River Systems and Flooding



Anatomy of a River Basin



EOSC 105 – Natural Disasters Ray Rector: Instructor





Today's Lab Activities1) Discussion of Last Week's Topo Map Lab
2) Finish Topographic Map Profiling
3) Focus on River Systems

- Stream Drainages
- Types of River Channels
- Stream Gradients and Profiles
- Flooding

4) River Stream Table Modelling

5) Preparation for Next Week's Structure Lab

Purpose of Today's Lab 1) Become familiar with the fundamentals of river systems and fluvial landforms 2) Model stream flow with stream table. **Learning Outcomes** When you are finished today, you should be 1) familiar the concepts of stream anatomy, drainage systems, stream gradient, stream-flow characteristics, and floods and river management. 2) able to identify fluvial landforms – natural and man-made 3) able to successfully measure stream flow 4) Correctly assess human-related impacts on urban stream systems

River Systems and Floods

- Types of River Channelization
- The Drainage Basin System
- Drainage Basin Patterns
- Fluvial Processes and Landscapes
- Streamflow Characteristics
- Floods and River Management



Overview of a River System



A Drainage Basin

igure 11.4



Drainage Patterns



Stream Longitudinal Profile









Types of River Channels

Channel types



(a) Straight channel(b) Braided channel(c) Meander channel

Streamflow Characteristics Stream Erosion Stream Transport Flow and Channel Characteristics Stream Gradient Nickpoints Stream Deposition

Three Primary River Processes

RIVER PROCESSES:

Three river processes:2. Transportation3. Deposition4. Erosion

Fluvial Transport





Stream Channel Flood Response

igure 11.10



River System Features



igure 11.21

Floodplain Features







Streamflow Measurement



San Diego River - Discharge



— Discharge

San Diego River – Gauge Height



Urban Flooding



gure 11.28

Stream Table Activity



Head's-Up for Next Week's Lab

Exam II

Preparation

- 1) Online Study Guide on Prof's website.
- 2) Study lab worksheets
- 3) Study materials reserved in library