

# Crustal Deformation

## AKA – Structural geology

(adapted from Brunkel, 2012)





Study the architecture and processes responsible  
for **deformation** of Earth's crust.

## Folding and Faulting





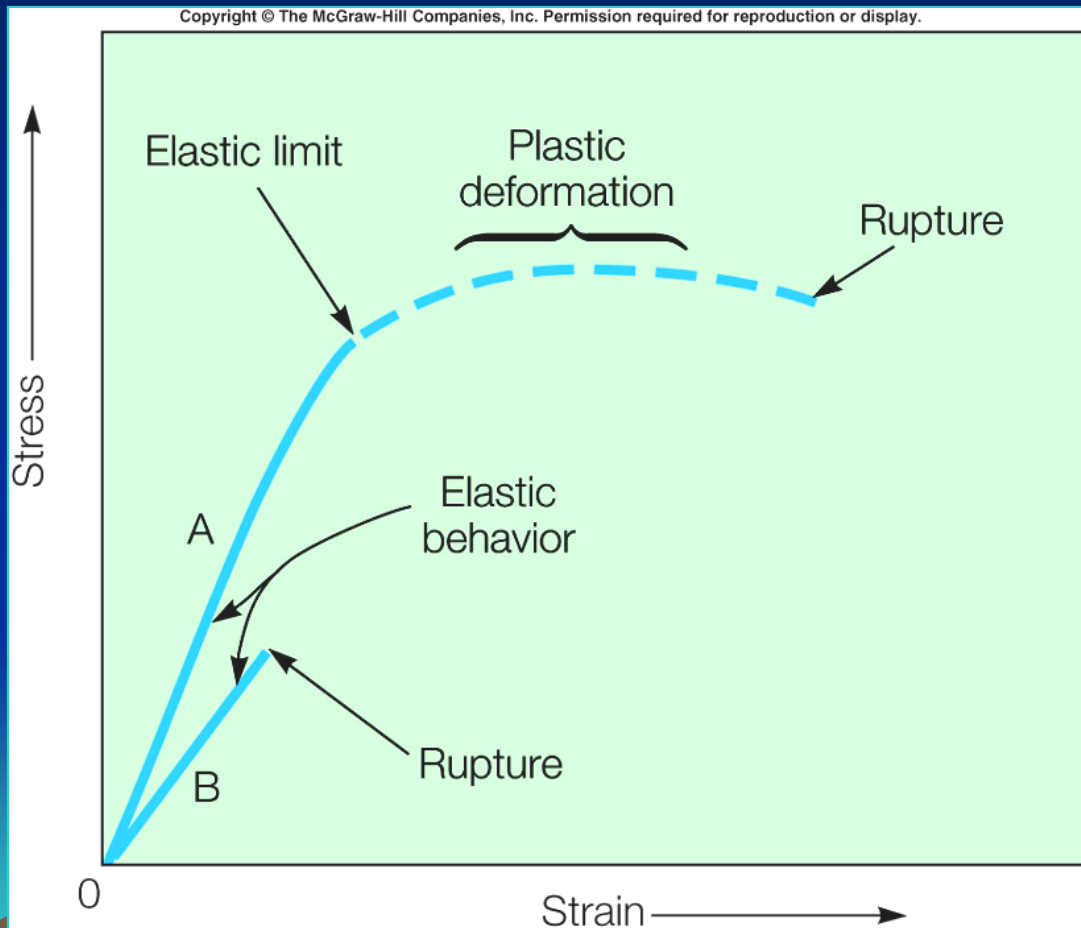


# How Rocks Deform: 4 Controls

- **Rock Type** – i.e., sandstone is more brittle than shale.
- **Temperature** – higher T = more ductile
- **Confining Pressure** – high lithostatic stress = more ductile
- **Time** – more time = more ductile (i.e., karate chop)



# Stress and Strain Relationships



The result of rock deformation can be seen at the surface as folds and faults

# A few things we need to know

- Law of original horizontality
- Superposition
- Cross-cutting relationships
- Strike and dip





# Law of original Horizontality



# Superposition

- Youngest on the top



- Oldest on the bottom

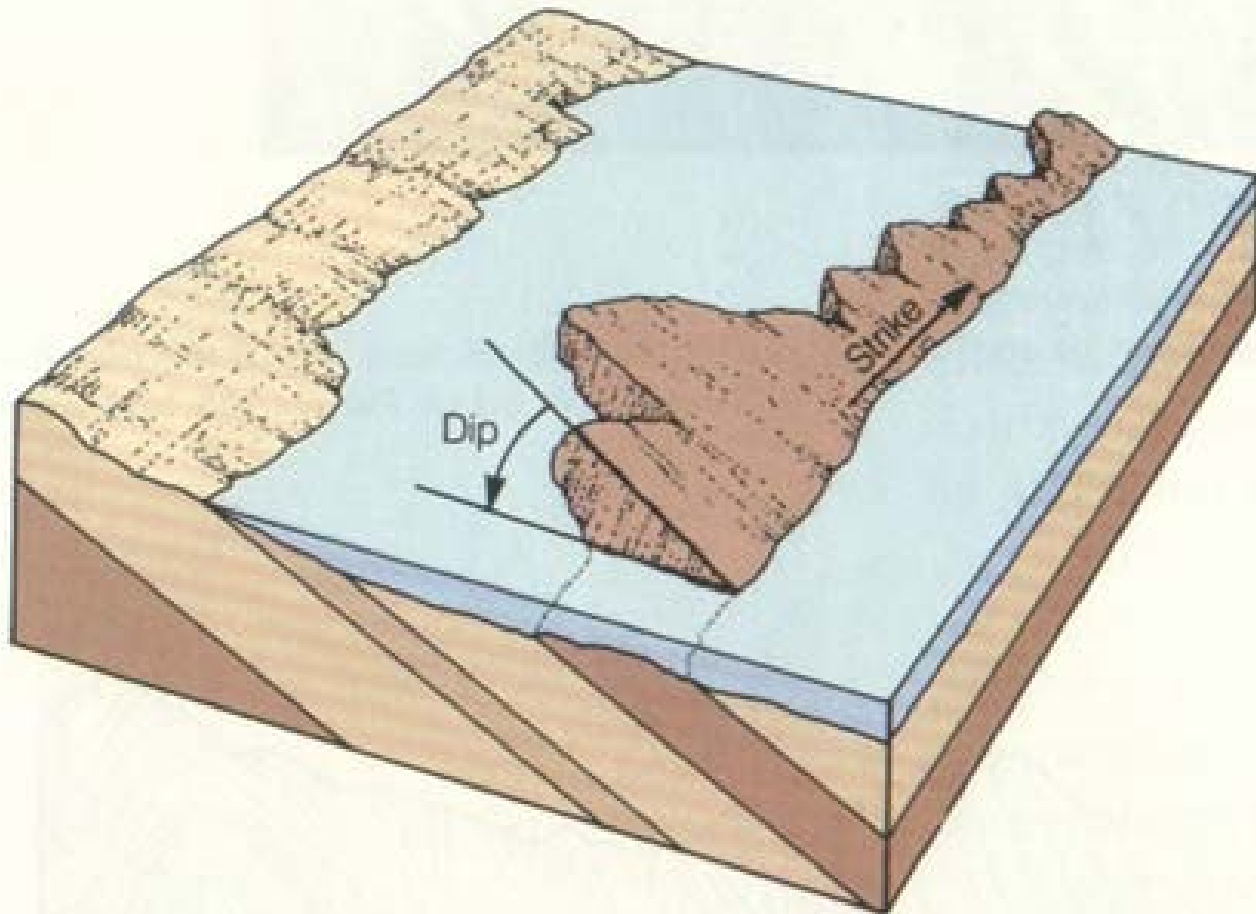


# Principle of Cross-cutting Relationships



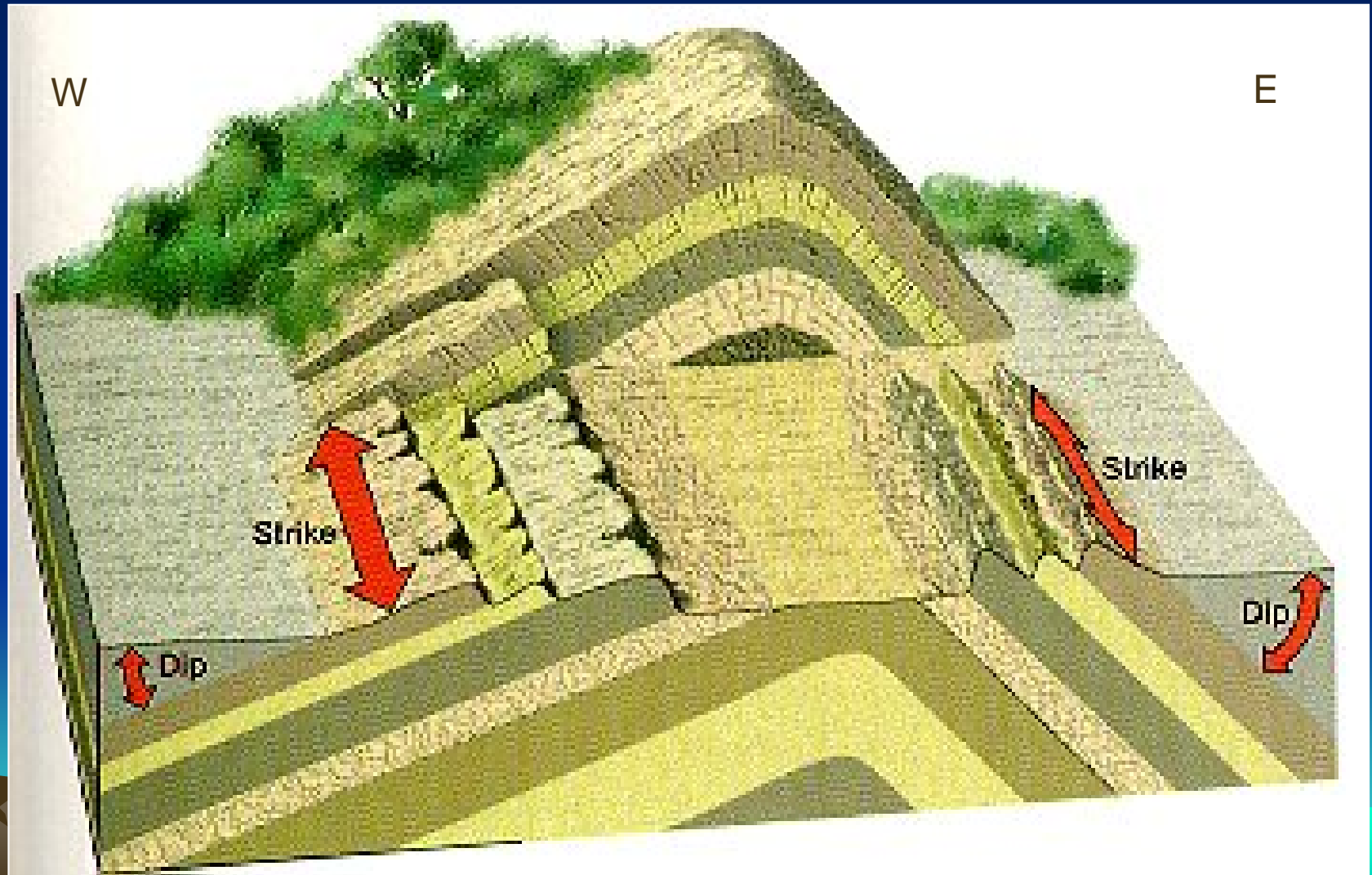
i.e., These sandstone beds were deposited as horizontal layers before they were faulted.

# Strike and Dip- when rocks are no longer horizontal





# Strike and Dip- how do we describe their orientation



# Strike and dip rules

- Strike is the direction on the surface of the rock formation – described by two directions ie. N-S, E-W, NE-SW
- Dip is always perpendicular to strike and is described by only one direction – N, S, E, W or NW, SE etc.
- Often it is easier to find the dip of a rock unit first and then describe the strike

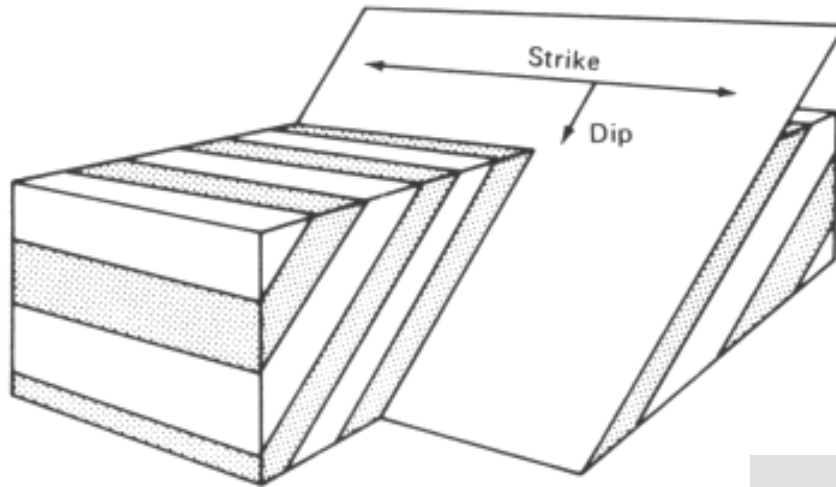




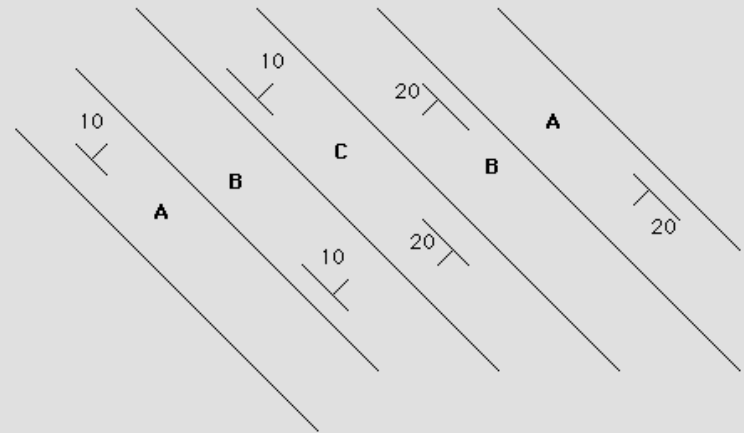
# Strike and Dip



# Strike and Dip



**Dip and Strike**  
(Courtesy of Dresser Atlas)





# Folds

- How do rocks fold?
- Ductile deformation
- What environments lead to ductile deformation?



# Folds

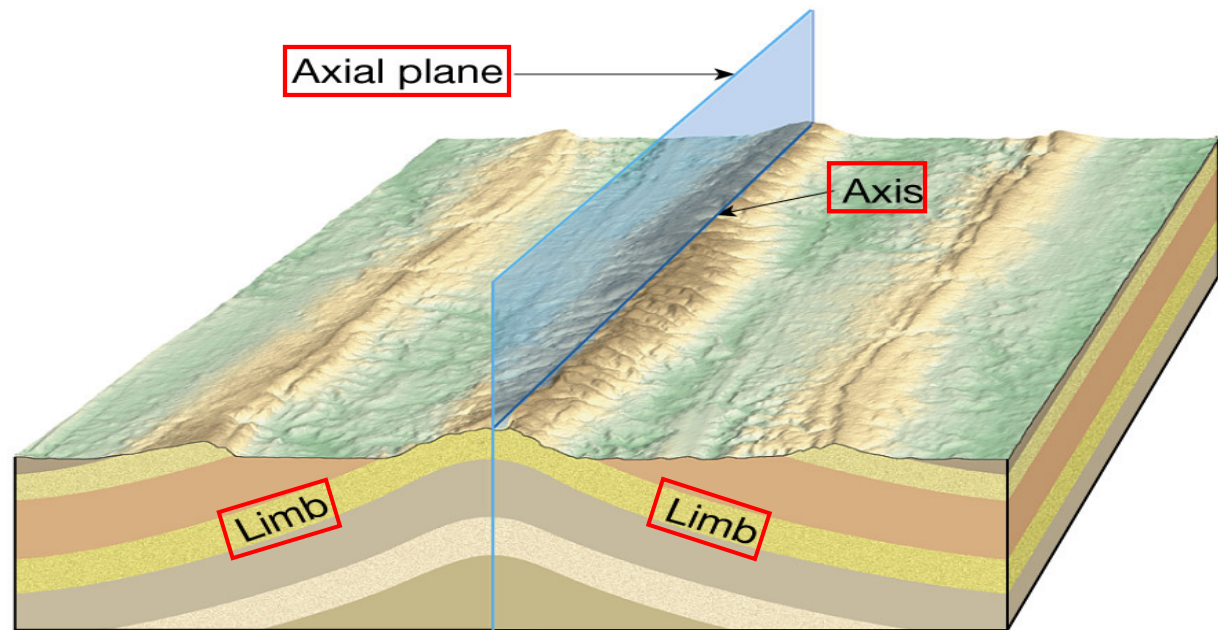
- **Folds** wave-like undulations in rock that form mainly from compressional stress that shortens and thickens the crust



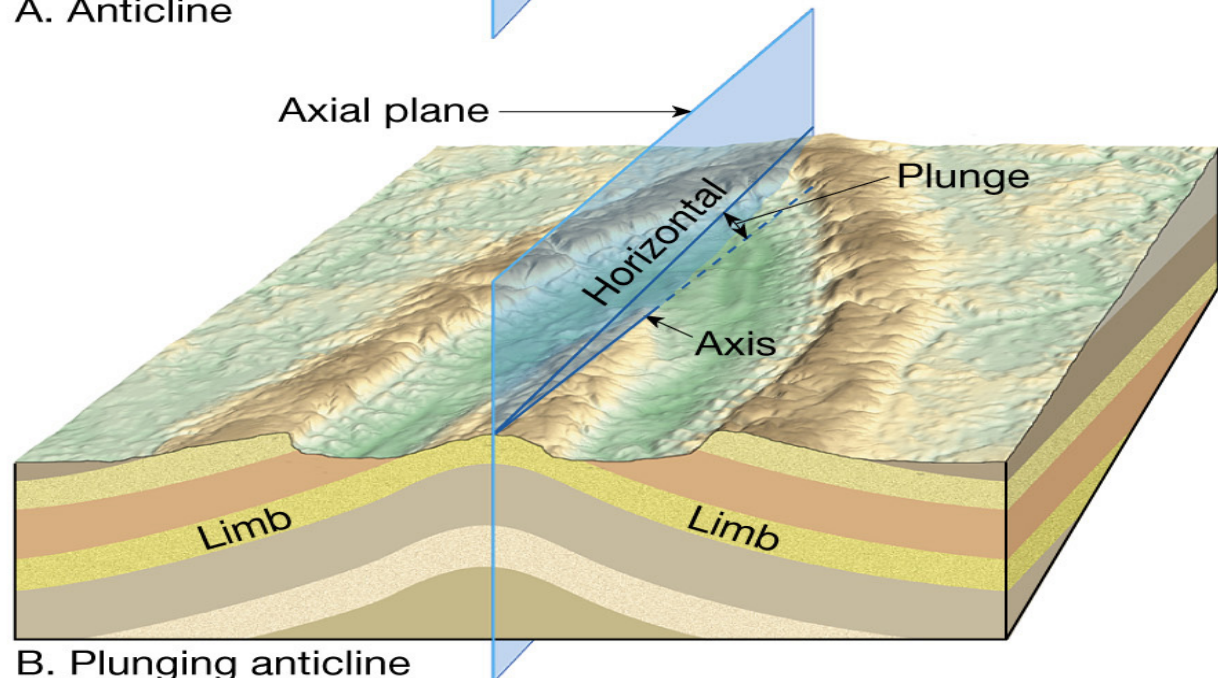


# Fold Parts

- **Limbs** –the two planar sides of a fold
- **Axis** – imaginary line marking the crest or trough of each layer
- **Axial plane** – an imaginary plane of symmetry through the center of the fold



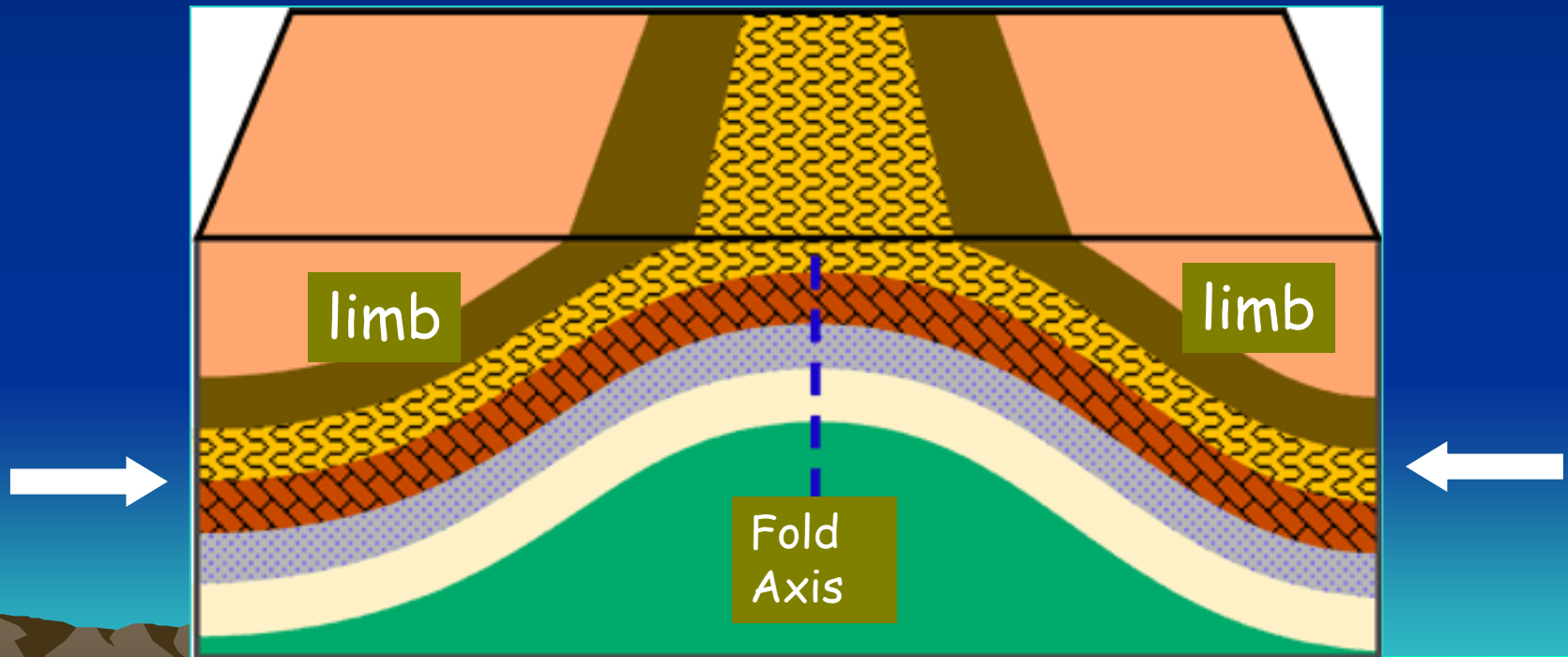
A. Anticline

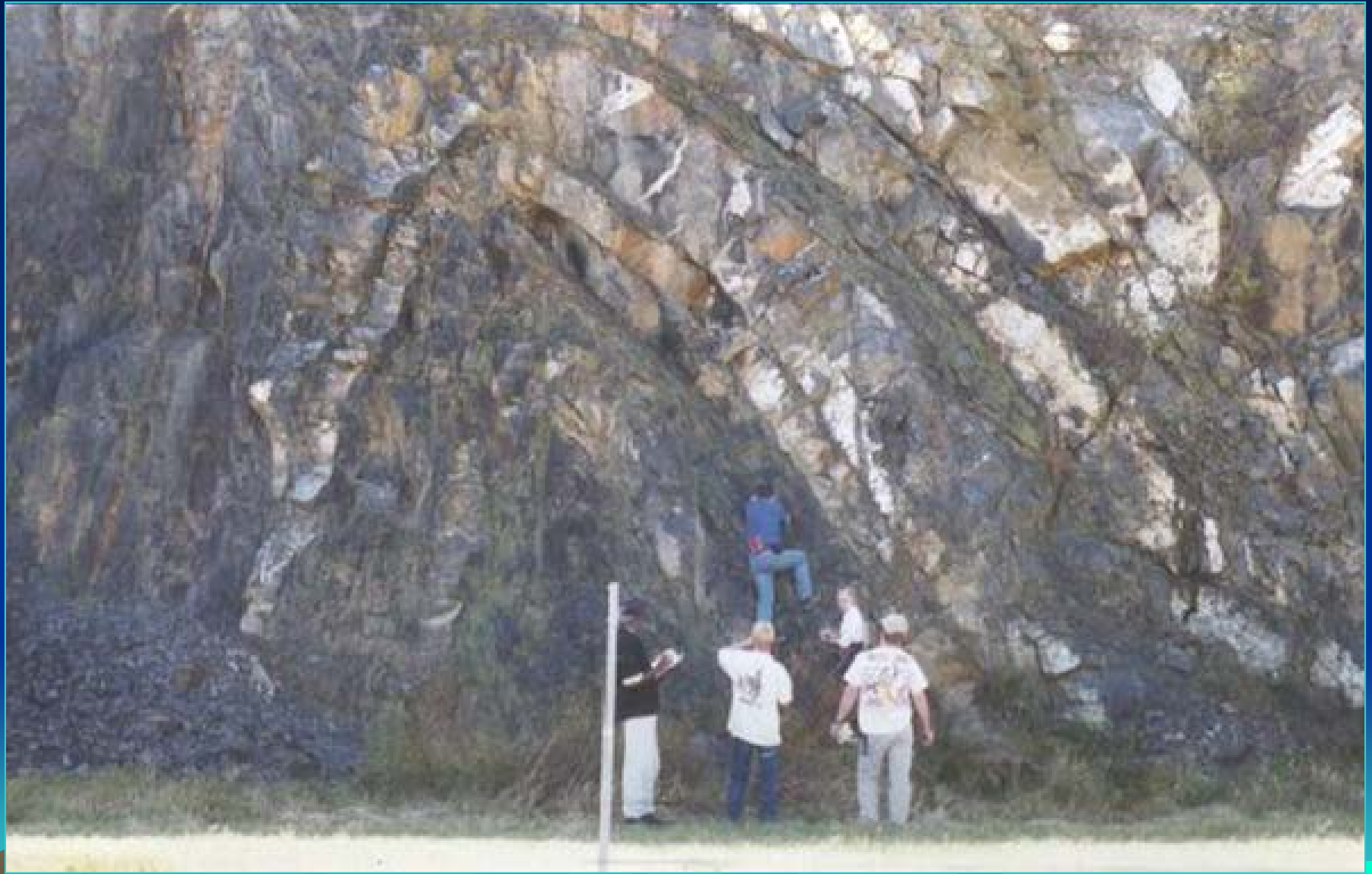


B. Plunging anticline

# Types of folds

- Anticlines – “A” shape

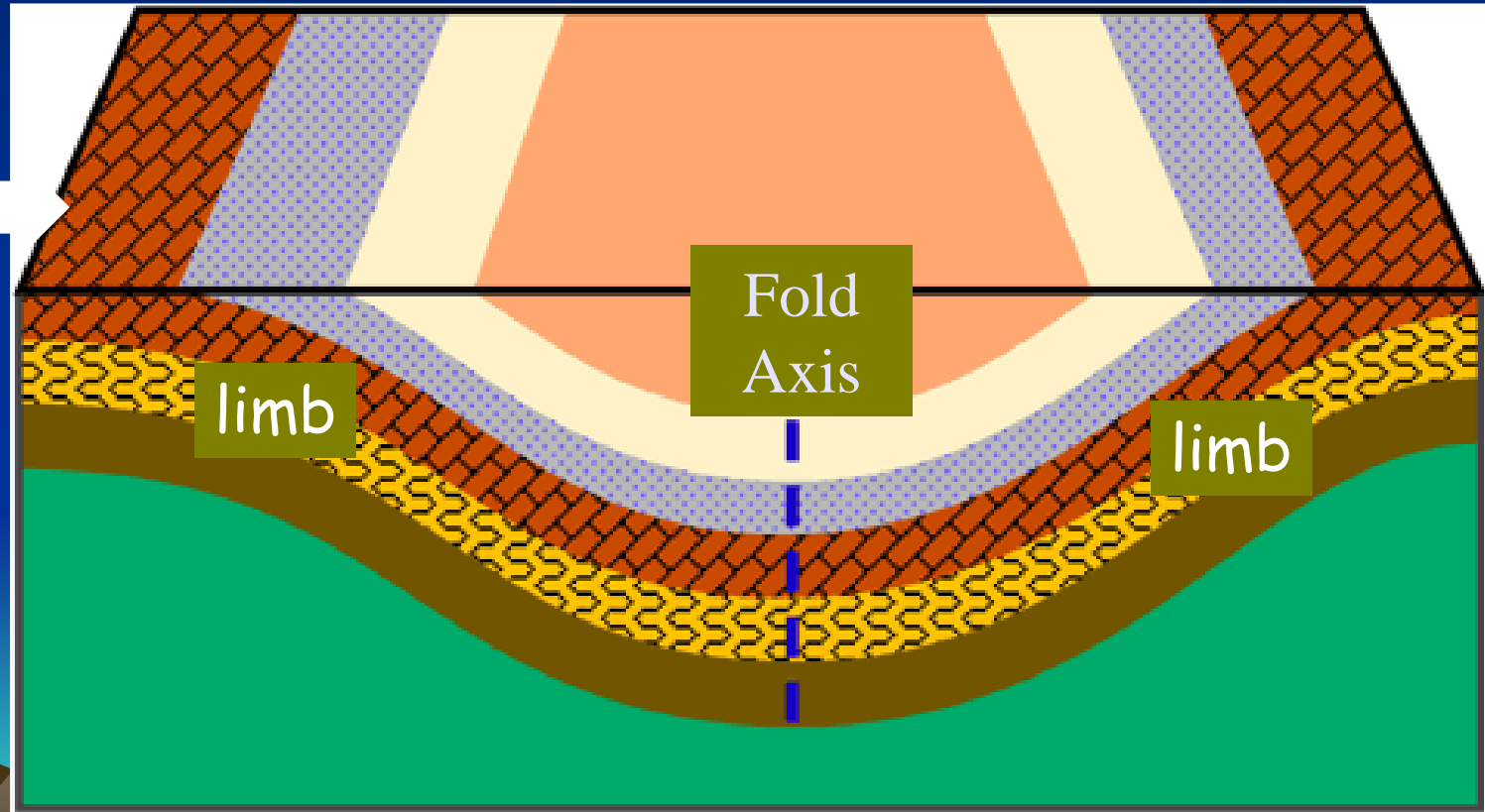






# Folds

Syncline- think of a sink

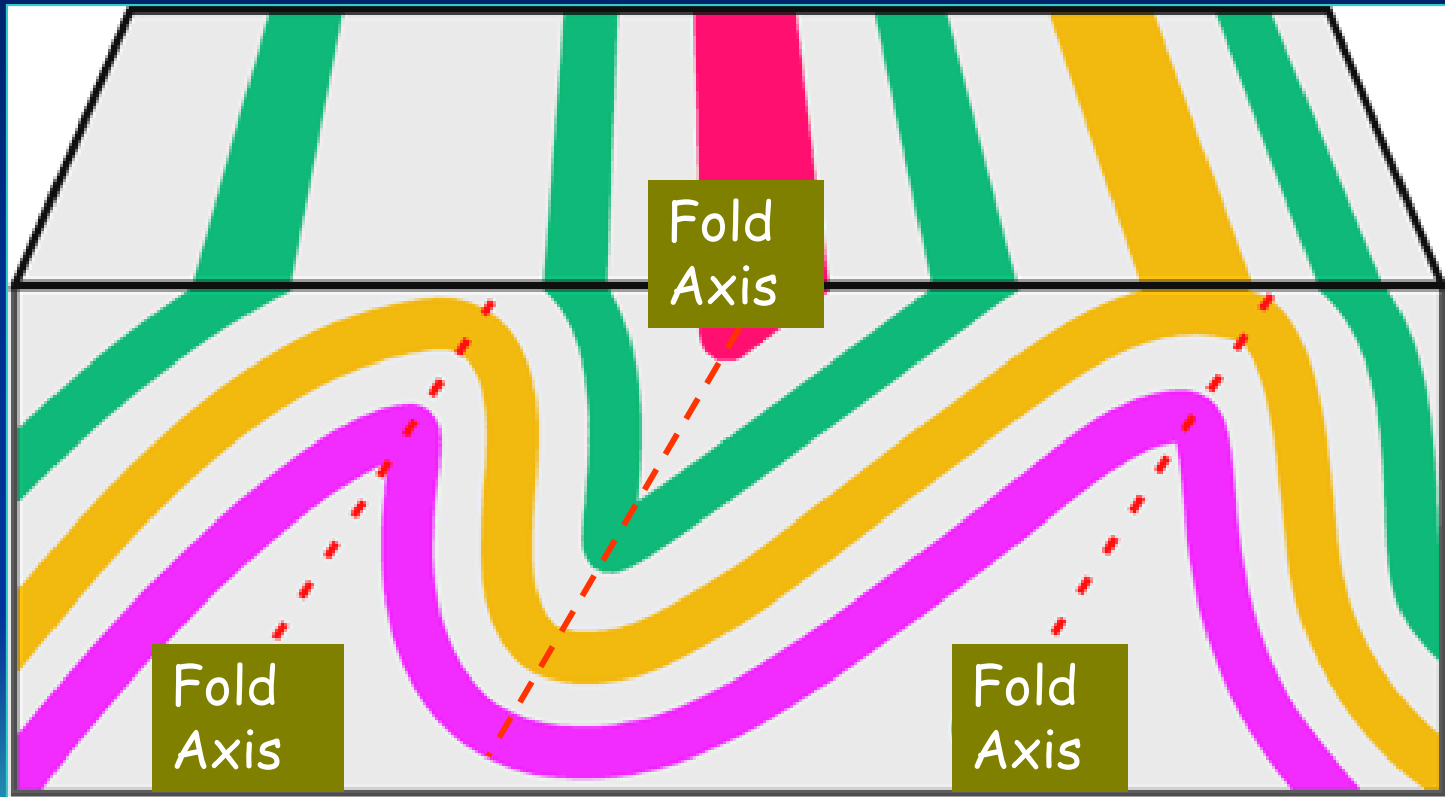








# Paired and tilted anticline and syncline





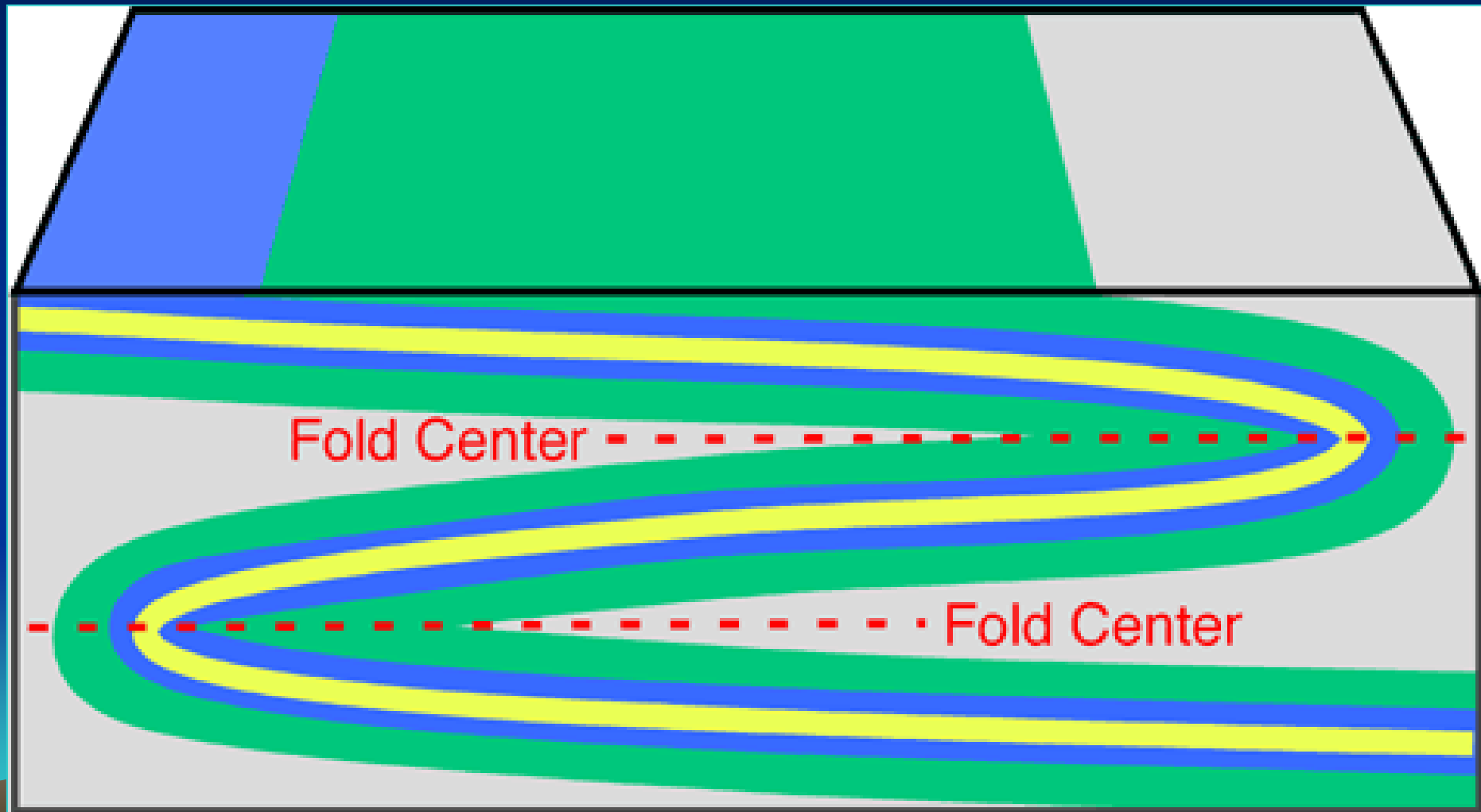
# folds



# folds



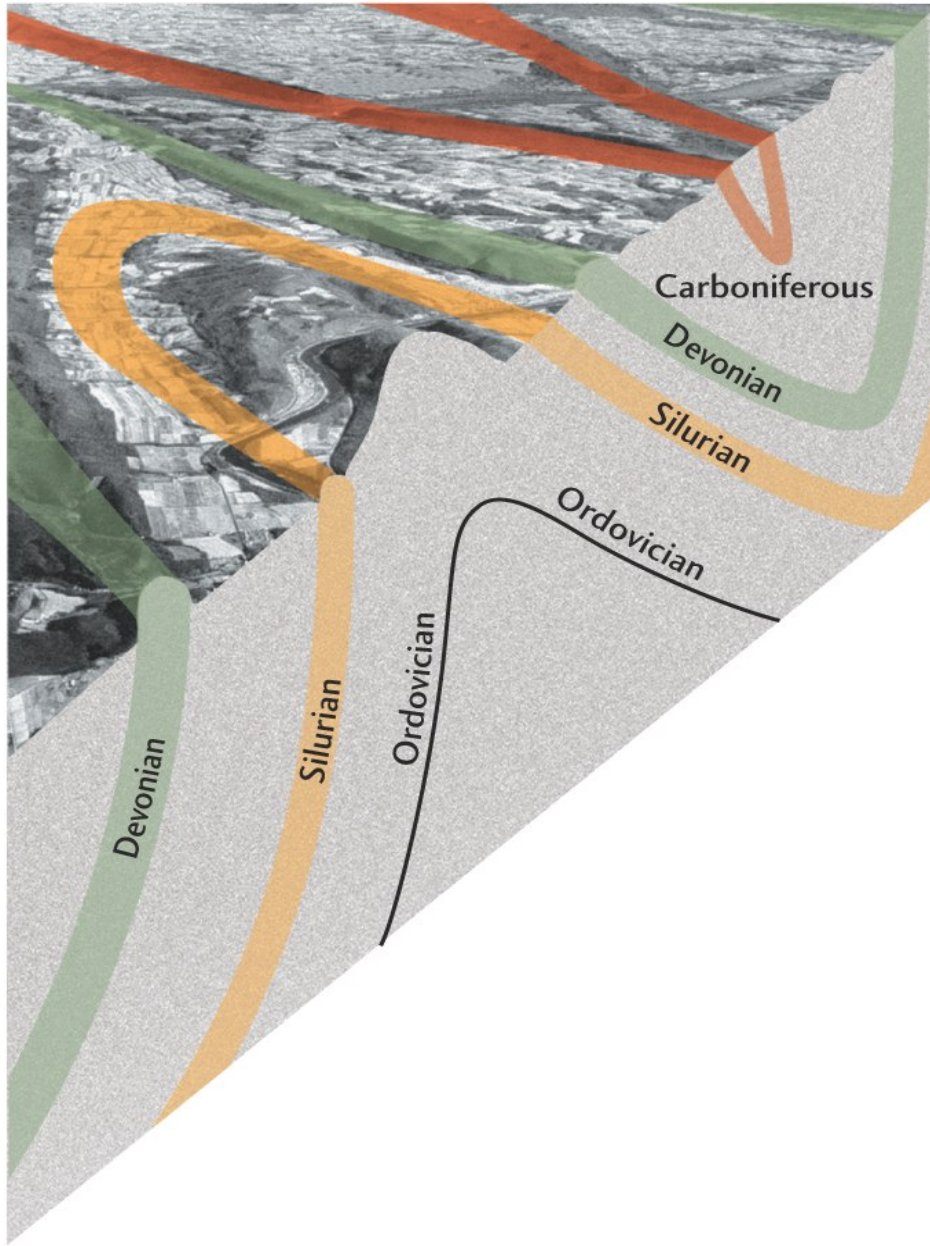
# Overtaken folds





# folds





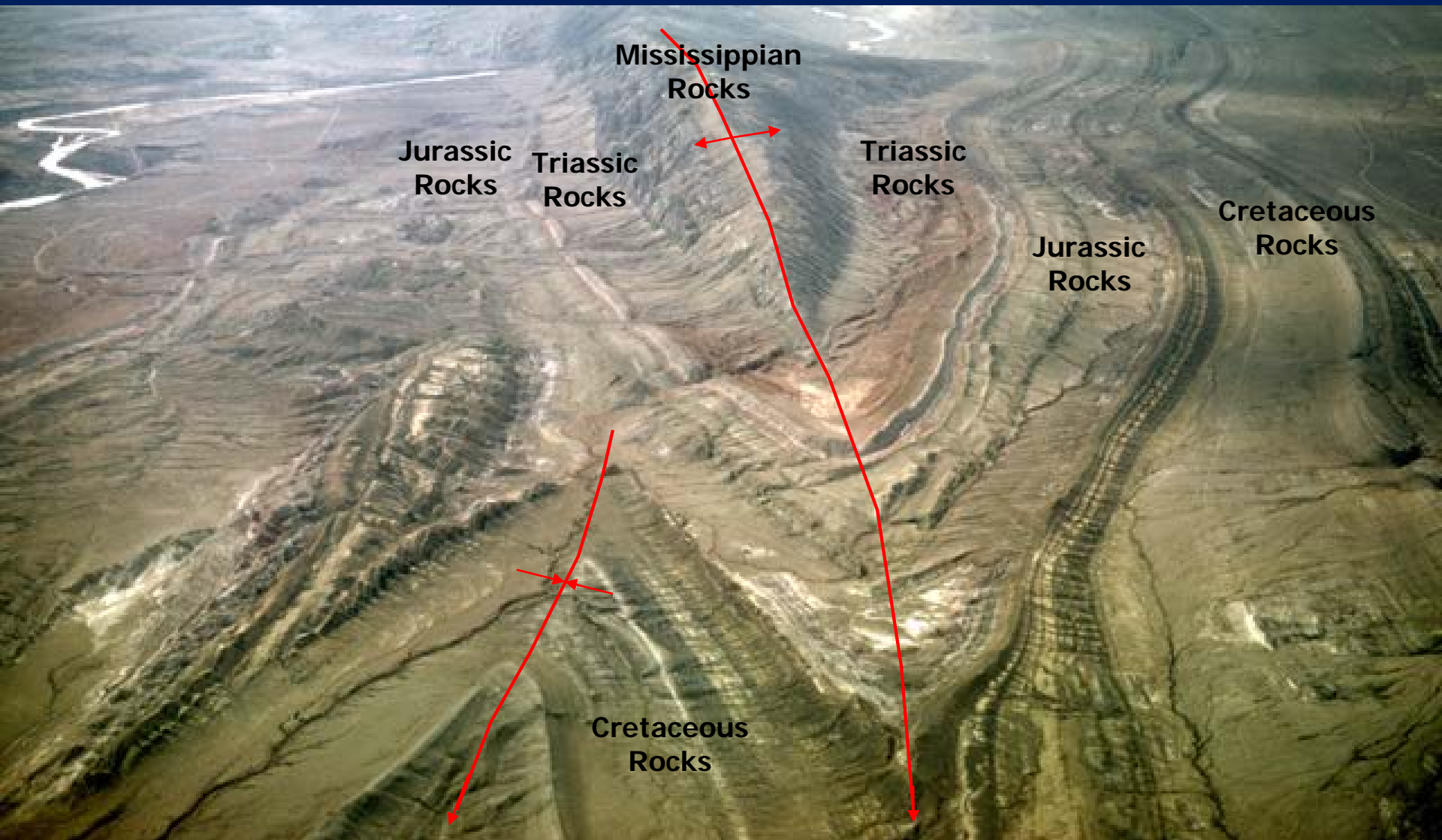
Folding on a large  
scale to produce large  
landforms





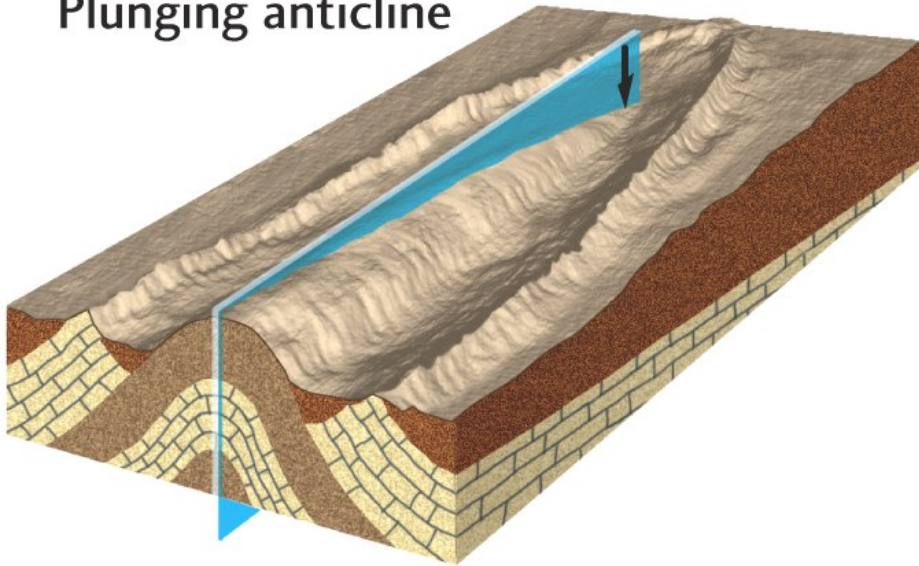


- **Sheep Mountain, WY: Plunging Anticline & Syncline**
  - Note Outcrop “V”s, Plunge Arrows, Anticline Symbol, Syncline Symbol
  - Note Oldest & Youngest Layers

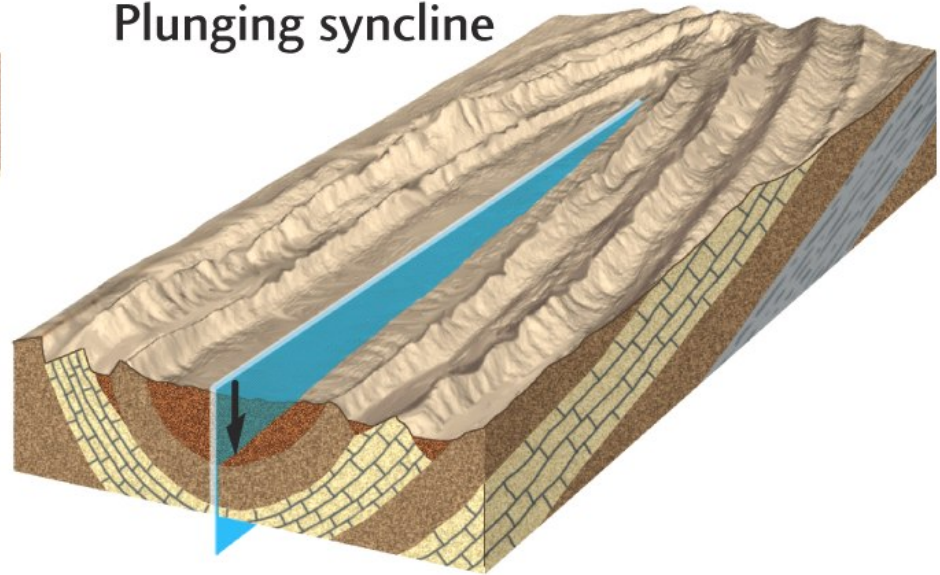


# Plunging folds

Plunging anticline

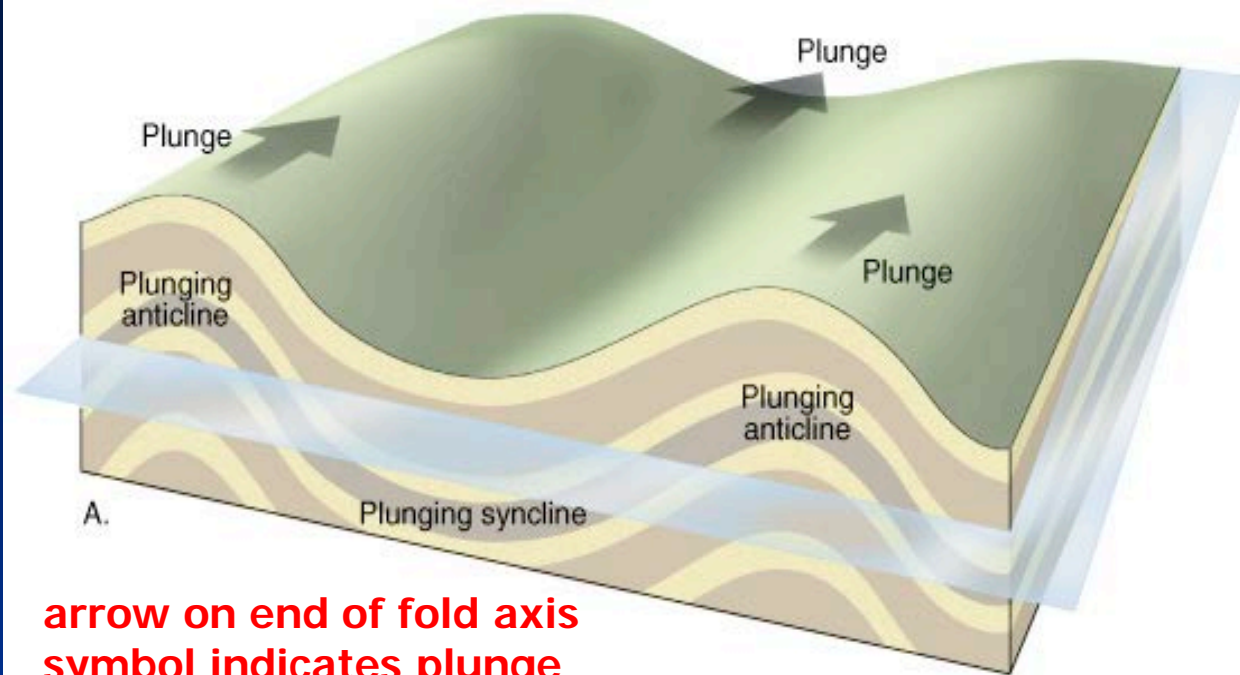


Plunging syncline

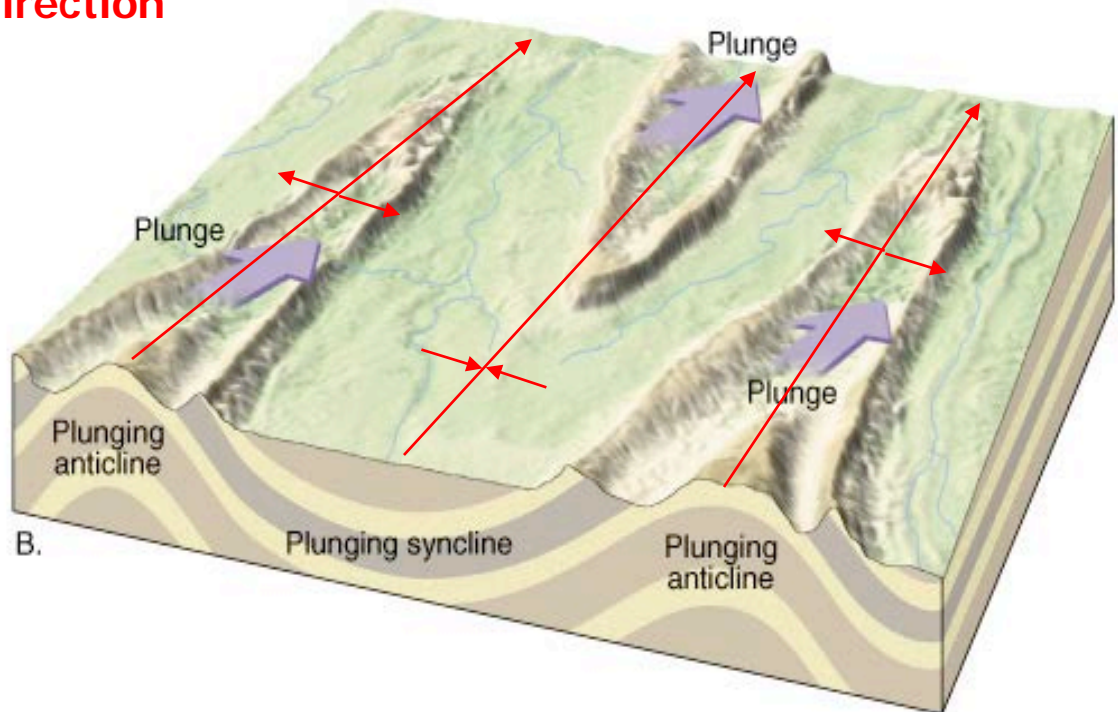


- Fold axis dips below the surface

- **Anticline** – upfold
  - Oldest rock in center
  - Point of mapped outcrop “V” in the direction of plunge.
- **Syncline** - downfold
  - Youngest rock in center
  - Open end of mapped outcrop “V” is in the direction of plunge.



arrow on end of fold axis  
symbol indicates plunge  
direction

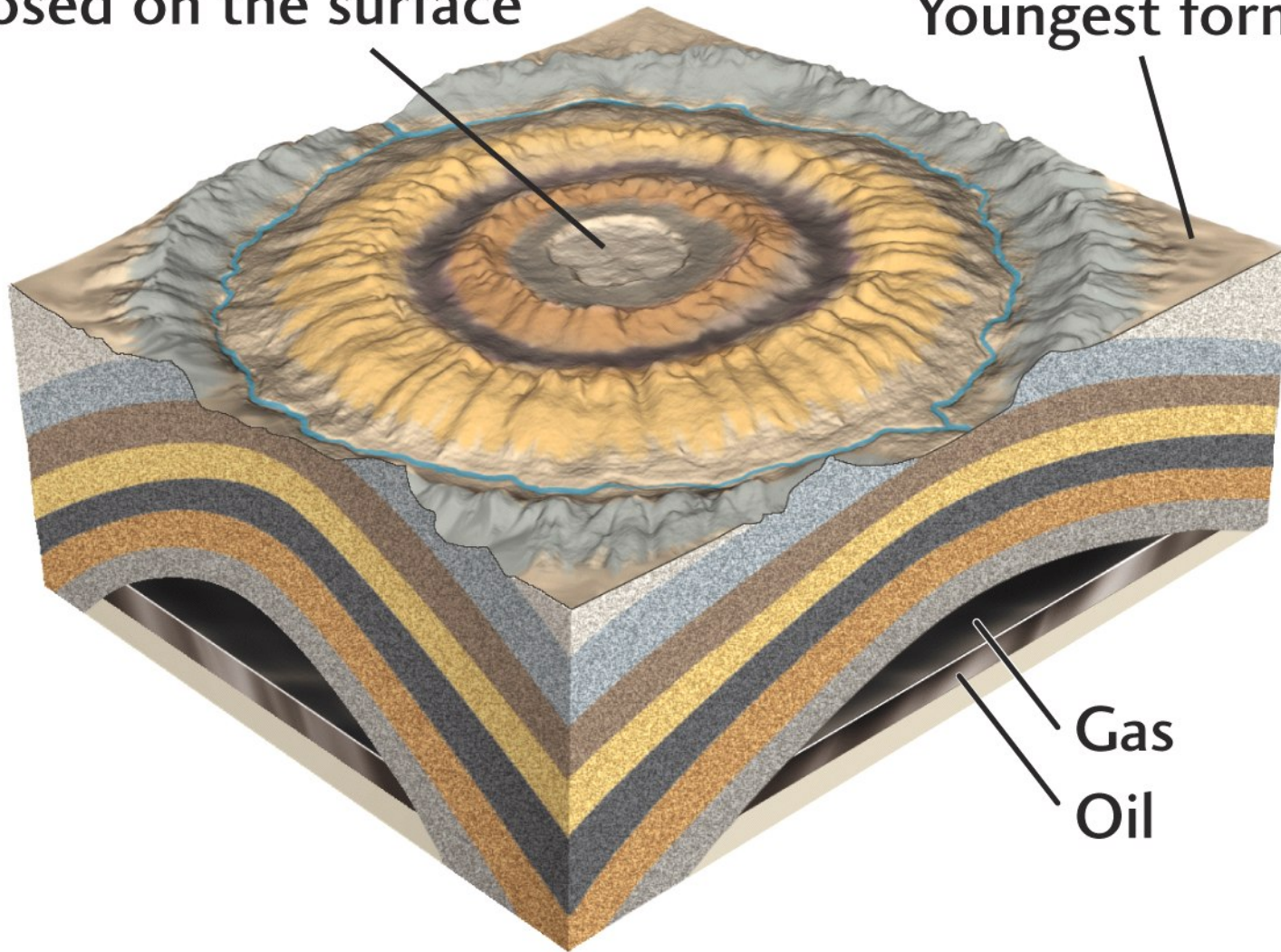




# DOME

Oldest formation  
exposed on the surface

Youngest formation





# Sinclair Dome, WY



# Folds in map view

**Anticlines** - eroded tops of anticlines reveal a characteristic map pattern of rock ages

- Oldest rocks exposed in the middle with bands getting younger as you go out
- the **direction of dip** of the bed will provide clues to what type of structure it is





# Folds in map view

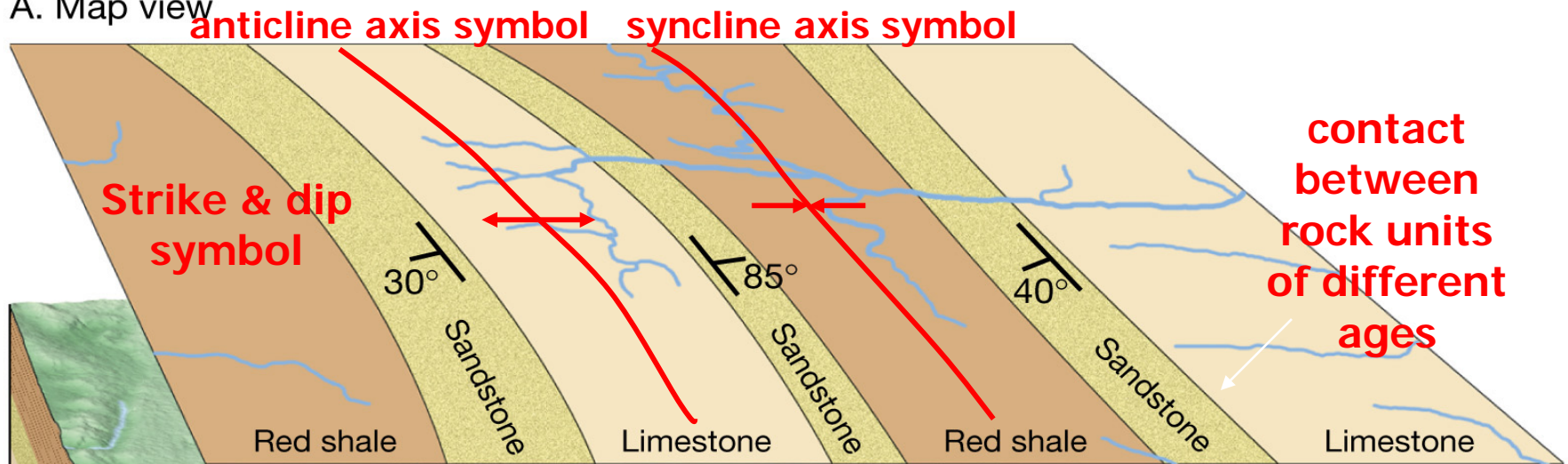
**Synclines** -eroded synclines reveal a characteristic map pattern of rock ages

- Youngest rocks exposed in the middle with bands getting older as you go out
- The **direction of dip** of the bed will provide clues to what type of structure it is

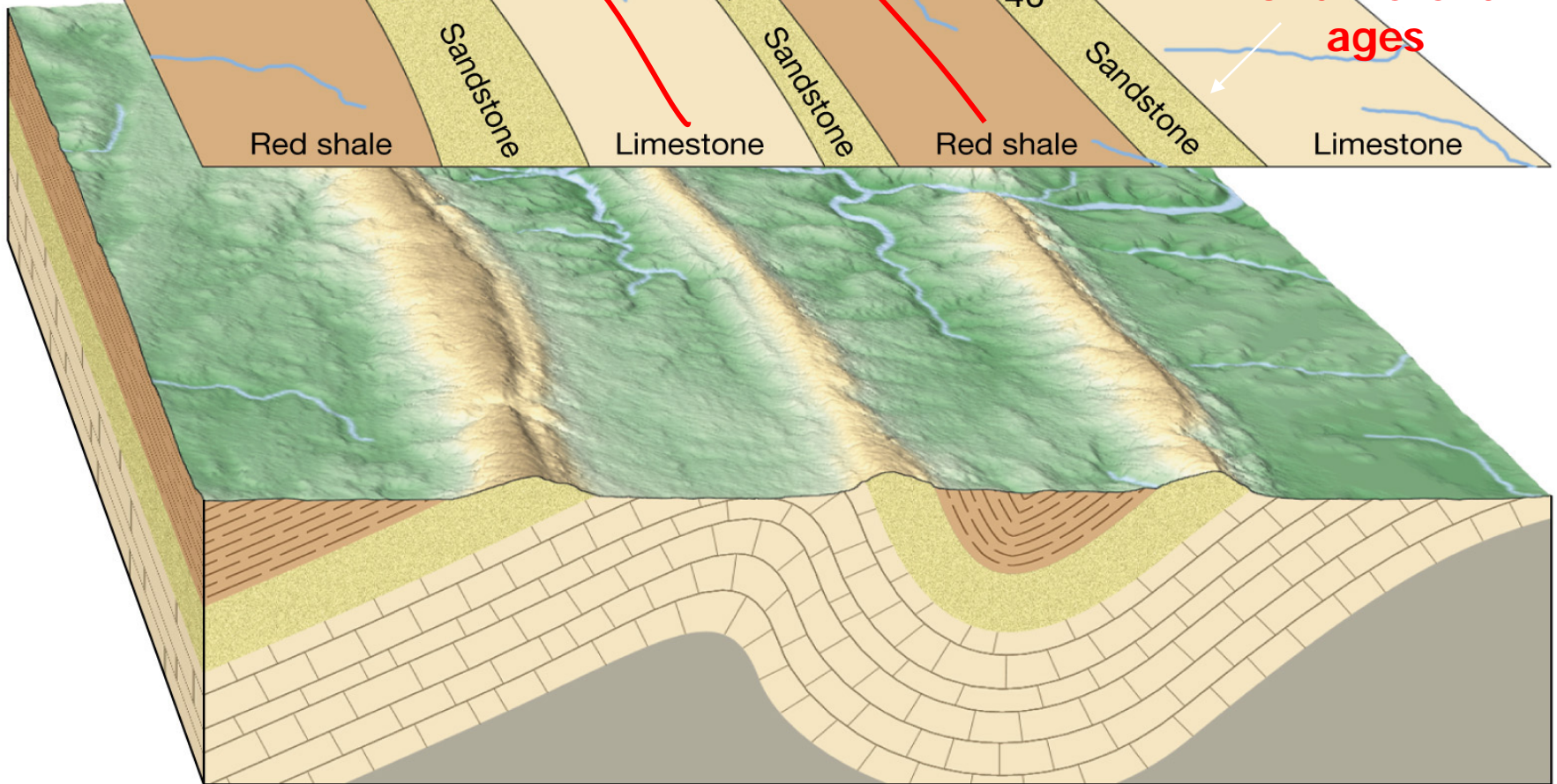


# Geologic Maps

A. Map view



B. Block diagram

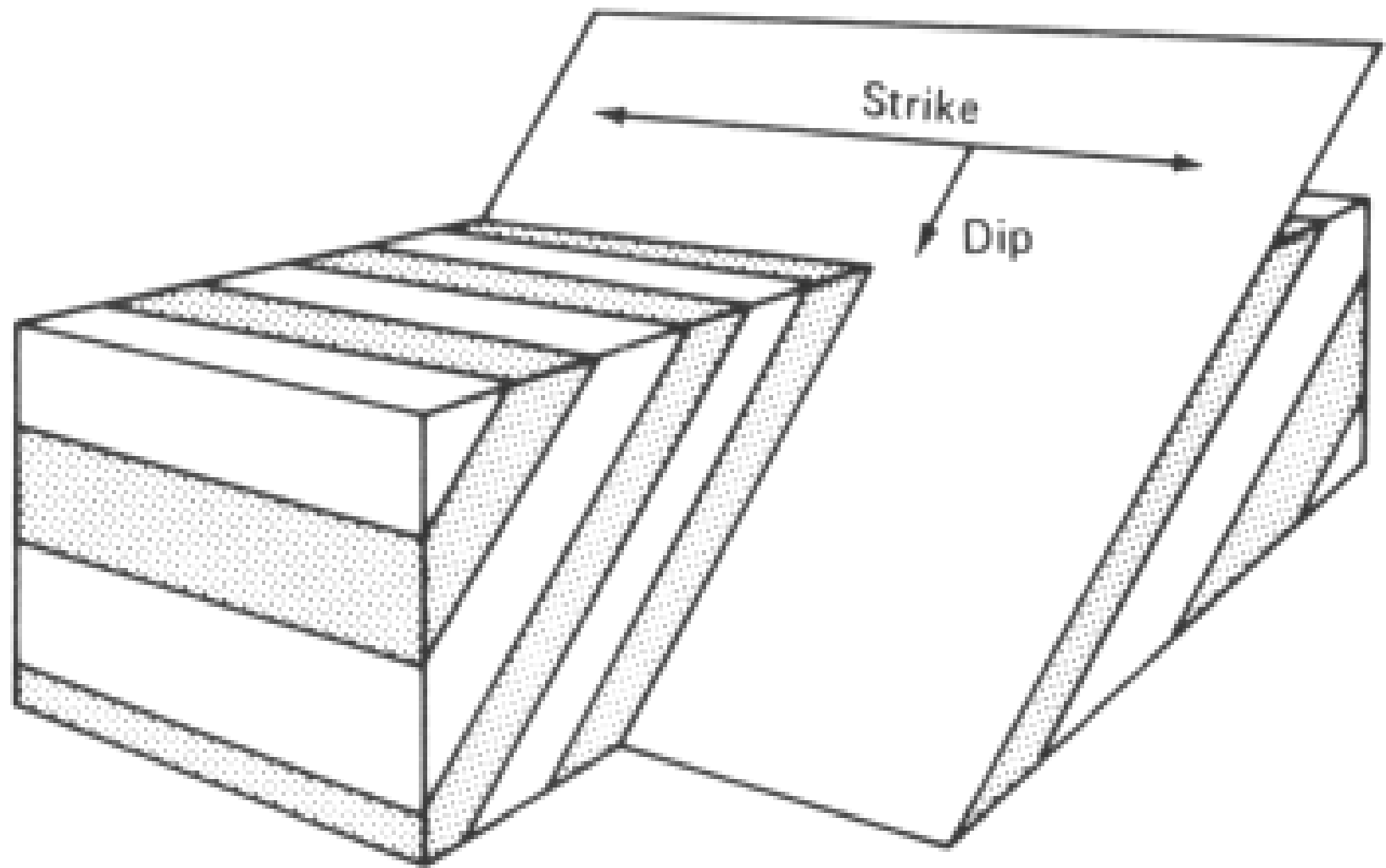


# Faults

- **Faults - fractures** in rocks along which appreciable displacement has taken place – brittle deformation of the rock or layers of rock
  - 2 basic Types:
    - **Dip Slip** – Movement is mainly parallel to the **dip** of the fault surface
    - **Strike Slip** - Movement is mainly parallel to the **strike** of the fault surface







**Dip and Strike**  
*(Courtesy of Dresser Atlas)*

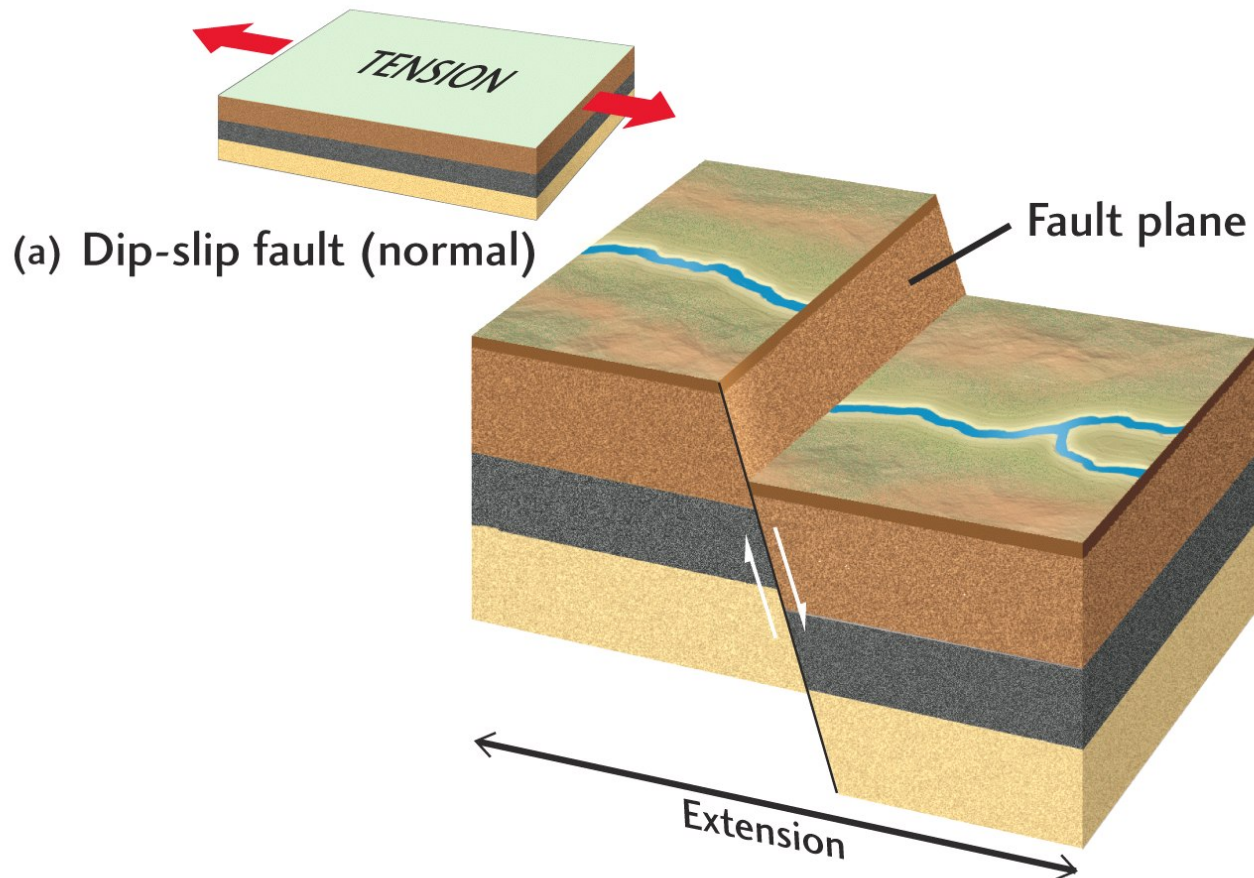
# Dip-Slip Faults

- Two main types –
- **Normal** – Hanging wall moves down in relation to foot wall
- **Reverse or Thrust** – Hanging wall moves up relative to footwall



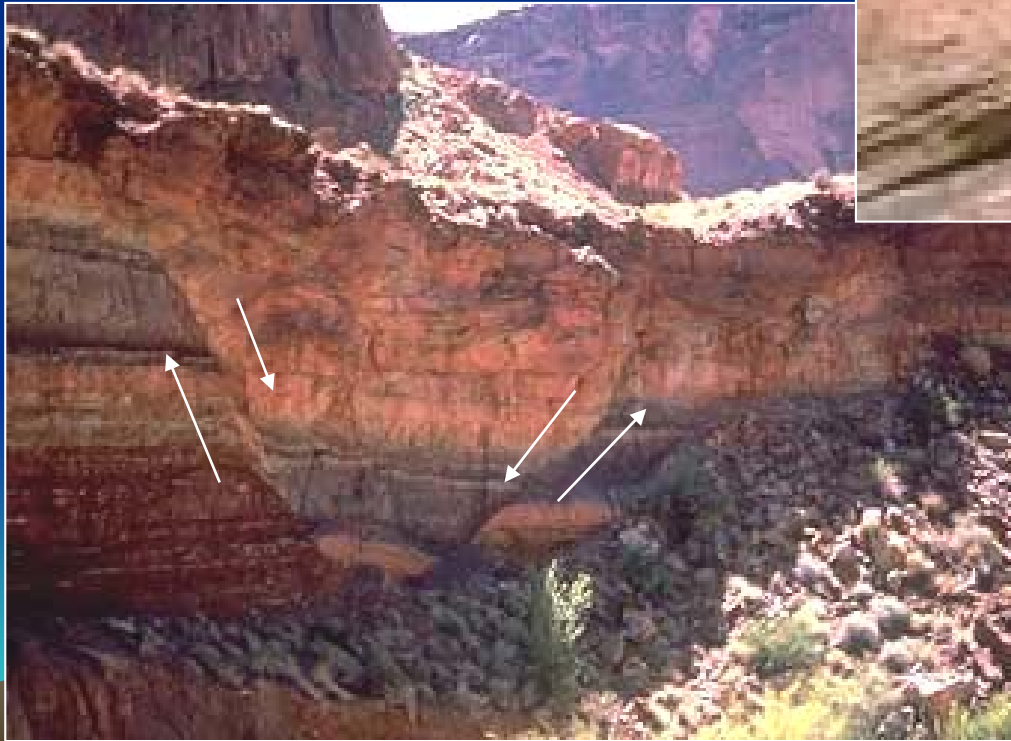
# Faults

- **Tensional** forces cause **normal faulting**





# Normal Faults

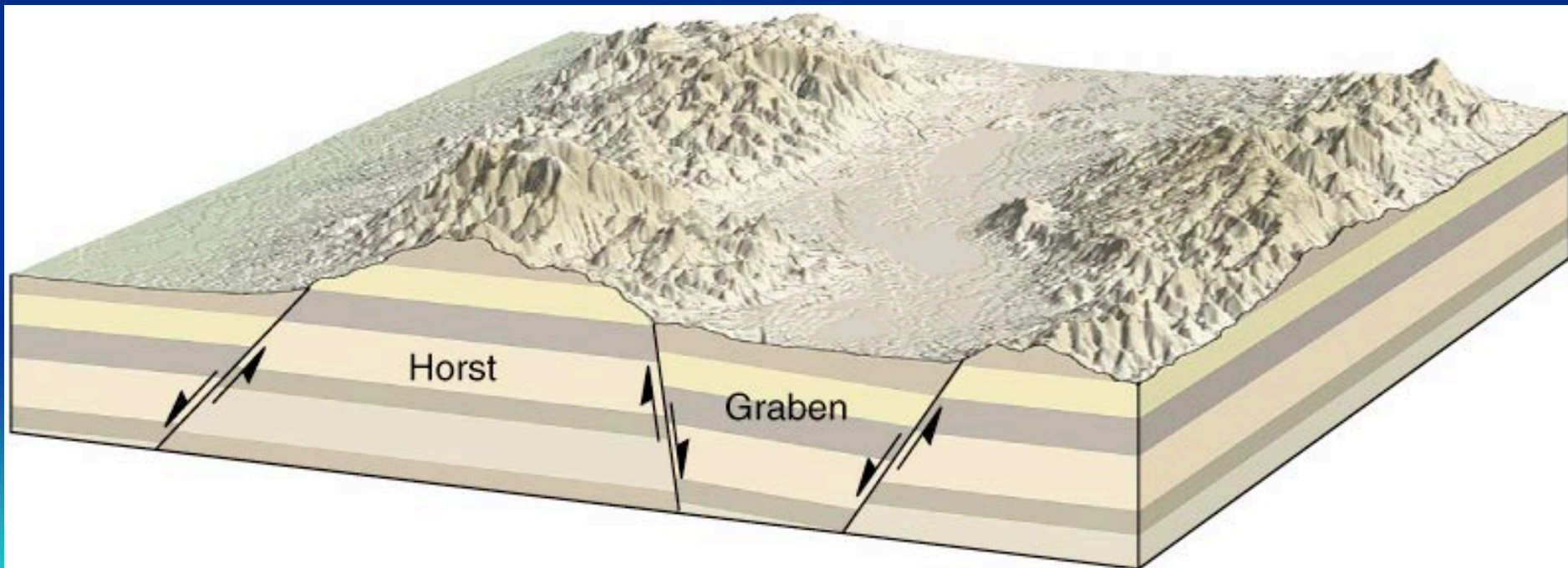


# Scarps



# Normal Faults

- Form **fault-block mountains**
- Horst = high upthrown block
- Graben = low downthrown block



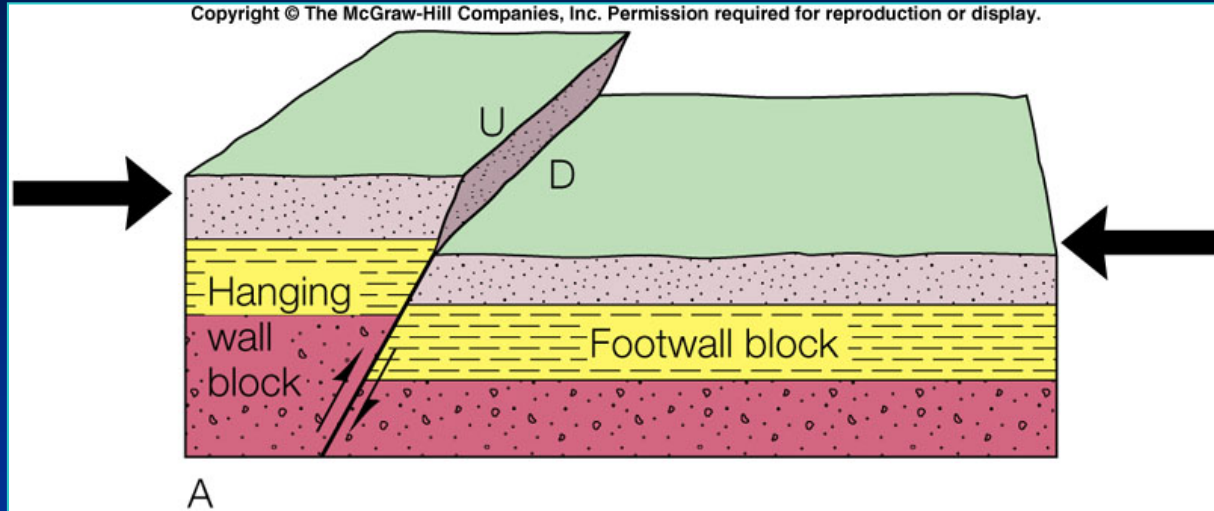


# Grand Tetons, WY- fault block mountains

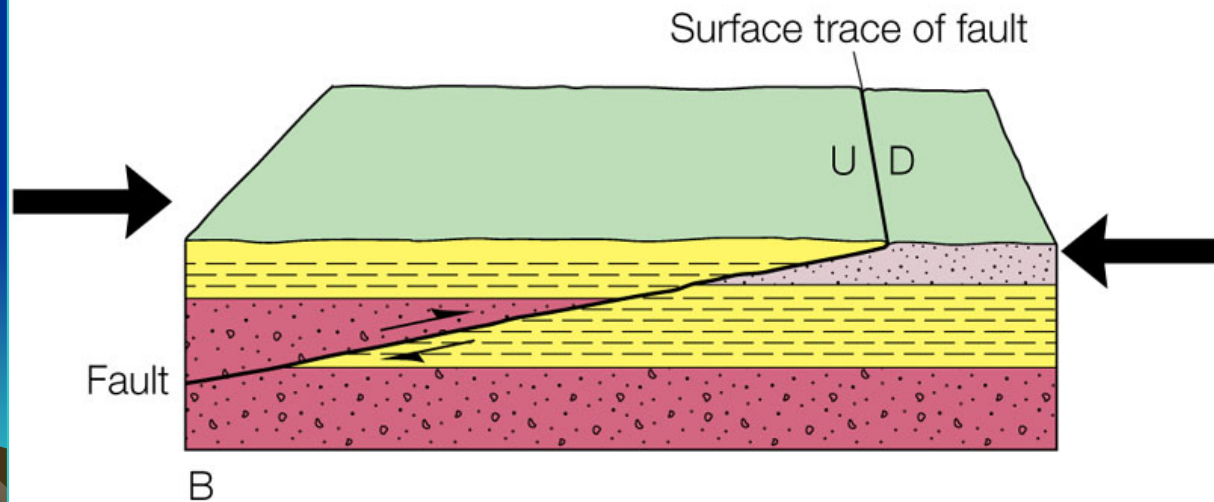


# Reverse Faults

Reverse  
Fault



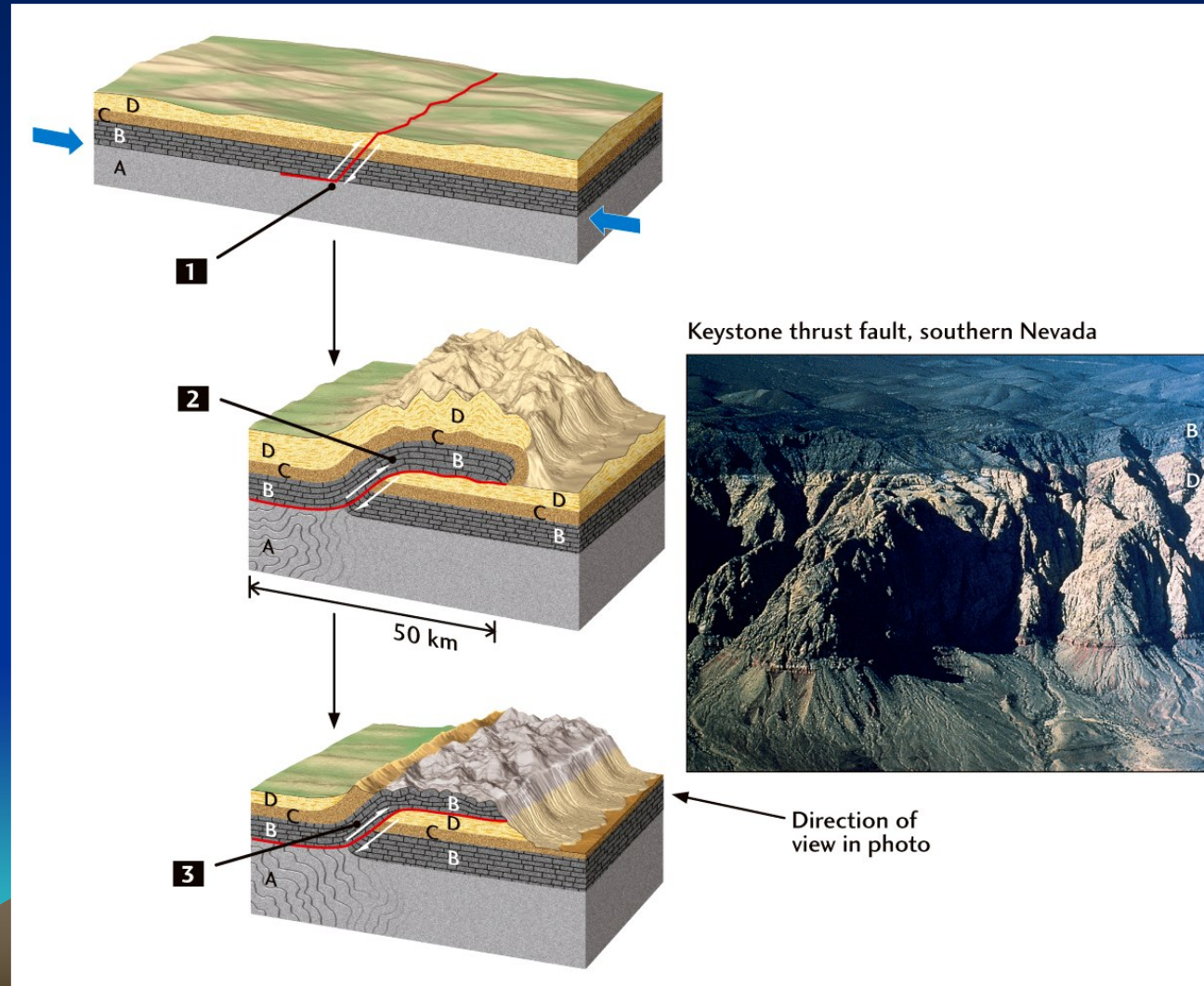
Thrust  
Fault





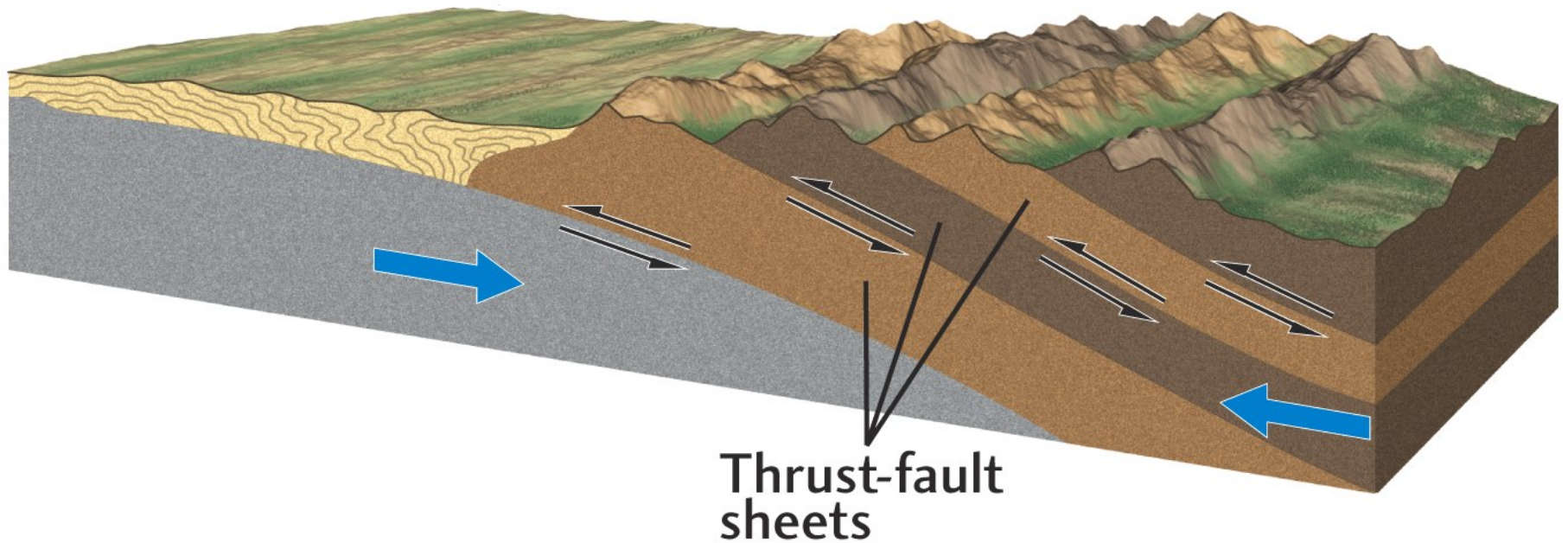
# Faults

- Thrust Faults are a low angle reverse fault



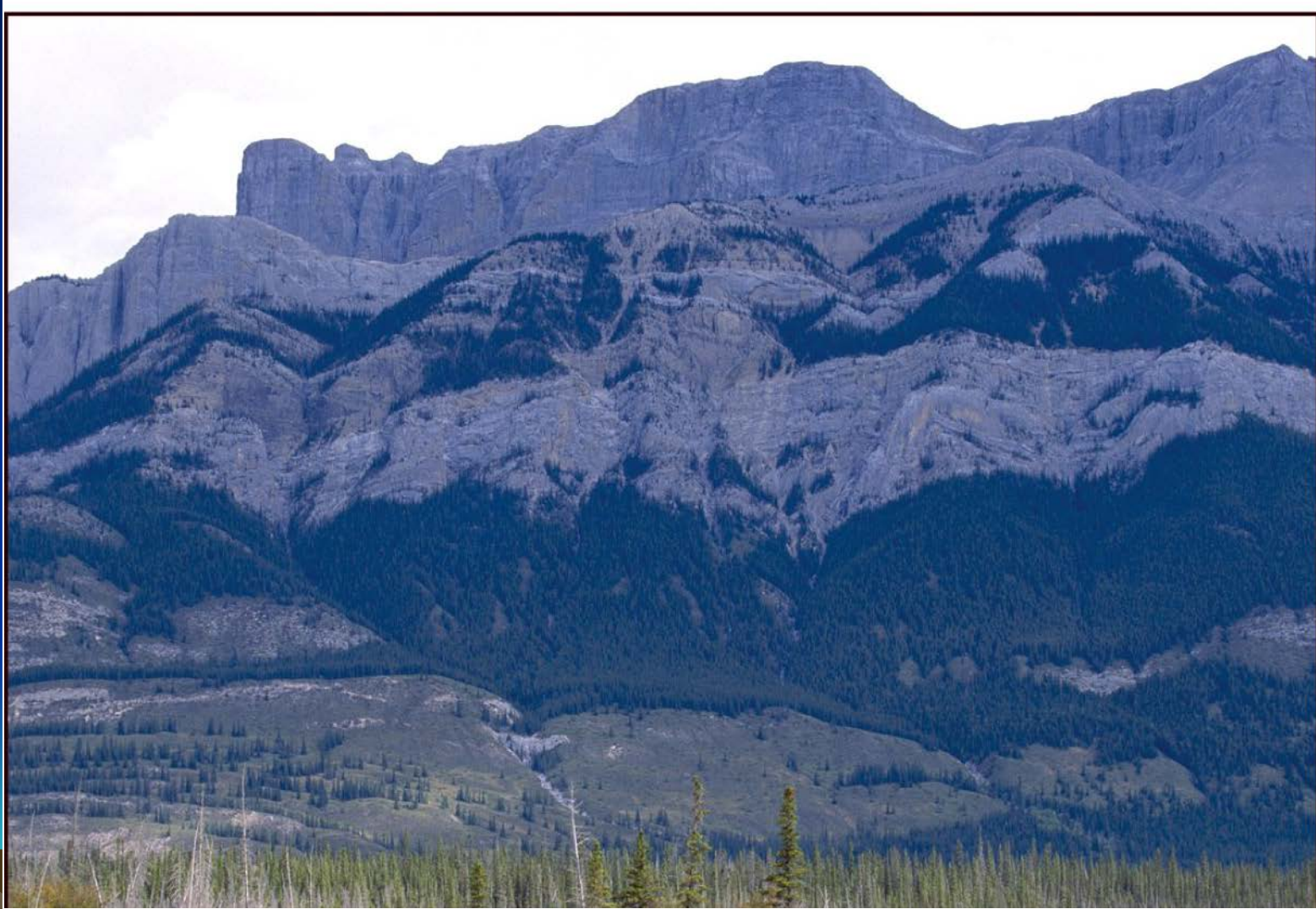


# Overlapping thrust sheets build up mountain ranges



Thrusts are low angle reverse faults

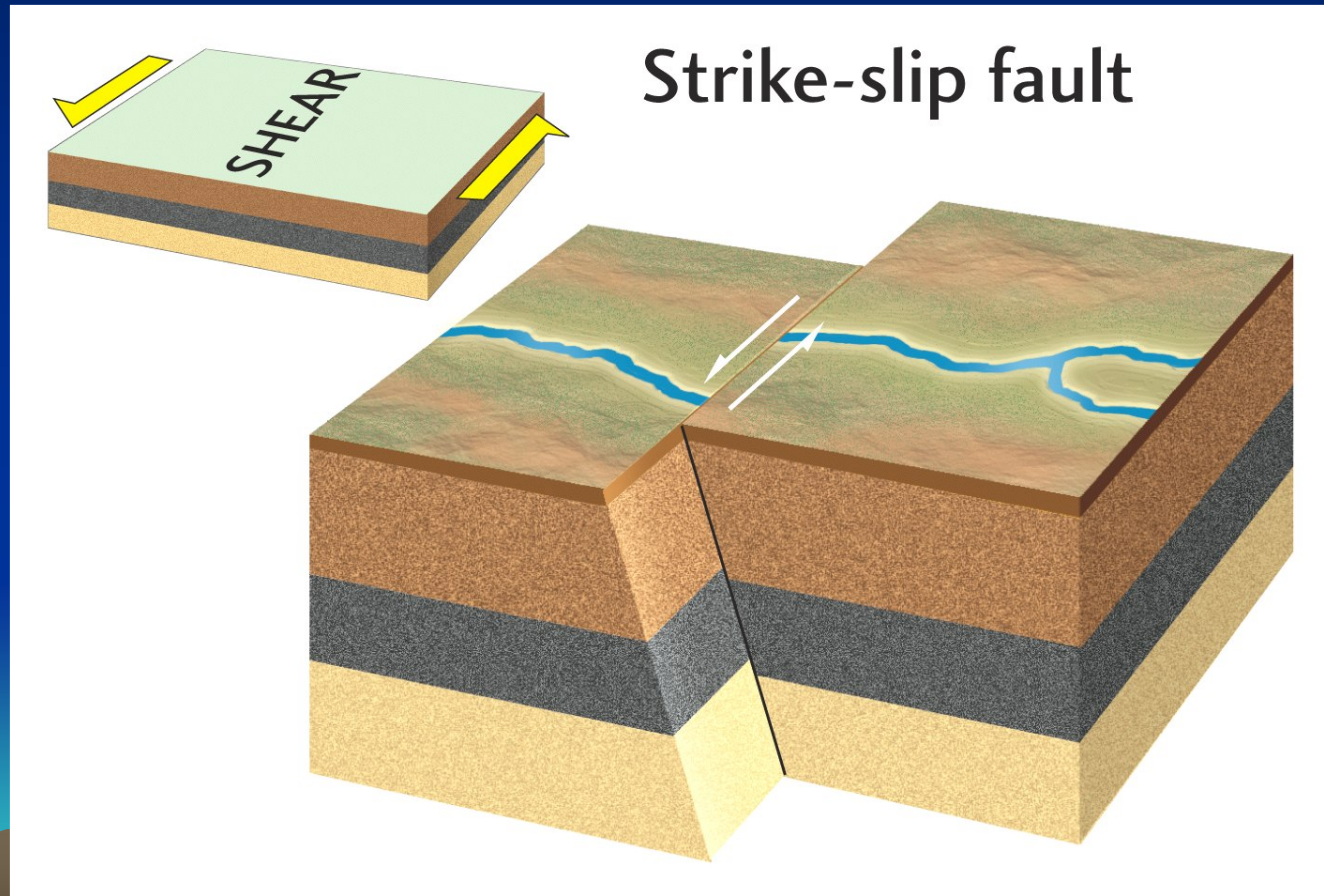
The Canadian Rockies were built up as a series of thrust sheets





# Faults

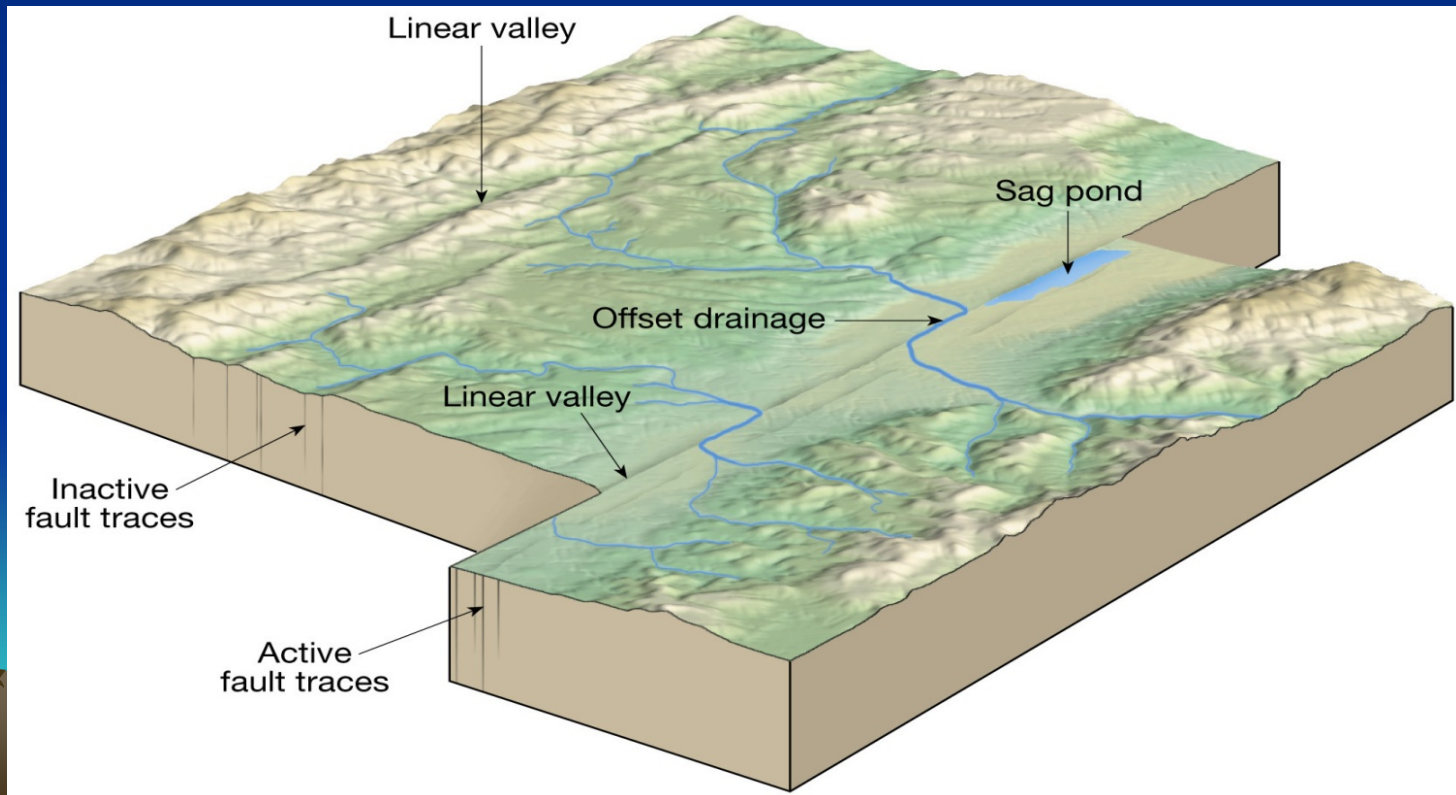
- Shear stresses cause **strike-slip faulting**





# Strike-Slip Faults

- **Right-lateral** – as you face the fault, the block on the opposite side of the fault moves to the right
- **Left-lateral** – as you face the fault, the block on the opposite side of the fault moves to the left









# Engineering and Faults

- Fractures to Faults
- Shear Zones

