

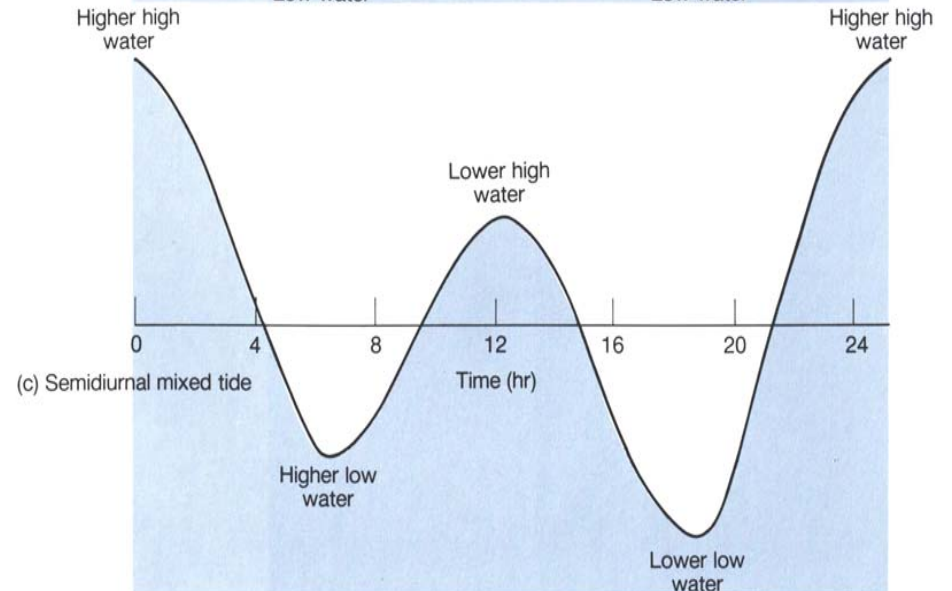
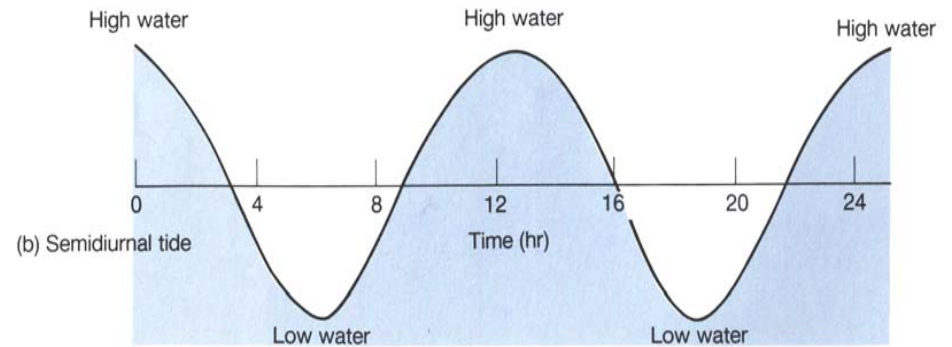
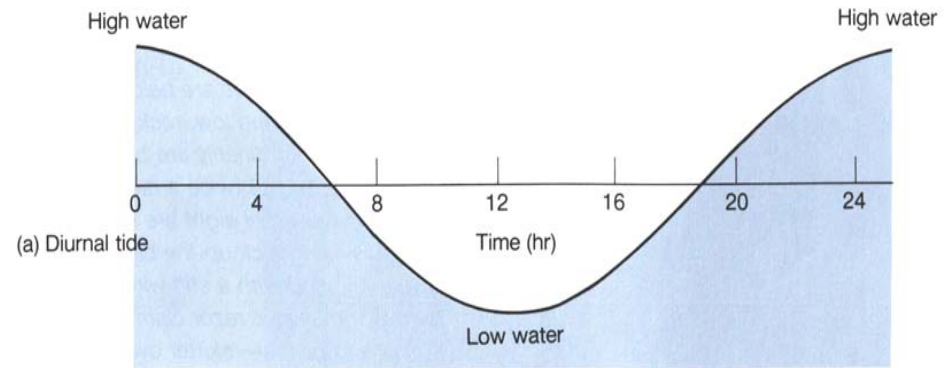
# Daily tidal fluctuations

(actually a little more than 24 hours)

Most areas have **semidiurnal** fluctuations, with two nearly equal high and low tides each day

Some areas have **diurnal** fluctuations, with one high and one low each day

Other areas have **mixed semidiurnal** fluctuations, with two highs and two lows of unequal elevation

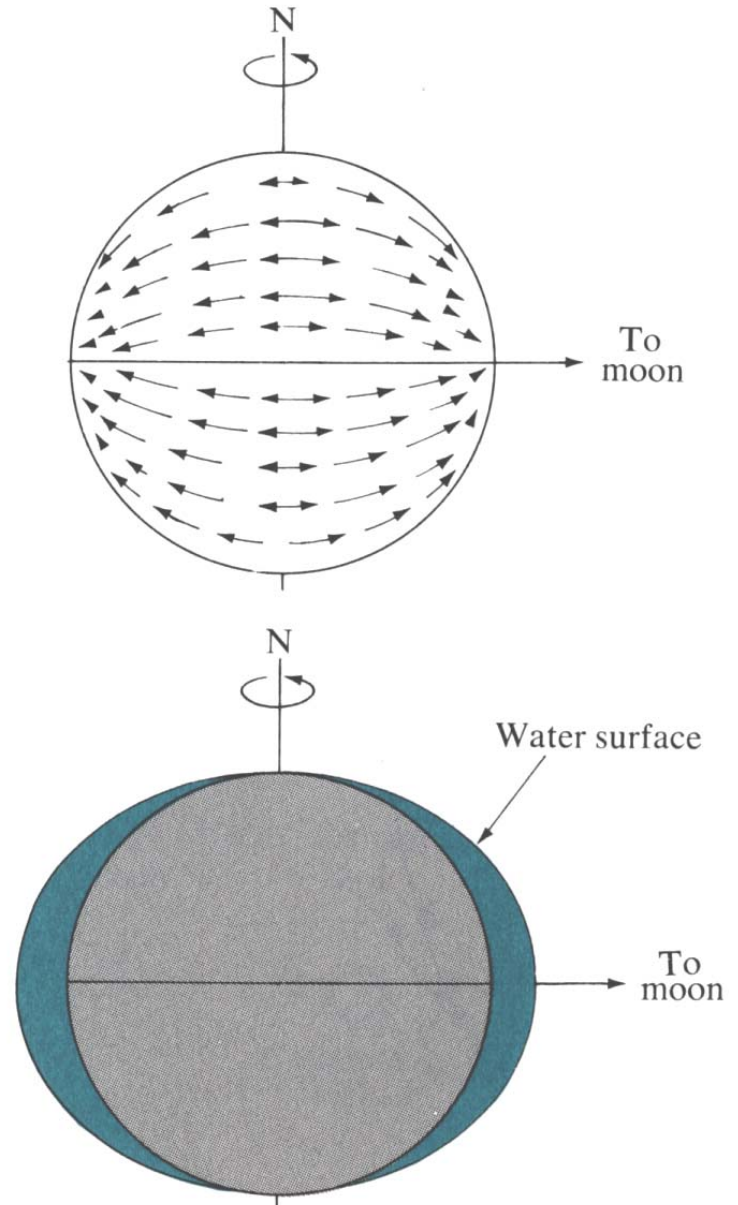


## Cause of Tides

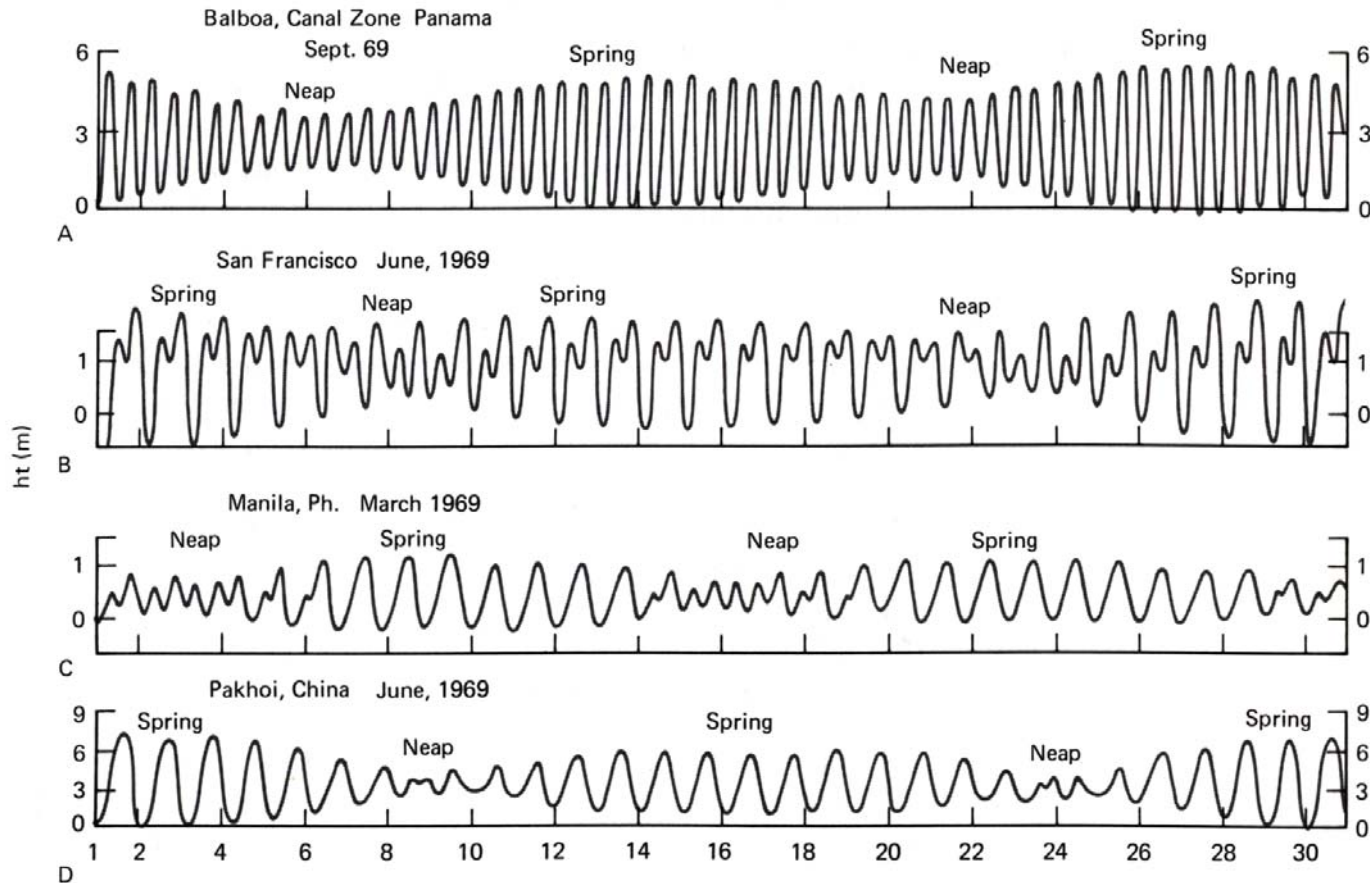
Gravitational attraction of moon/sun creates bulge of ocean water

Centrifugal force creates second bulge

Earth rotates through both bulges in ~24 hours, causing two high and two low tides each day



# Monthly fluctuations in tides



Over ~28 days, orientation of moon and sun changes with respect to Earth

This causes two periods of large tidal range (spring tides) and two periods of small tidal range (neap tides) each month

# Why we have monthly changes in tides

Gravitational attraction from moon and sun pull water toward them

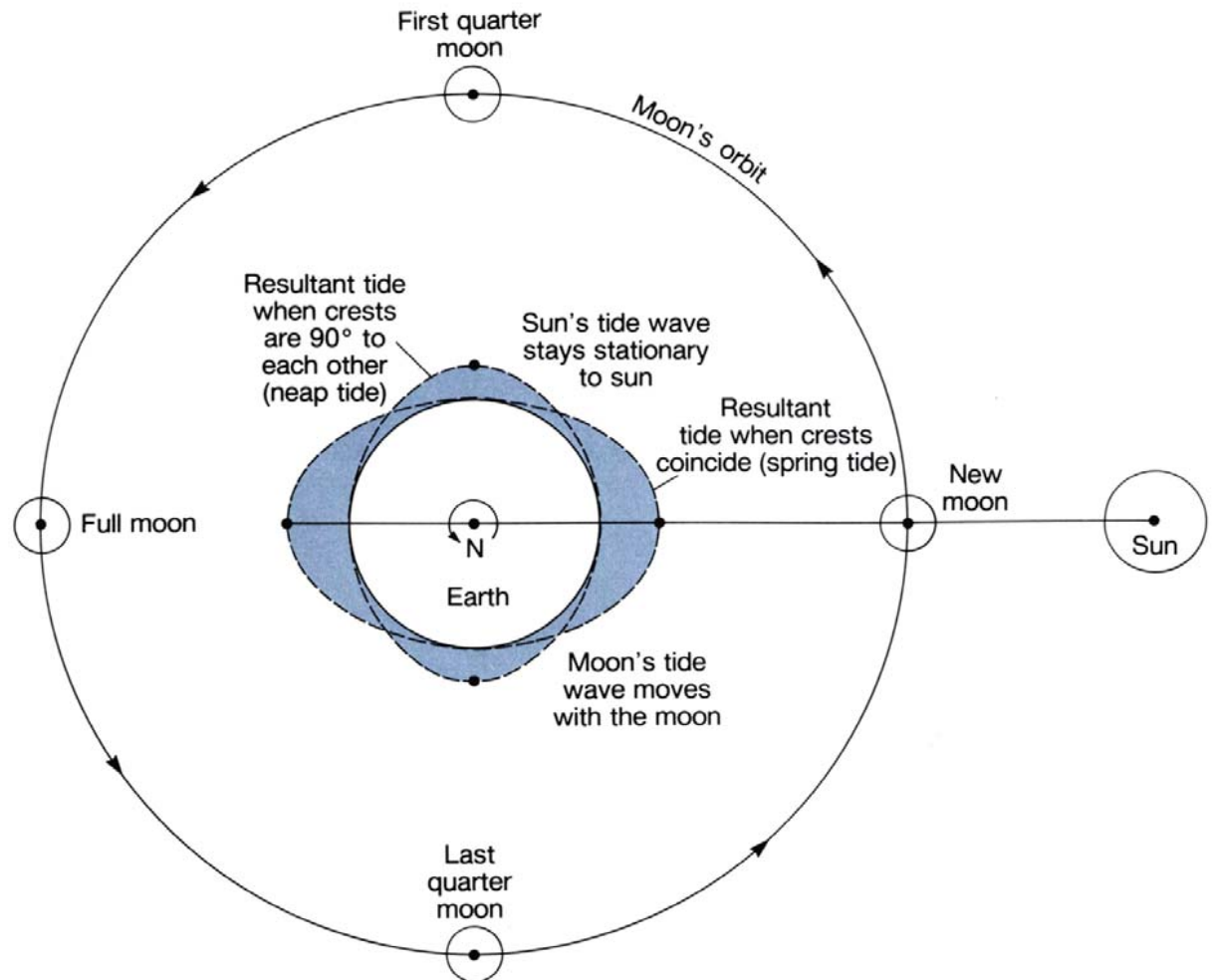
This creates two bulges

As the Earth rotates through these bulges each day, locations experience changing sea level

Over a ~28-day period, the orientation of the moon and sun change, creating different tidal ranges through month

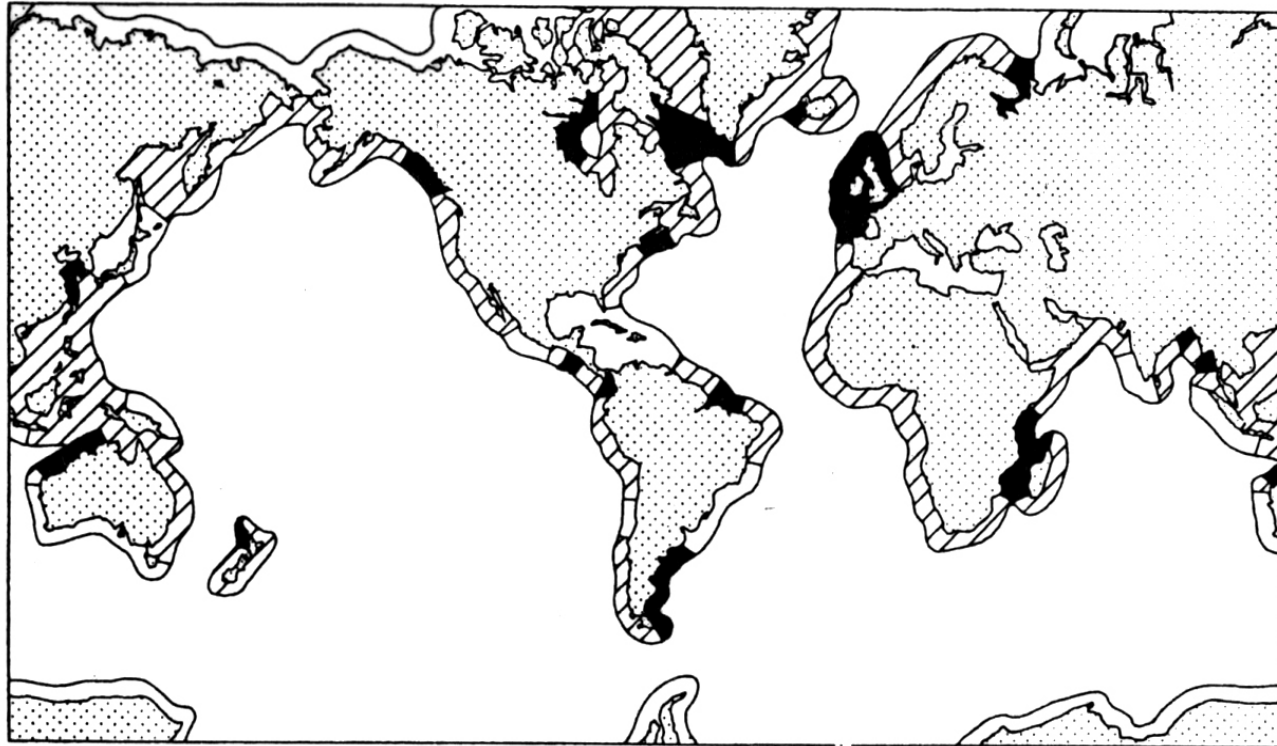
Spring tide = large differences

Neap tide = small differences



# Tidal range

(vertical difference between high and low tide)



■ MACROTIDAL

▨ MESOTIDAL

□ MICROTIDAL

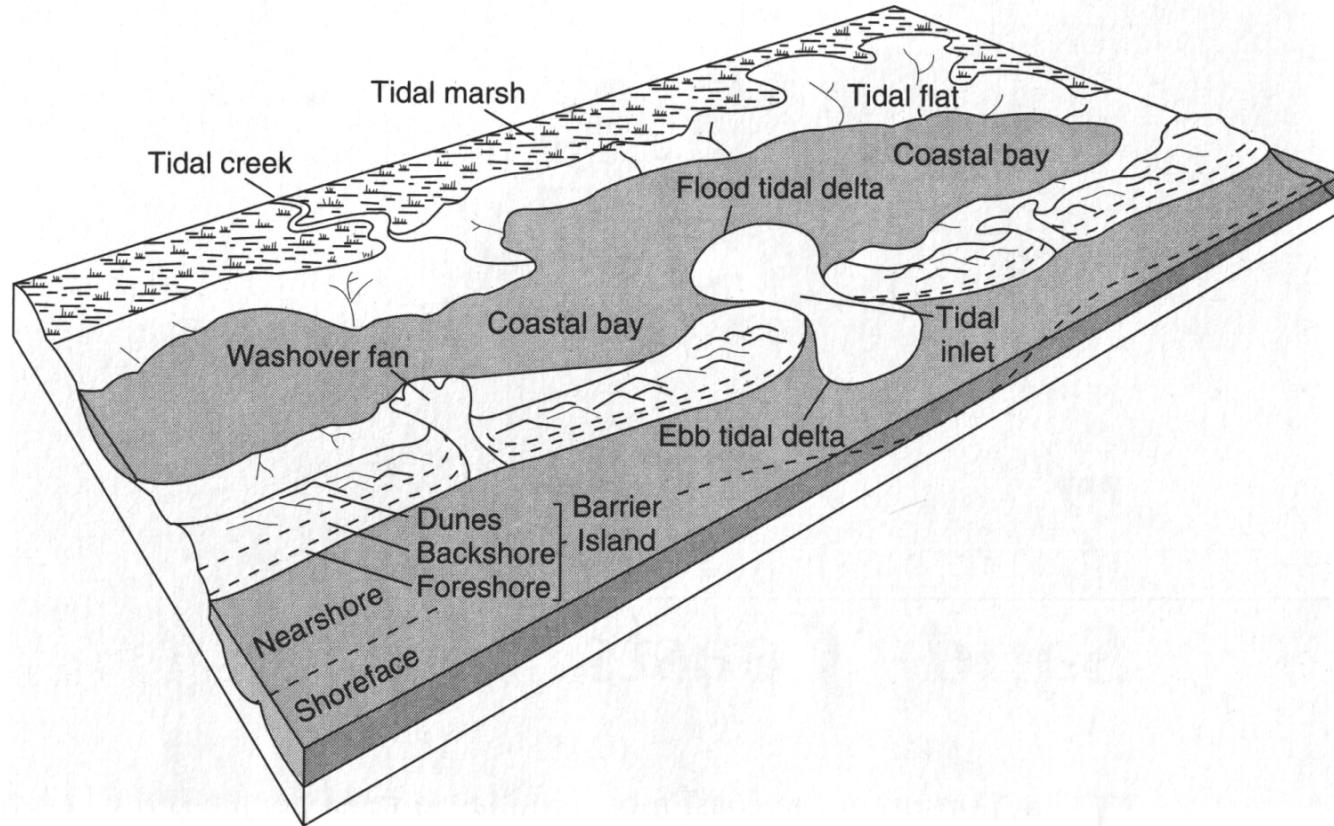
Macro > 4 m

Meso = 2-4 m

Micro < 2 m

Local differences in geometry of seabed can increase or decrease tidal range

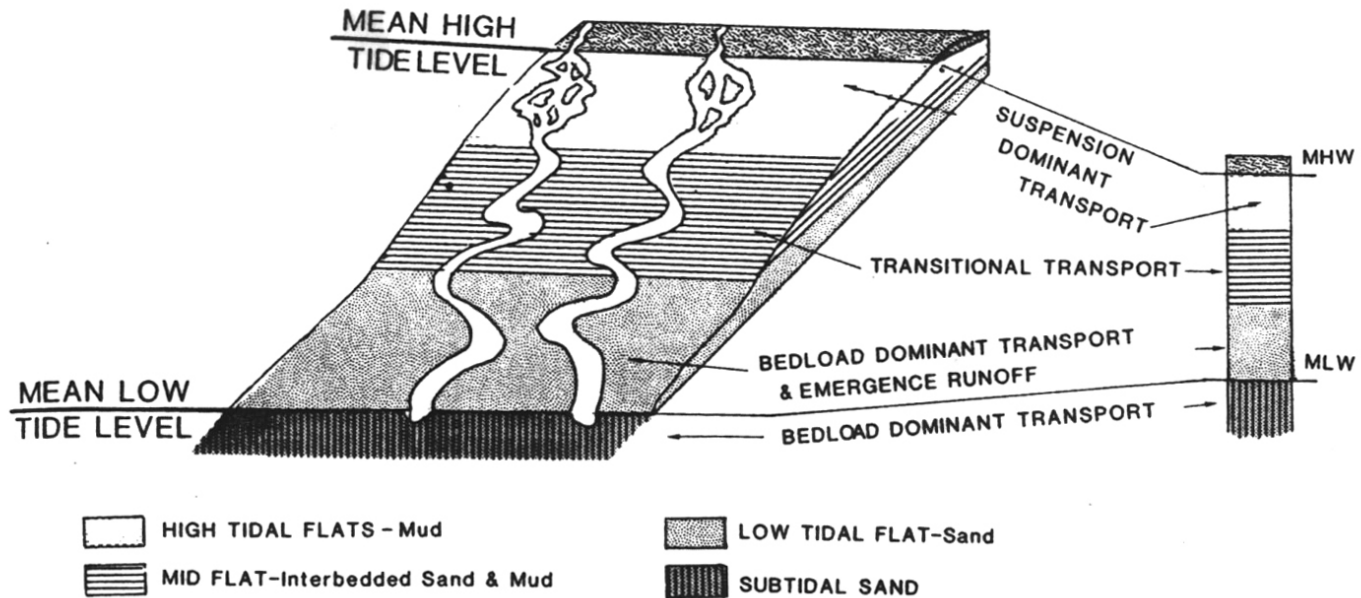
# Lagoonal environments



Intertidal environments (between high and low tide) surround lagoon  
They trap and accumulate sediment, filling lagoon



# Tidal-flat sedimentation



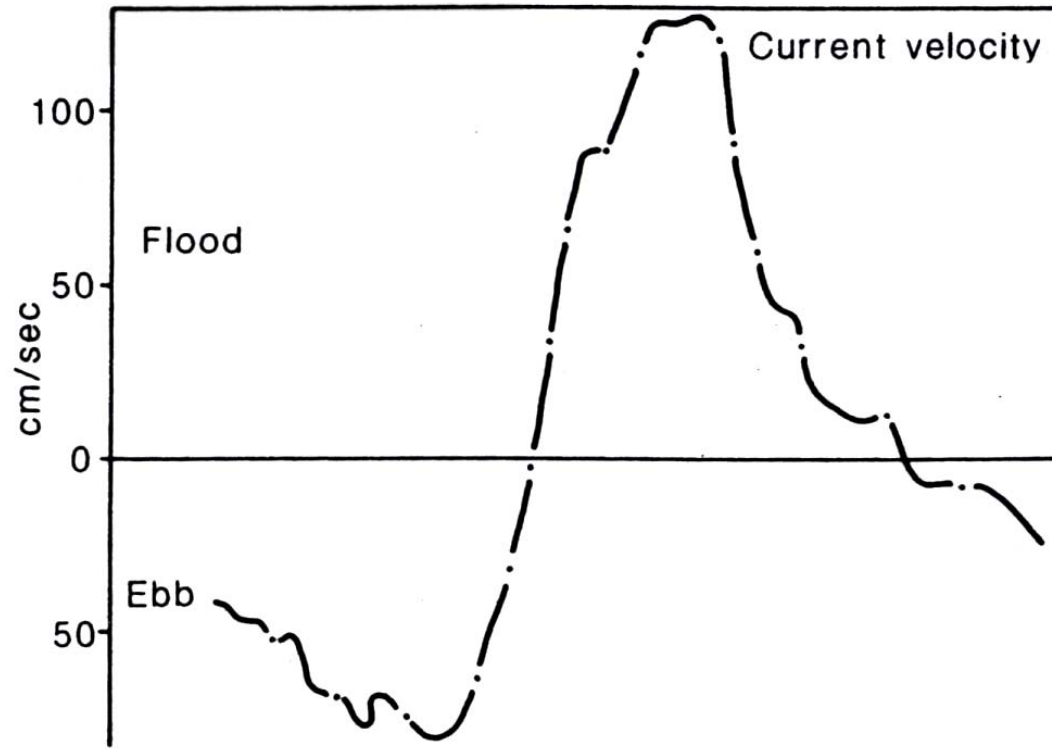
Mud transported as suspended load accumulates on high flat

Sand transported as bedload accumulates on low flat

Upward growth ultimately controlled by rate of sea-level rise



# Asymmetry between flood and ebb currents

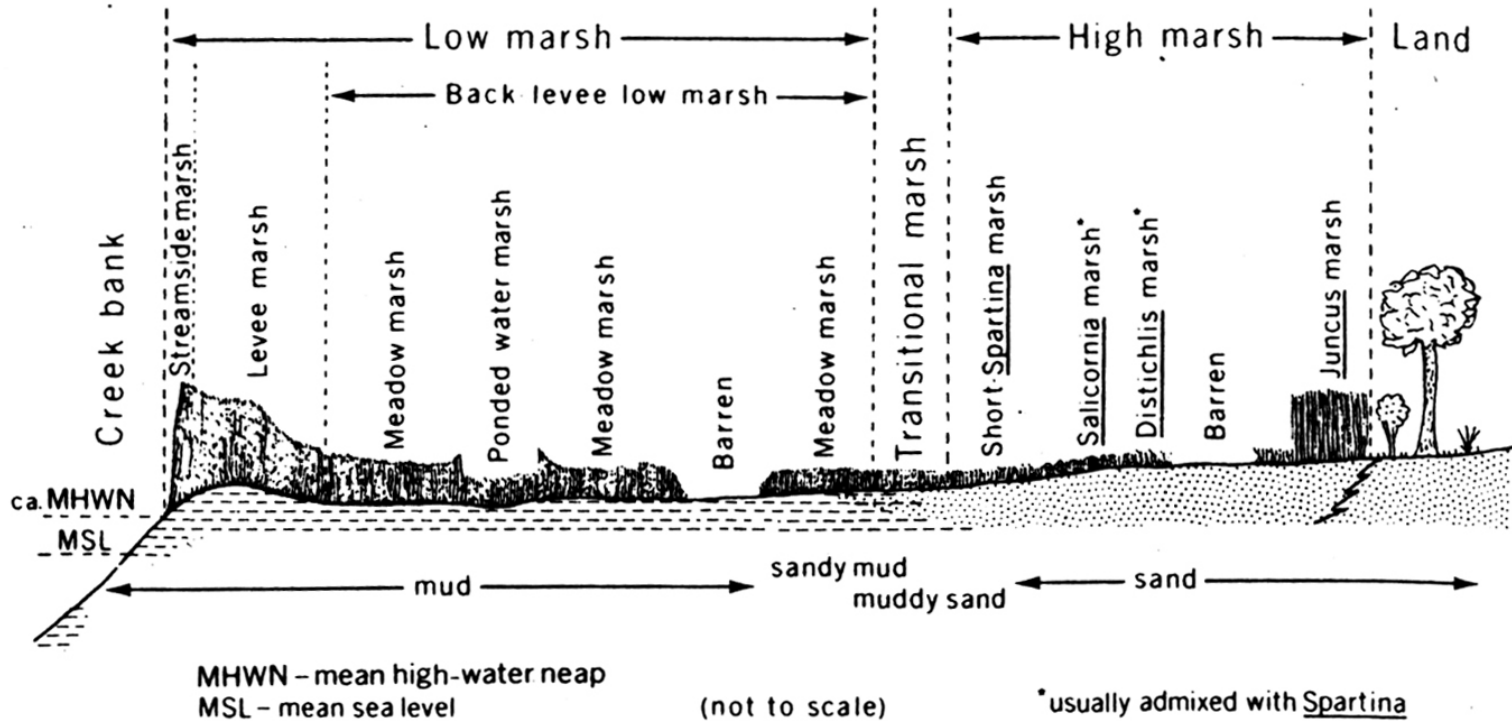


Frictional interaction with seabed commonly causes flood current to be stronger

This results in more sediment being transported into the lagoon and onto the tidal flats, enhancing accumulation



# Marsh vegetation



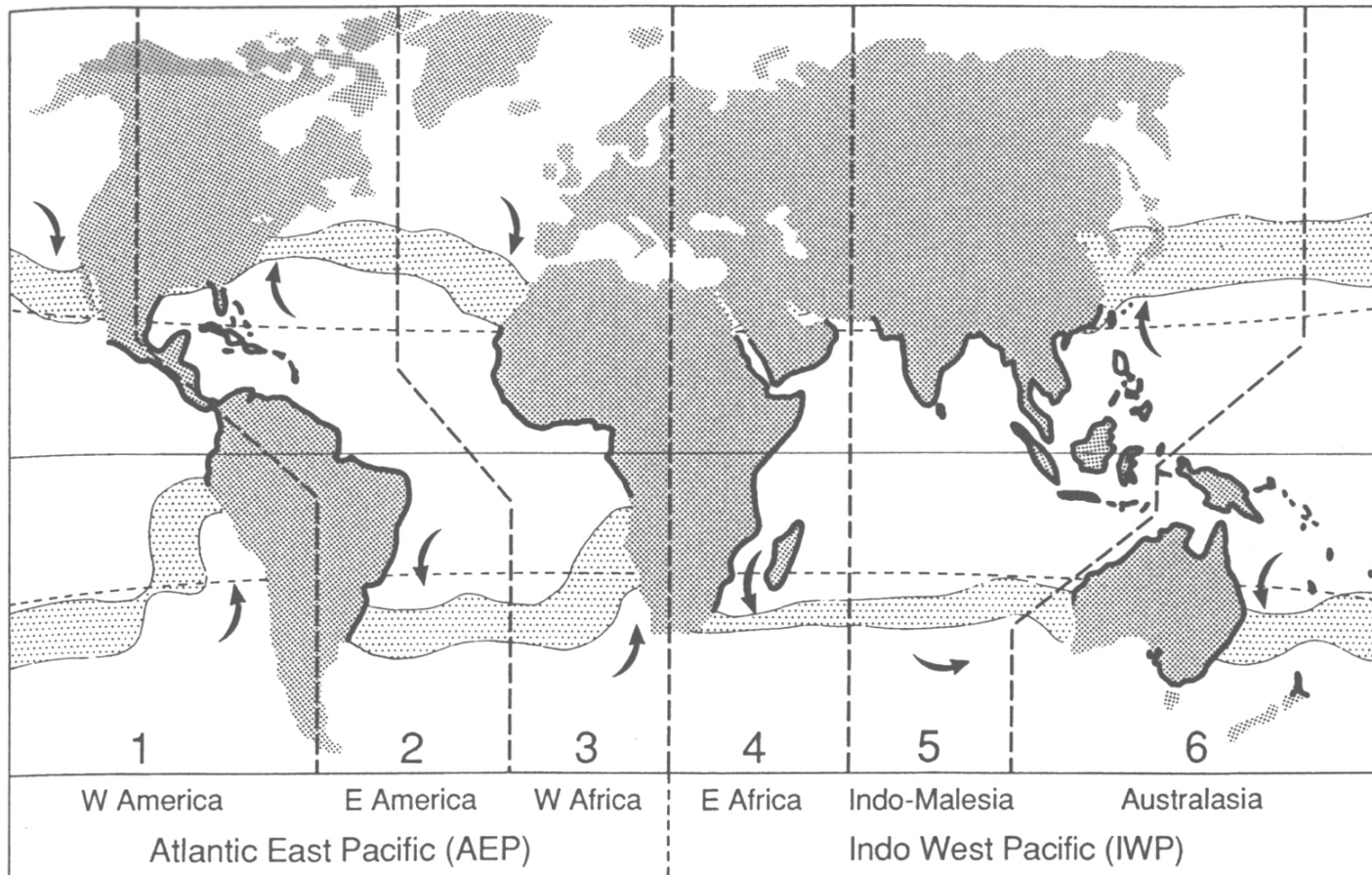
Many niches develop, depending on many variables, e.g., salt and soaking tolerance, and current velocity

Vegetation helps to baffle flow, reduce tidal current velocity, and enhance sediment accumulation

# Mangrove vegetation



# Mangrove distribution



Found in warm, tropical settings

Ocean circulation extends latitudinal distribution on west sides of ocean basins, and reduces distribution on east sides

# Sediment Budget for Beaches and Coasts

## Sediment Sources:

Longshore drift (local source)

Cliff erosion

Rivers

Biogenic shells

Continental shelf

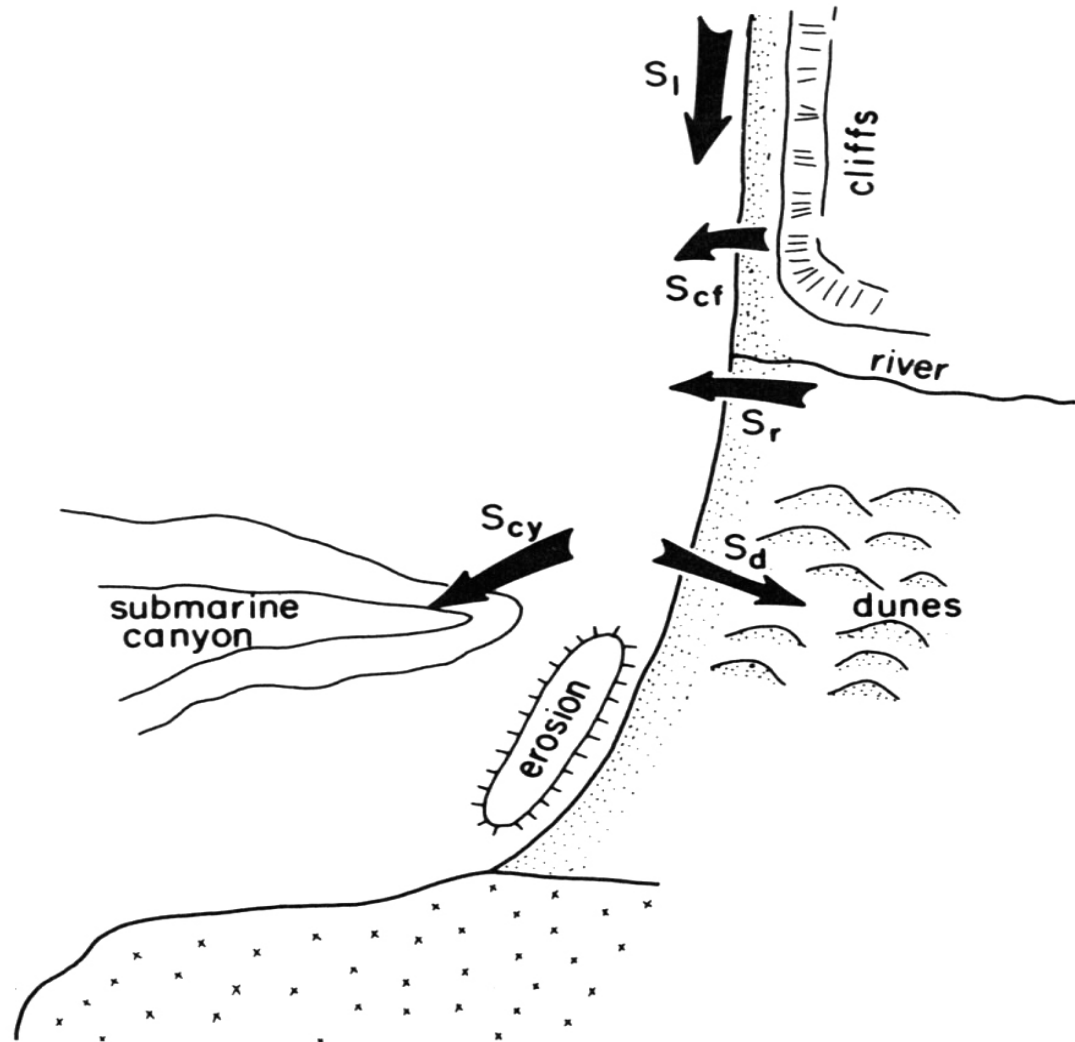
## Sediment Losses:

Dunes

Lagoon (washover, tidal inlets)

Submarine canyons (unusual)

Longshore drift (local sink)

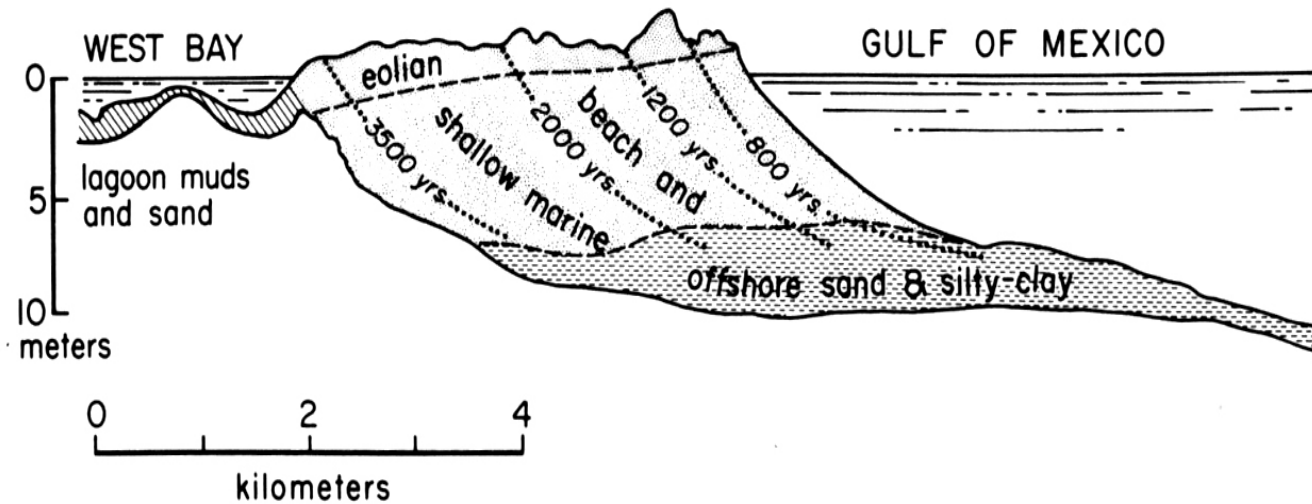








# Prograding shoreline, building seaward

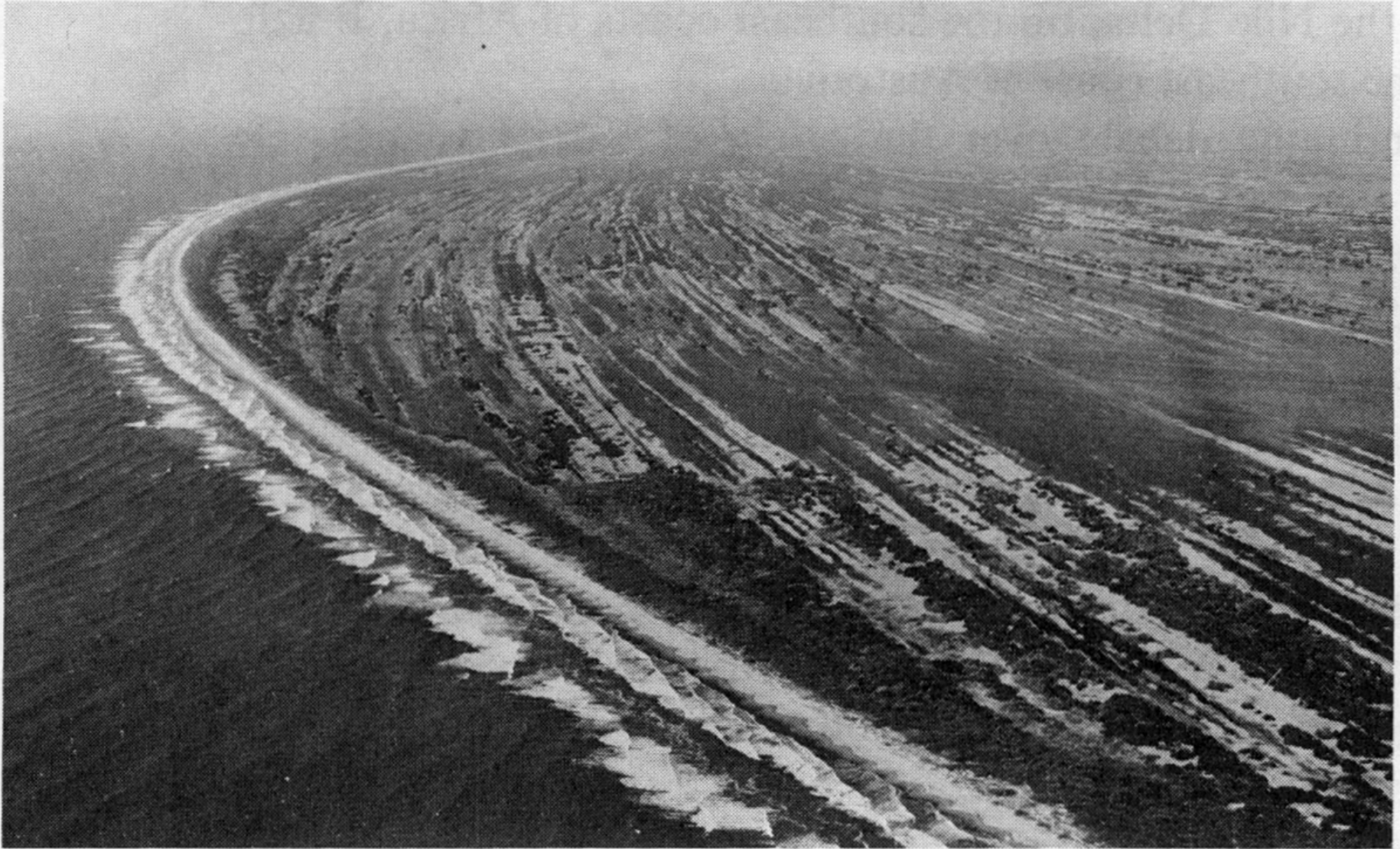


Requires sediment supply to exceed processes leading toward landward movement of shoreline.

Rivers are most common supply mechanism

(example from east Texas coastline, downstream of Mississippi supply)

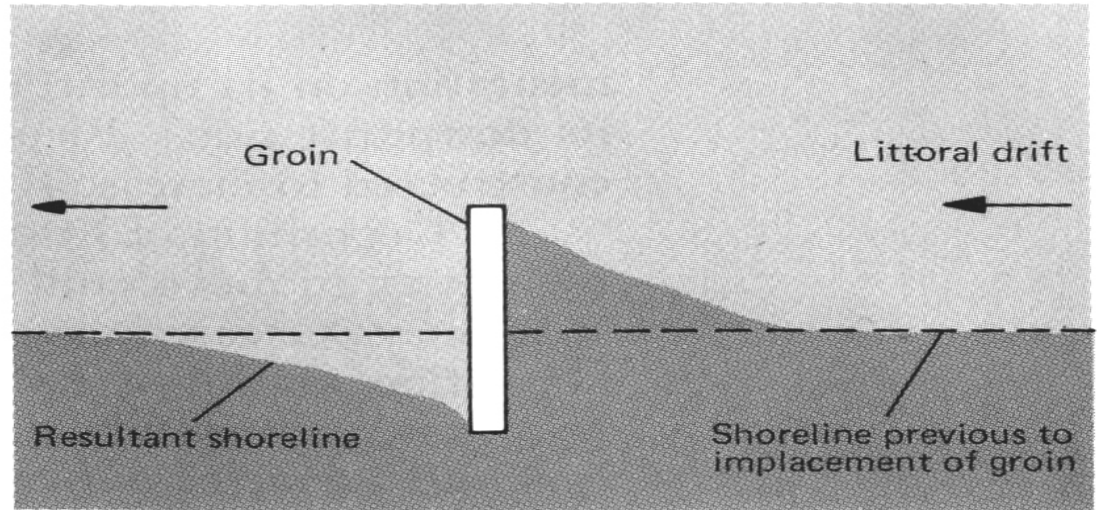
# Prograding beach ridges



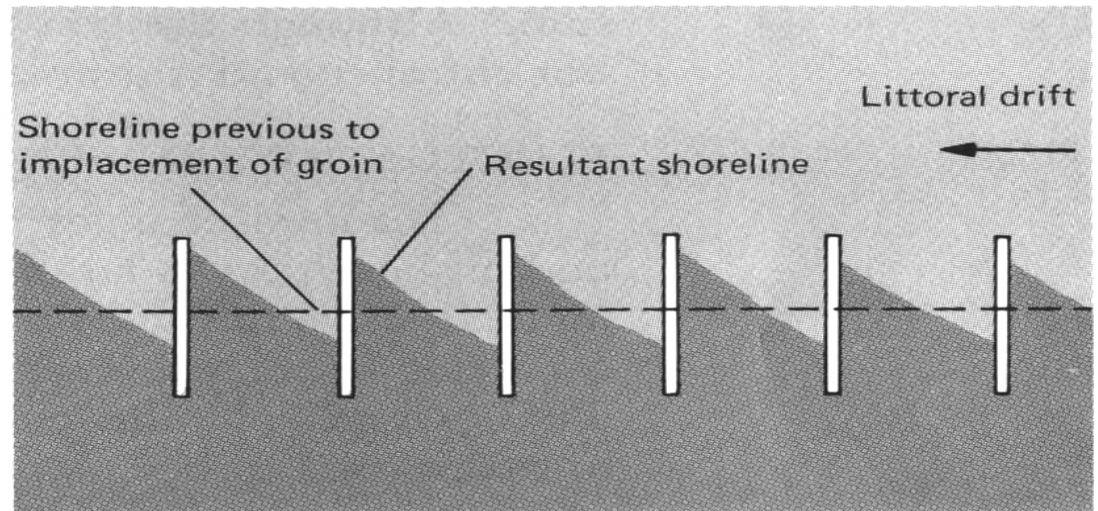


# Impact of Groins to Shoreline

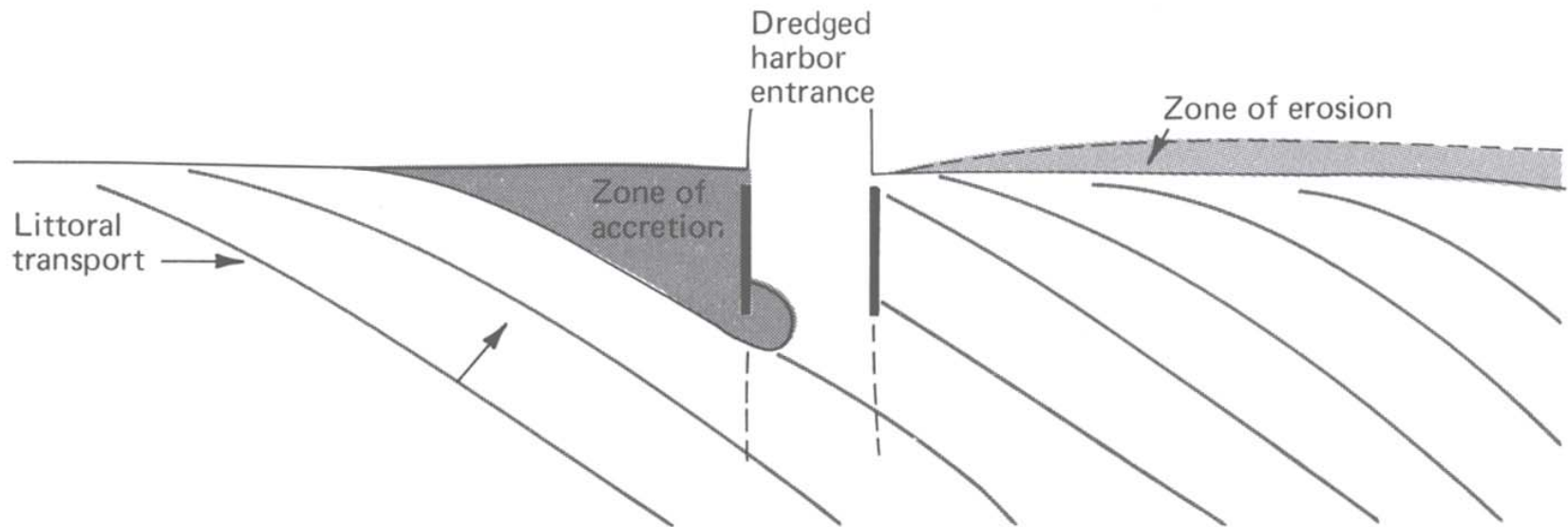
Deposit sediment on upcurrent side, erode beach on downcurrent side



Deflects longshore transport farther offshore



# Jetty entrapment of sediment

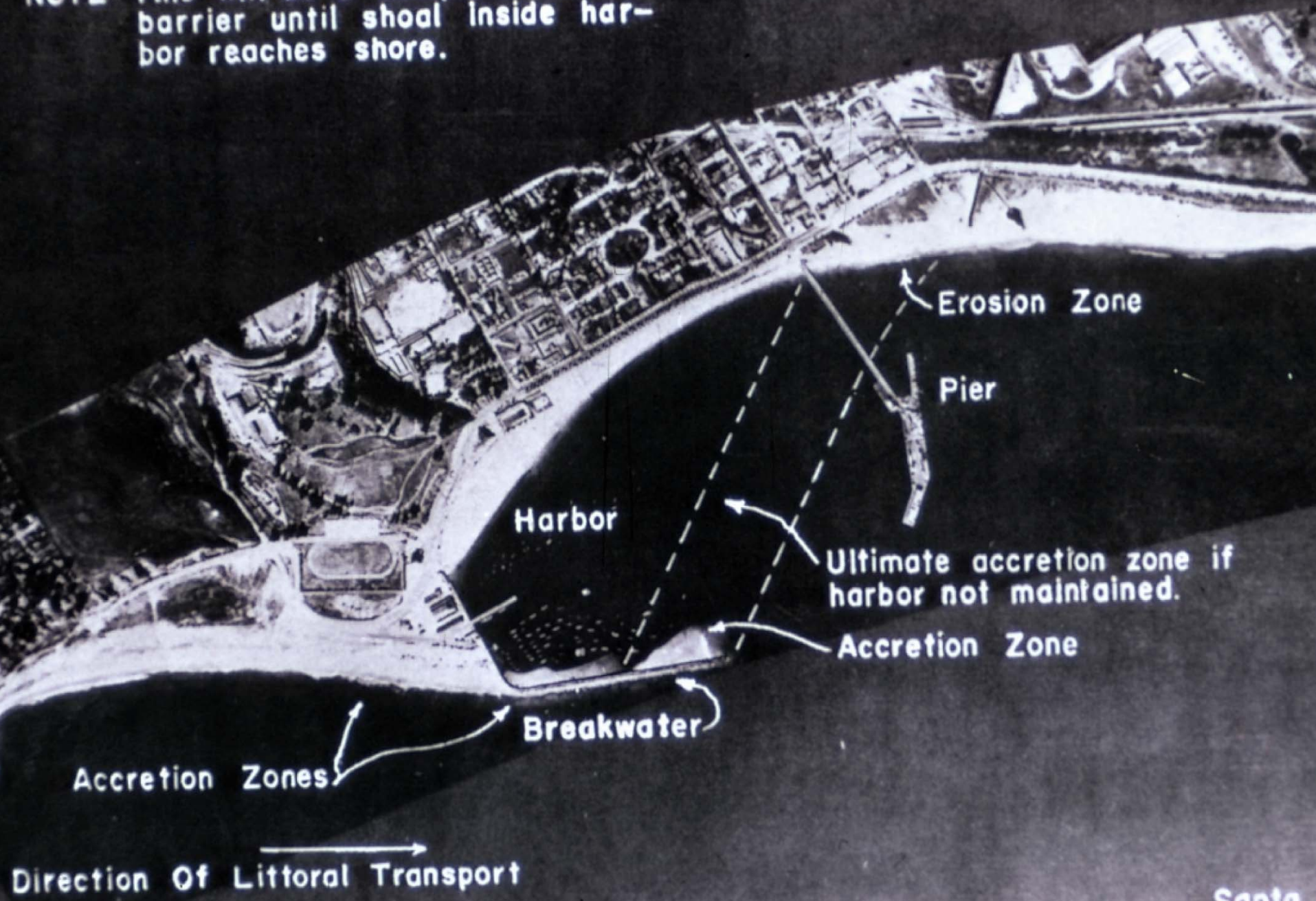


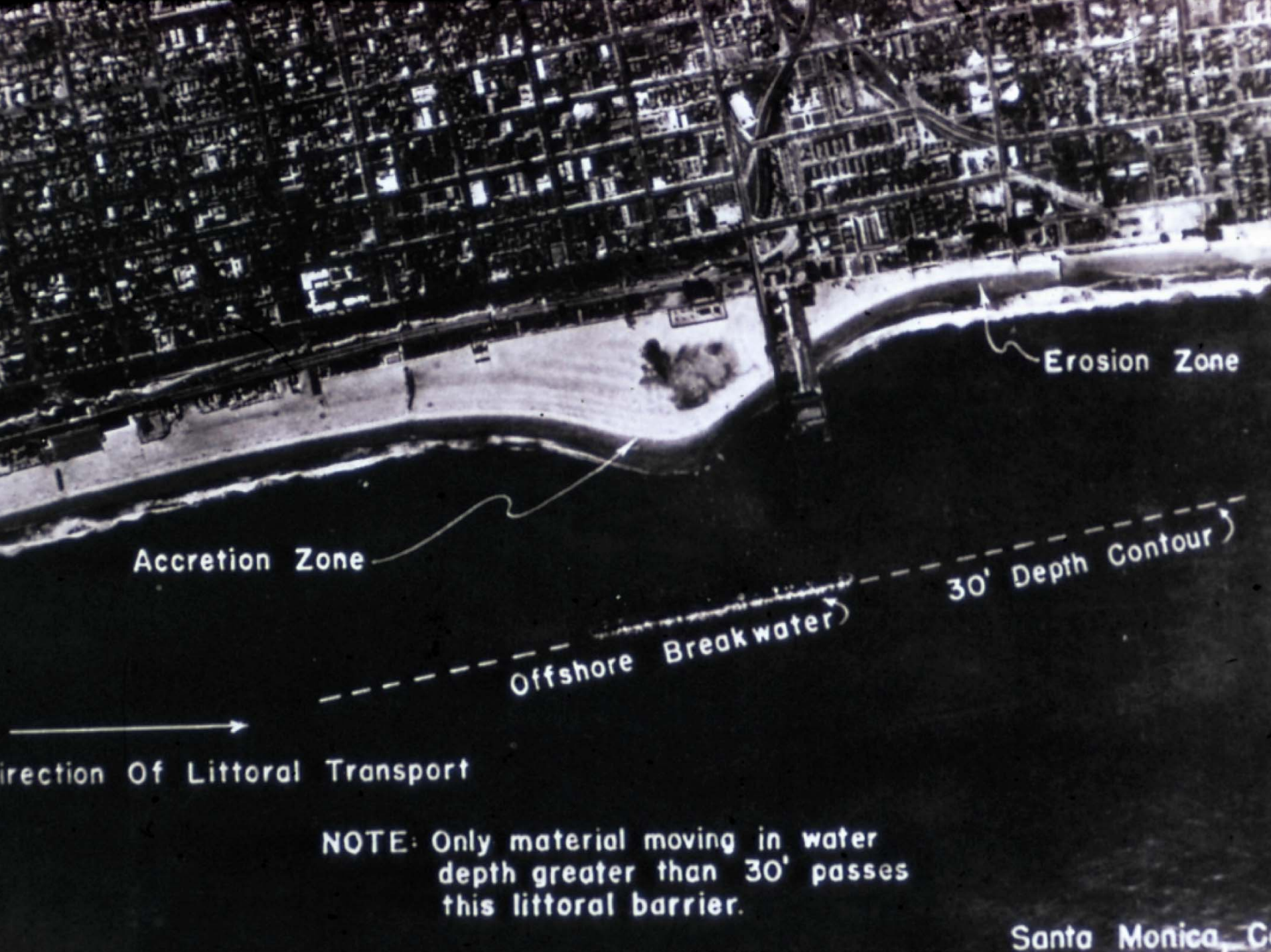
Sediment trapped on upstream side, due to longshore transport

Loss of sediment causes erosion on downstream side, to resupply longshore transport system

Similar to entrapment associated with groins, but on larger scale

**NOTE:** This will be a complete littoral barrier until shoal inside harbor reaches shore.





Accretion Zone

Erosion Zone

Offshore Breakwater

30' Depth Contour

Direction Of Littoral Transport

NOTE: Only material moving in water depth greater than 30' passes this littoral barrier.

Santa Monica, CA

# Human Beach Structures

