



Residence Time in a Tidal Estuary

Travel Time vs. Residence Time

Travel Time is the time it takes for an object () or parcel of water to move from one location (to another location (🏽 🛞). It is usually based on a single path of travel, and calculated using the average velocity of a river. *Travel Time* is a good measure for rivers and streams that are primarily influenced by upstream flows. However, in a tidal estuary such as the Sacramento-San Joaquin Delta, the diurnal tide (🌟 / 🤇) and complex maze of water bodies make travel time difficult to calculate.

Residence Time is very similar to Travel Time, but as its name implies it is a measure of how long a group of objects, such as fish eggs or fish food, are resident to a defined region. It is a good measure of the length of time objects stay in an estuary, because it accounts for influences such as the:

- Dynamic hydrologic interaction river inflows to and human diversions from the estuary,

- Influence of ocean tides,
- Operation of man-made structures such gates and barriers, & - Extreme events such as floods and levee failure.

Instead of focusing on a single path, Residence Time accounts for the multiple paths objects may take through an estuary and all of the influences on objects based on these multiple paths. Objects starting at the same location, may exit the estuary at many different locations. As the inflows from the rivers and human diversions from the estuary change from season to season, these paths and the Residence Time associated with these paths will also change. Sudden hydrologic changes can result in dramatic changes in Residence Time.

Influence of Structures

Man-made structures (🔨) will further alter the rate of travel of the objects. In the Sacramento-San Joaquin Delta, gates and barriers such as the Delta Cross Channel or Head of Old River Fish Protection Barrier may block the passage of objects or parcels of water, and thus directly influence *Residence Time*. Even if an object would not normally pass near such a structure, it may still indirectly influence the path objects take while traveling through an estuary.

Extreme Events

High outflow conditions associated with flood events will quickly push objects through the estuary. However, in the case of a levee failure objects may surf along flood waters to the point of the levee break, thus even in high flow conditions particles take very different paths before leaving the estuary.

Importance of Tides

In low flow conditions, the daily influence of the diurnal tides will slow down the Residence Time of objects. Twice a day ocean water forces its way inland in what is called a *flood tide*. A *flood tide* is the period when the water levels in the estuary are rising because the ocean is literally filling the estuary. Velocities in the estuary tend to slow down and reverse during *flood tides*, sending objects further inland. This process is reversed during an ebb tide, and water levels in the estuary will drop as the ocean is now helping to drain the estuary. Objects that were pushed inland during the flood tide will now surf the ebb tide out to the ocean. Though this process continues approximately twice each day, daily net flow tends to be towards the ocean, and thus objects that did not exit the estuary via a diversion, will eventually make it to sea.

Basic Tide Terminology (Flood vs. Ebb, High vs. Low)



Long-Term Trends of Delta Residence Time

California Department of Water Resources

Bay-Delta Office

Clifton Court Forebay & Banks Pumping Plant State Water Project (State Govt.)

Residence Time Trends

the following question:

the abundance of the pelagic species of concern.

months in the early 1990s.

- Late winter tended to have lower residence times.

Spring has the greatest variability in residence time.

Modeling Support Branch

Delta Modeling Section

