

ATM S 103

Hurricanes and Thunderstorms

Their Science and Impacts



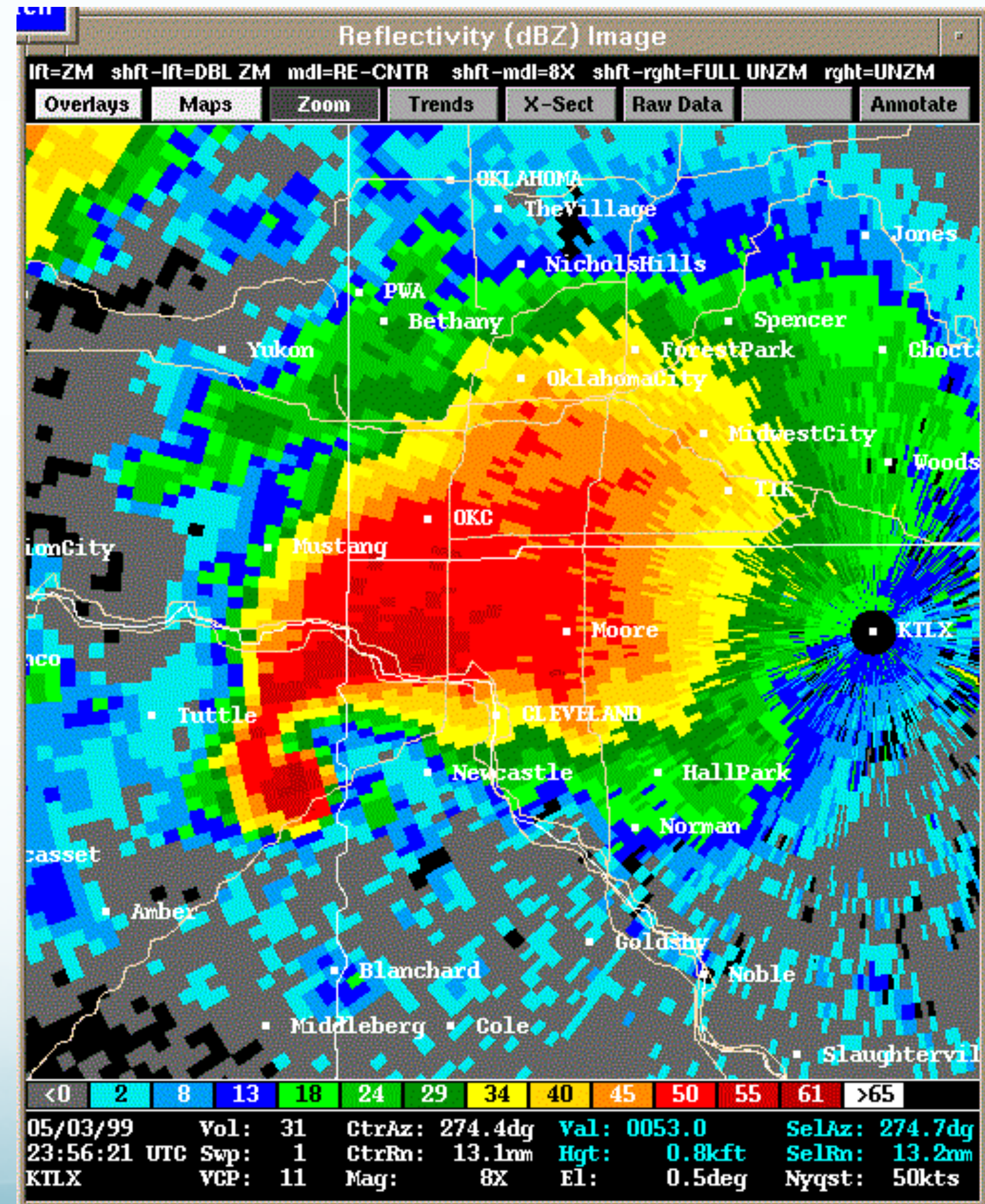
Radar Fundamentals

- Radar sends out pulses and listens for the “reflection” of those pulses off the “target”
- Reflectivity measures the strength of the reflection off the target.
- The Doppler velocity measures the speed of the target.



Radar Reflectivity for a Supercell

dBZ	type
20	Very light rain
30	Light to moderate rain
40	Moderate rain
50	Heavy rain
60	Moderate hail

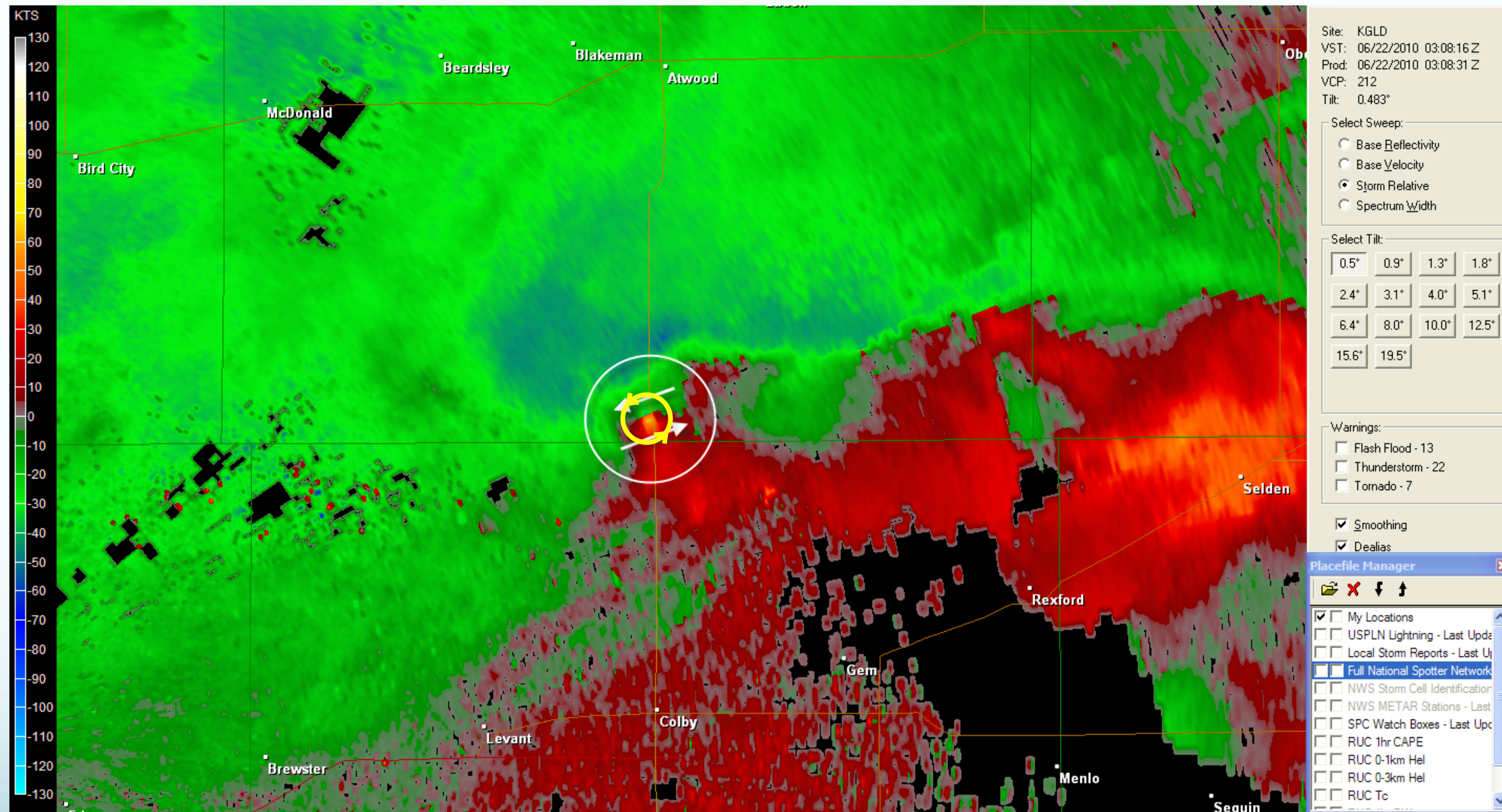


Velocity Data

- Obtained from the change in the signal reflected back to the radar between two consecutive pulses.
- Very complicated to understand for most realistic cases, so it's never shown on TV.
- Exception: the velocity signature associated with strong rotating supercell updrafts.
 - “Easy” to understand
 - Is shown on TV in tornado prone areas.

Goodland, Kansas Radar

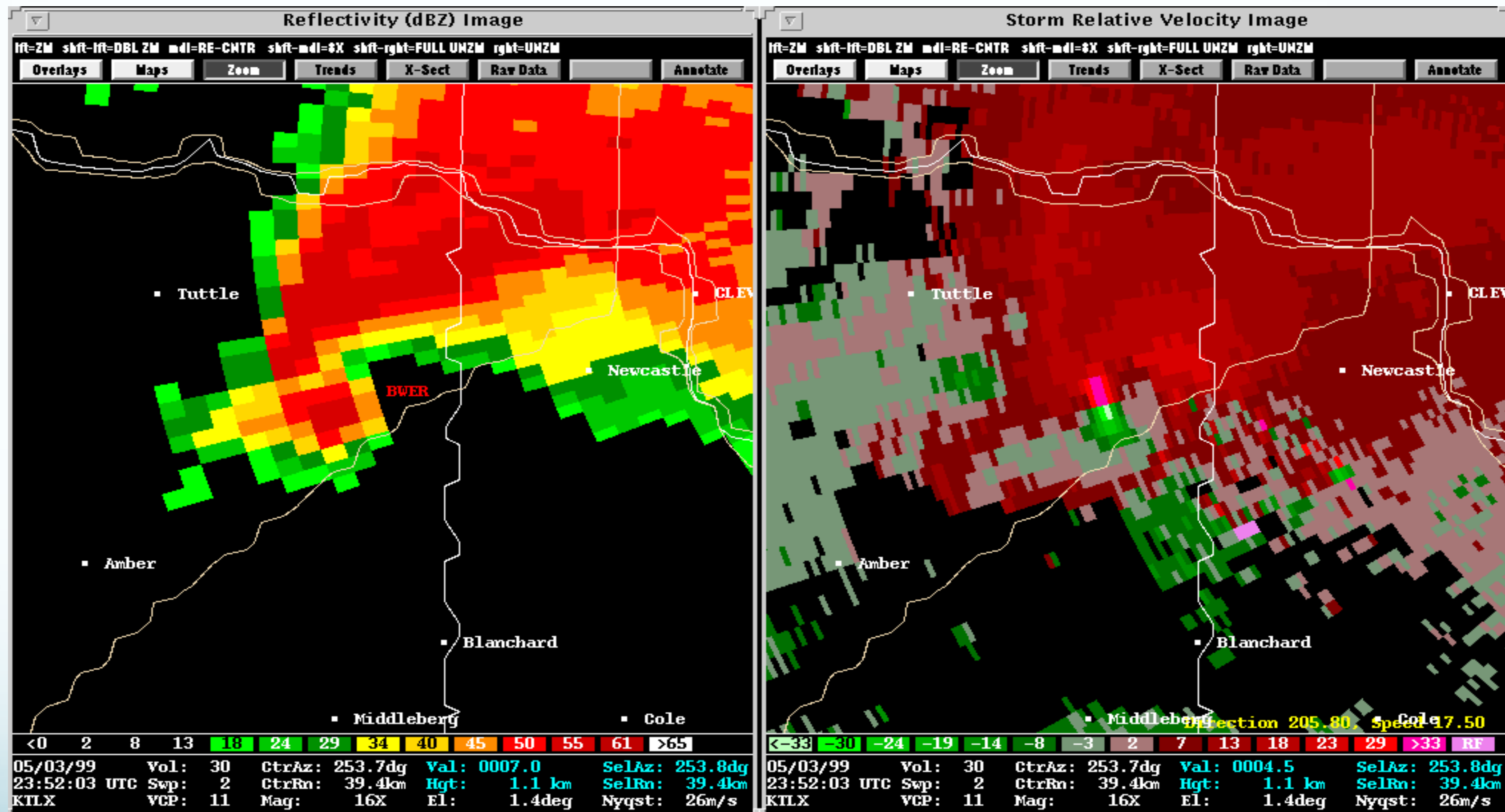
June 22, 2010



Tornado Vortex Signature

- Doppler-radar software looks for couplets of high inbound and out bound velocity in adjacent cells and flashes a warning.

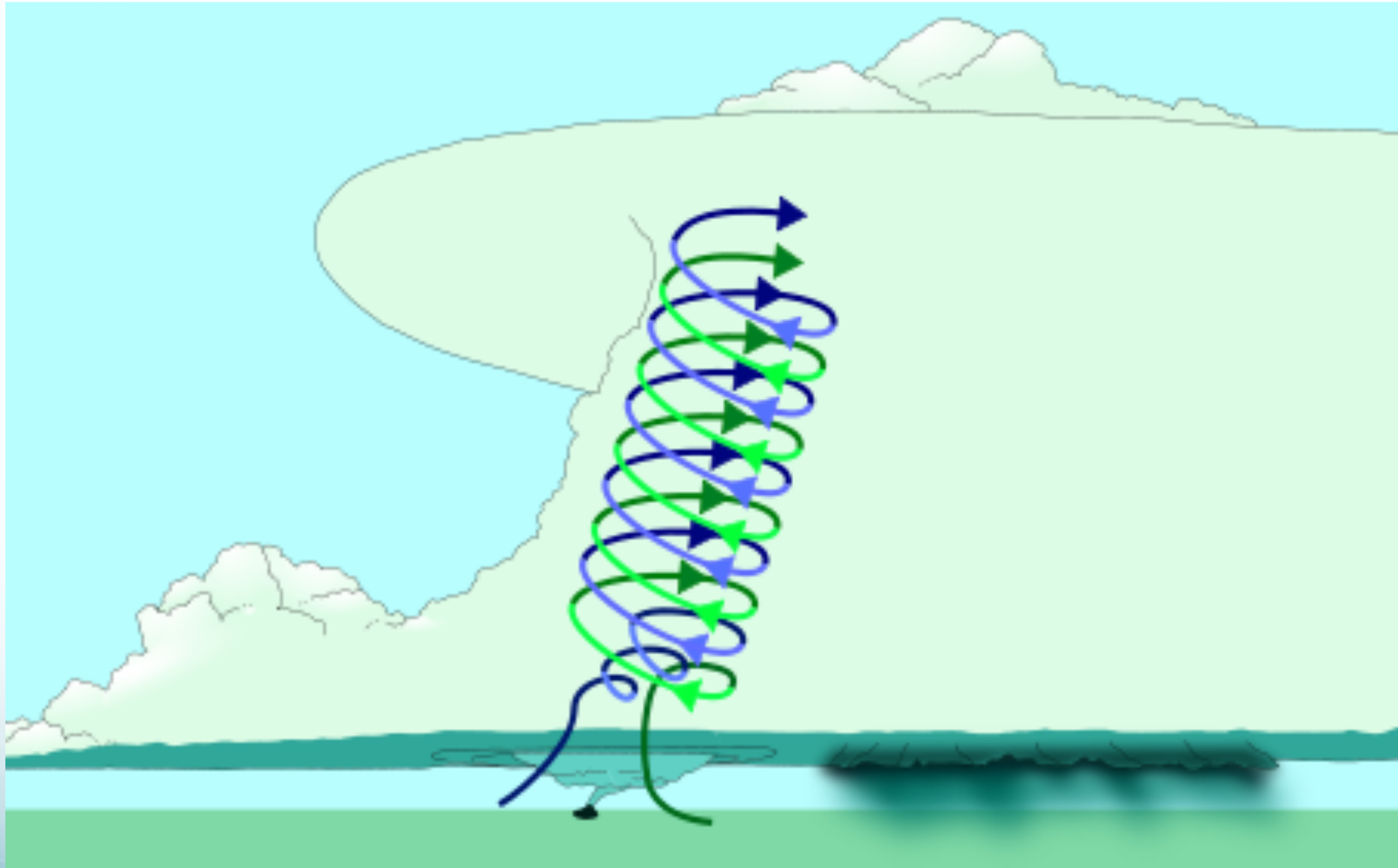
Hook echo (reflectivity) and Doppler (velocity) couplet



What is the Radar Seeing

- Too big to be the tornado
- Quite high above the ground
- Too slow to be the tornado (50 knots ~ 58 mph)
- The radar is picking up the larger rotating updraft, the *mesocyclone*
 - 2-5 miles wide
 - Extends at least halfway to the tropopause (where the storm top flattens out).
 - We've been looking at the bottom of mesocyclones in the previous videos.

Mesocyclone

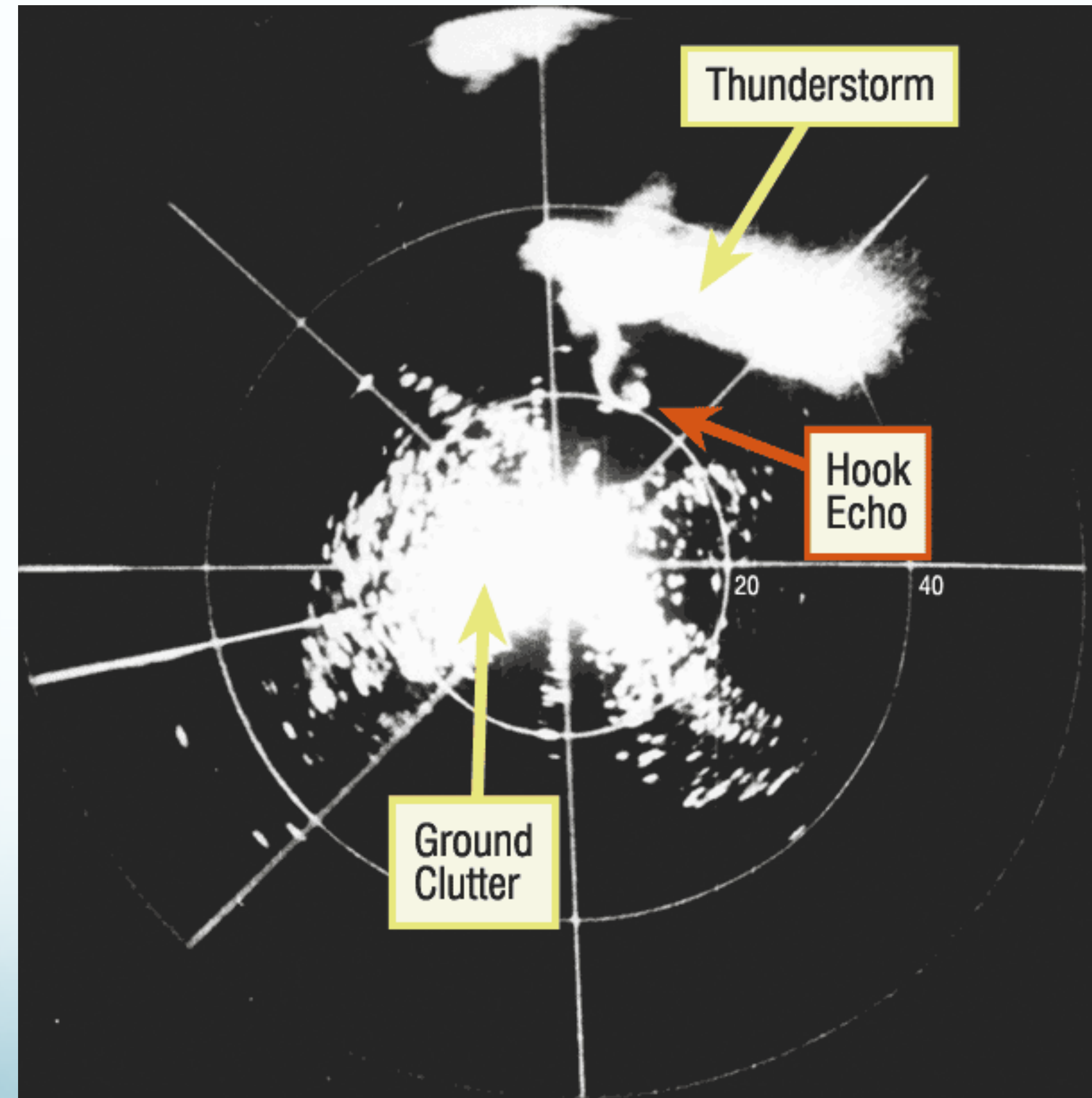


Wall cloud with tornado



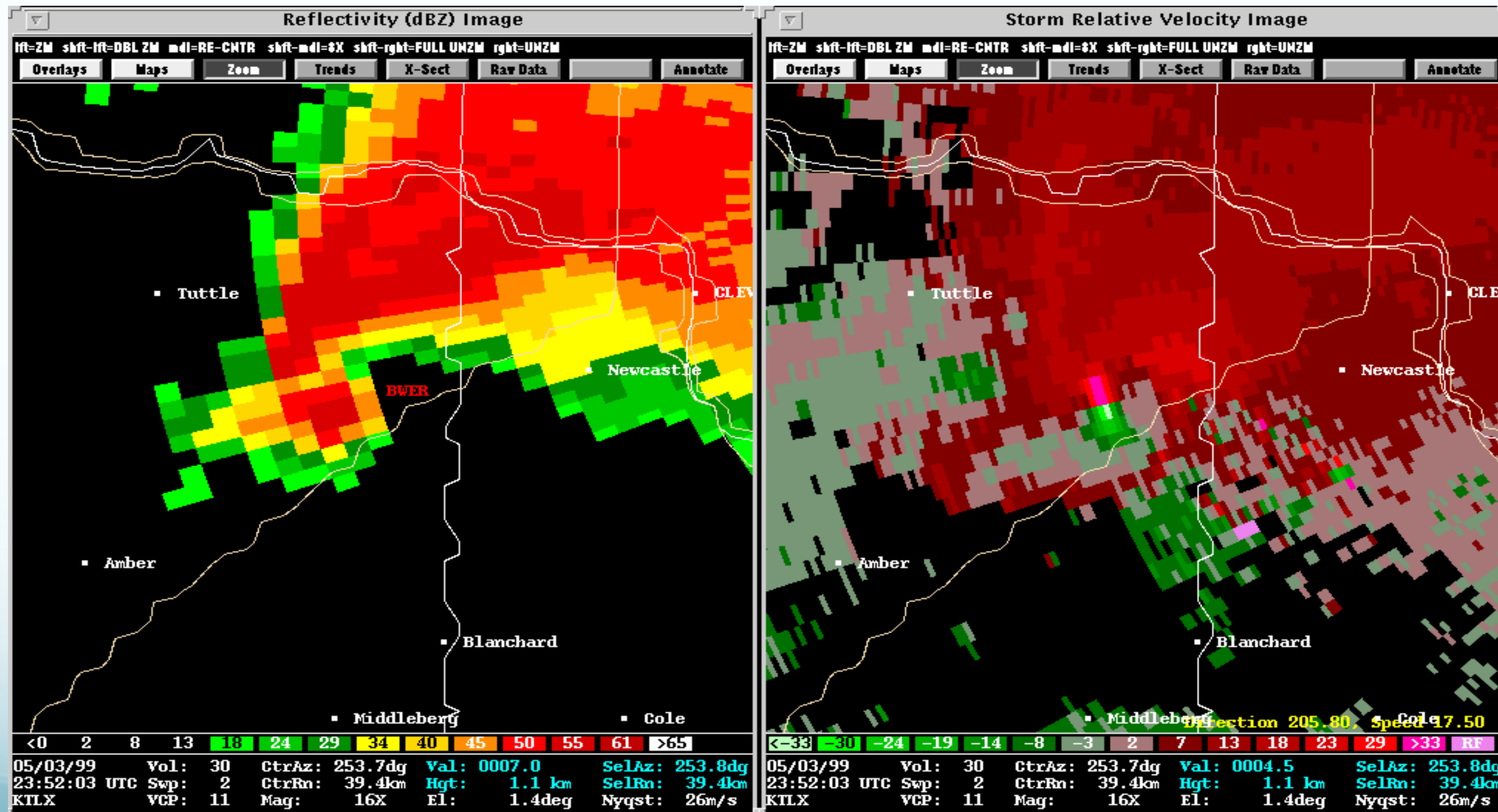
Weather Radar: 1953

Prior to Doppler radar, the *hook echo* was the key feature indicating of a strong mesocyclone.



Why the Hook Echo?

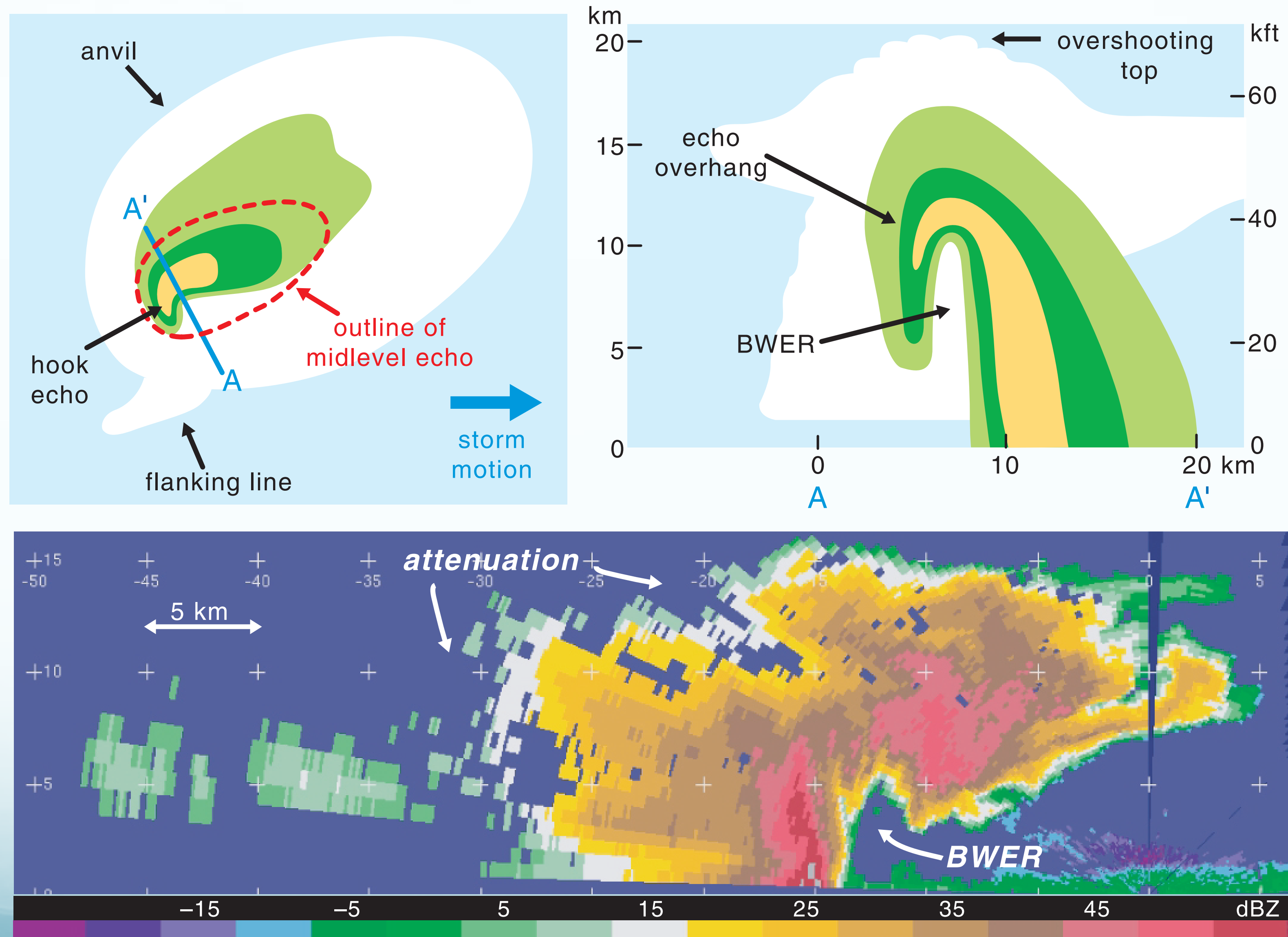
The low reflectivity region inside the hook IS within the updraft.



Why the Hook Echo?

- *Air is rising so fast* in the updraft that
 - *Precipitation* trying to fall through this region *is held aloft*.
 - *Cloud droplets do not have time to grow* into raindrops and produce a radar return.
- Called a Bounded Weak Echo Region (BWER)
- A *debris* ball may define the “barb” *at the end of the hook*.

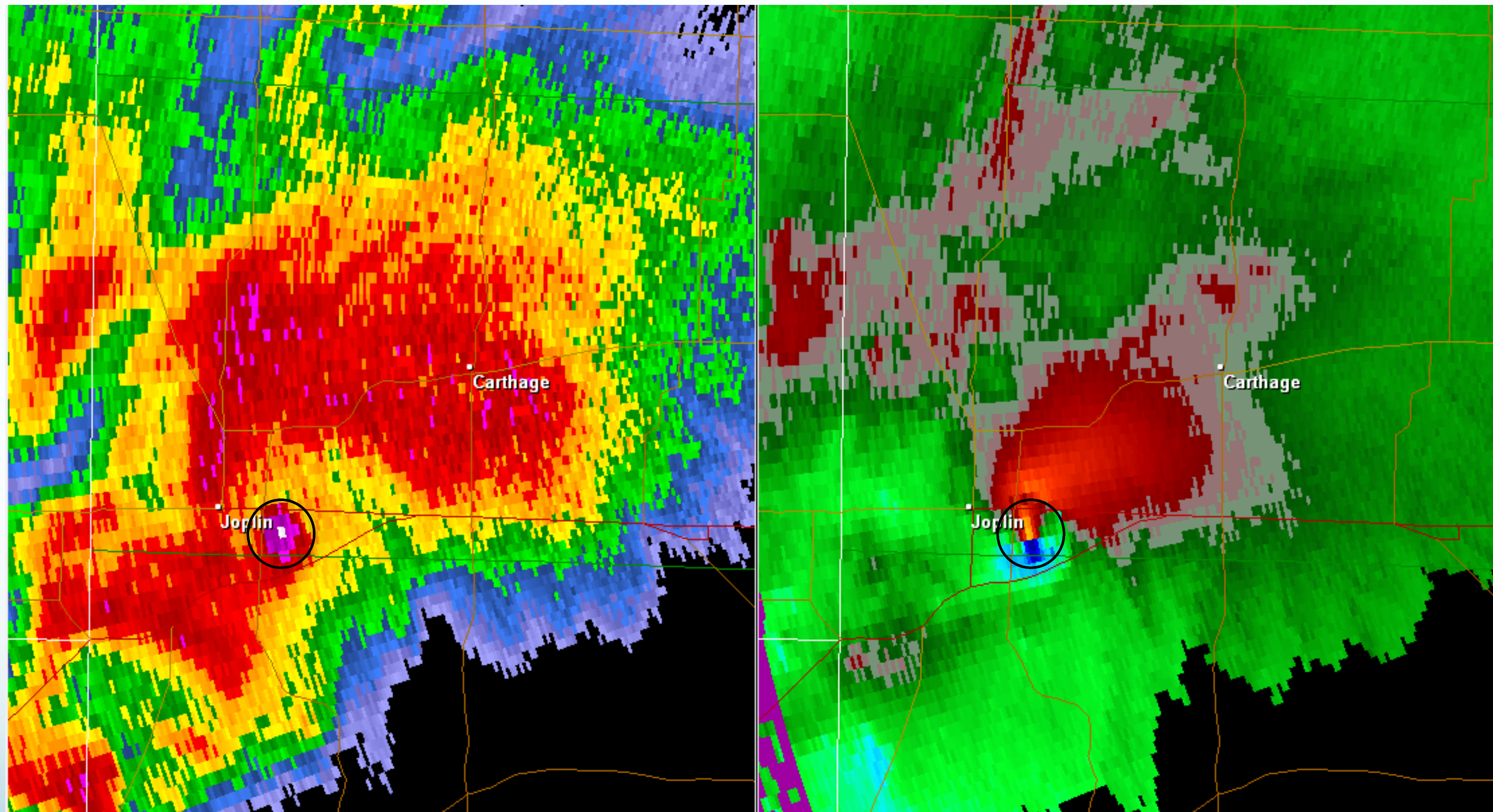
BWER structure



Debris aloft in Joplin, Mo

Reflectivity

Radial velocity



Tornadoes

Lots of Mesocyclones, Few Make Tornadoes

- Tornadoes are relatively infrequent, even in supercells.
- 5 – 25% of mesocyclones detected by radar spawn tornadoes
 - Variation comes from the criteria for mesocyclone detection.
- Very strong mesocyclones do not necessarily spawn tornadoes

What makes a tornado?

- Process is a bit complicated for strong and severe tornadoes.
- But all tornadoes intensify, at least in part, through one common process
 - We will start by looking at this common factor

Common factor in forming all tornadoes

- Need to suck air, that is already rotating a little, into the updraft.
- Relates to conservation of angular momentum

Ice skater

Fluid Analog to Conservation of Angular Momentum

([Animated notes, 3rd frame](#))

- Blob of fluid is stretched vertically in an updraft
- Initial rotation rate increases as fluid is drawn into central updraft
- Such rotating “vortices” tend to last much longer than random turbulent motions.

Dust Devil

May form by concentrating randomly generated swirling motions on very hot calm days.

[Fun during a picnic](#)

[Dust devil in Japan](#)

In tornadoes, dust devils, etc, initially rotating air gets sucked into an updraft

Rotation speeds up as air is drawn in toward the centerline of an updraft (conserving angular momentum)

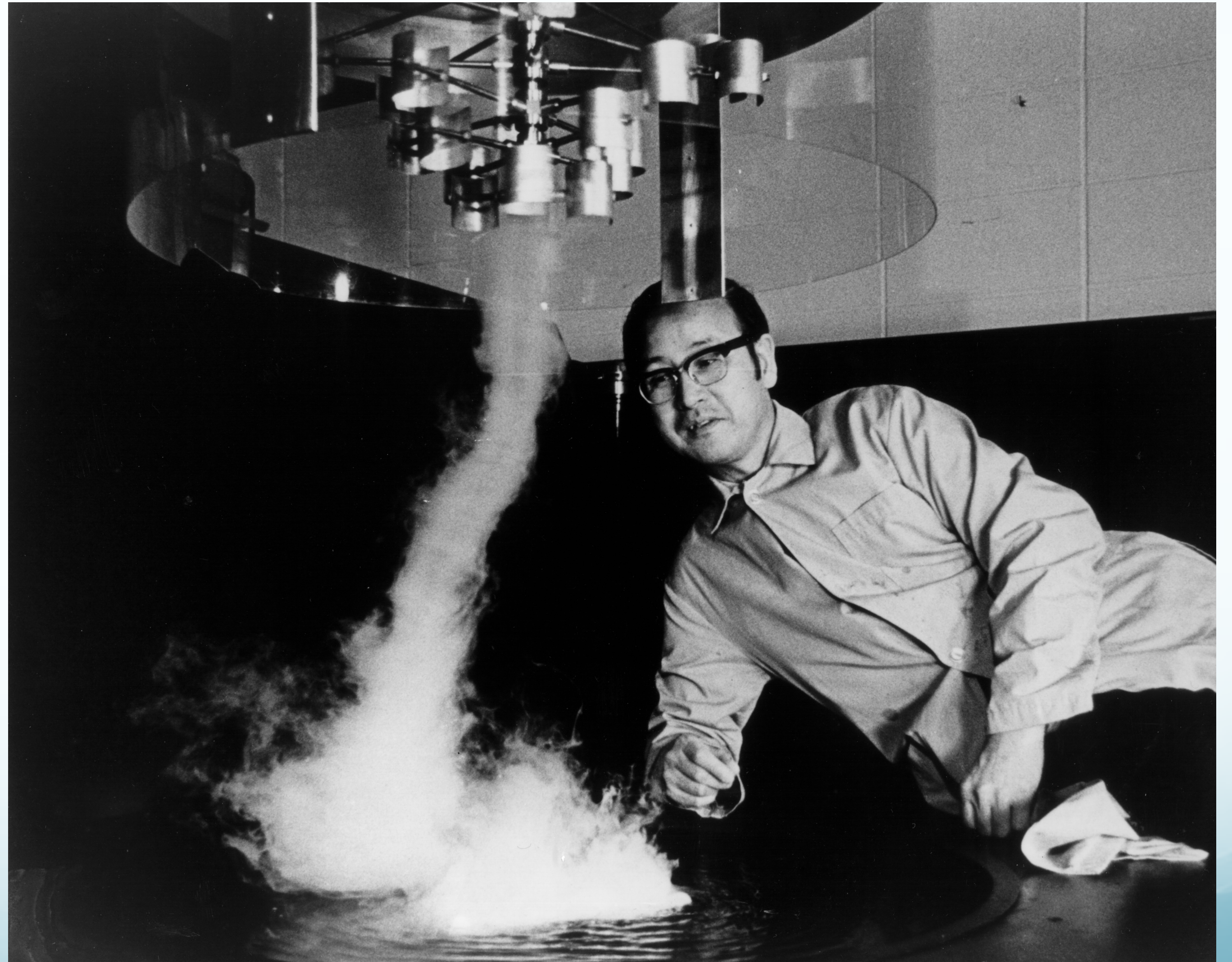



When is it a tornado

- *Definition* of a tornado:
 - A violently rotating column of air
 - In contact with the ground
 - Connecting up to a cumulus cloud
 - Often (not always) visible as a funnel cloud
- Connection to a (vigorous) cumulus cloud:
 - Excludes dust devils and steam devils
 - Makes a stronger updraft and a more intense swirl

Tornado Intensity: Enhanced Fujita Scale

- *Based on the damage*
- Wind speeds are estimates
- EF-0 through EF-5



EF Rating	Wind Speeds	Expected Damage	
EF-0	65-85 mph	'Minor' damage: shingles blown off or parts of a roof peeled off, damage to gutters/siding, branches broken off trees, shallow rooted trees toppled.	 
EF-1	86-110 mph	'Moderate' damage: more significant roof damage, windows broken, exterior doors damaged or lost, mobile homes overturned or badly damaged.	 
EF-2	111-135 mph	'Considerable' damage: roofs torn off well constructed homes, homes shifted off their foundation, mobile homes completely destroyed, large trees snapped or uprooted, cars can be tossed.	 
EF-3	136-165 mph	'Severe' damage: entire stories of well constructed homes destroyed, significant damage done to large buildings, homes with weak foundations can be blown away, trees begin to lose their bark.	 
EF-4	166-200 mph	'Extreme' damage: Well constructed homes are leveled, cars are thrown significant distances, top story exterior walls of masonry buildings would likely collapse.	 
EF-5	> 200 mph	'Massive/incredible' damage: Well constructed homes are swept away, steel-reinforced concrete structures are critically damaged, high-rise buildings sustain severe structural damage, trees are usually completely debarked, stripped of branches and snapped.	 