

## Deep-Marine Clastic Systems

- **References:**
  - Walker & James – Chapter 13
  - Emery & Myers – Chapter 9

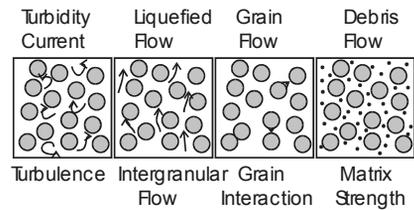
## Deep-Marine Clastic Systems

- **Processes**
- **Submarine fans – facies models**
- **Controls on submarine fan development**
- **Summary**

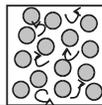
## Processes

- **Submarine fan systems maintained by density currents**
- **Density currents transport clastic detritus (sand, gravel, mud) to deep water**
- **Four end-member types of density currents**

## Processes

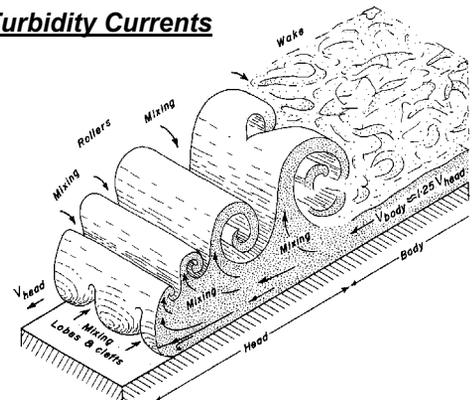


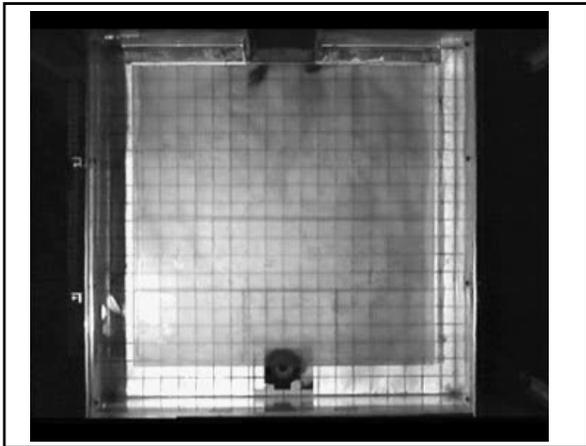
## Processes



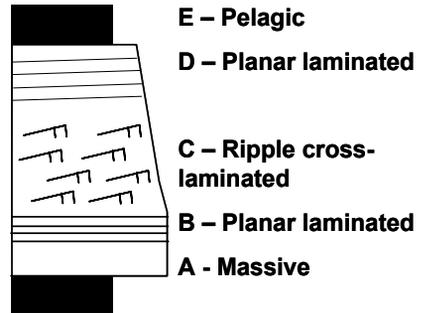
- **Turbidity Currents**
  - Grains held in suspension by fluid turbulence
  - Generated by submarine failures, rivers entering lakes, etc.
  - Can transport sediment long distances (100s of km)
  - Slow/stop through mixing with ambient water or change of slope

## Turbidity Currents

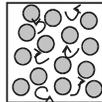




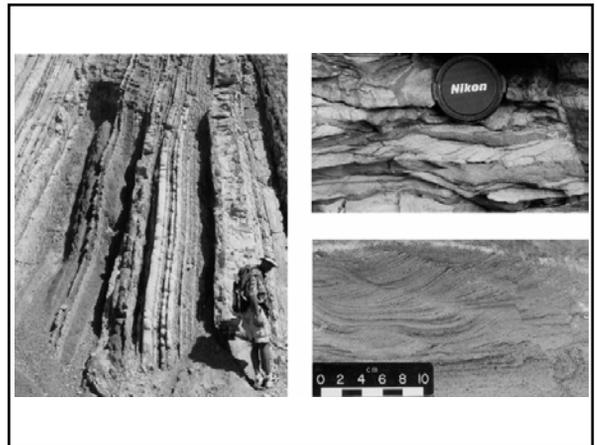
### An Ideal Turbidite – “Bouma Sequence”



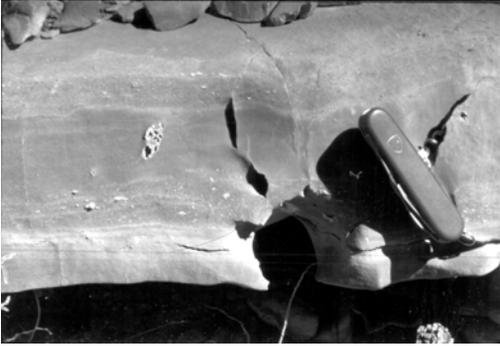
### Processes



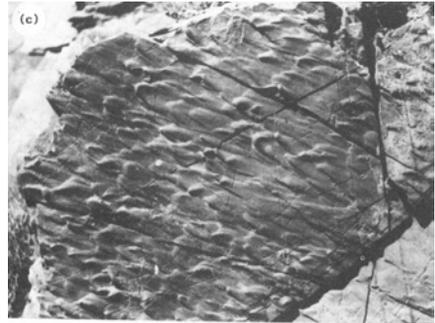
- **Turbidites**
  - Sedimentary structures record waning currents
  - Commonly normally graded
  - Thickness variable – cm to 10s of cm; tabular beds
  - Complete Bouma Sequences not always developed
    - Use shorthand notation
    - E.g., ABC, BC, A, ACE



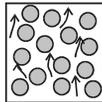
### Graded carbonate turbidites – West Texas



### Flute marks



### Processes



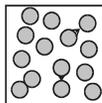
#### ■ Fluidized/liquefied flows

- Grains held in suspension by intergranular flow (loss of grain contacts)
- Pore fluids escaping upward
- Loosely packed sands subjected to a shock
- Flow “freezes” from bottom up as it slows and sediment is redeposited

### Dish structures



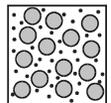
### Processes



#### ■ Grain Flows

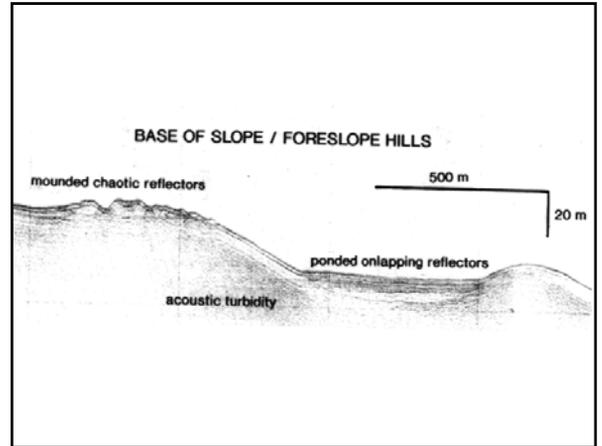
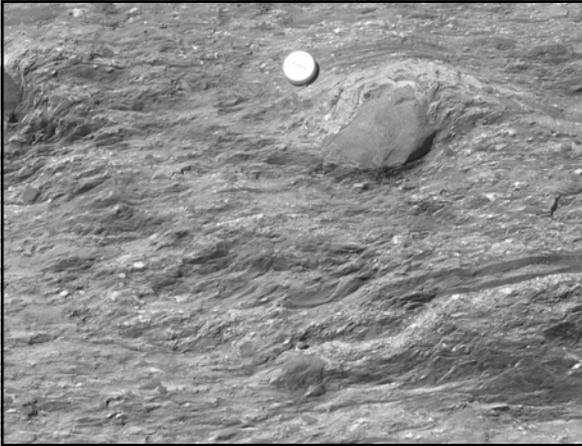
- Grains held in suspension by grain-to-grain collisions (dispersive pressure)
- Relatively steep slopes
- Flow “freezes” from bottom up as it slows and sediment is redeposited

### Processes



#### ■ Debris Flows

- Grains held in suspension by matrix strength (suspended fines)
- “Traditionally” thought that clays were needed, now known not to be true
- Wide range of grain sizes transported if available



## Processes

- Four end-member types – gradation from one type to another
  - "Hybrid" flows
  - Changes with time, location
  - Other classification schemes possible
- Most experimental work done in 60s and 70s – new work changing some ideas
- Relatively low submarine slopes needed, & trigger mechanism
- Cohesive mass movements – slides, slumps, etc.

Mass-transport processes		Mechanical behavior	Transport mechanism and sediment support		
Rock fall		Elastic	Free fall and subordinate rolling of individual blocks or clasts along steep slopes		
Slide	Glide		Shear failure among discrete shear planes with little internal deformation or rotation		
	Slump	Shear failure accompanied by rotation along discrete shear surfaces with little internal deformation			
Sediment gravity flow	Mass flow	Plastic limit	Shear distributed throughout sediment mass; strength principally from cohesion due to clay content; additional matrix support possibly from buoyancy		
				Debris flow	
	Fluidal flow	Viscous fluid	Liquid limit	Cohesionless sediment supported by dispersive pressure; flow in inertial (high-concentration) or viscous (low-concentration) regime; steep slopes usually required	
					Mud flow
					Grain flows
					Inertial Viscous
Liquefied flow	Cohesionless sediment supported by upward displacement of fluid (dilatance) as loosely packed structure collapses, settling into a more tightly packed framework; slopes in excess of 3° required				
Fluidized flow		Cohesionless sediment supported by the forced upward motion of escaping pore fluid; thin (<10 cm) and short-lived			
Turbidity current			Supported by fluid turbulence		

## Convolute bedding – West Texas

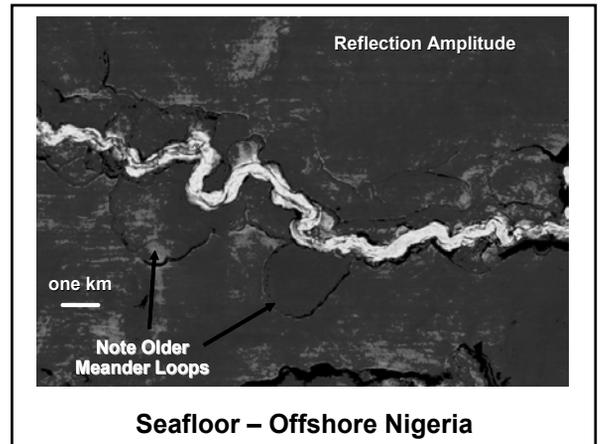
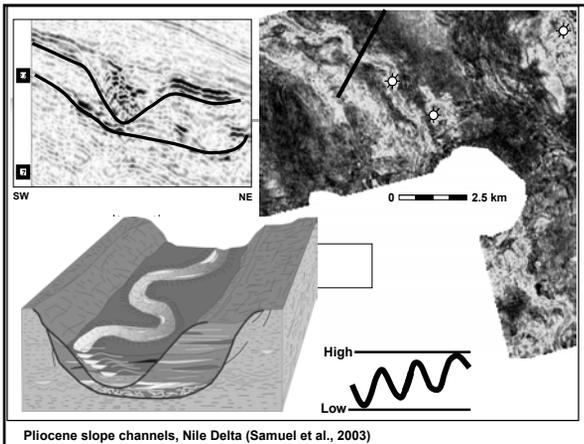
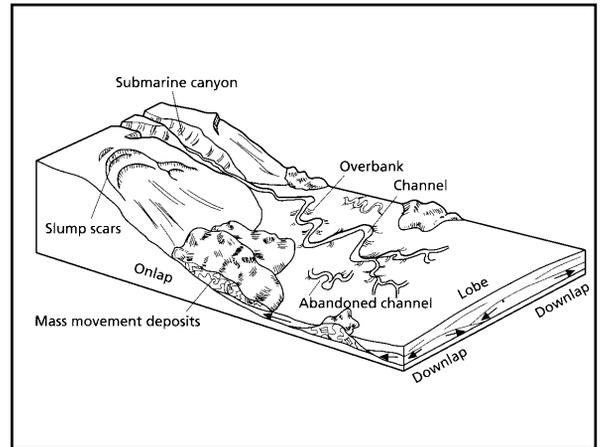
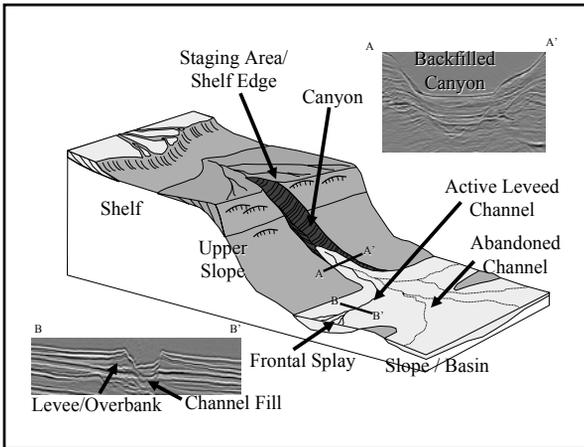
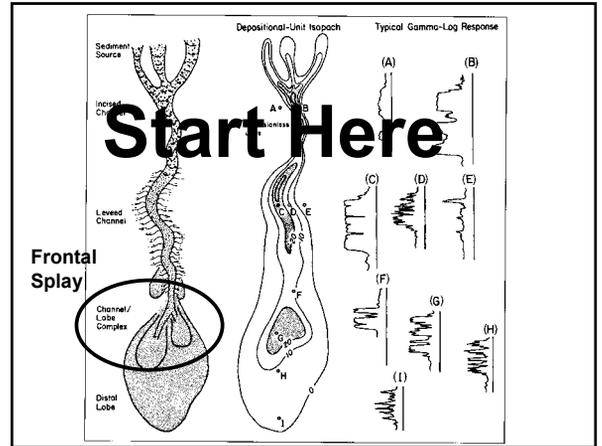


## Submarine Fans – Facies Models

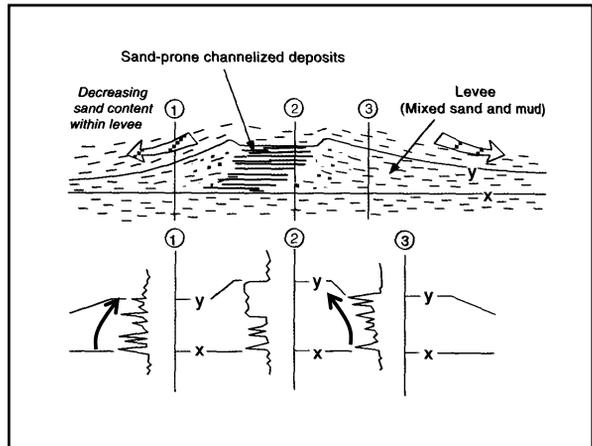
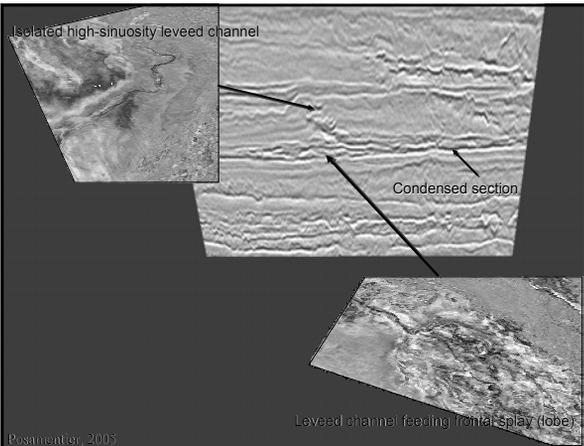
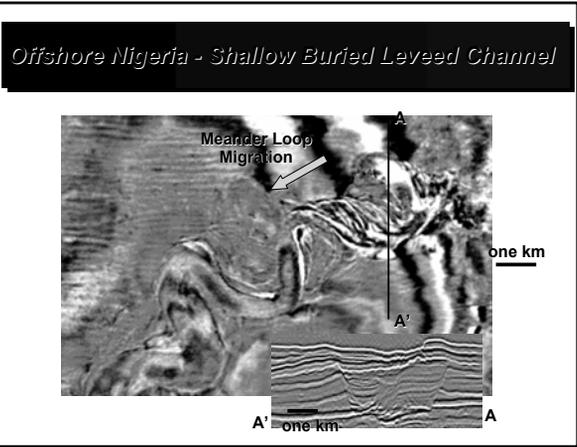
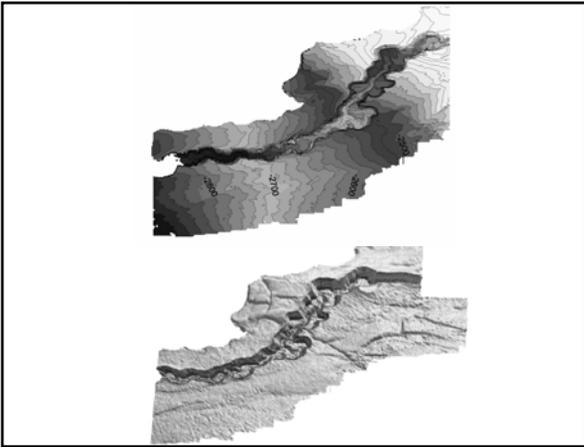
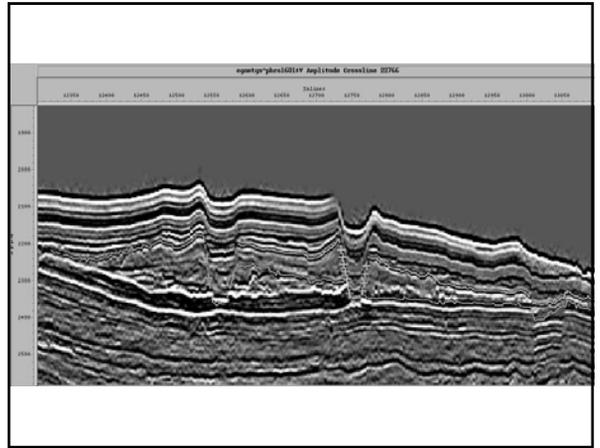
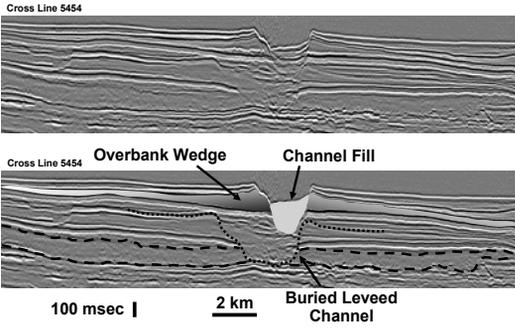
- Knowledge of deep-marine clastic systems based on outcrop, logs and especially imaging/sampling of modern fan systems in 1980s, 1990s
  - Gloria/Seabeam/side-scan sonar
  - 2-D and 3-D seismic images
  - Deep-sea drilling (DSDP, ODP)

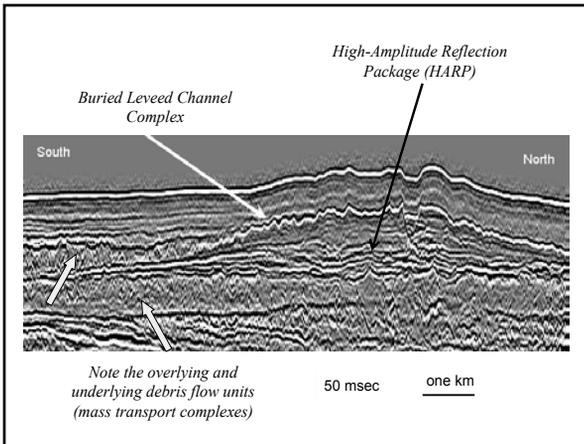
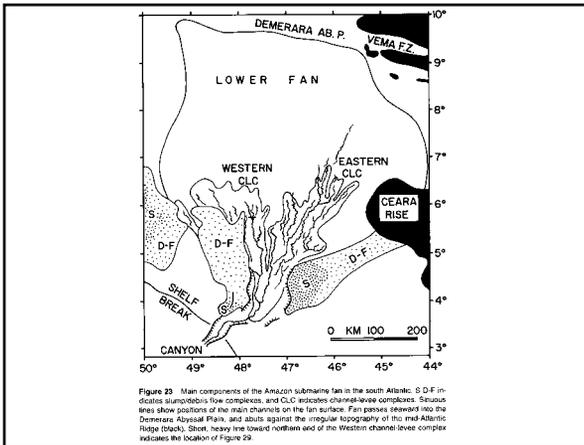
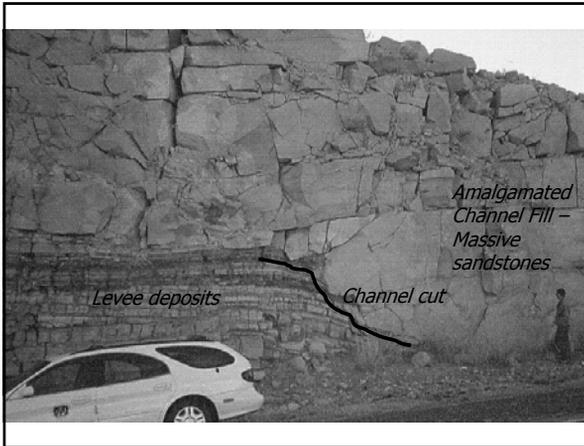
## Submarine Fans – Facies Models

- Much more elongate, complex than previously thought
- Main components: incised channels (submarine canyons, slope channels), leveed channel systems, mass transport complexes, frontal splays, distal lobes

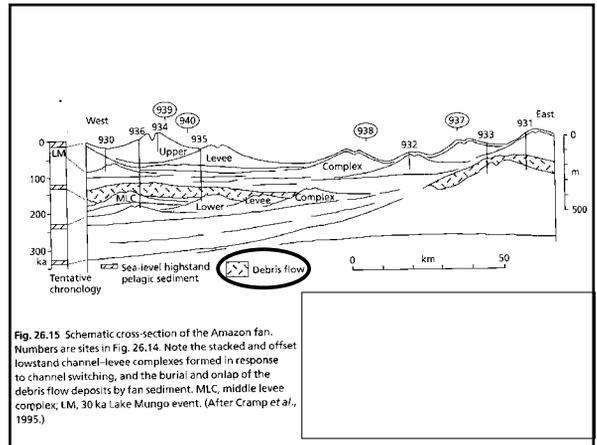


# Offshore Nigeria – Pleistocene Leveed Channel





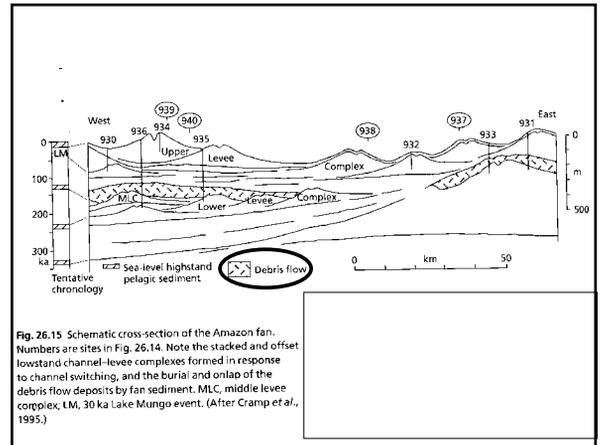
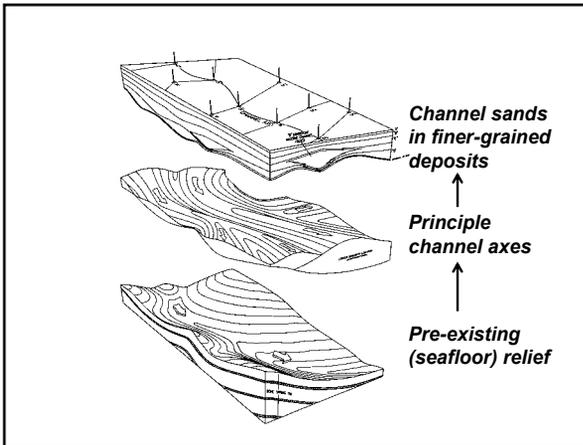
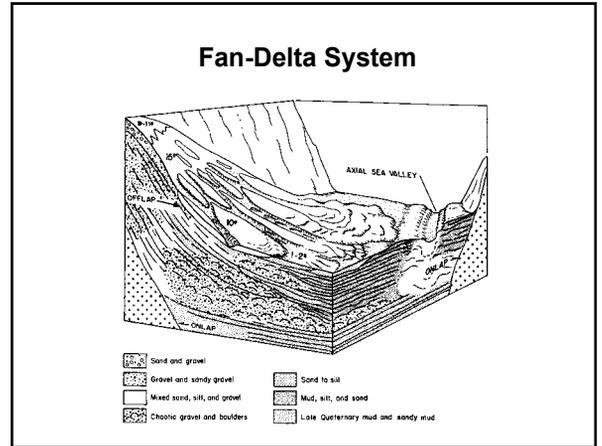
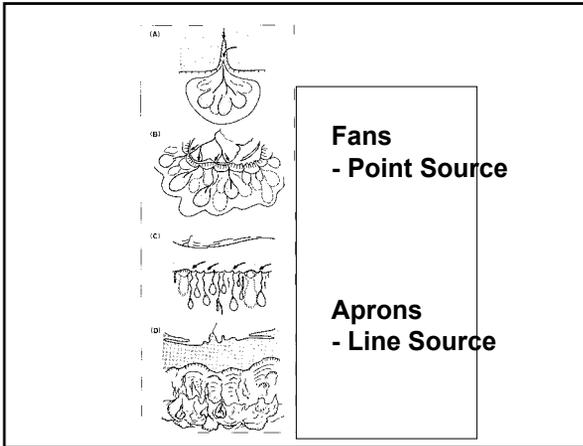
## Levee Deposits



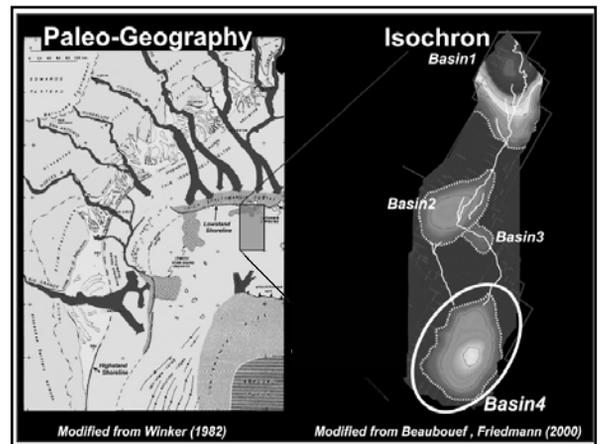
## Submarine Fans – Facies Models

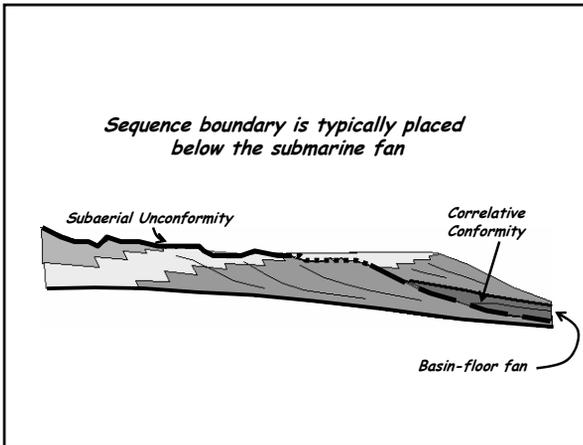
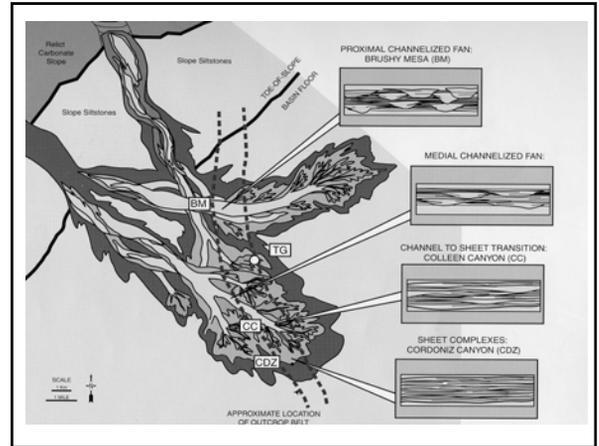
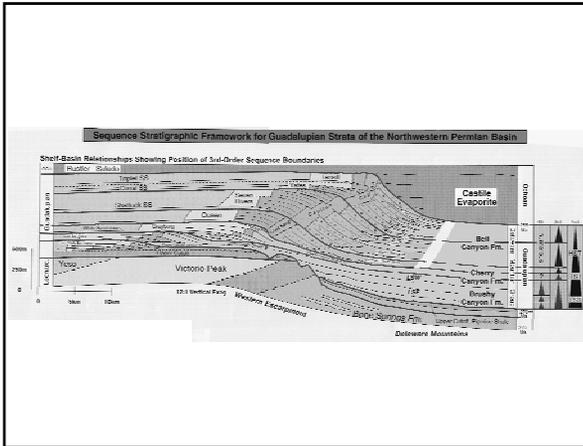
- Channel fills – amalgamated sandstone
  - High-amplitude facies
  - May show meandering
- Levees – interbedded turbidites and shale
  - "Gull-wing" geometry





- ### Controls on Submarine Fan Development
- Form when sediment can be supplied to shelf margin
  - Generally when sea level is low
  - Also if rivers can build deltas across shelf during high sea level, because of high sediment influx (e.g., Mississippi) or narrow shelf (e.g., Congo)





- ## Summary
- Erosion, sediment transport, deposition via density currents in submarine fan systems
    - Slumps and other mass movements possible (mass transport complexes)
  - 3-D seismic data, swath bathymetry data useful for studying entire systems
    - Don't show details of sedimentology

- ## Summary
- Principal components:
    - Incised channels (includes submarine canyons, slope channels)
    - Leveled channel systems – amalgamated sands (channels), turbidites (levees)
    - Mass transport complexes – chaotic, convolute bedding
    - Frontal splays – debrites (sandy), turbidites
    - Distal lobes - turbidites

- ## Summary
- Controls on submarine fan development/morphology:
    - Line source *vs* point source (apron *vs* fan)
    - Sediment texture (sand, mud, gravel, mix)
    - Seafloor relief (channel systems usually follow bathymetric lows)
    - Sea level