#### **DIRECTIONS!**

- You will have 9 minutes with each station to complete as many questions as you can.
- You will TURN IN your OWN INDIVIDUAL sheet at the end.
- Make sure you READ THE DIRECTIONS and FOLLOW EACH STEP EXACTLY AS IT IS WRITTEN

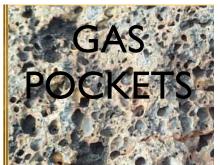
## If you get stuck...

- You can...
  - Re-read the directions
  - Check the reference table for clues
  - Go to the next question and come back if you have time at the end

# A rock is IGNEOUS if you see...

- randomly located, shiny, interlocking crystals
- gas pockets where gases escaped as lava cooled (vesicular texture, found in pumice and scoria)
- glassy texture (found in obsidian)







# A rock is SEDIMENTARY if you see...



- Perfectly flat layers of sediment or visible sand (usually sandstone)
- Pebbles (conglomerate)
- Shells (limestone or coquina)
- Fossils (usually in shale)





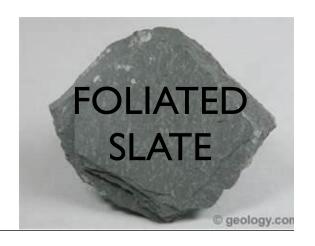


# A rock is METAMORPHIC if you see....



- Alternating light and dark colors, or banding (found in gneiss)
- Alignment of mineral crystals, or foliation, which could like like...
  - Glitter (mica crystals found in schist), or..
  - Smooth, dark, and looks like a chalkboard



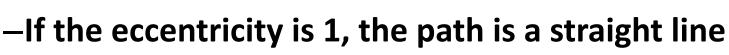


## How do I identify a mineral?

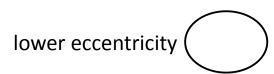
- Luster: metallic or non-metallic
- Hardness: resistance to being scratched; test with glass
  - SOFT: does NOT scratch a glass plate
  - HARD: DOES scratch a glass place
- Cleavage or fracture: how the mineral breaks
  - Cleavage: Has at least one flat surface
  - Fracture: Breaks along crooked or curved edges
- **Streak:** color of the powder left behind after mineral is rubbed on a streak plate

# What is the path objects take as the revolve around the sun?

- Planets, asteroids, and comets don't travel in a perfect circle around the sun... it's a little squashed
- This "squashed circle" is called an ellipse
- We measure how "squashed" an ellipse is with a number called eccentricity
  - If the eccentricity is 0, the path is a perfect circle



 The higher the eccentricity is, the more "elliptical" we say the orbit is



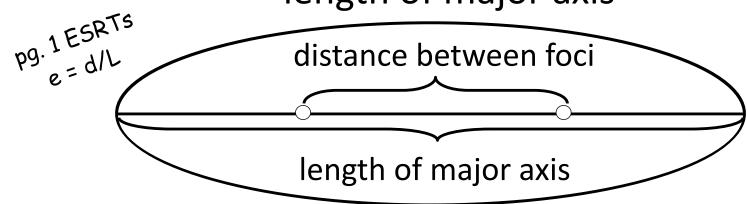


e = 0



### How do we find the eccentricity?

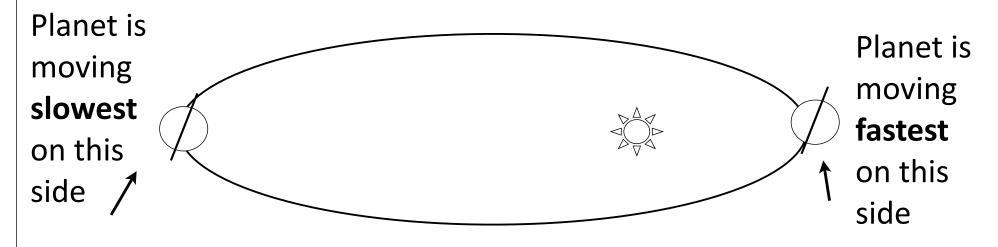
- "Foci" are the two centers of an ellipse
- The major axis is the longest line you can draw through the ellipse
- **Eccentricity** = <u>distance between foci</u> length of major axis



- Measure <u>distances</u> to the nearest tenth of a centimeter (one digit after the decimal, 0.0)
   If it's exact, like 1 cm, write "1.0 cm"
- Round your <u>eccentricity</u> to the nearest thousandth of a centimeter (three digits after the decimal, 0.000)

### How does the ellipse affect revolution?

- The sun is at one of the foci (the two centers of an ellipse),
   so the distance between a planet and the sun changes
- When a planet is **far** from the When a planet is **close** to the sun:
  - Gravitational attraction decreases
  - Orbital velocity decreases
- Gravitational attraction increases
- Orbital velocity increases



### Earthquakes and Epicenters

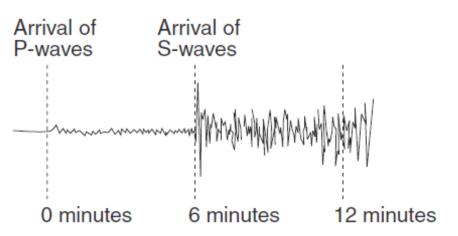
- **Epicenter:** location on earth's surface directly above the focus (where the earthquake originates)
- Need data from at least 3 seismic stations to locate the epicenter of an earthquake
- The bigger the gap is between the P-wave and the S-wave arrival times, the farther away the epicenter is



## How do I find the epicenter?

26 The seismogram below shows P-wave and S-wave arrival times at a seismic station following an earthquake.

lag time from seismogram:
6 min



The distance from this seismic station to the epicenter of the earthquake is approximately

(1) 1,600 km

(3) 4,400 km

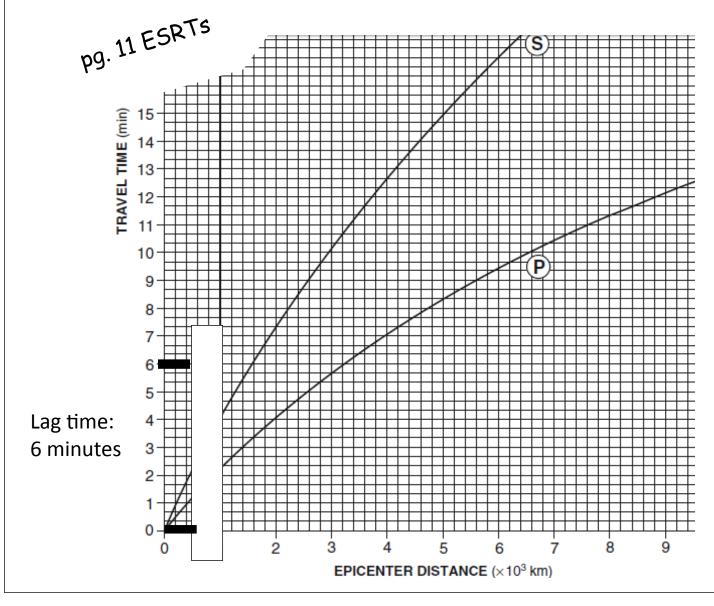
(2) 3,200 km

(4) 5,600 km

#### **STEP 1:**

Subtract the S-wave arrival time from the Pwave arrival time given on the seismogram

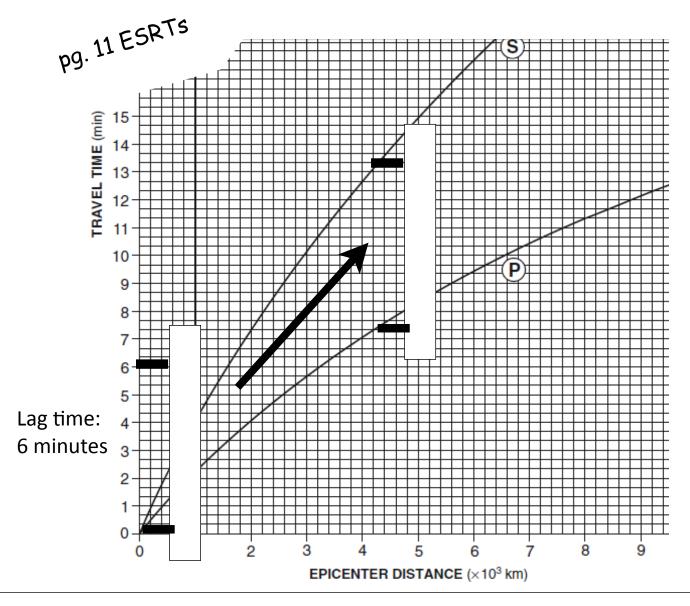
#### P- and S-wave Travel Time Chart



#### STEP 2:

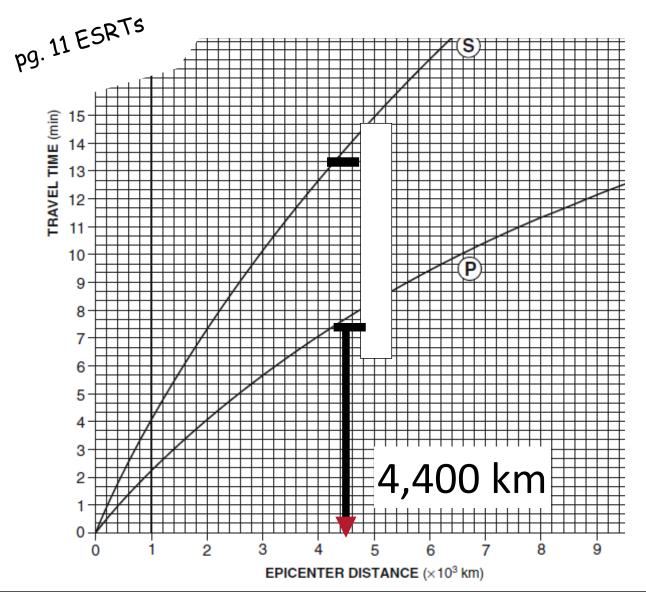
Mark 0 and the lag time on a piece of scrap paper, using the ESRT chart

#### P- and S-wave Travel Time Chart



STEP 3:
Slide your
paper until
you match
the gap

#### P- and S-wave Travel Time Chart



#### **STEP 4:**

Read the distance off the X-axis.
Remember:

Every box = 200 km