WHAT IS PERMACULTURE?

Permaculture is a DESIGN SYSTEM for creating "Permanent (Agri-) Culture."

Ethical Prime Directives:

Take responsibility for ourselves & our children

Care of the Earth & People

Cooperation, not competition, supports these goals; 2 ways to ask a question; Work with Nature, not against her. Use nature as a model.

Setting limits to Population & Consumption

Design Principles:

The Problem is the solution; or turn a problem into a resource

Everything gardens (slide)

Before we look for answers, be sure we are asking the right questions

Multiple functions for single elements: Living fences/windbreaks; Mulch

Analysis and matching of needs and yields. Make connections. Chickens

Pollutants are unused yields

Lots of products and no pollutants VS 1 product plus pollutants

Zones: For efficiency and saving work

Sectors: For making use of and protecting from energy flows entering and leaving the site.

Do the least work for the most effect; the roles of humans are designer, planter, and harvester.

Resources/Assets

Degenerative: These degrade and need maintenance: houses, cars, etc. Limit these to our needs.

Generative: Tools which create wealth if used; if you don't use them, recycle

Procreative: Living assets; they gain value with time. Fruit trees, livestock, Fish stocks; invest in these for true wealth.

Invisible Structures

Community and Conservation land trusts

Money analysis: What can we do with it? Physical, social, spiritual values

Revolving loan funds; LETS: Local Exchange Trading System

Coop businesses;

Ethical investments: Life supporting firms that produce durable, Repairable, and re-usable products (Green Century, Patagonia, REI, etc.)

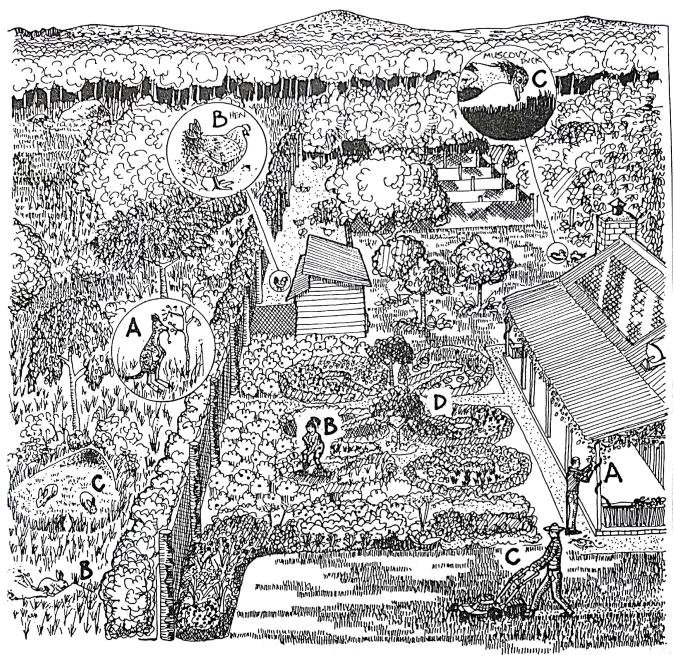


FIGURE 2.2

EVERYTHING GARDENS.

A - Pruning, B - Digging, C - Mowing, D - Typical plant assembly for species. Some species (*Oryctolagus, Cuniculus, Macropus, Gallus, Cairina*, and *Homo sapiens*) at work in their fields. Plants

developed by each species are maintained in similar deflection states as lawns, pruned trees, flat weeds, and characteristic herbage around dwellings.

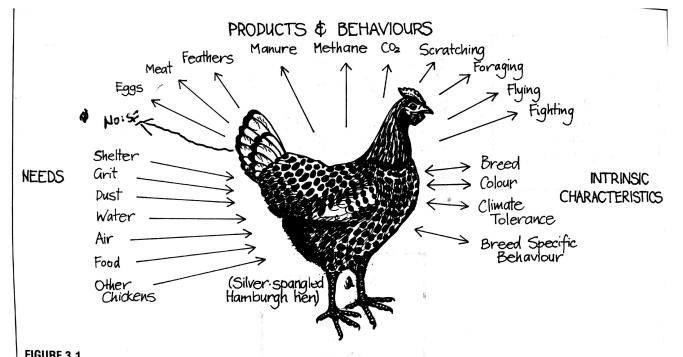


FIGURE 3.1
PRODUCTS AND BEHAVIOURS OF A HEN.
Analysis of these inputs and outputs are critical to self-governing

design. A deficit in inputs creates work, whereas a deficit in output use creates pollution.

