more production of clay materials)
4. Topography	Steep slopes	Less chemical weathering	More physical weathering, more erosion
	Gentle slopes	Less physical weathering, less erosion	More chemical weathering

Figure 16-11

*Understanding Earth, Fifth Edition*

© 2007 W.H. Freeman and Company

At the end of this we have

Relief areas



A lot of material on the slopes



Precipitations (water or snow)  
Incipient rivers with dissolved  
(natural) chemicals

## Movement can start

Rocks, sediments...

- Gravity-driven (mass wasting)
- Driven by water etc

waters

- run-off
- infiltration

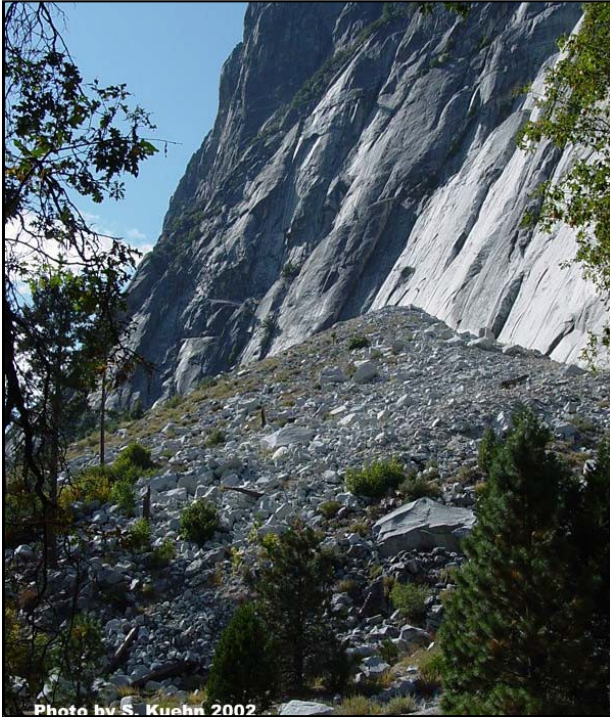
## Mass wasting

Sediment transport in high-relief areas: preparing for the export.

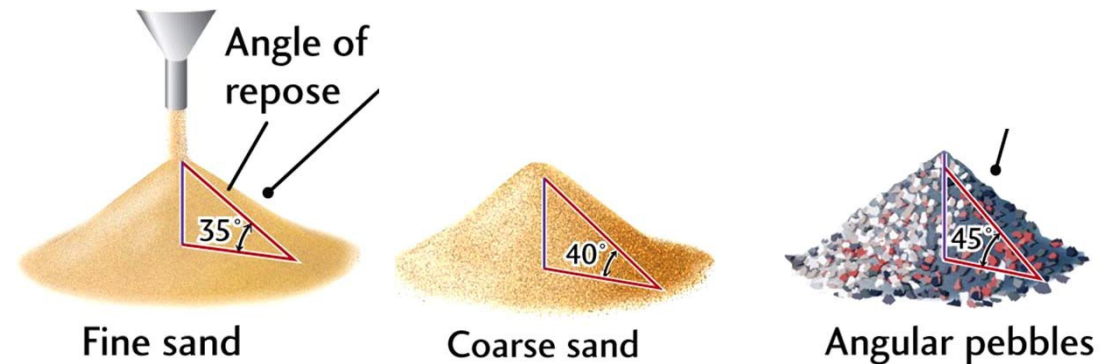
- *Mass wasting* includes all processes by which masses of rock and soil move downslope driven by gravity
- *Mass movement* occurs when the force of gravity exceeds the strength of the material and it moves downslope
- Includes: Landslides, mudflows, rockfalls and debris (snow avalanches)



# Gravity-driven transport to the valley floor



Material falling forms a slope which increases until it reaches the **angle of repose**



Depends on shape, type, size ...of grains, on moisture content

And has large consequences, among others, for the stability of mountain falnks

## Angles of repose

Nature of Slope Material	Water Content	Steepness of Slope
<b>UNCONSOLIDATED</b>		
Loose sand or sandy silt	Dry	Angle of repose
	Wet	
Unconsolidated mixture of sand, silt, soil, and rock fragments	Dry	Moderate
	Wet	Steep
	Dry	
	Wet	
<b>CONSOLIDATED</b>		
Rock, jointed and deformed	Dry or wet	Moderate to steep
Rock, massive	Dry or wet	Moderate
	Dry or wet	Steep

## Mass movements: how does material move from the slope to the “valley” floor?

In principle everything is easy: rocks are stable unless the forces and parameters are changed

Factors which can cause a shift from stable to unstable

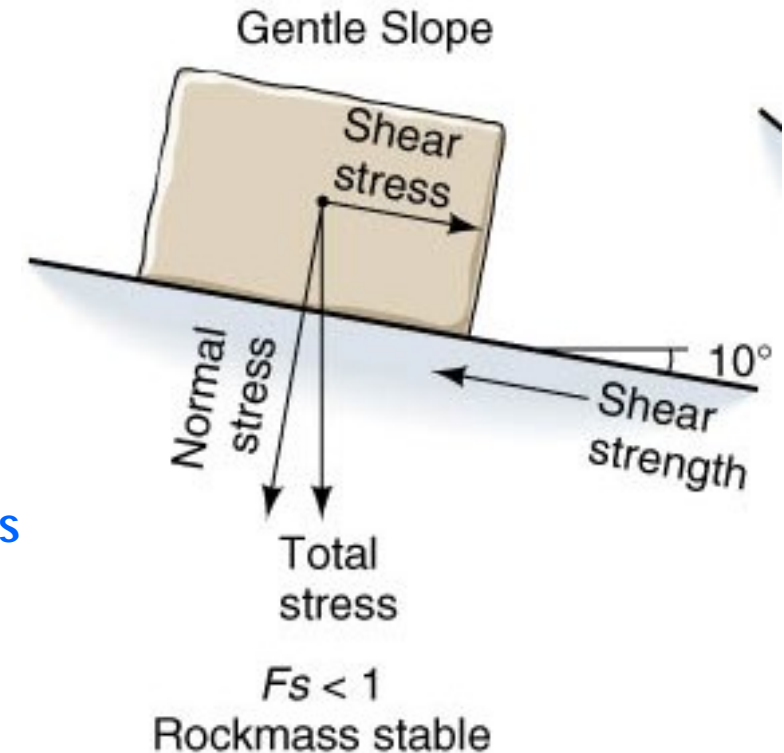
increase the weight of the potentially sliding mass

- water
- vegetation
- ...building and other human activities

Favour sliding

- Water
- Increasing steepness
- Earthquakes

impose short term accelerations (shake)

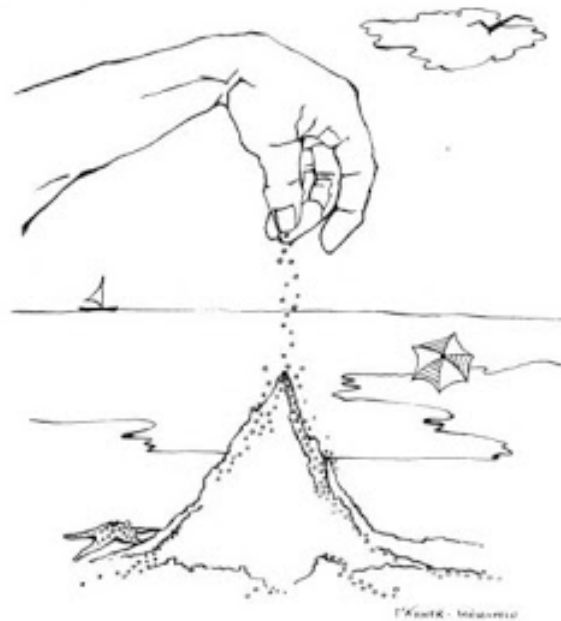


Depending on boundary conditions, different types of mass wasting can occur

In reality, things are, even in very simple situations, more complex



Letting sand grains fall on a flat surface will lead to the formation of a cone following deterministic (Newtonian) laws.



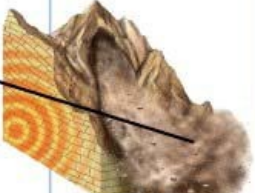
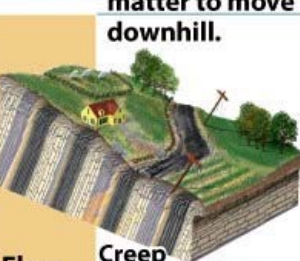
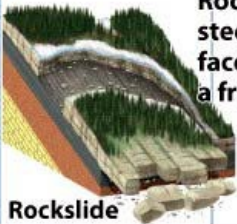

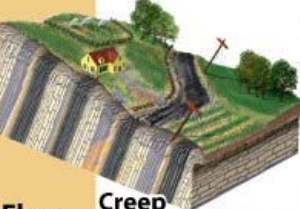


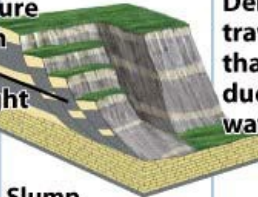
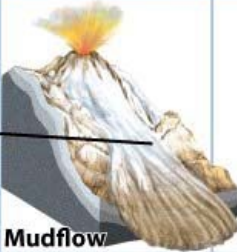

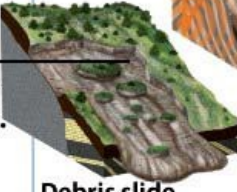
Once the cone is formed, things change and

- The cone **grows in a self-similar** fashion (= preserves the angle of repose)
- it does this in an **unpredictable** manner as **interactions between grains** dominate

Depending on geology and geomechanics a lot of different types of mass wasting phenomena

- 1) Relatively sudden failure of a slope resulting in movement of relatively **coherent** mass of rock, or rock debris
- 2) The downward flow of mixtures of solid material and water and air (**unconsolidated material**)

different velocities and material concentration

		Velocity →		
Material	Nature of motion	Slow (1 cm/year) Low water content	Moderate (1 km/hour) High water content	Fast (5 km/hour or more) High air content
Rock	Flow			Rock avalanches ride on a cushion of air.  Rock avalanche
	Slide or fall	Creep occurs very slowly, driven only by the tendency of matter to move downhill. 	Rocks slide on bedding planes that form weak zones.  Rockslide	Rocks fall from steep cliff faces, forming a fresh face.  Rockfall
Unconsolidated material	Flow	 Creep	 Earthflow	 Debris flow High rainfall induces earthflows and debris flows.
	Slide or fall	Slumps occur when pore water pressure is raised to a high enough level to support the weight of soil and rock.  Slump	Mudflows occur when fine ash is mixed with rainwater on the flanks of volcanoes.  Mudflow	Debris avalanches occur when the flank of a volcano collapses.  Debris avalanche
			Debris slides travel farther than slumps due to higher water content.  Debris slide	

All this makes the **prediction** of landslide a very tricky business

A good prediction gives information on

**Timing**

**locality**

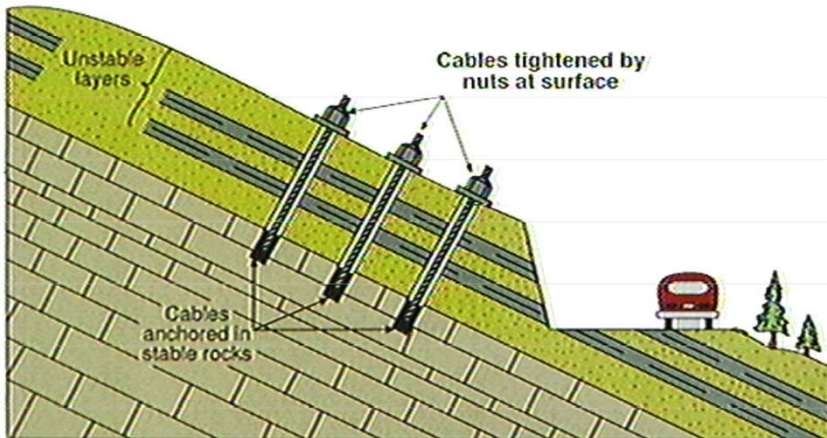
**magnitude**



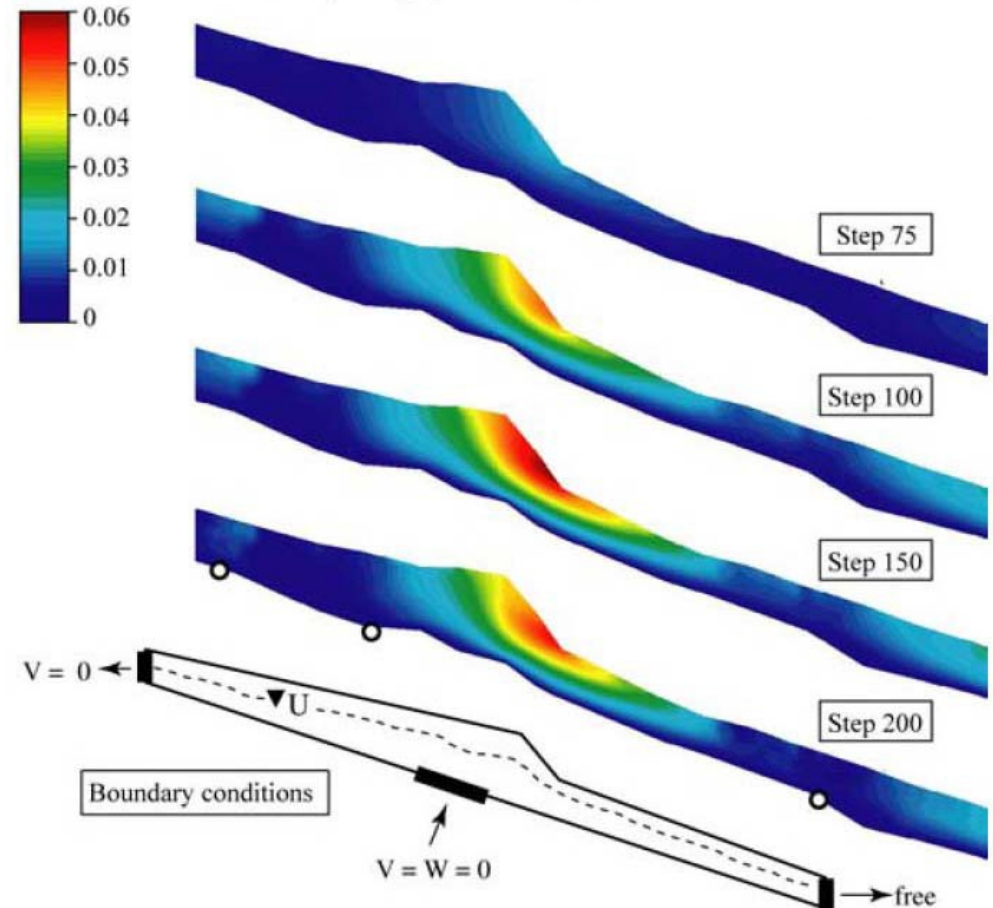
## Preventing and predicting

A multi-step approach:

- 1) Defining areas of potential danger (paleo-landslides, paleo avalanches ..geology!!)
- 2) Numerical models of scenarios
- 3) Engineering interventions
- 4) Installing a monitoring system
- 5) High alert in critical moments (heavy rains, earthquakes swarms...)



velocity in cm/day



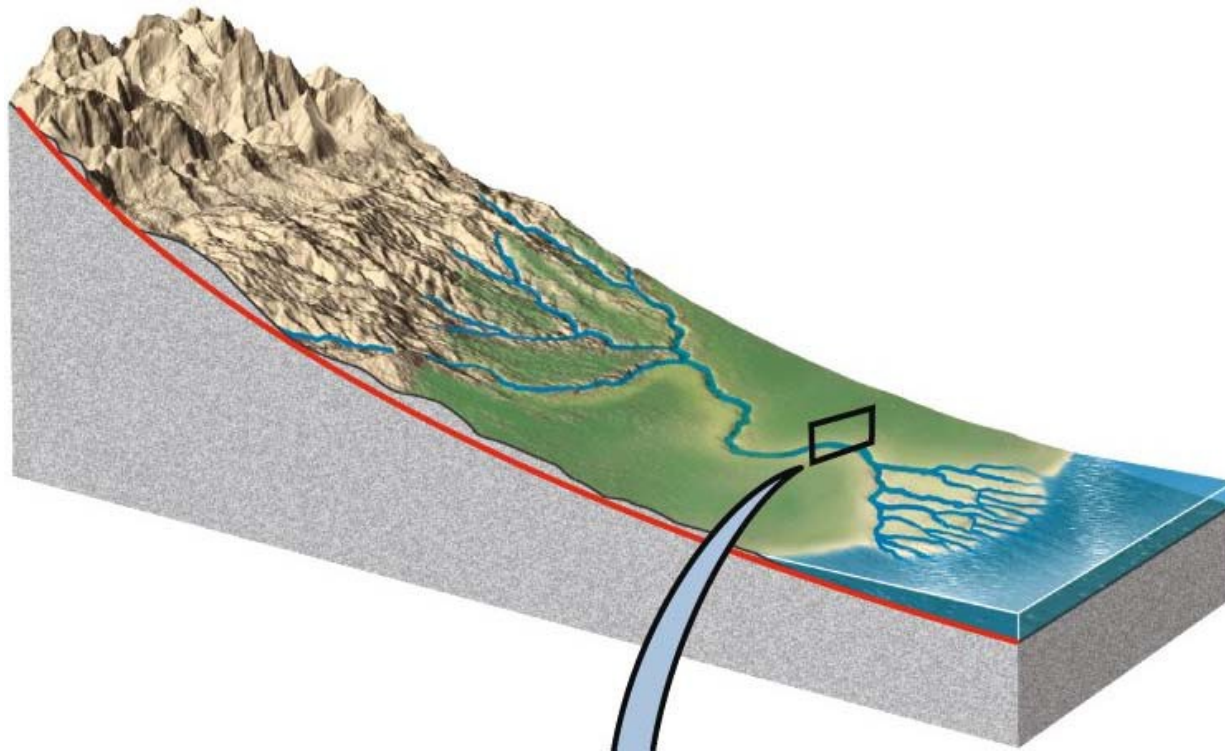
Stabilize potentially dangerous areas  
(a lot of \$ needed)





The **routing** system: collecting sediments from the mountains (source) and delivering them to their final destination

Water is the main carrier

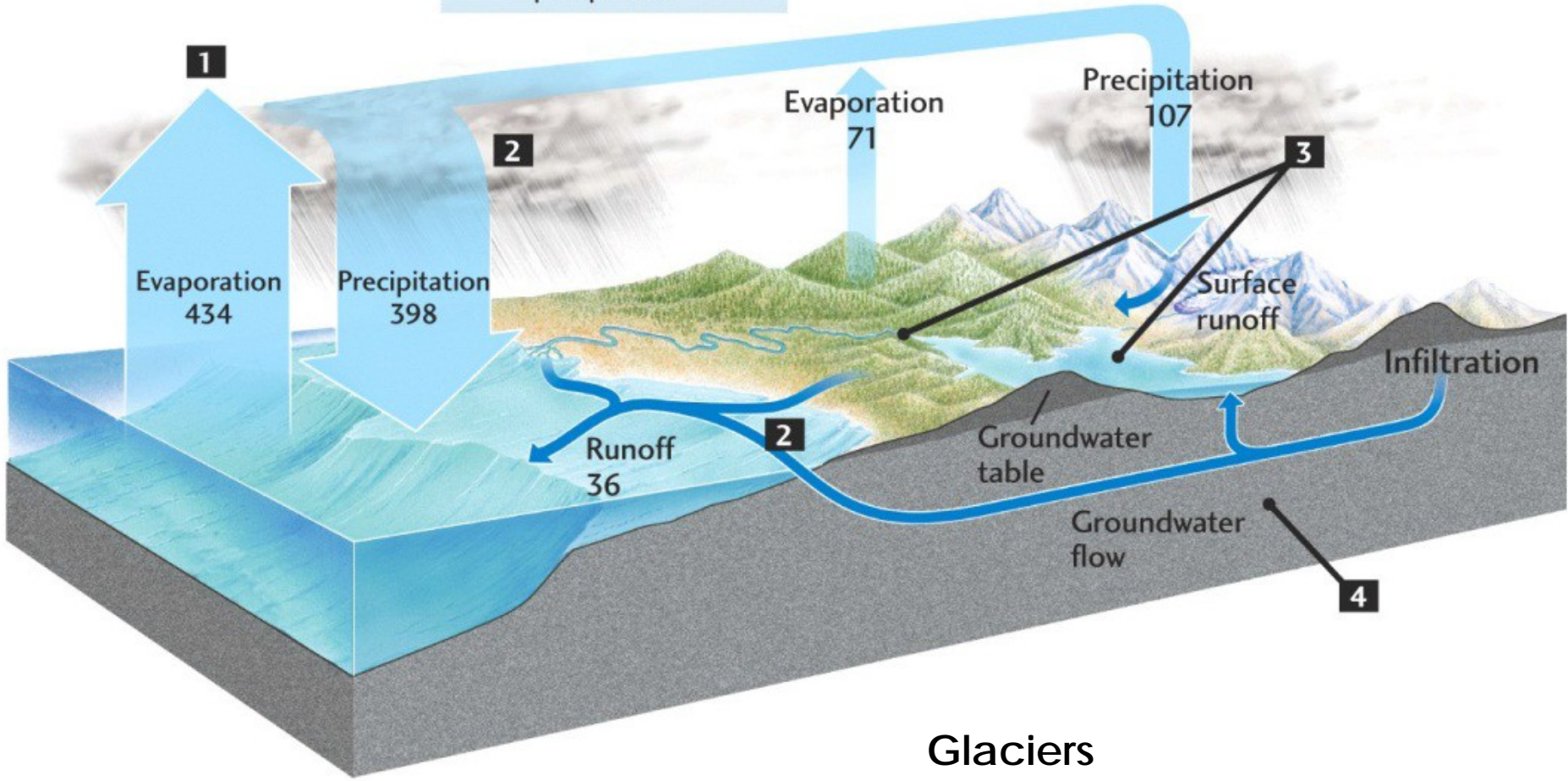


# The water cycle

SEA	
36	Runoff from land
+ 398	Precipitation over sea
<hr/>	
434	Evaporation

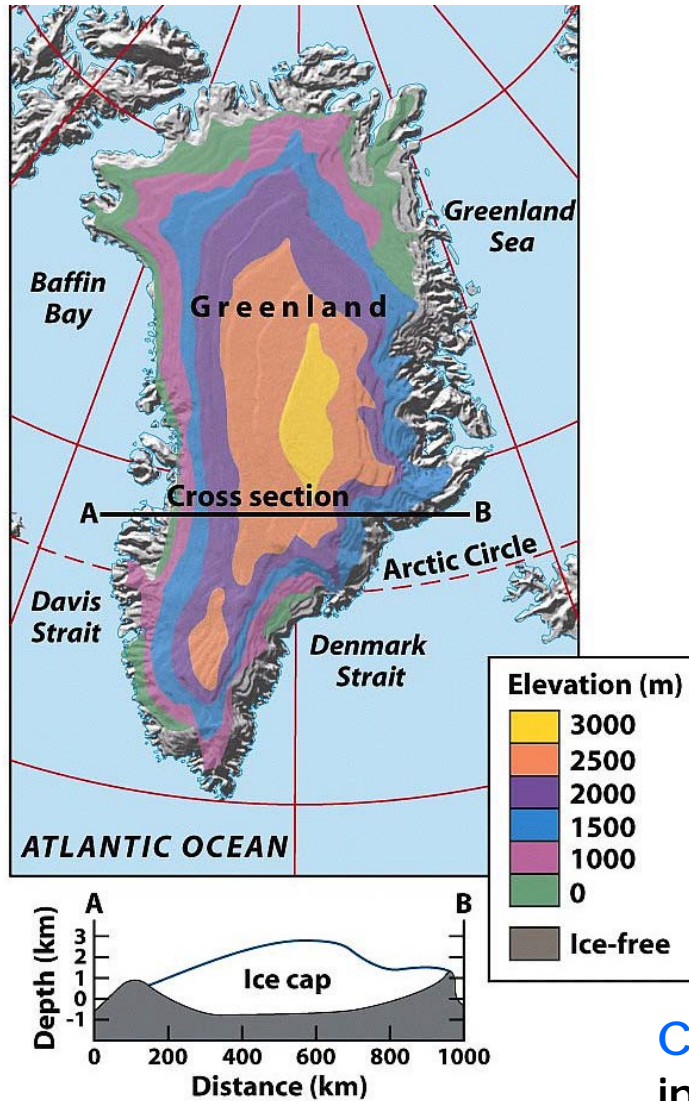
SEA		LAND	
434	Evaporation	107	Precipitation
- 398	Precipitation	- 71	Evaporation
<hr/>		<hr/>	
36	Excess to land via precipitation	36	Runoff to ocean

LAND	
107	Precipitation
- 36	Runoff to ocean
<hr/>	
71	Evaporation



Glaciers  
Creeks and rivers

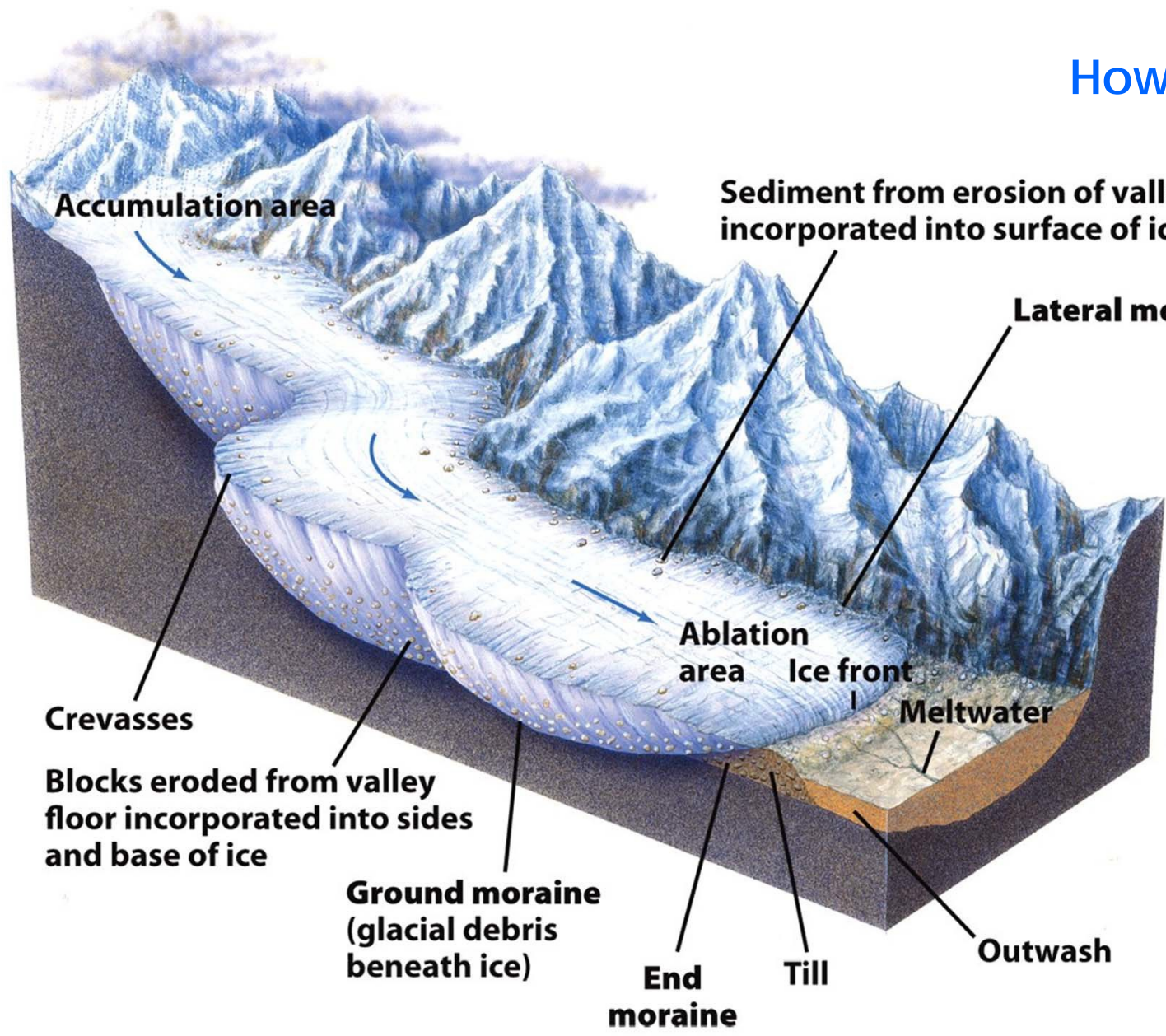
# Glaciers: major agents of erosion and deposition



**Valley glaciers:** very important!

**Continental glaciers:** too stable to be of interest to us in this part of the class

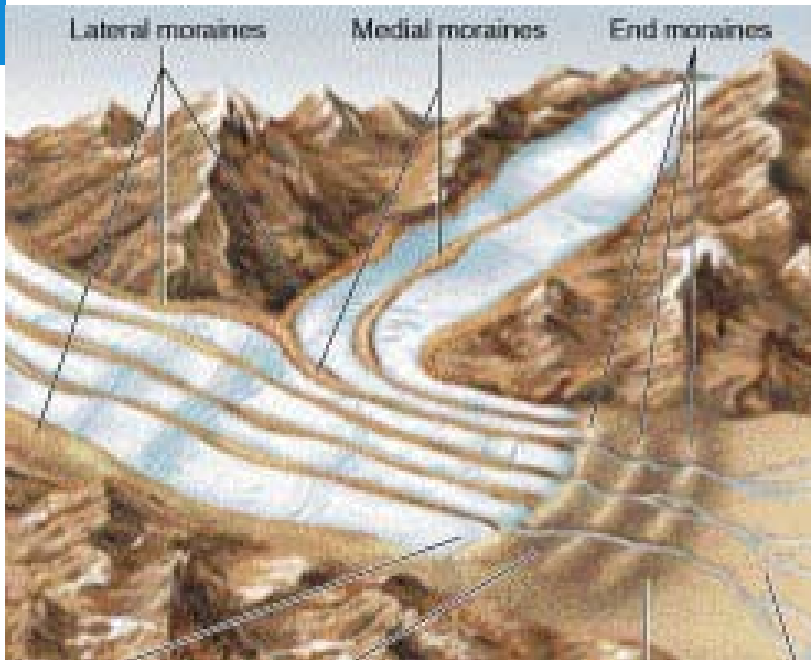
# How glaciers work



- velocity of particles in different parts of the glacier
- velocity of its front

Glaciers have enormous **erosion** power

Huge glacial valleys are excavated and large amounts of sediments are transported by the glacier until most of it reaches its front

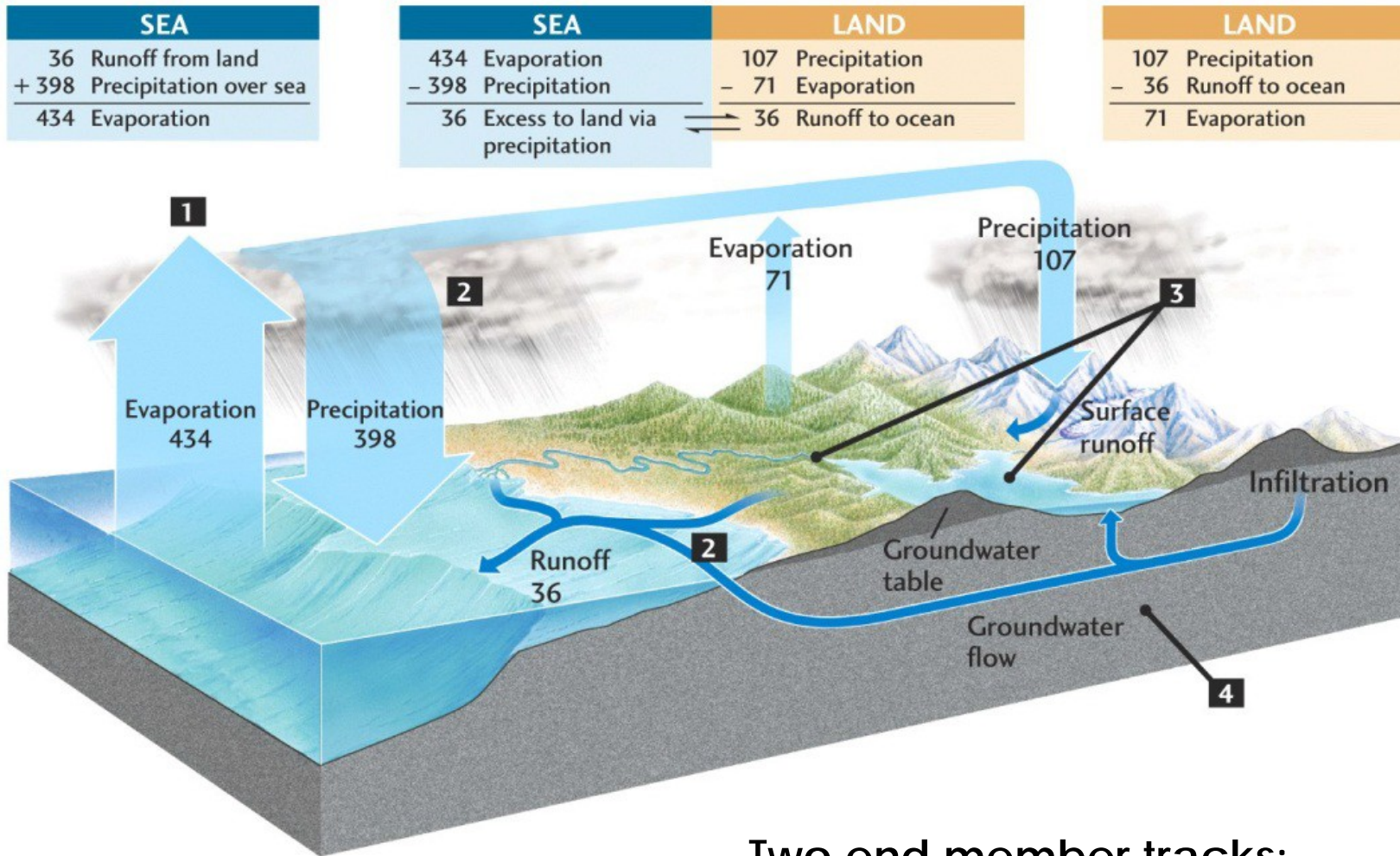


Moraines form in front of glaciers are left behind at the end of glaciation



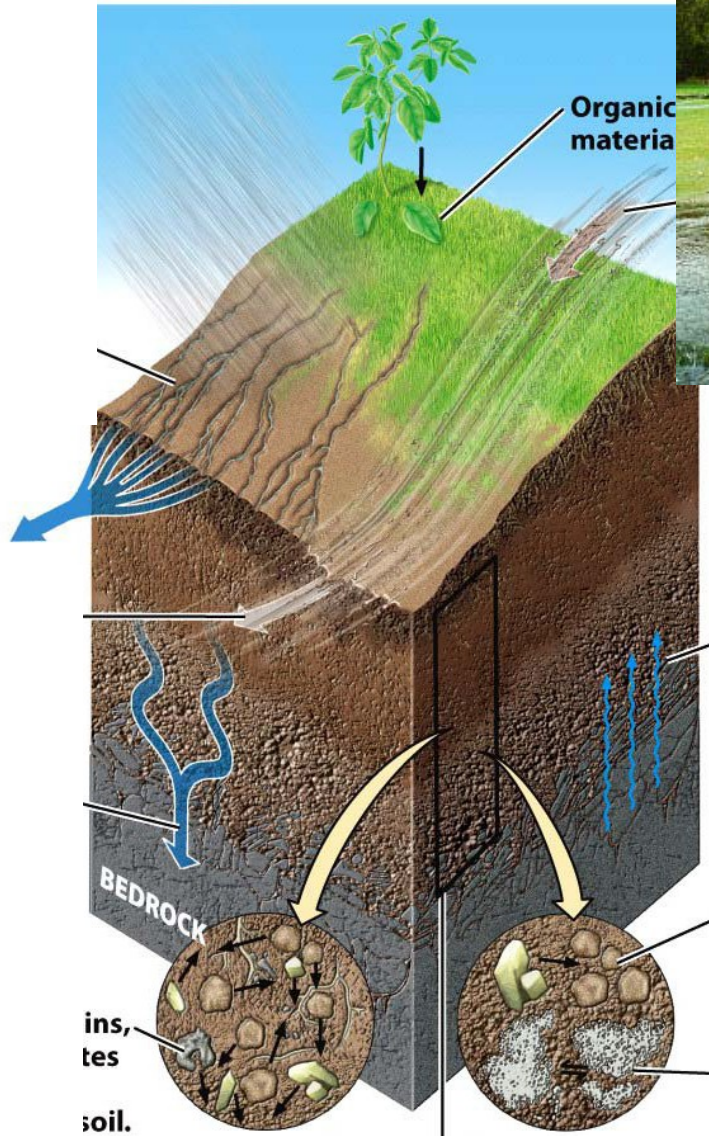


# If it is not that cold...



Two end member tracks:

- 1) **Infiltration** and groundwater flow
- 2) **Surface run-off** , creeks and rivers

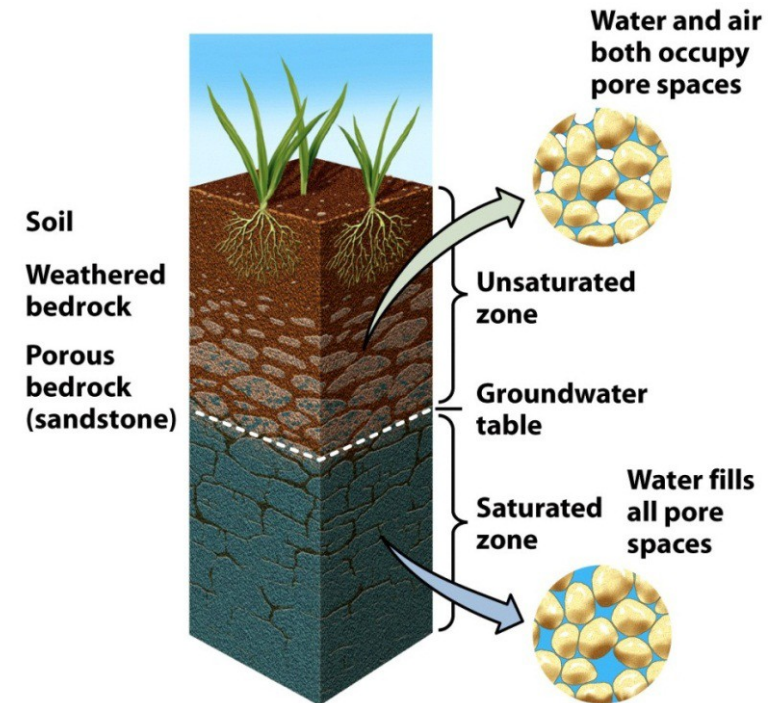


**Run-off waters** flow on the surface forming creeks, rivers etc

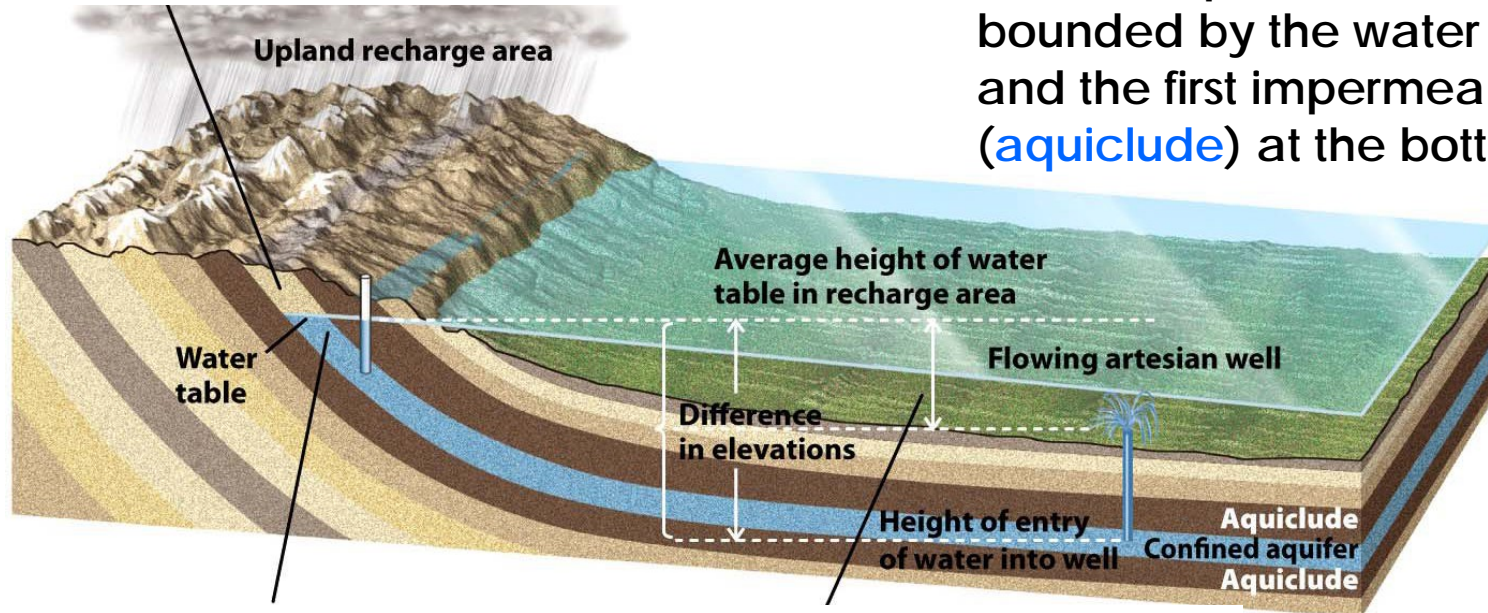
Favoured by vegetation, non-permeable rocks, crusts formed in very dry area and ...human products such as road and greenhouses

Waters entering the ground becomes **ground-flow**.

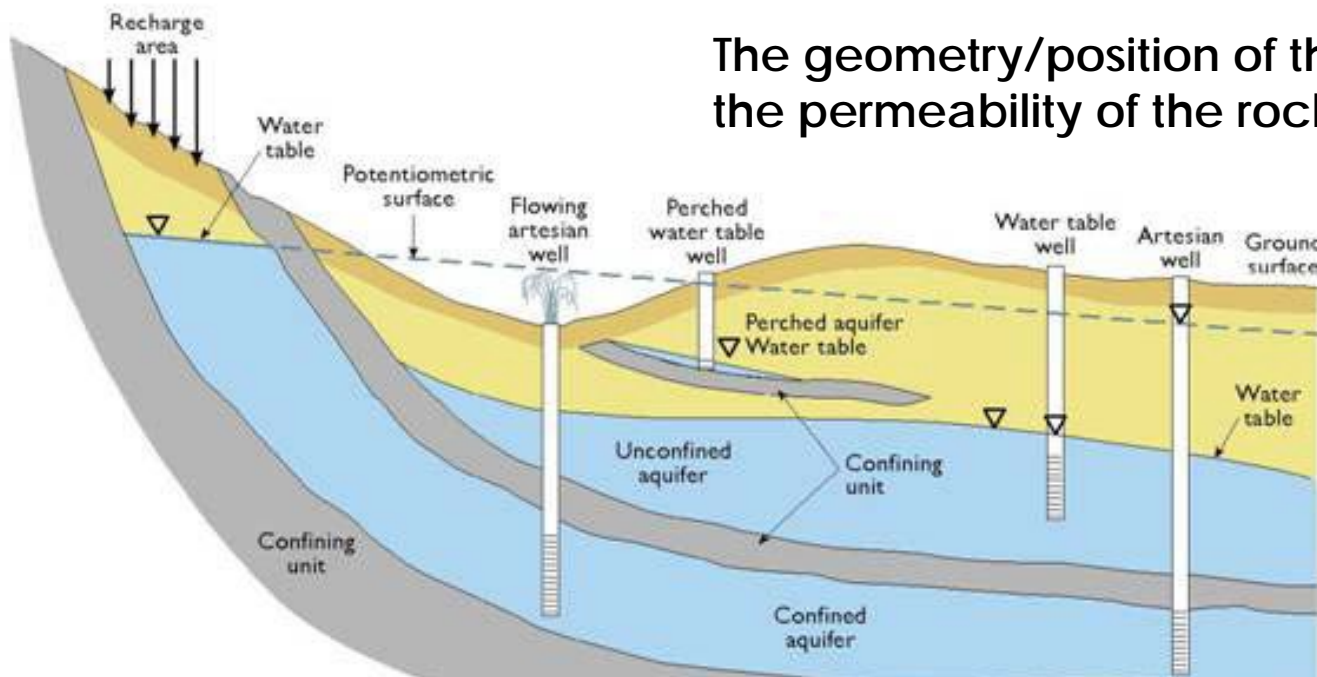
Pass through the **unsaturated** domain, crosses the **water table** and enter the **saturated** domain.







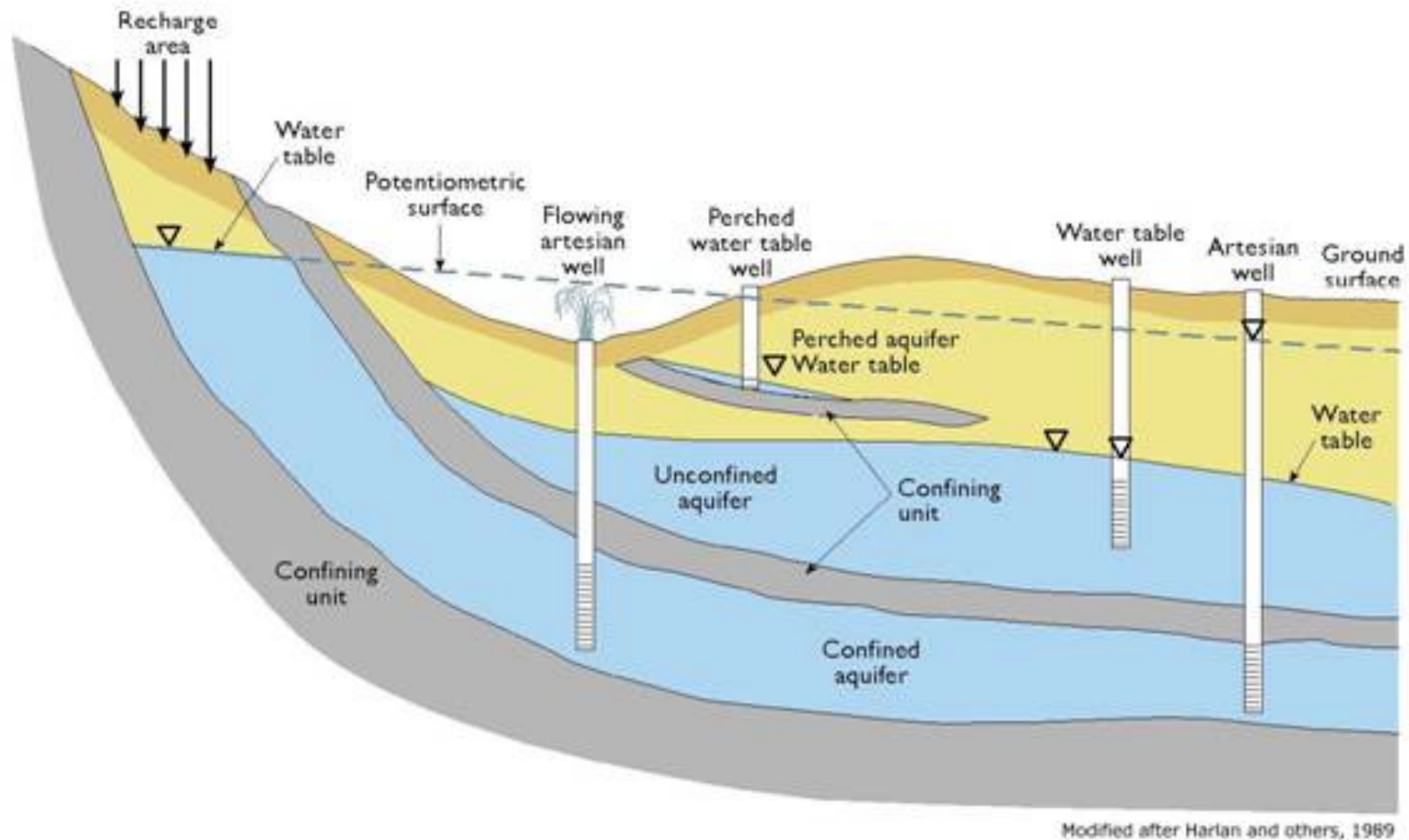
The first aquifer is the **unconfined aquifer** bounded by the water table at the top and the first impermeable layer (**aquiclude**) at the bottom



The geometry/position of the water table depends on the permeability of the rocks (generally sediments)

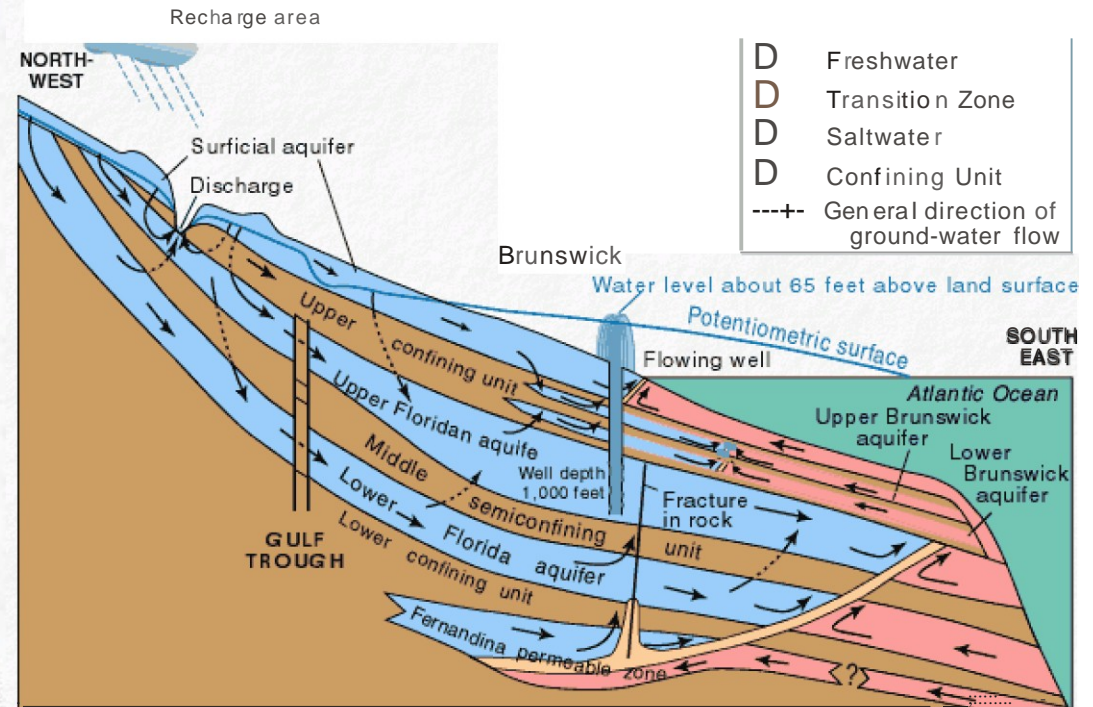
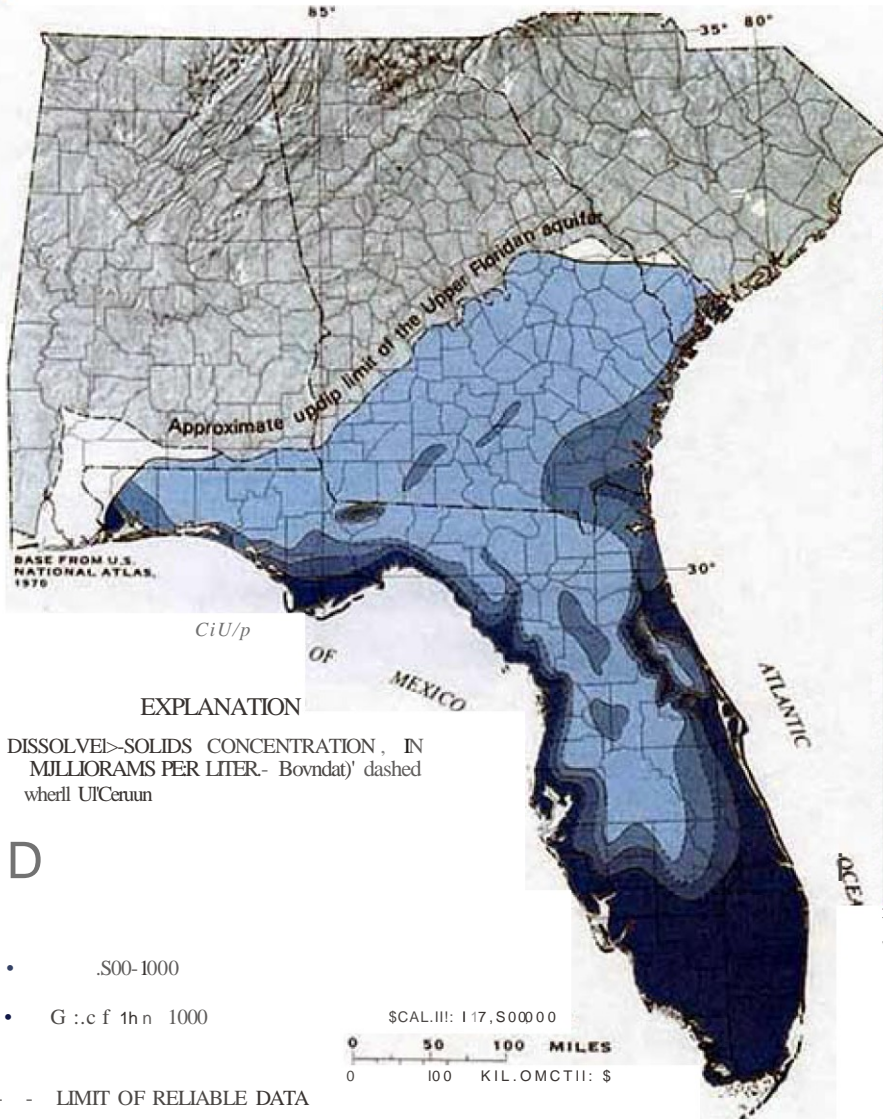
Very easily accessible ..... to pump water but also very vulnerable to pollution

Water can enter packages of permeable rocks dipping into the sub-surface creating **confined aquifers**



Characterized by i) huge amounts of water, ii) travelling for very long distances

# The Floridan aquifer: the largest confined aquifer on Earth (?)



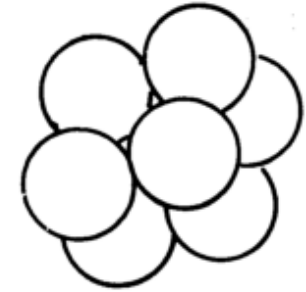
VERTICAL SCALE GREATLY EXAGGERATED

Modified from Krause and Randolph, 1989

## Porosity permeability are crucial

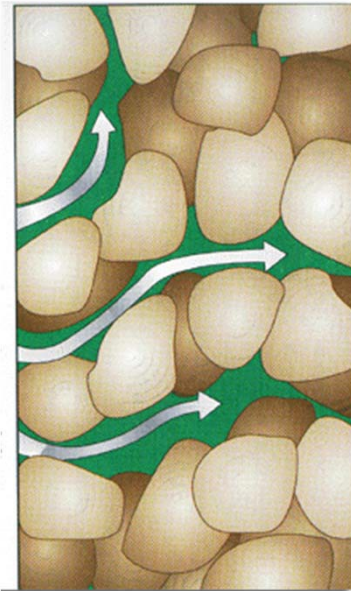
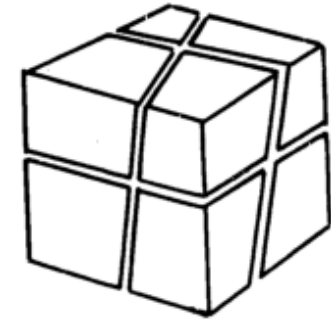
**Porosity** is the % of the total volume of the body which consists of pores (=open spaces)

between grains



Porous material

fracture-controlled



**Permeability** is a measure of how easily the solid allows a fluid to pass through it

$$v = \frac{\kappa \Delta P}{\mu \Delta x}$$

Where  $v$  = velocity of fluid

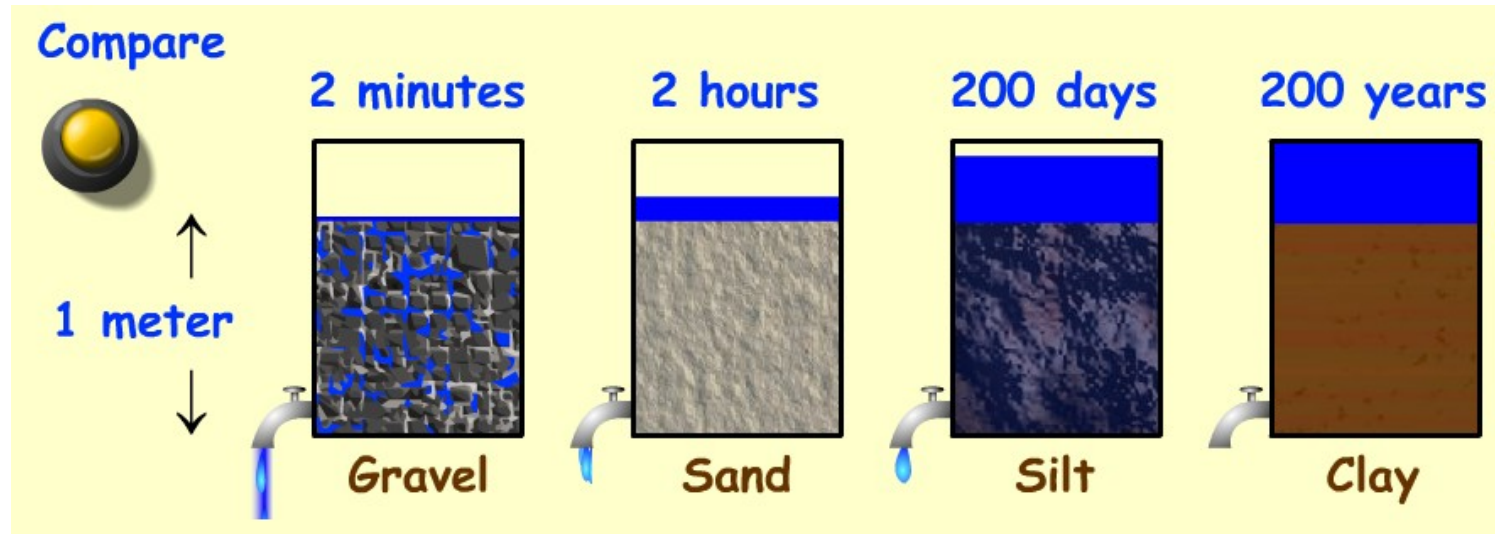
$\kappa$  = permeability

$\mu$  = fluid viscosity

$\Delta P$  = pressure gradient

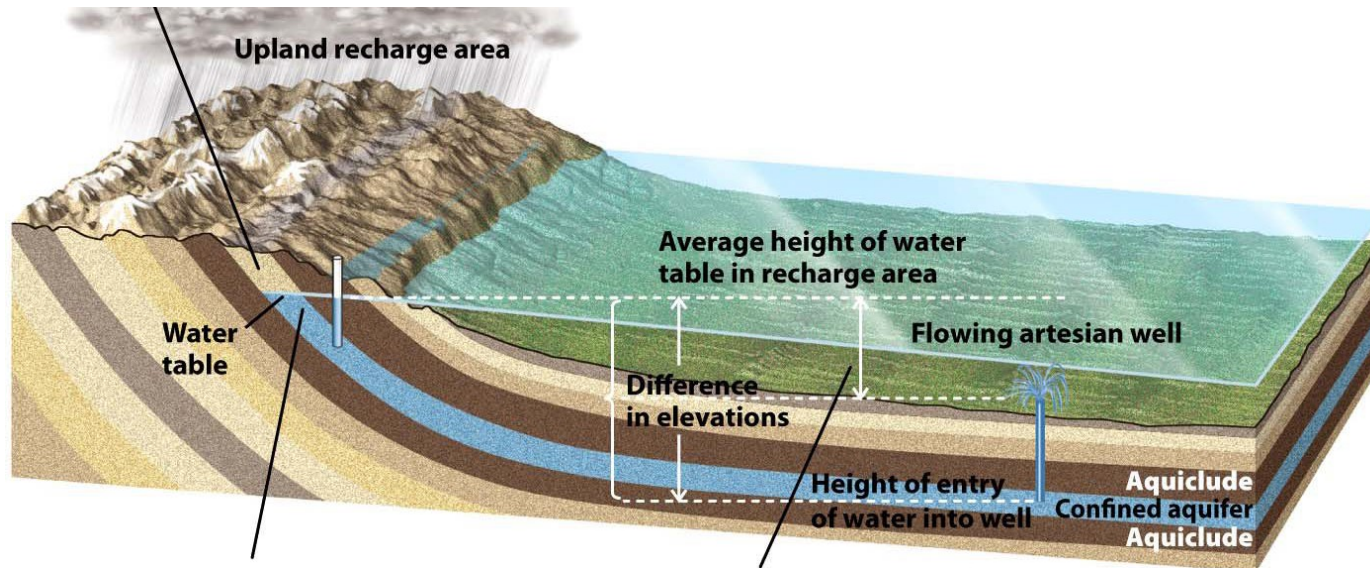
$\Delta x$  = layer thickness

## Some numbers



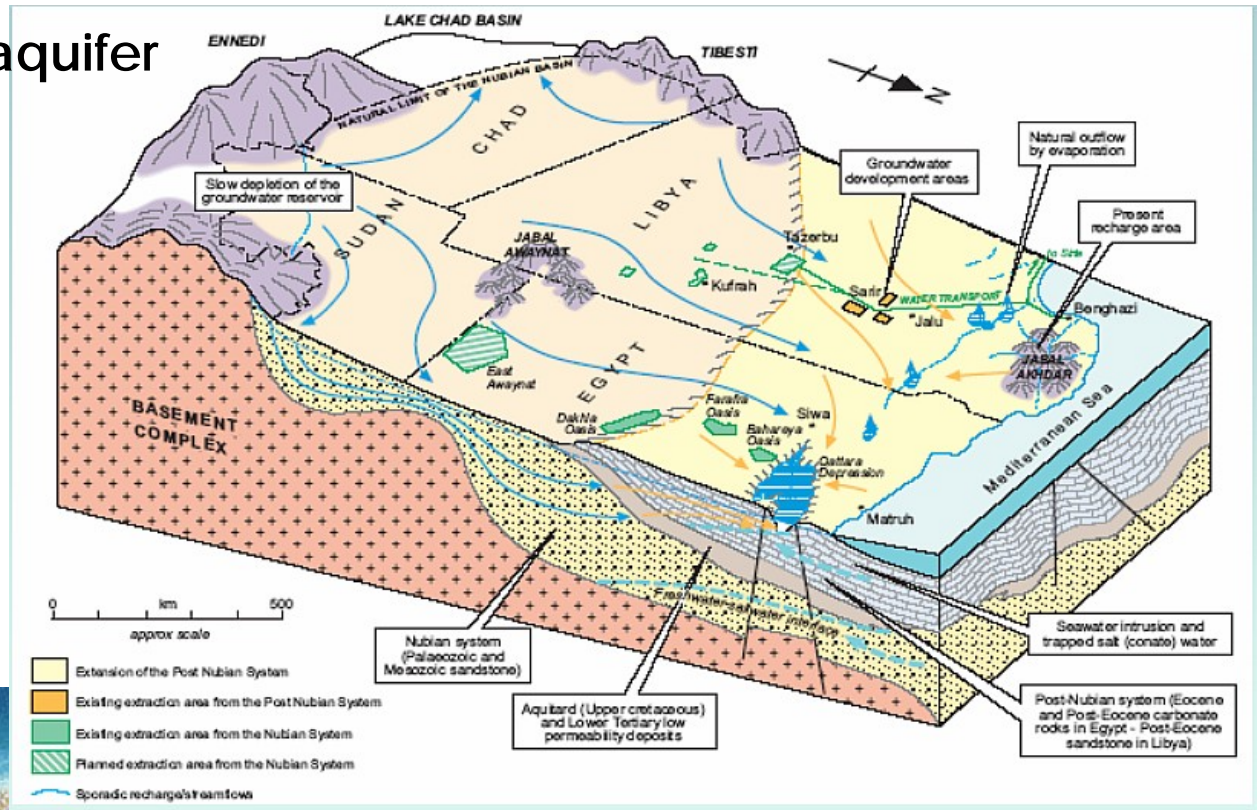
<http://tecalive.mtu.edu/mec/module06/Permeability.htm>

How long does it take for the water to reach the plains (there where most people live?) = How old is the water we will tap?



# The Nubian sandstone aquifer

## The geology

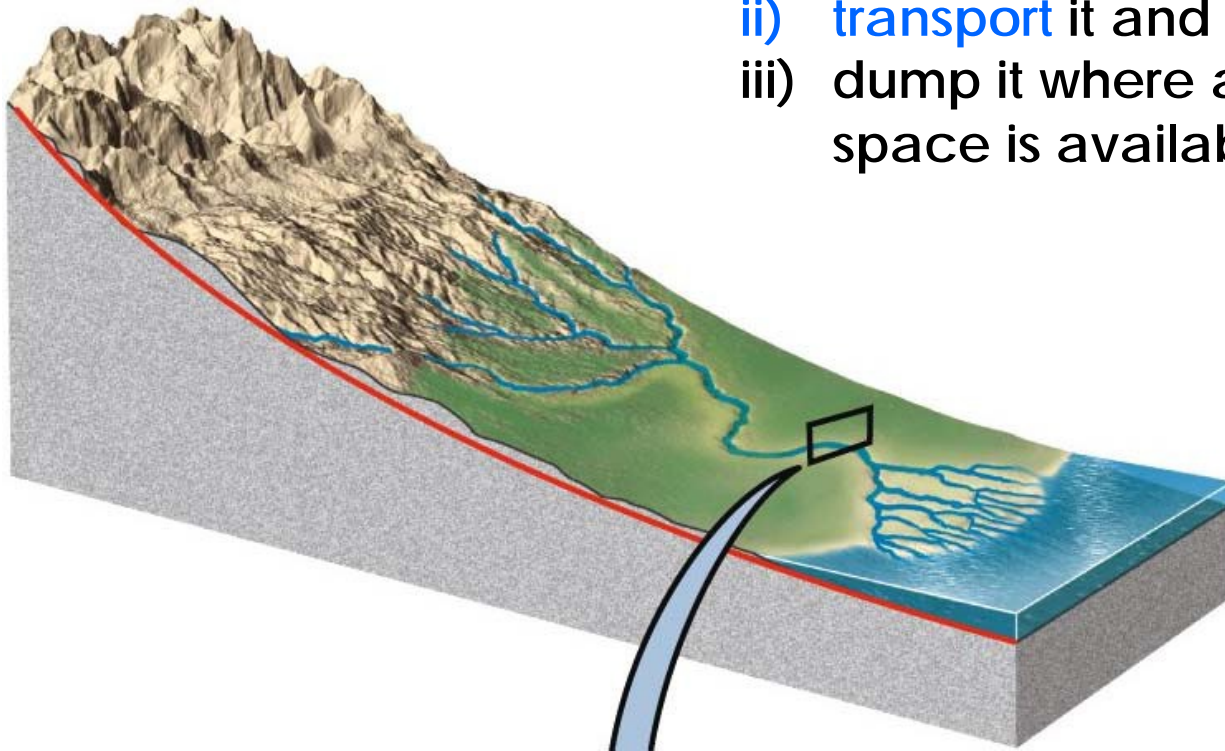


Some dreams (?)

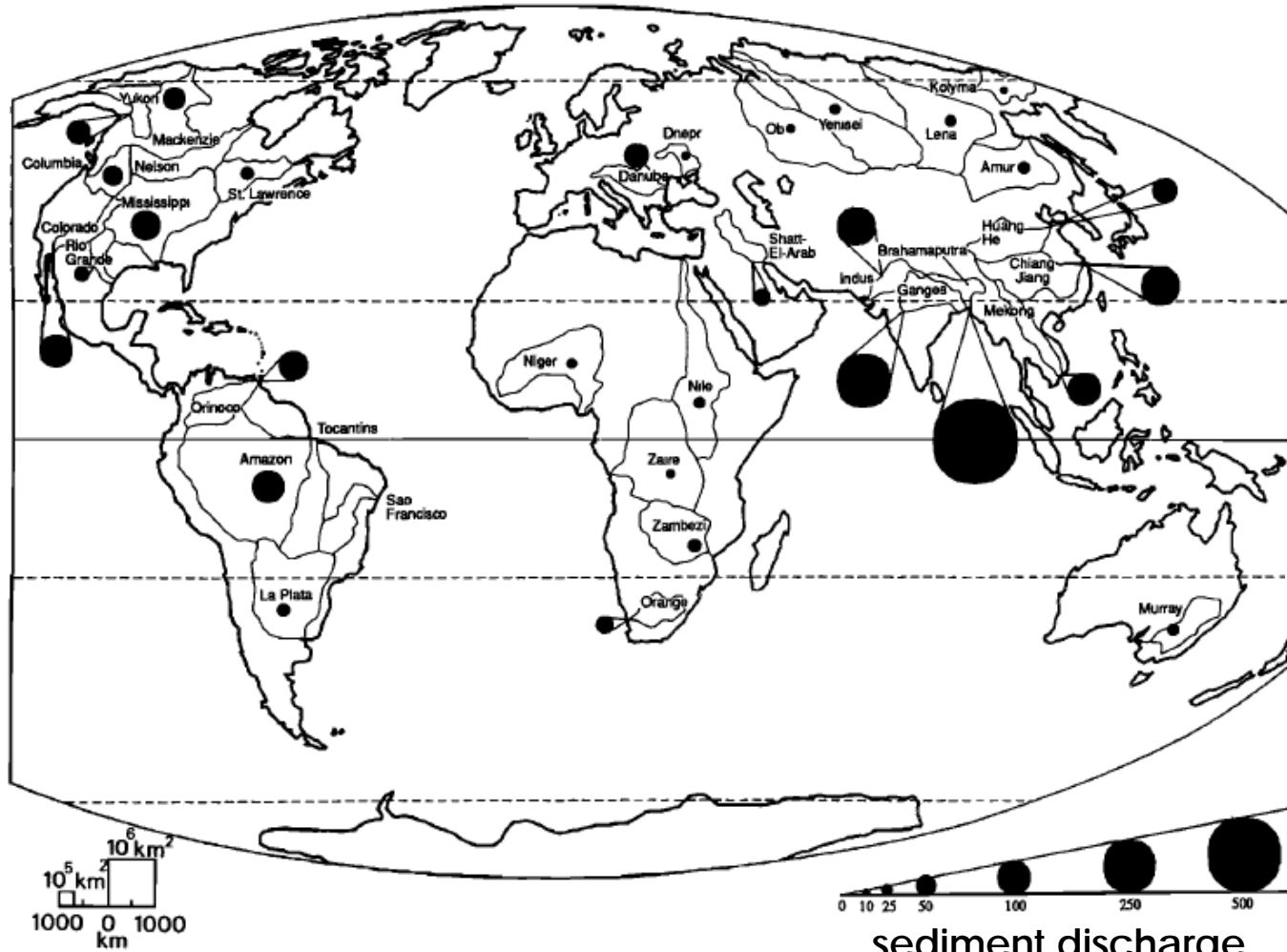
# The routing system: delivering from the mountains to the sea

## Rivers:

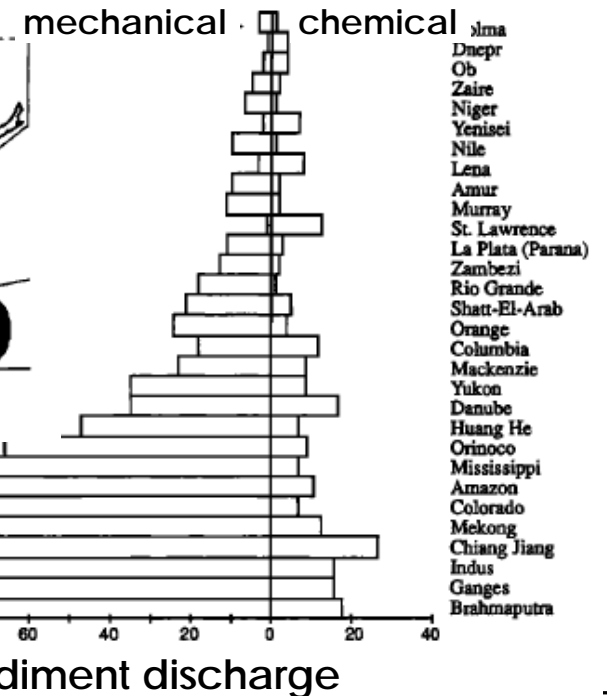
- i) Collect material (**erosion**),
- ii) **transport** it and
- iii) dump it where accommodation space is available (**deposition**)



# A very efficient distribution system discharging huge amounts of sediments

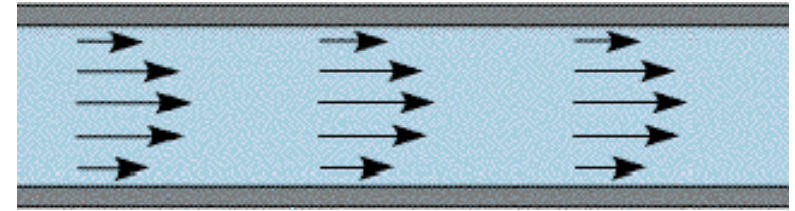


Dimensions of drainage basins are important but largest yields are from on-going orogens

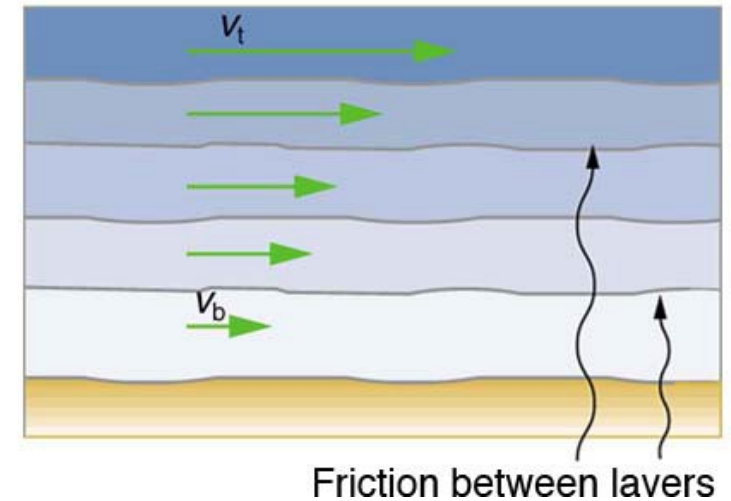
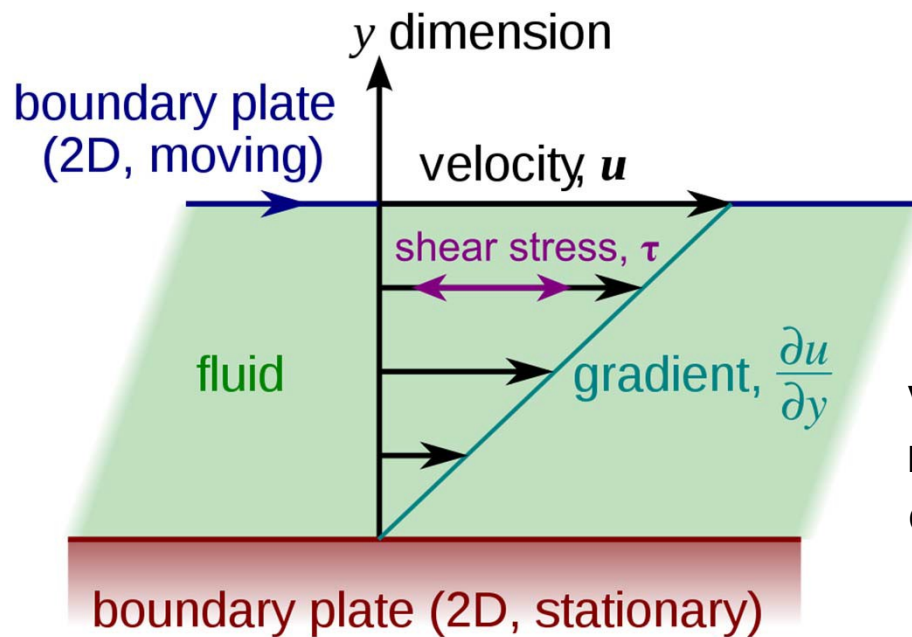




The simplest life of a river: **laminar flow**



One has laminar flow when the displacement vectors are parallel to each other and only gradually change in magnitude



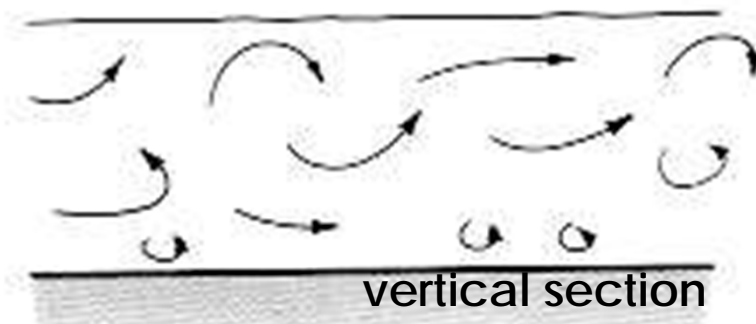
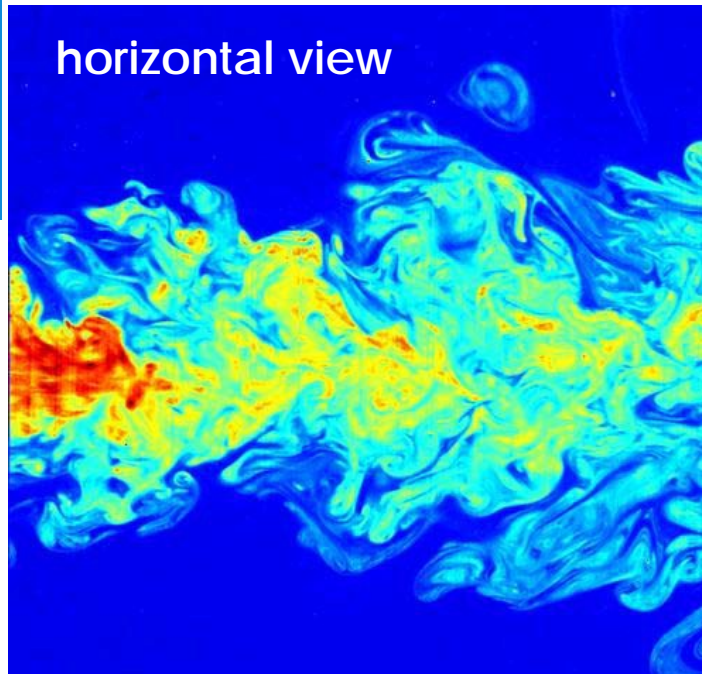
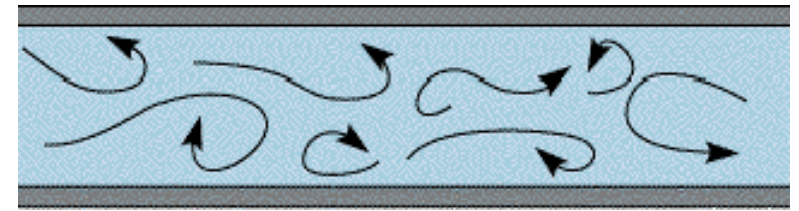
**viscosity:** A measure of the resistance of a fluid being deformed by shear stress

$$\tau = \mu \frac{\partial u}{\partial y}$$

## Laminar flow



Flow in a channel can become **turbulent**



vertical section

Local properties are very different from the "ambient" ones. Non-steady **vortices** and **eddies** appear at various scales imposing substantial downward and upward movement components to the fluid

# Laminar or turbulent?

Controlled by **Reynolds** number

$$Re = \frac{\text{inertial forces}}{\text{viscous forces}} = \frac{\rho v L}{\mu}$$

$\rho$  = density (mainly dependent of suspended sediment)

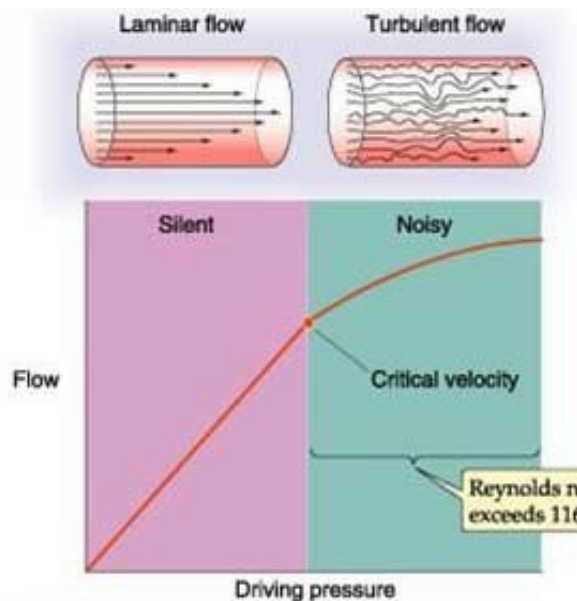
$v$  = average flow speed

$L$  = diameter, width

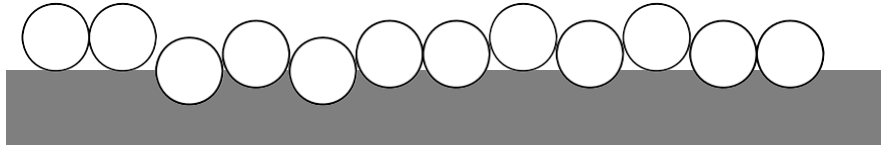
$\mu$  = viscosity

low Re = laminar flow

high Re = turbulent flow



# Implications for water flow and sediment interactions (grains, clays are more complicated)

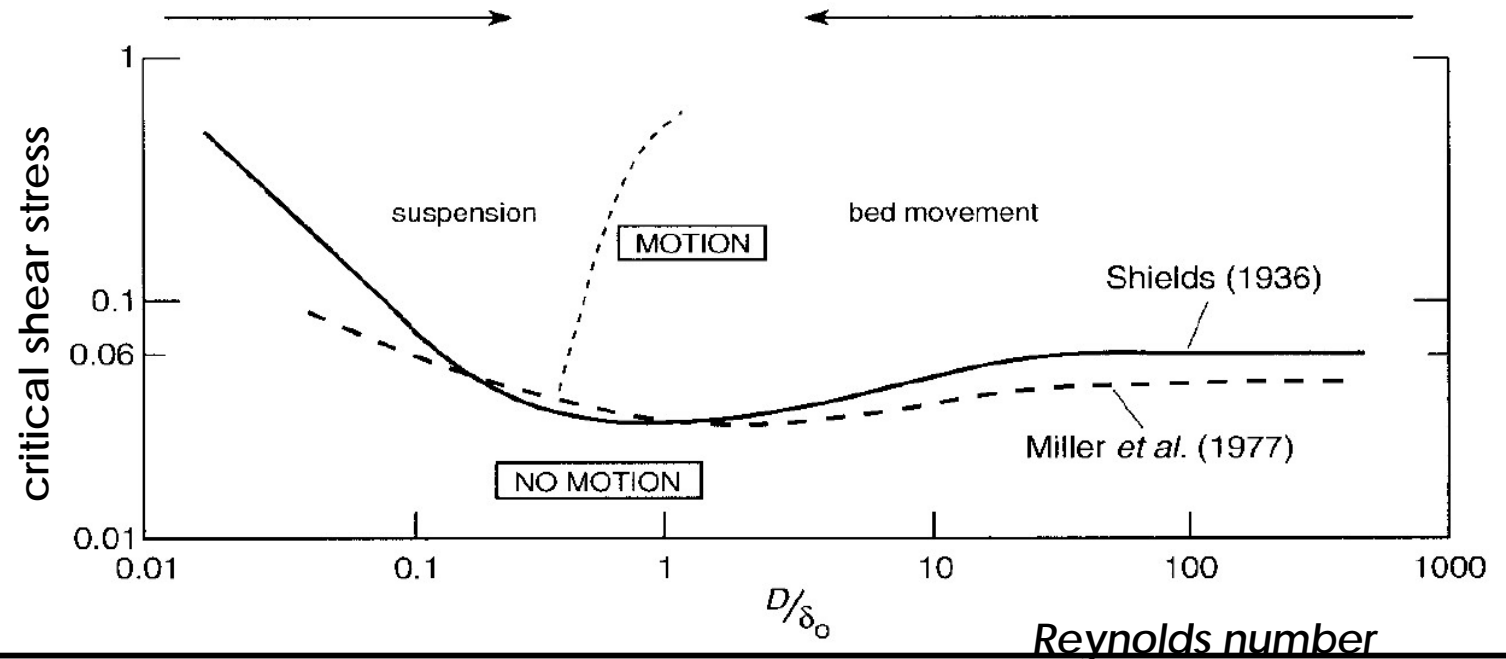


1. Setting grains in motion (**erosion**)
2. Moving grains (bottom and in the fluid) (**transport**)
3. Settling grains (**deposition**)

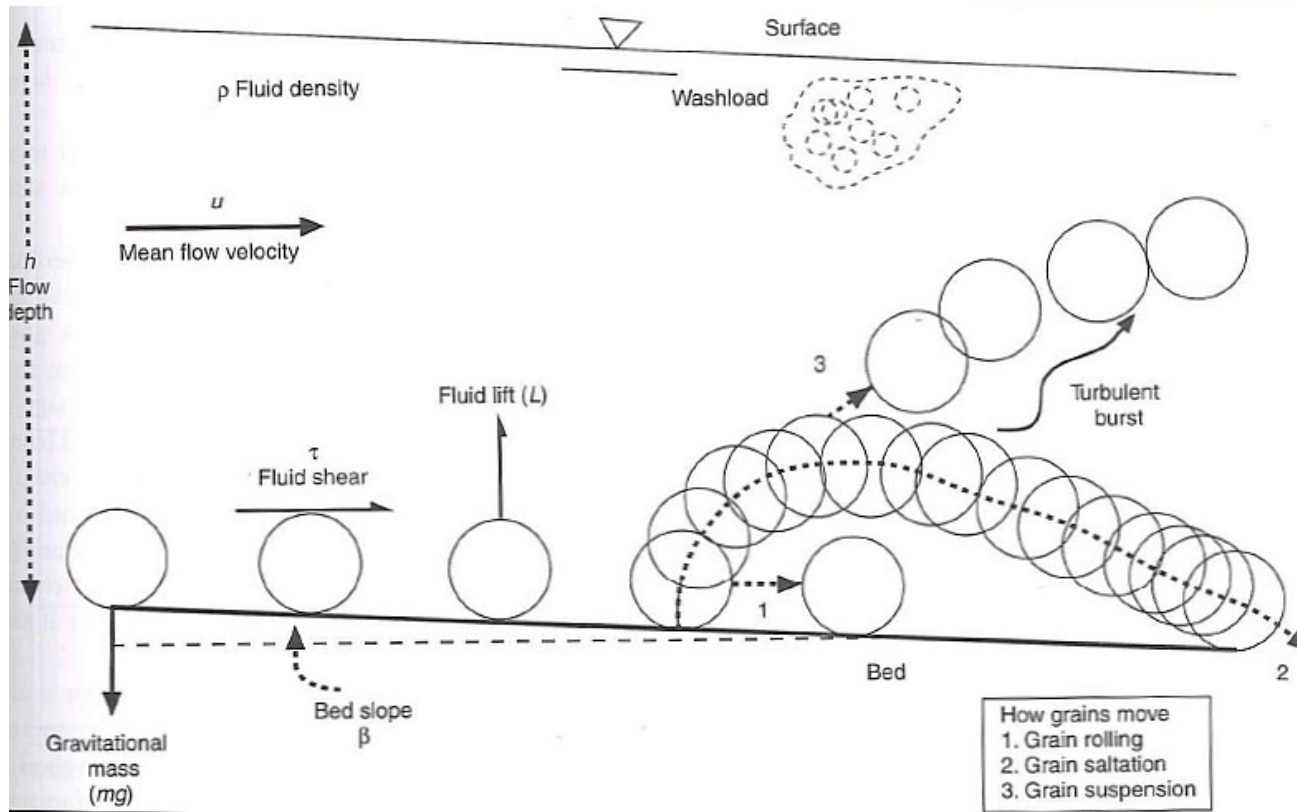
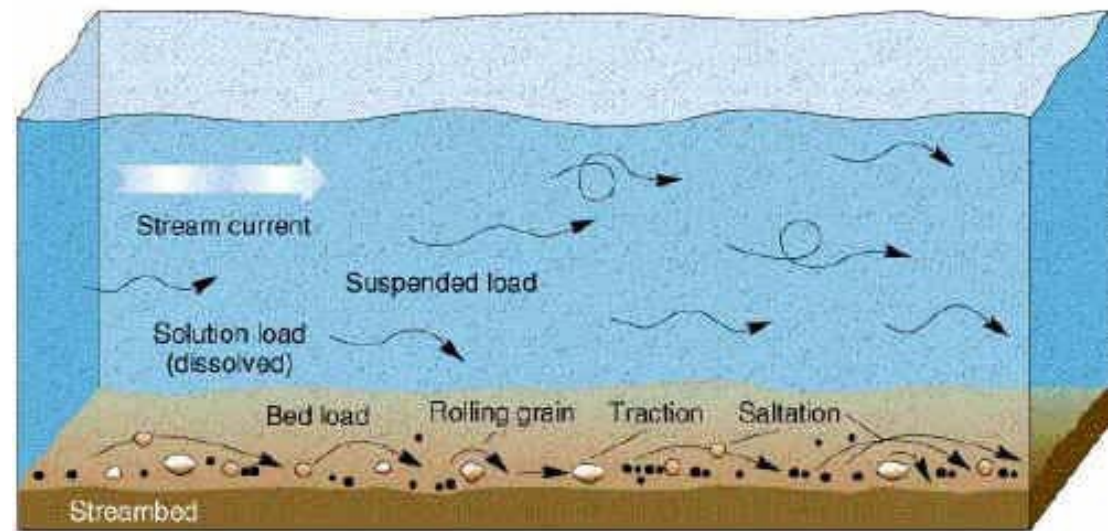
## Detaching grains from their substratum and moving them

The moving fluid provides the energy (**shear velocity**)

A critical shear velocity can overcome the **friction** of the grain with its substratum and its **weight**  
**Turbulent flow helps!**



Once grains are in motion they can **roll**, **saltate** (**bedload**) or moved remaining in **suspension** (**suspended load**)



In more physical terms

High velocities are obviously good

Away from the walls, grain enter in the area of turbulent flow

Collisions are important as they help transforming horizontal in vertical movement

## A simple representation

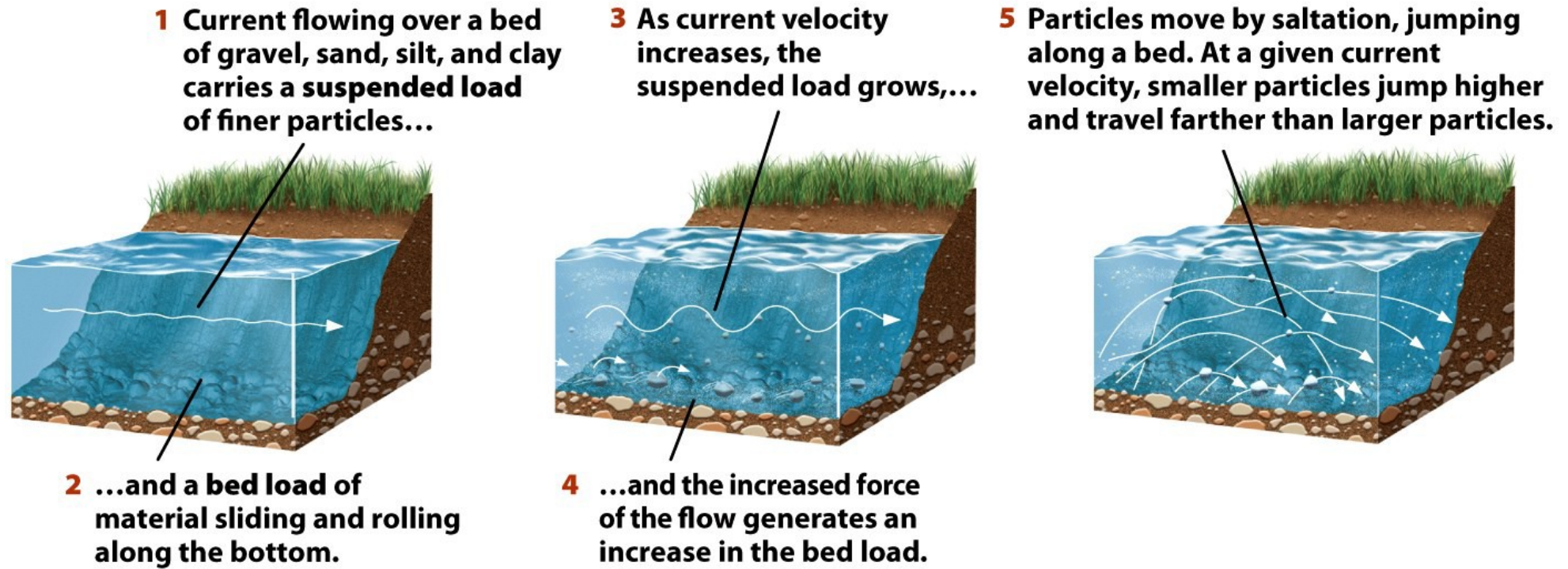
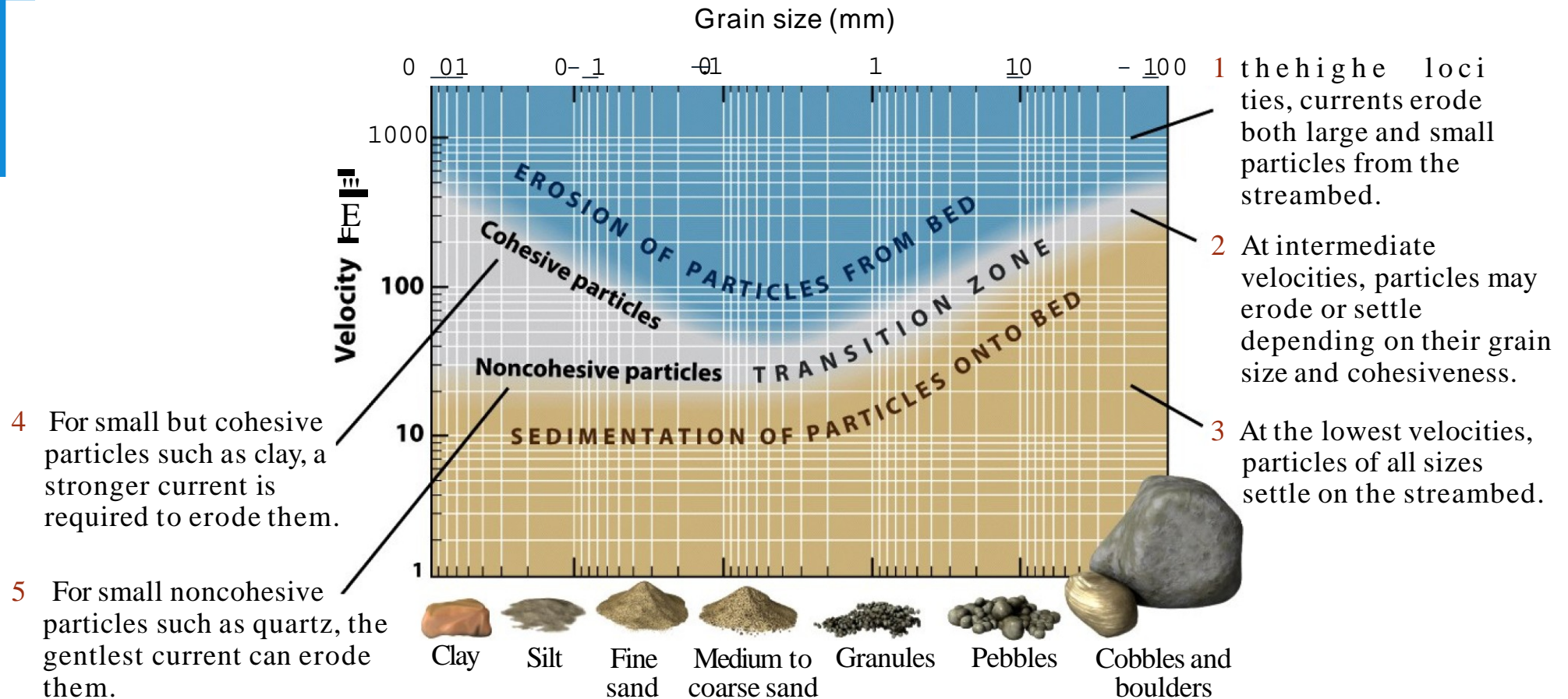


Figure 18.15  
*Understanding Earth, Sixth Edition*  
 © 2010 W. H. Freeman and Company

Things are expected to change with fluid speed

These different relations are summarized in a [Hjulstrom plot](#)

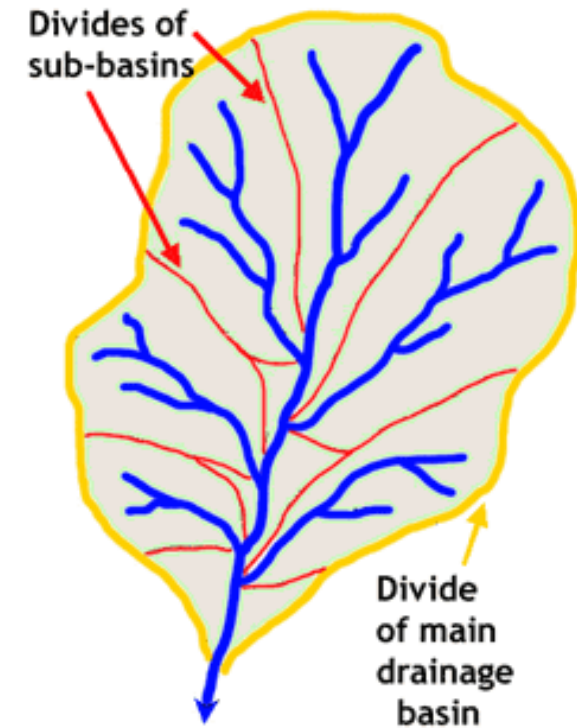






## We can start our trip along the river from the mountains to the sea

A **drainage basin** is an extent or area of land where surface water converges to a single point, usually the exit of the basin, where the waters join another water body (e.g. sea or ocean). It is bounded by **water divides**



The Mississippi drainage basin

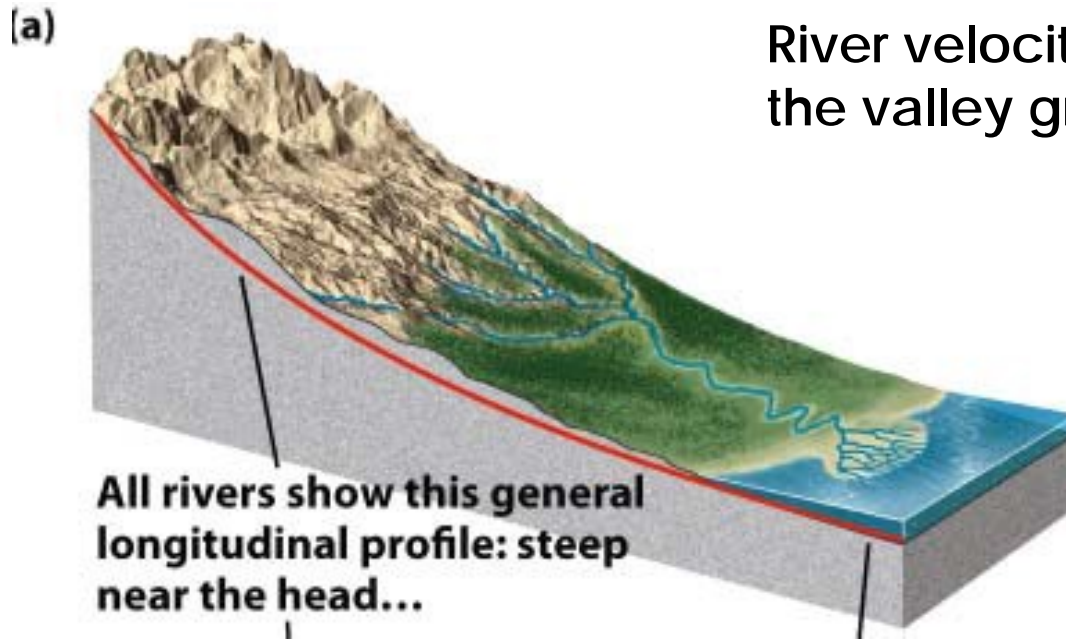
The amount of water increases downstream. The velocity depends on:

$$D = A \cdot u$$

D = discharge (volume of water passing through a point in a given time (m<sup>3</sup>/sec))

A = stream cross section (m<sup>2</sup>)

u = velocity (m/sec)



River velocity is essentially controlled by the valley gradient.

## Vertical profiles of rivers

Rivers **tend** to acquire a parabolic topographic profile, steep in the upper parts and gentler downstream. The detail shape is modulated by rock properties, climate, etc.

Flattening occurs at the **base level** (sea level, but there are also local ones)

Velocities tend to **decrease** downstream

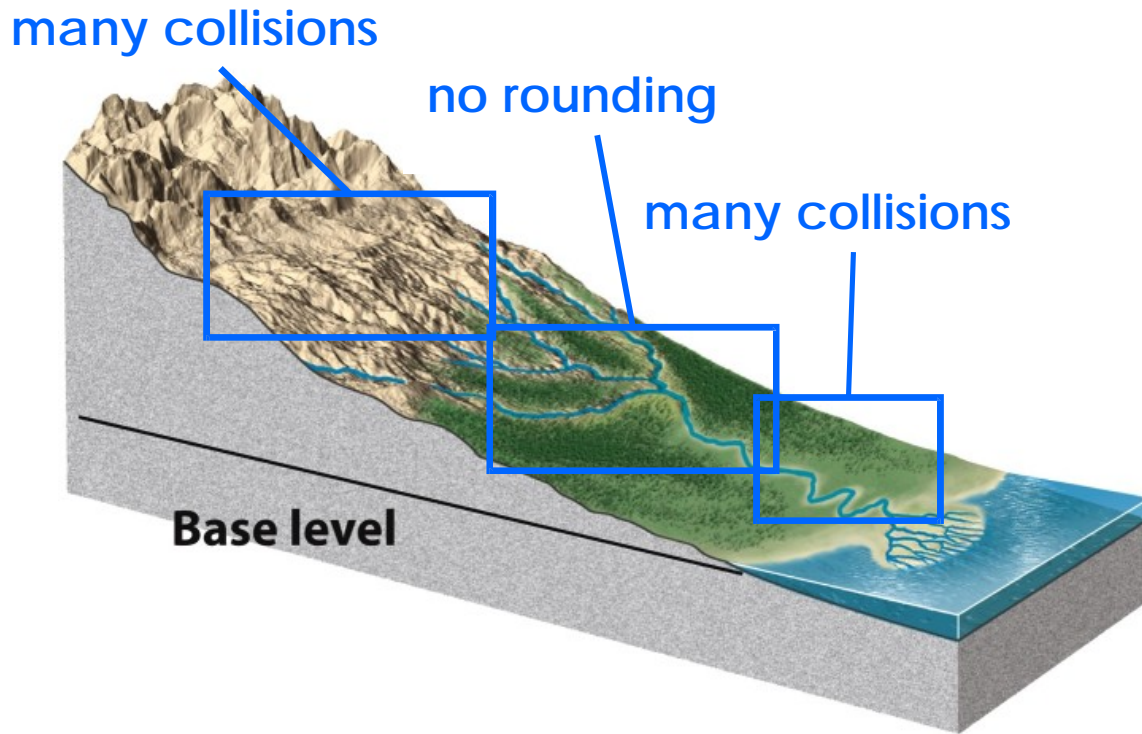
$$D = A * u$$

*The velocity decrease needs to be compensated by an increase in area to allow the imposed discharge*

What does this mean for sediments:

*Sediments are removed there where velocities are high, transported where they decrease and deposited when they become very low*

*The type of sediments also changes*

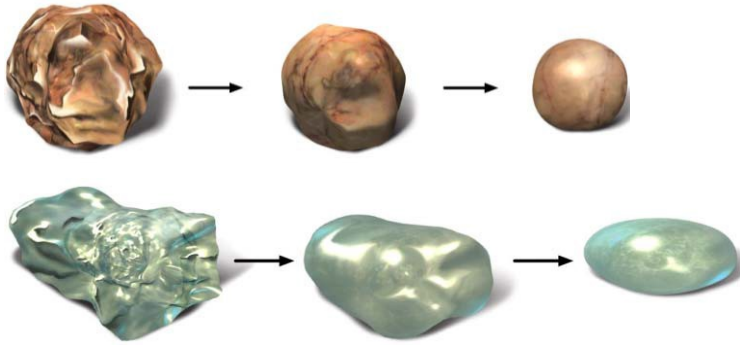


On the whole, distance from source exerts a poor control on grain size and shape. What counts is the number of collisions between grains (and substratum), this depends on the energy of the system

In addition, a lot of other factors play a role: initial shape, composition (many vs. uni-grains), inherited partings, ...

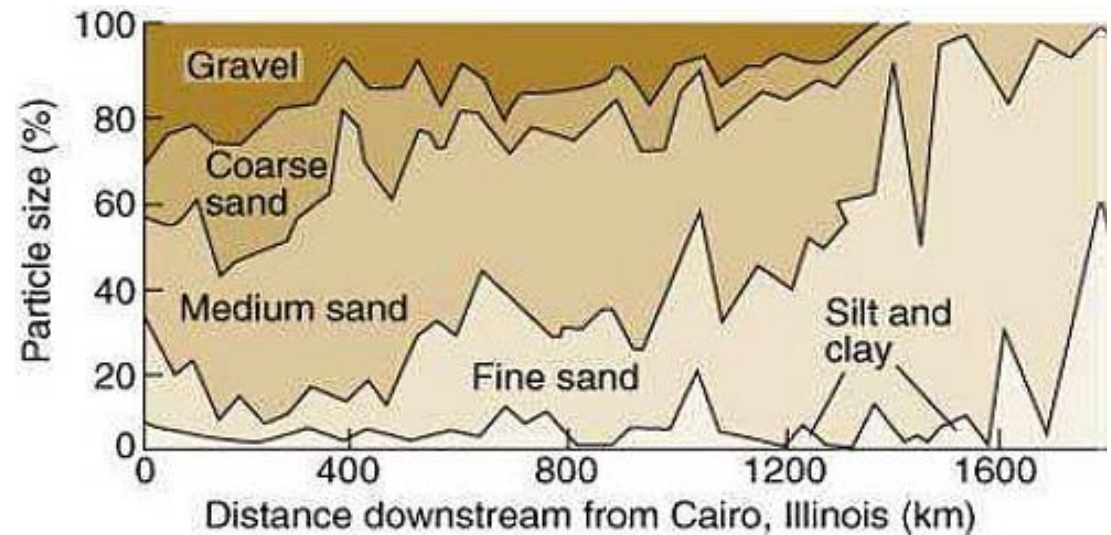
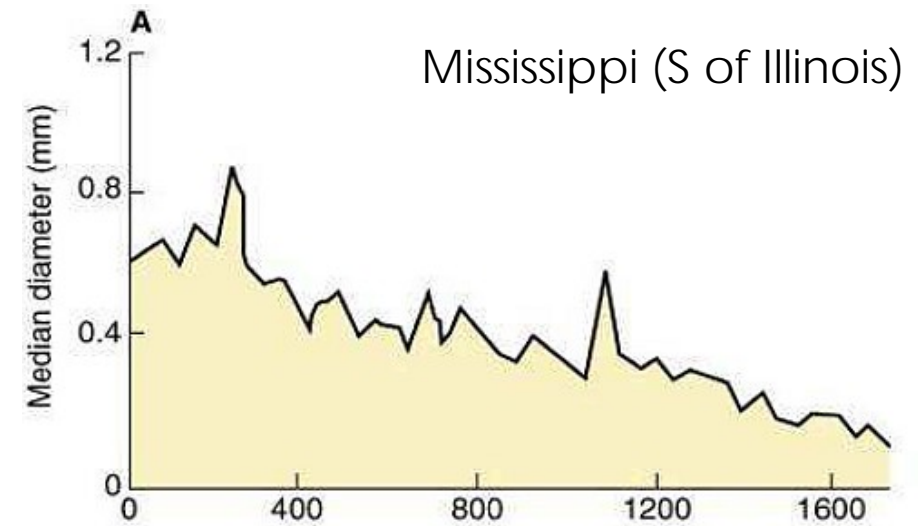
## Sediment characteristics from [source to the sea](#)

How big are changes in clasts' size and shape as a function of transport distance?



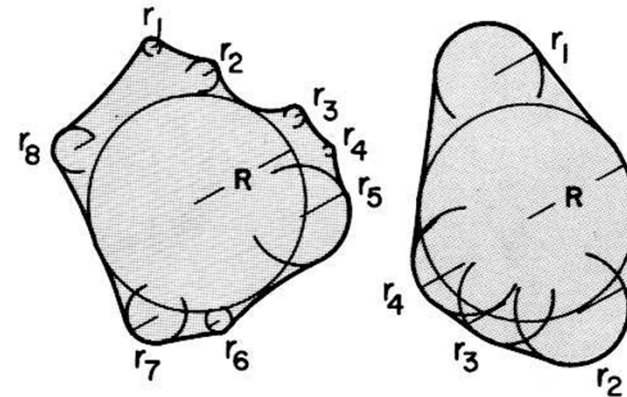
The best fit line shows a decreasing trend

But what is the cause?  
decreasing competence or  
grain collisions, abrasion..

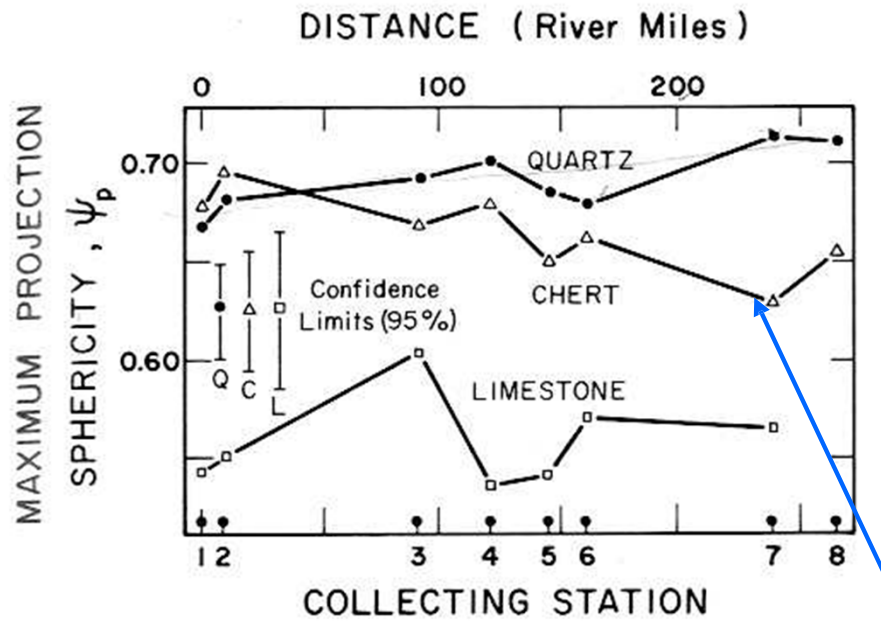


# Changes in shape

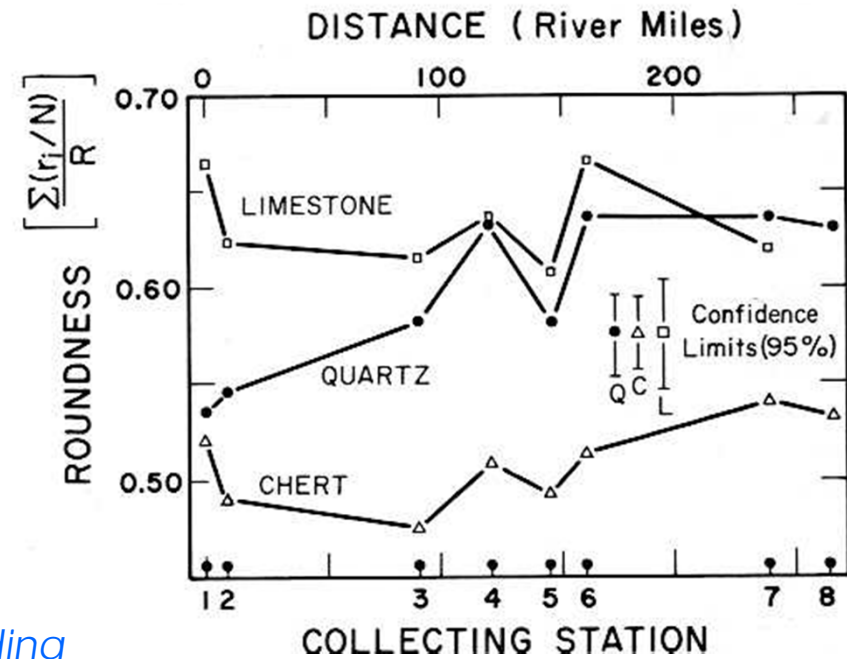
Parameters have been designed to quantify the shape of grains (sphericity, roundness..)



Grains along the lower Colorado river



*splits along bedding*



The changes (rounding) are not directly and easily related to distance.

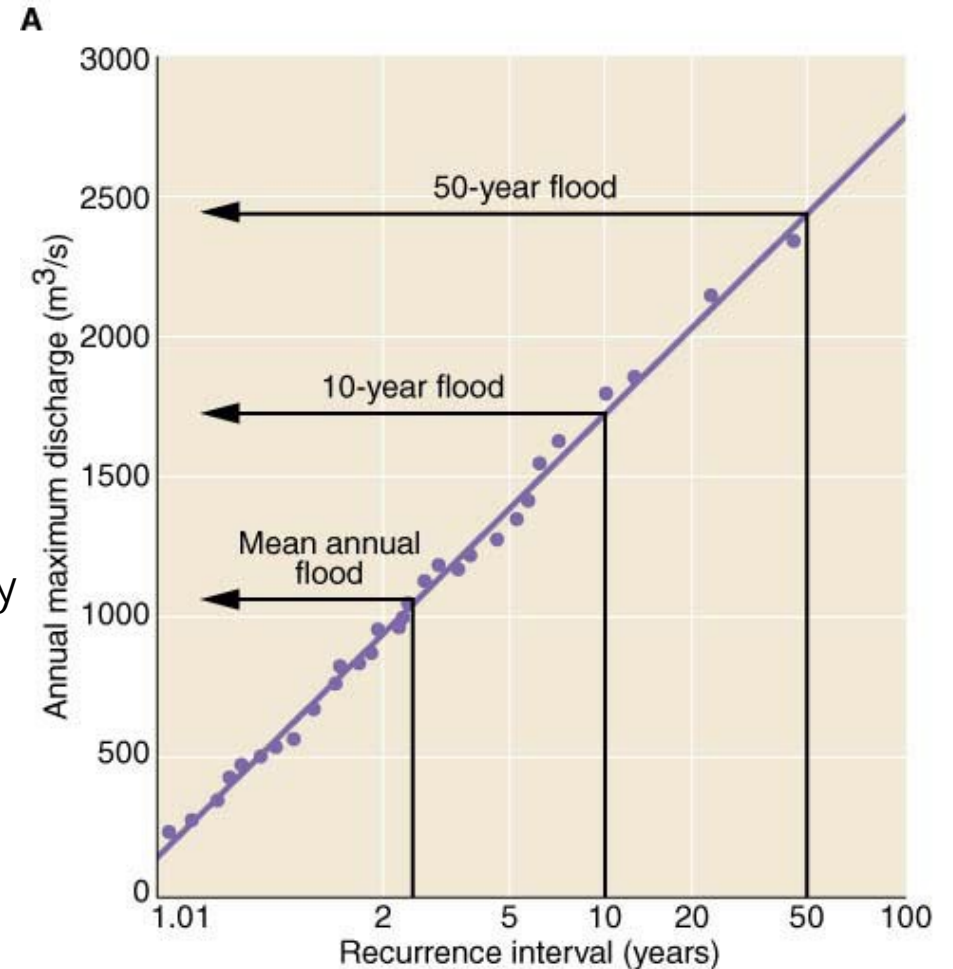
## Destabilizing the system

**Discharge** is not constant through time but is strongly influenced by precipitations. These can lead to **floods**

remember?

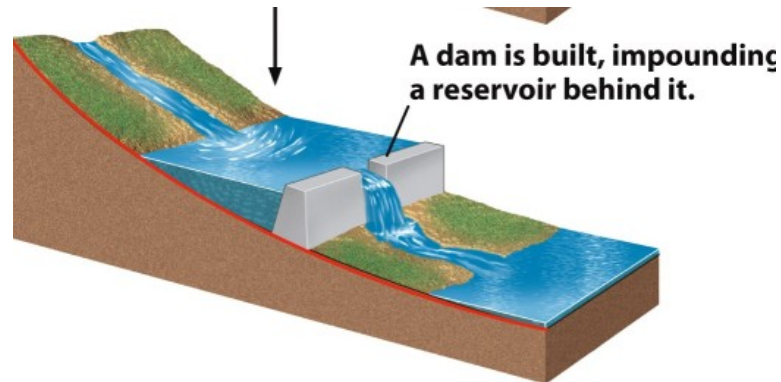
$$D = A \cdot u$$

Can be compensate by increase in velocity and/or by an increase in A

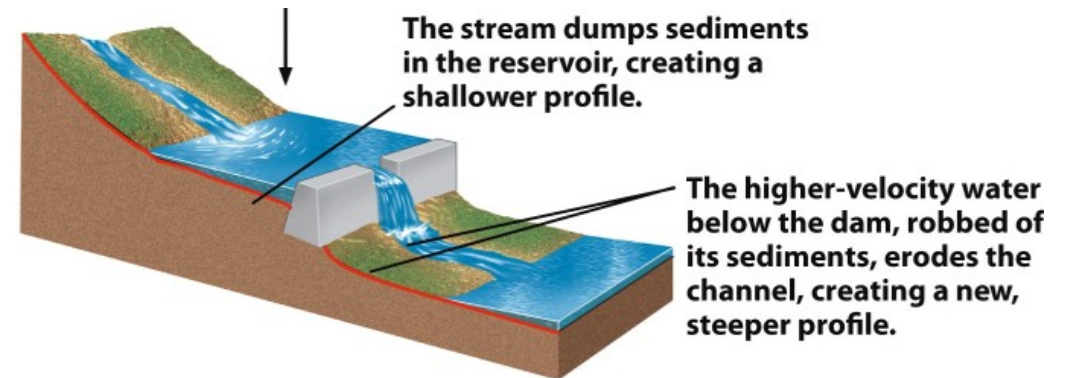




# River gradients are can also change through space and time

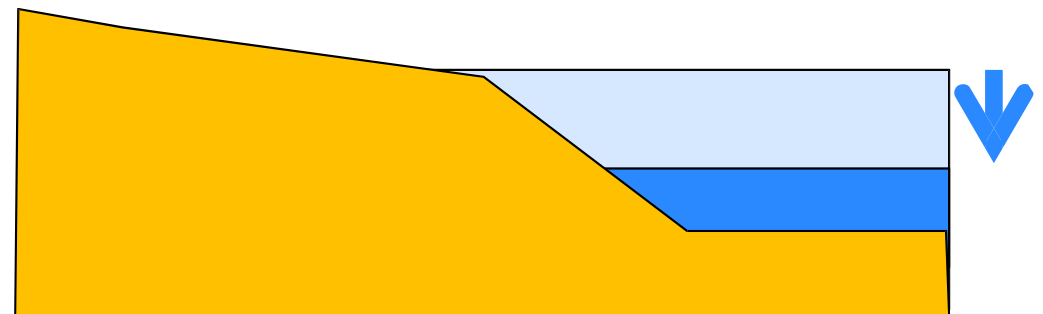


## Human intervention



Rivers do not like local base levels and do all they can to back to one (or more) global curves

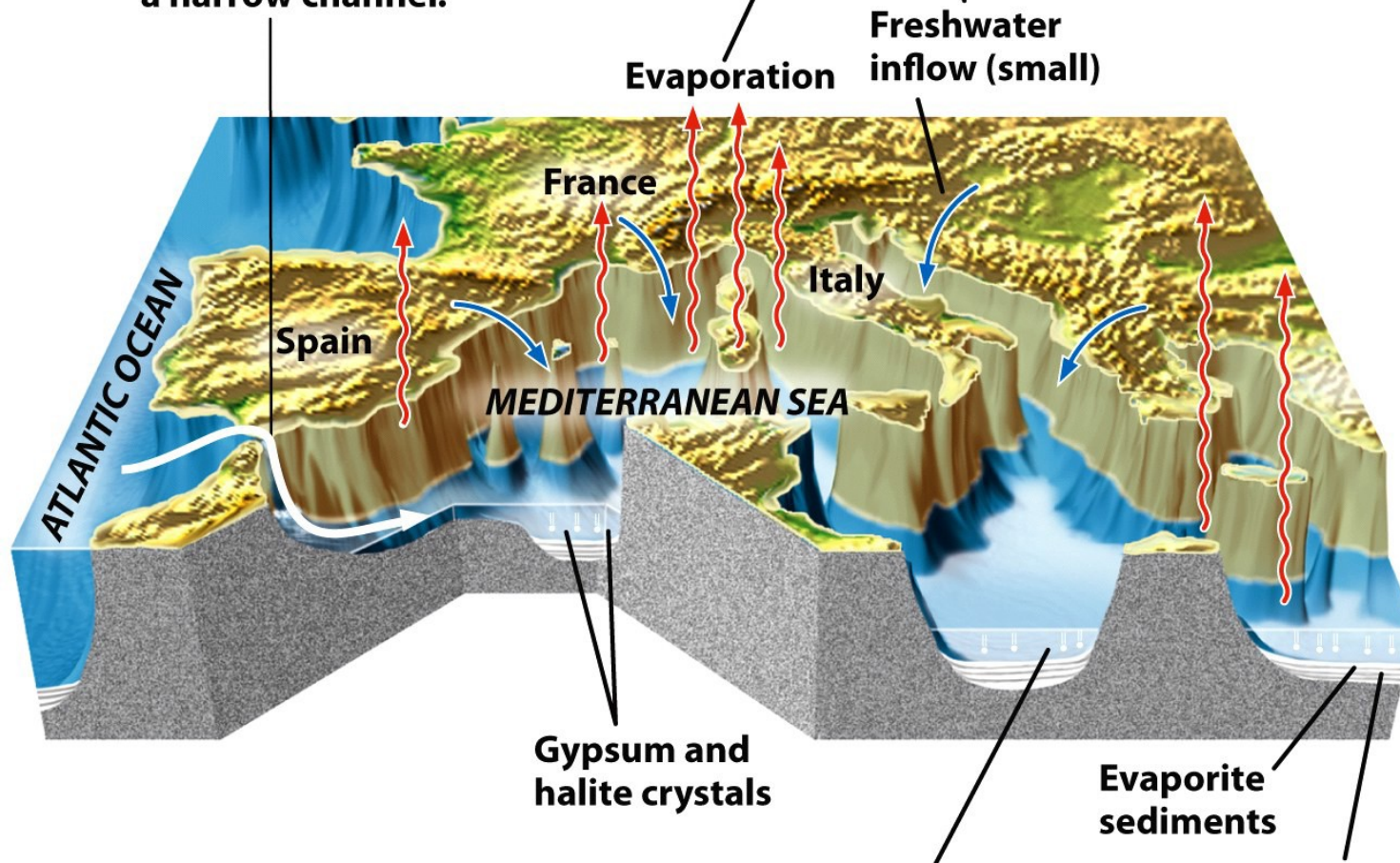
Major changes in river profile are caused by **absolute sea level changes**.



# A major episode of sea level drop: The Messinian salinity crisis (5.8Ma)

**1** Salt water entered the Mediterranean through a narrow channel.

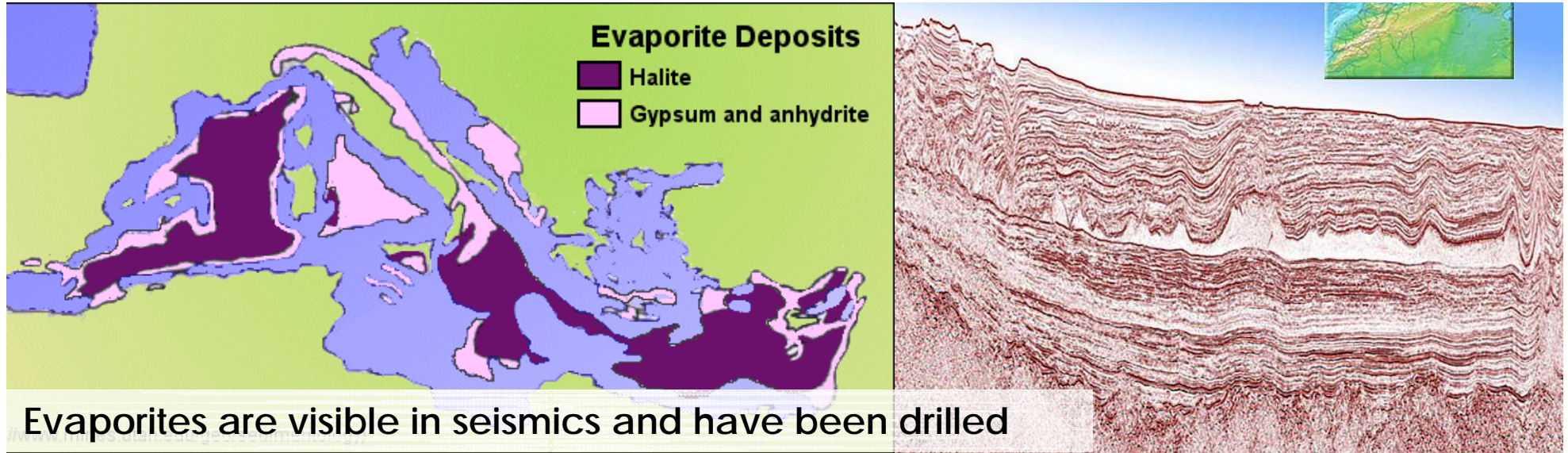
**2** Evaporation removed more water than was replaced by freshwater inflow.



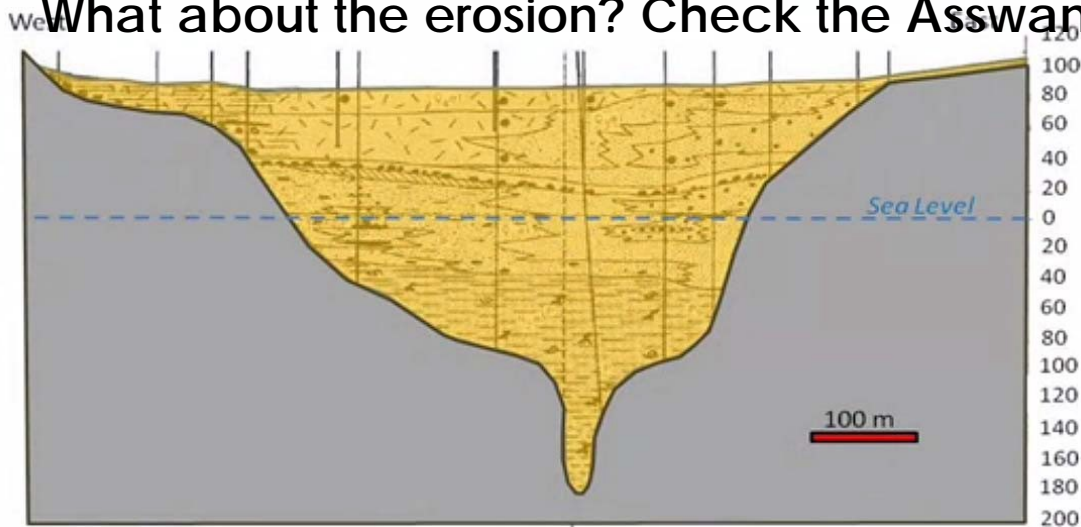
Closure of the Gibraltar straight caused repeated **desiccation** of the Mediterranean

**3** As the basin became more saline, gypsum and halite precipitated, forming evaporite sediments.

Evaporites are found presently at depths of up to 3-4 km



What about the erosion? Check the Asswan dam!



<http://www.youtube.com/watch?v=U5qTQpws5H0&noredirect=1>

# Rivers from mountains to the sea

The transition from mountains to the plain

The flood plain

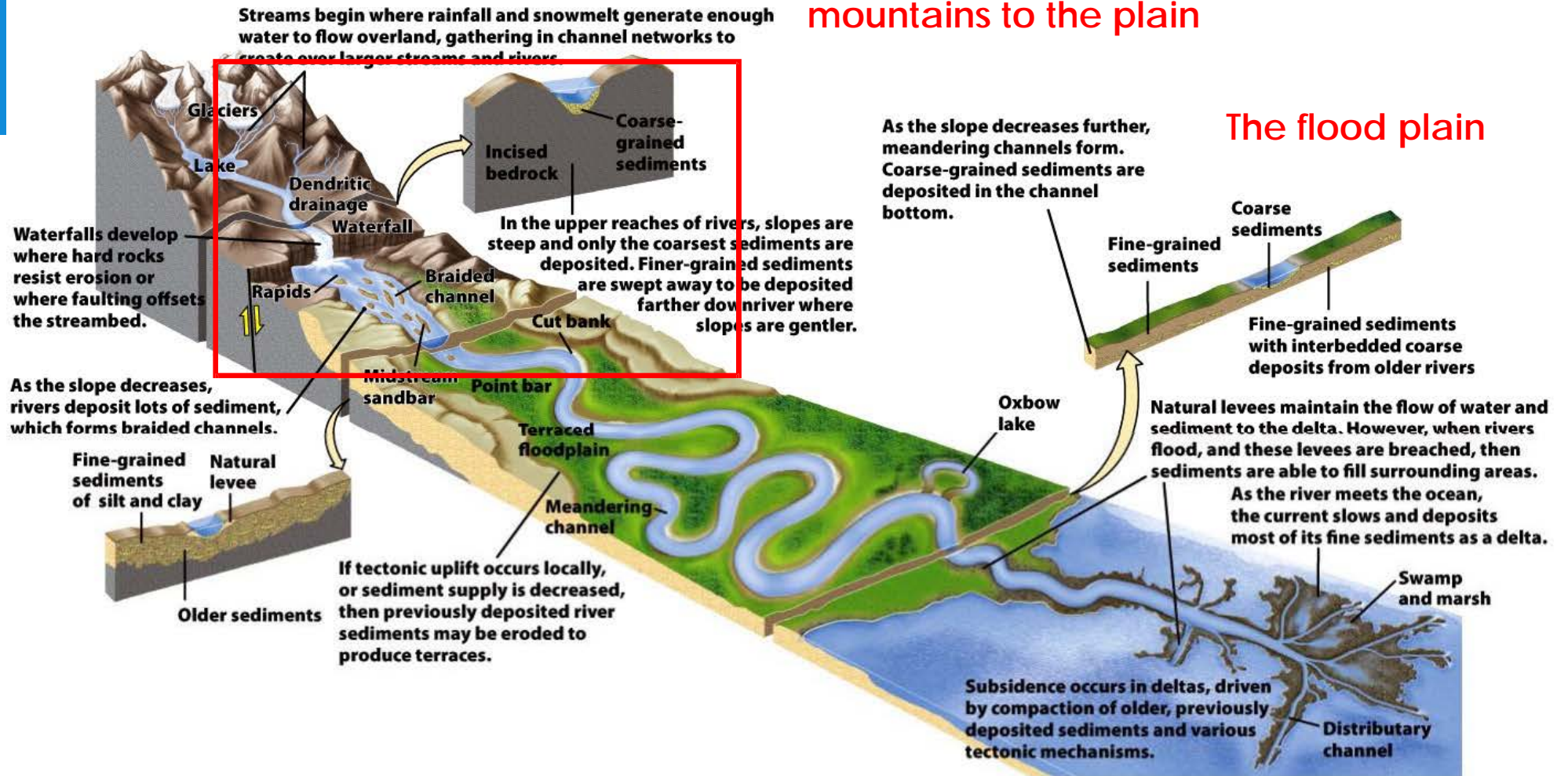
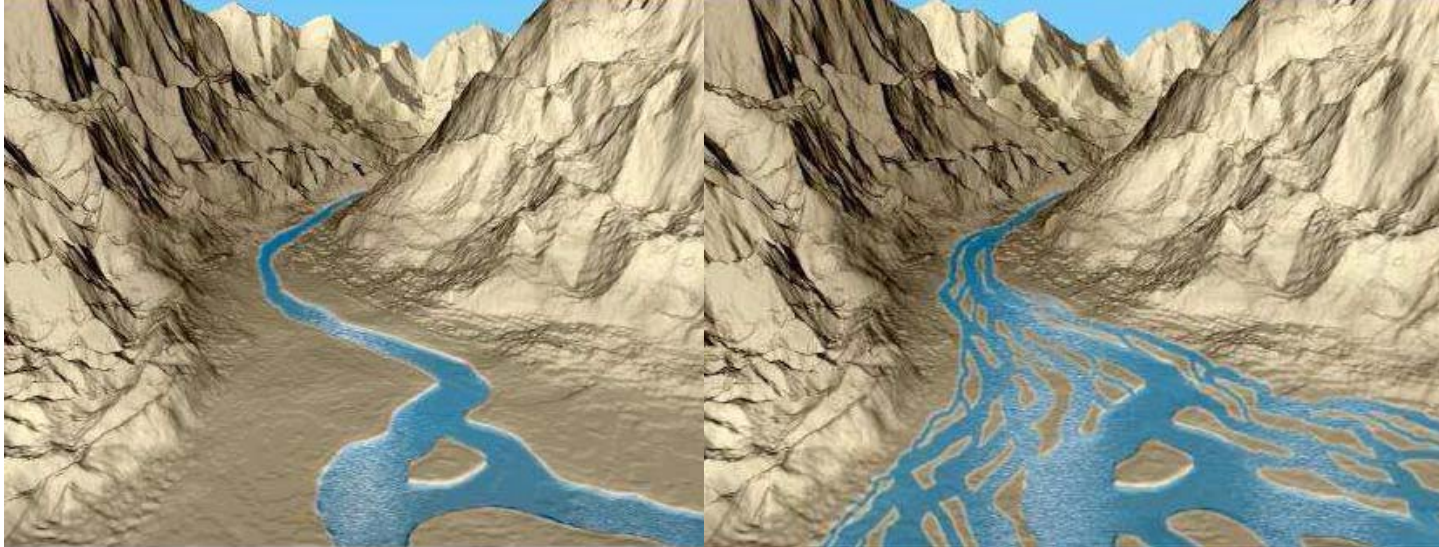


Figure 18.20  
 Understanding Earth, Sixth Edition  
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## The mountain domain:

- Large amounts of very heterogeneous sediments ready for transport (mostly coarse-grained)
- Variable precipitations and water discharges



### Braided rivers

consists of a network of small channels separated by small and often temporary islands called braid bars



Favoured by

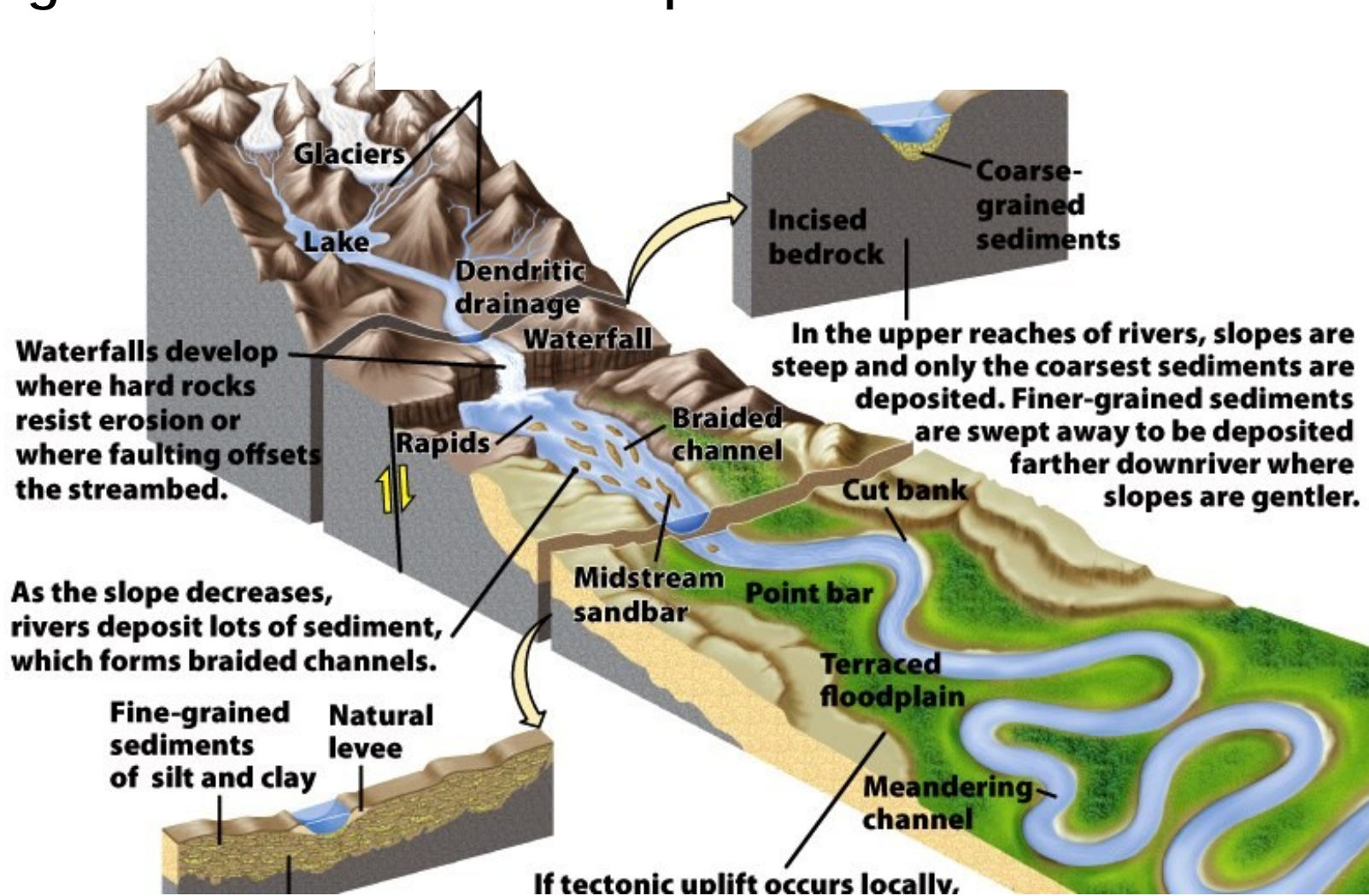
- abundant sediment supply
- high slope gradient (changes)
  - erodible banks
- rapid and frequent variations in water discharge

Produce coarse-grained, **poorly organized** sediments



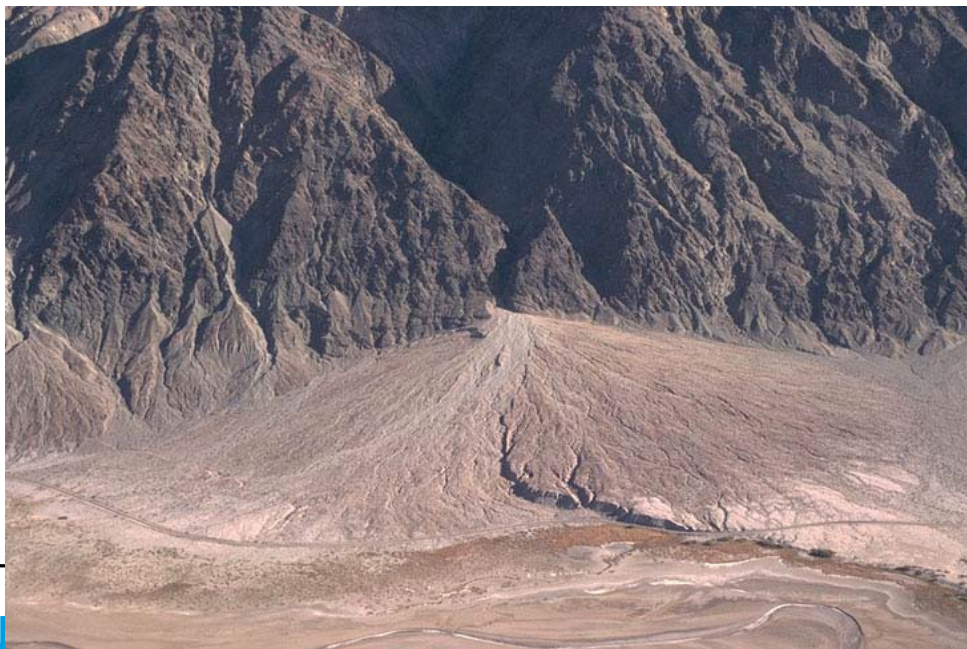
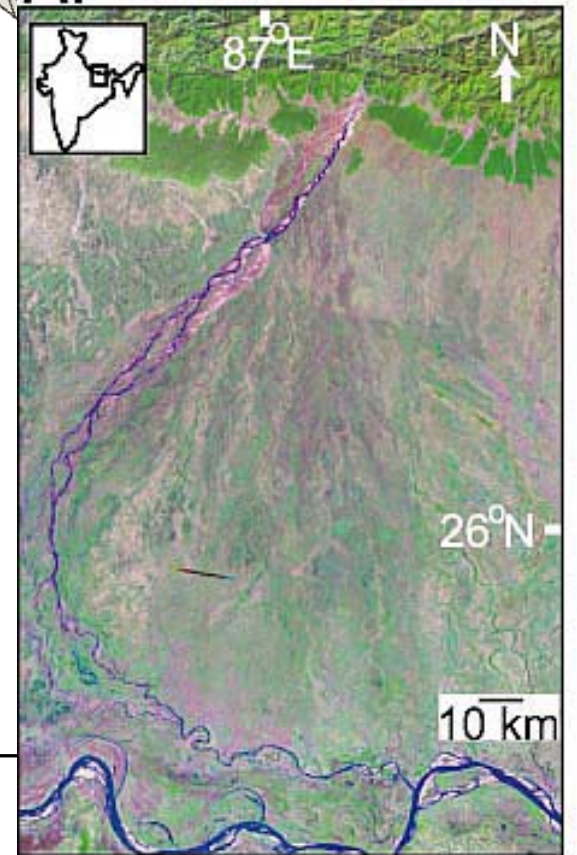
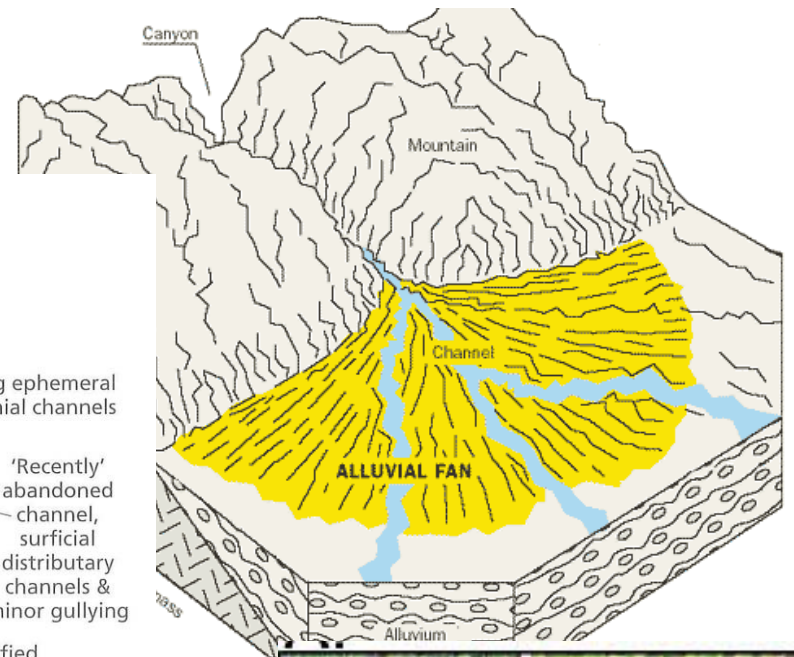
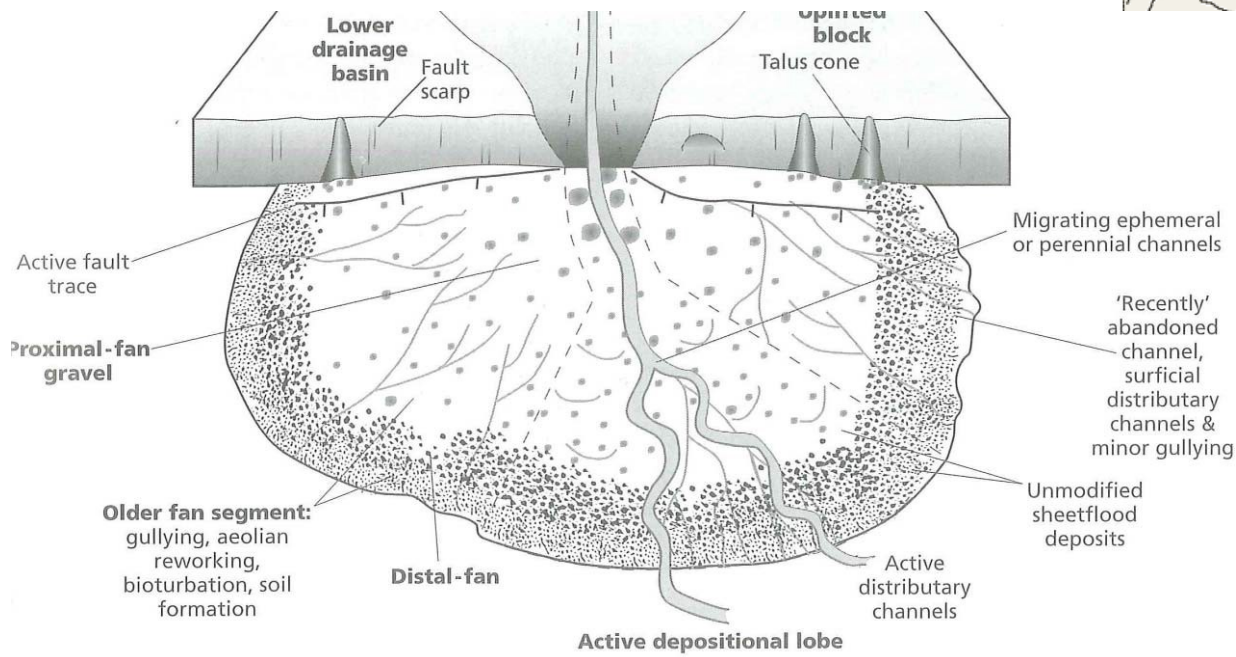
Excellent reservoirs

# Entering the domains with low slope



Major decrease in channel area => major drop in velocity => sediments are dumped

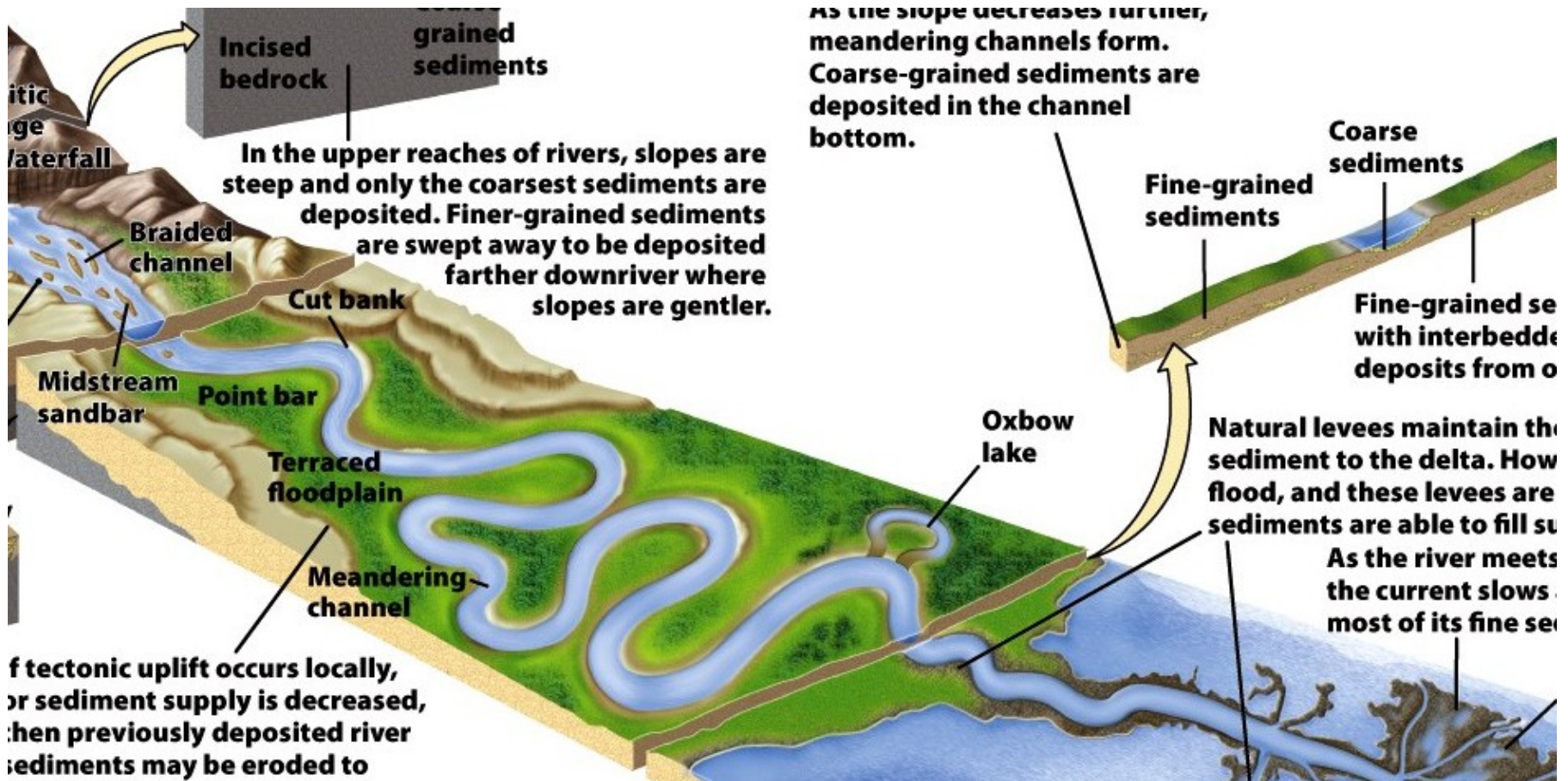
# Alluvial fans form



Can be huge  
And form in  
short amount  
of time



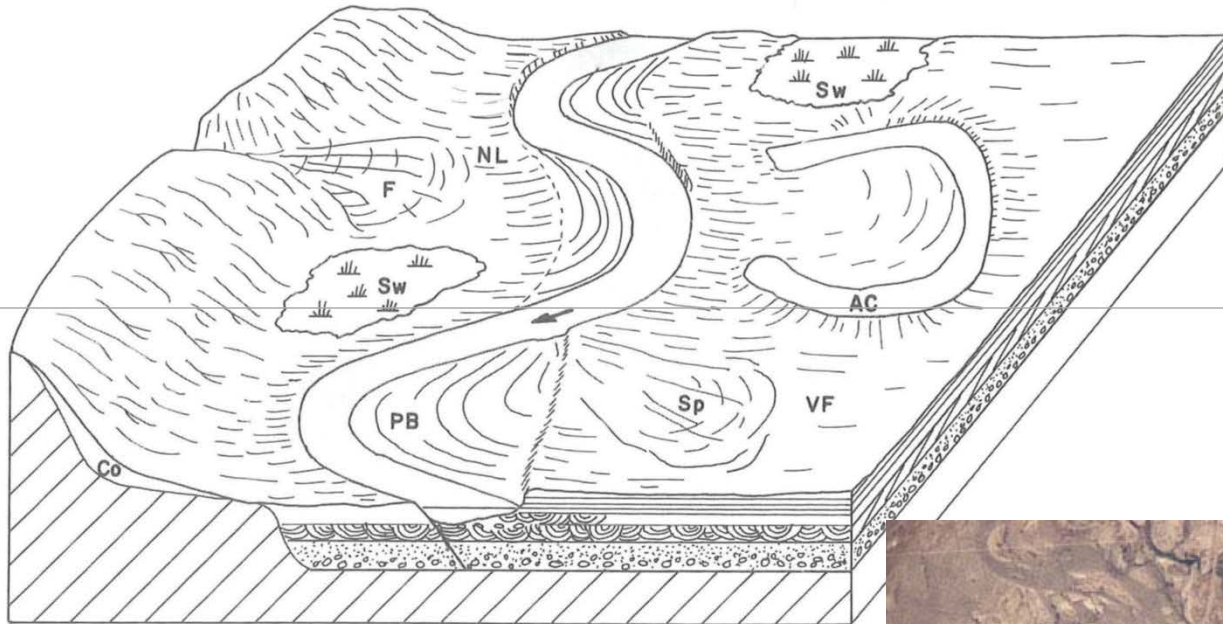
# We then enter the **flood plains**



Flood plains are very important because many of the largest human agglomerations are on flood plains.

These offered access to fresh water, fertile soil, easy transportation, etc

Characterized by rivers **meandering** in (huge) **flood plains**



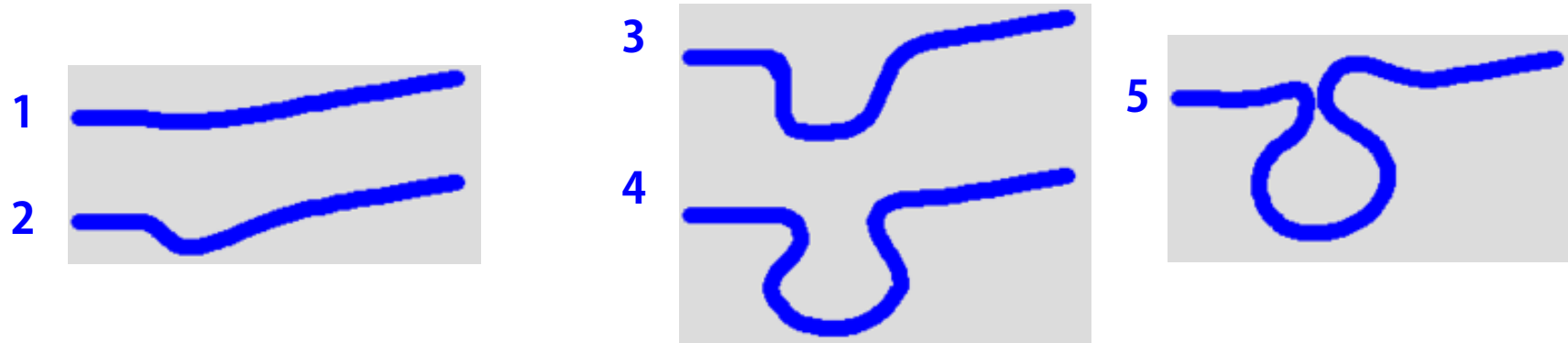
NL=natural levee, PB=point bar, Sp=splay deposit, Sw=swamp, AC=abandoned channel, VF=valley floor



Meanders continuously migrate and are associated with complex structures

## Meanders

Meanders form because of the amplification of small, random, irregularities. There is a feed back driven by the differences in water speed in the internal and external parts of the curve



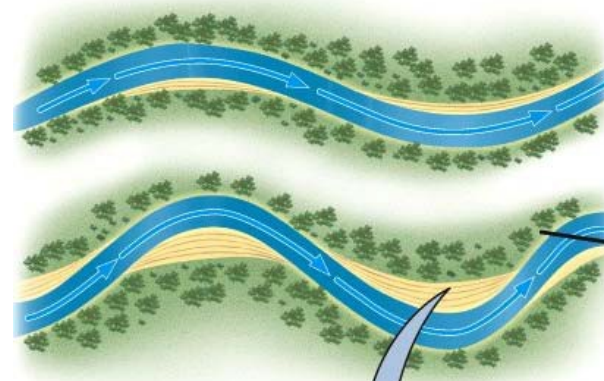
With respect to the straight, max slope line, meanders produce a larger length and, therefore, a lower slope.

This decreases the energy

$$u \propto C \sqrt{d s}$$

Meandering rivers like the Mississippi, carry a huge amount of very fine grained material (high **capacity**, low **competence**)

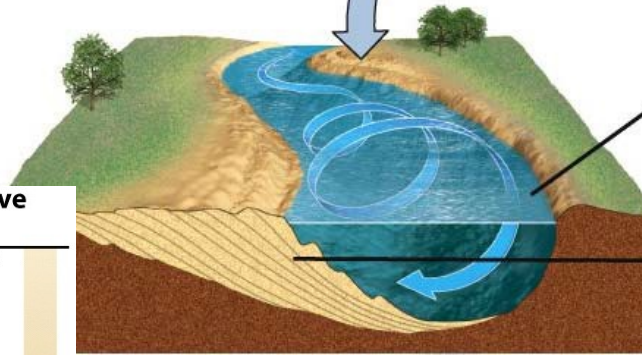
The meandering river typically flows in his channel creating different sedimentological structures



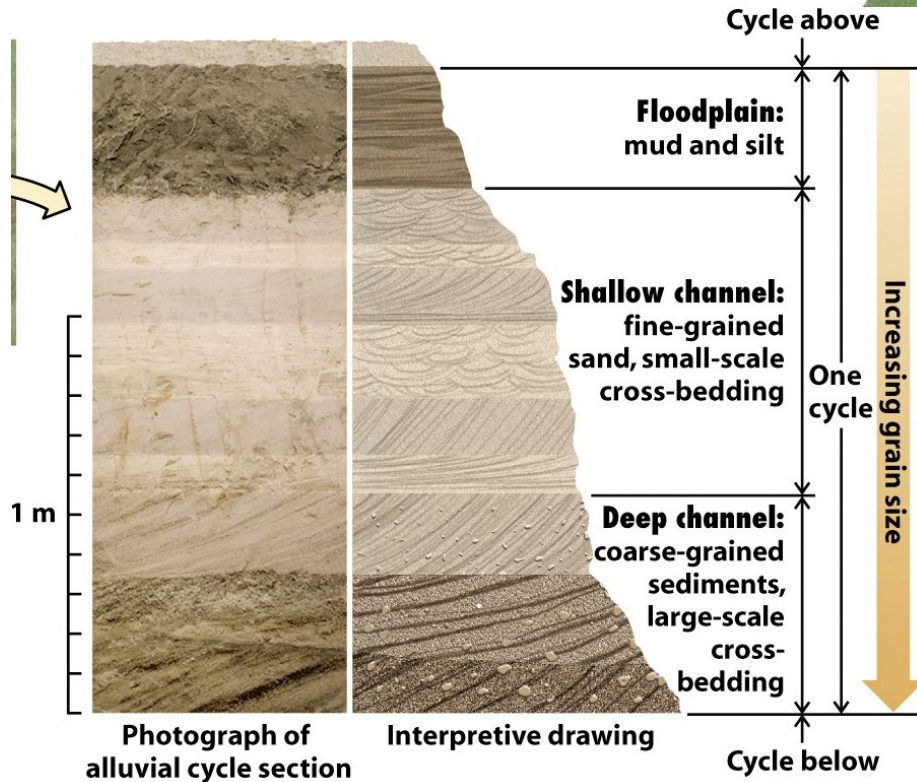
**1** Meanders shift from side to side in a snaking motion.

**2** The current is faster at outside banks, which are eroded,...

**3** ...and sediments get deposited at inside banks where the current is slower, forming point bars.



The geological record

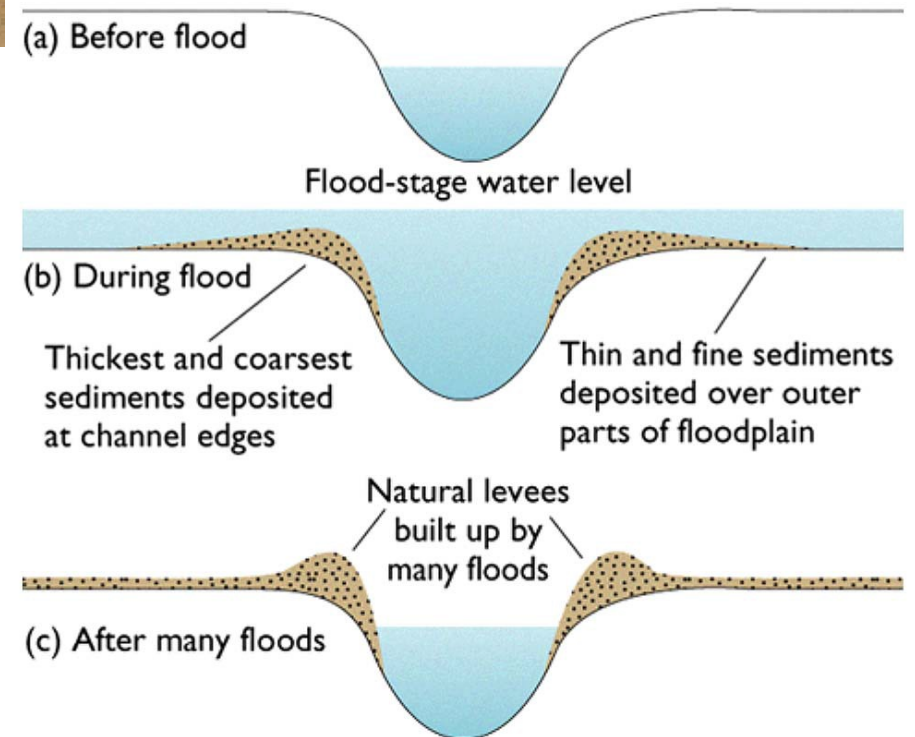


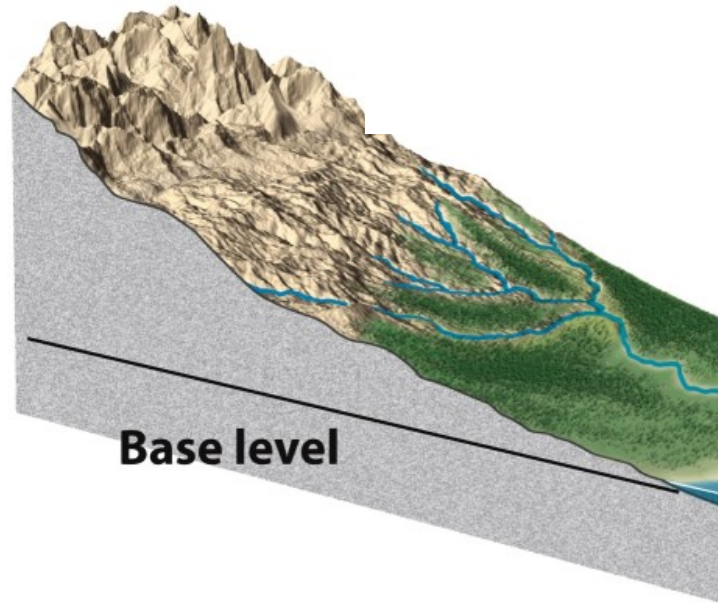


## In times of flooding

Water spreads over the flood plain, loses velocity and drops sediments mostly immediately close to the borders of the channel

All sediments which were transported as suspended load in the river are now deposited





We are now ready for the biggest water body, the [sea](#)

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