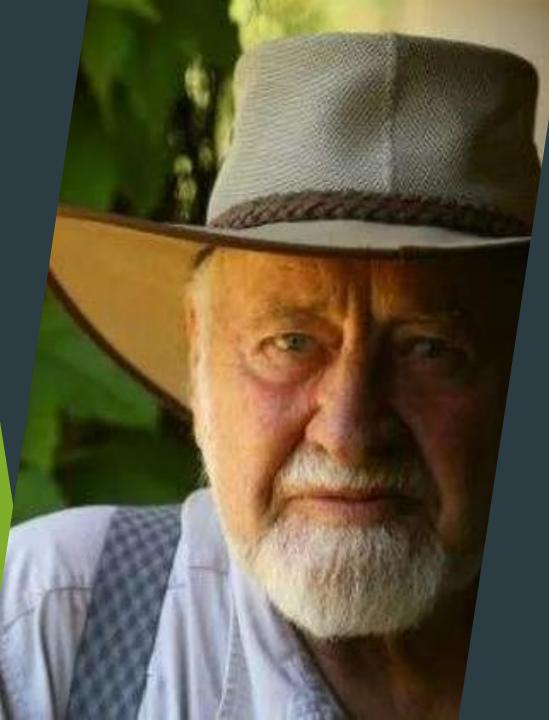




Ethics in permaculture

- To change
- ▶ Nature never stands still

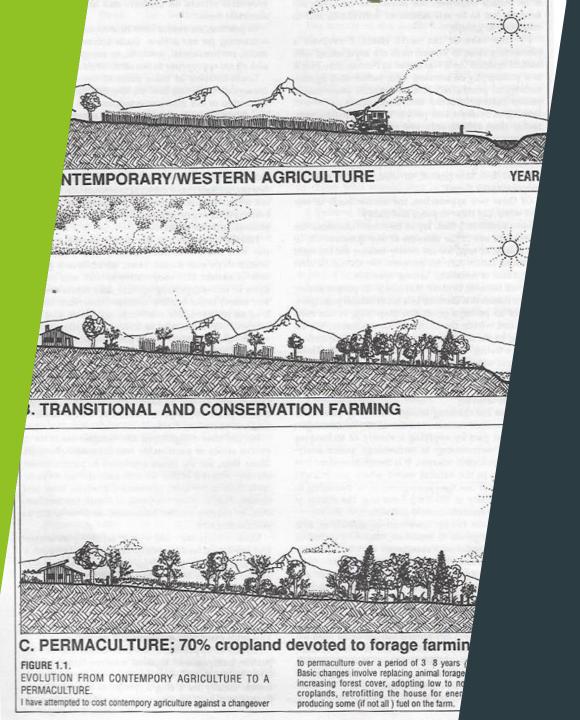
- Care of Earth
- Care of People
- ► Re-invest surplus Fair share



Mollison's Principles

- Work with nature, rather than against it, assist rather than impede natural developments
- The problem is the solution, everything works both ways
- Make the least change for the greatest possible effect
- ► The yield of the system is theoretically unlimited
- Everything gardens

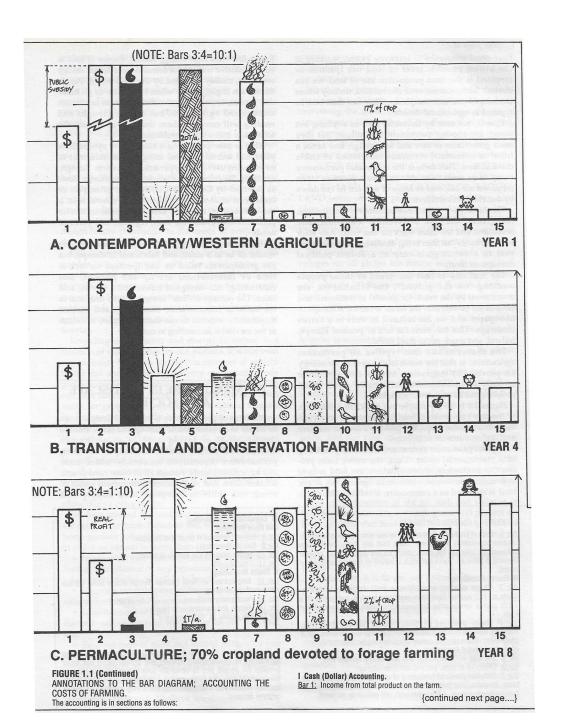




Western monoculture

Conservation farming

Permaculture



- 1. Income
- 2. Expenditure
- 3. Oil use
- 4. Energy produced
- 5. Soil loss
- 6. Water efficiency
- 7. Pollution produced
- 8. Genetic richness
- 9. Soil life
- 10. Forest biomass and wildlife
- 11. Loss to pests
- 12. Employment
- 13. Food quality
- 14. Human health
- 15. Life quality



Buckminster Fuller

The world teeters on the threshold of revolution.

If it is a bloody revolution, it is all over.

The alternative is a design science revolution...

Design science produces so much performance per unit to resource invested to take care of all human needs



Chief Seattle

- Man did not weave the web of life; he is merely a strand in it.
- What ever he does to the web he does to himself... to harm the earth is to heap contempt upon the creator...
- contaminate your own bed and you will one day suffocate in your own waste

Principle summary

- The prime directive of permaculture
- "The only ethical decision is to take responsibility for our existence and that of our children"
- Principle of co-operation
- Cooperation not competition is the very basis of future survival and of existing natural systems
- ▶ Ethics in permaculture
- Care of the Earth
- Care of People
- Setting limits to consumption





Birch's 6 principles of natural systems

- Nothing in nature grows forever, there is a constant cycle of growth and decay
- Continuation of life depends on the maintenance of global bio-geochemical systems
- Probability of extinction is greatest when the species density is either very high or very low
- Ability to survive and reproduce is often reliant on one or two key factors in a complex web of relations
- Our ability to change the face of the earth increases at a faster rate than our ability to foresee the consequences of change
- Living organisms are not only means but ends. In addition to their instrumental value to humans and other organisms, they have an intrinsic worth

A policy responsibility to relinquish power

The role of a beneficial authority is to return function and responsibility to life and people; if successful no further authority is needed.

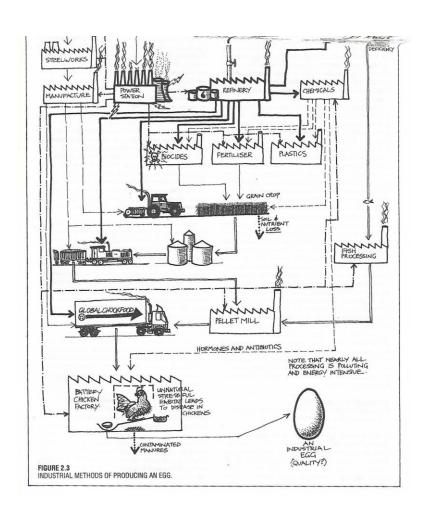
The role of successful design is to create a self-managed system

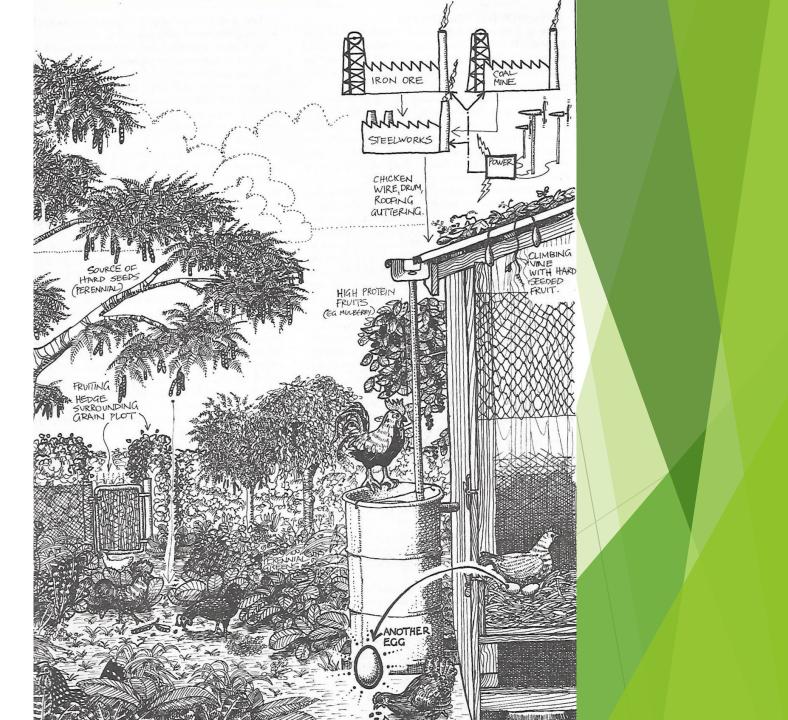
- Those that increase with modest use
- Those unaffected by use
- Those which degrade if not used
- Those reduced by use
- ► Those that pollute or destroy other resources if used

Resources - different types



Methods of producing an egg





Pruning, B - Digging, C - Mowing, D - Typical plant assembly or species. Some species (Oryctolagus, Cuniculus, Macropus,

allus, Cairina, and Homo sapiens) at work in their fields. Plants

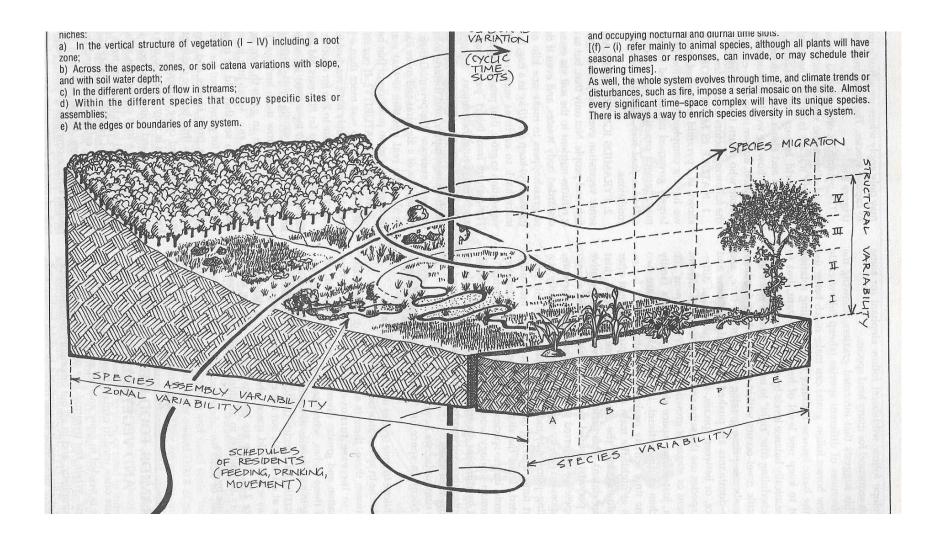
developed by each species are ma as lawns, pruned trees, flat weed

Everything Gardens

- Pruning
- Digging
- Mowing
- Plant assembly
- Natural systems are self regulating
- Farming and growing is replicating what occurs in nature

Ecosystems





1000 kg 1 kg DIRECT 10 kg looks UN SUPPLIES ENERGY 1,000 kg 10,000 kg ORDER OF CHANGE TO HIGHER LEVELS SOIL NUTRIENTS FIGURE 2.6

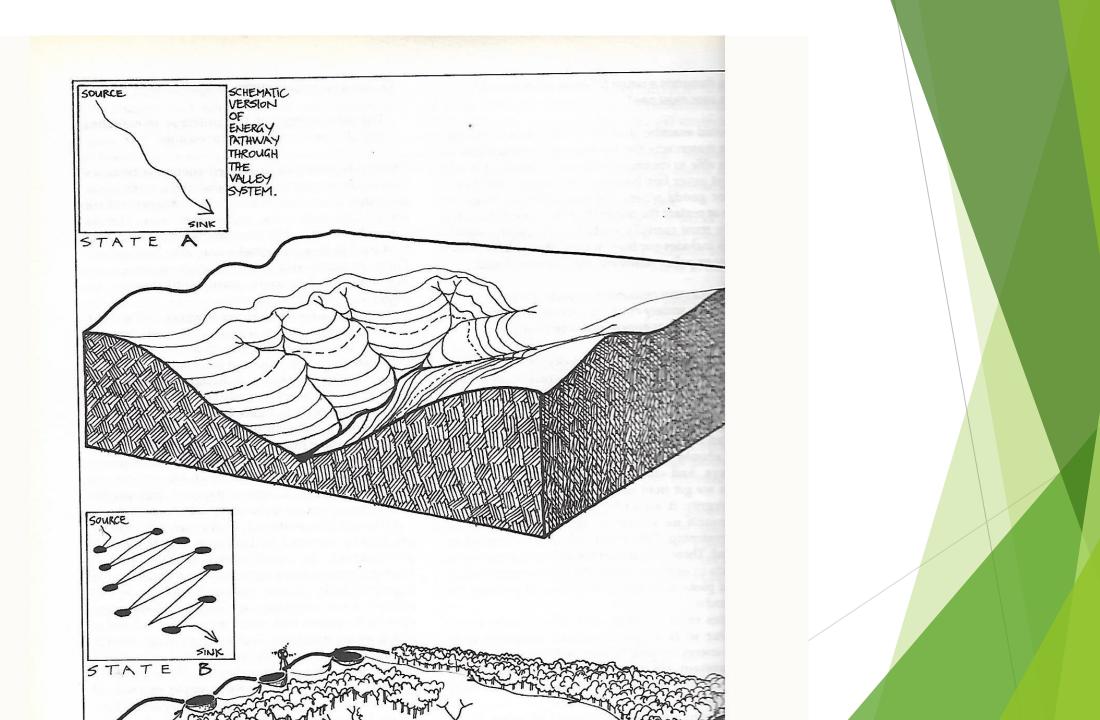
FIGURE 2.6 TROPHIC PYRAMID.

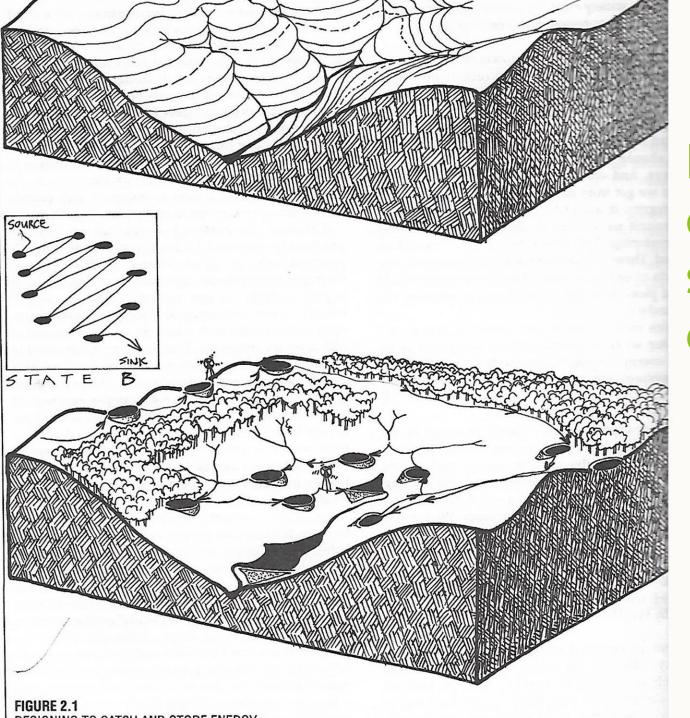
Life systems are rarely strictly hierarchical as in the pyramid structure. Most species are omnivorous and all species recycle valuable waste

products to lower levels of the trophic ladder. Thus, life systems are a web or cyclic systems rather than a pyramid.

Trophic levels

- Nature is much more complex than shown in a pyramid
- Pyramids ignore feedback
- What of maturity?
- Are food chains so simple?





Design to catch and store energy



Permaculture design

Permaculture design is a system of assembling conceptual, material, and strategic components in a pattern which functions to benefit life in all its forms. It seeks to provide a sustainable and secure place for living things on this earth.

Functional design

Functional design sets out to achieve specific ends, and the prime directive for function is:

- Every component of a design should function in many ways.
- Every essential function should be supported by many components
- A flexible and conceptual design can accept progressive contributions from any direction and be modified in the light of experience.
- Design is a continuous process, guided by the feedback of its own evolution

Analysis

- Design by listing the characteristics of components
- Self regulation
- Outputs, yields and benefits area ll Resources to be explored
- Pollutant is an unused output of the system
- Inputs needs and demands create extra work if not designed for

Site components, water earth, Landscape, Climate, Plants

components in their proper relationships

The design

A beneficial assembly of

Energy components

Technologies, Structures, Sources, Connections

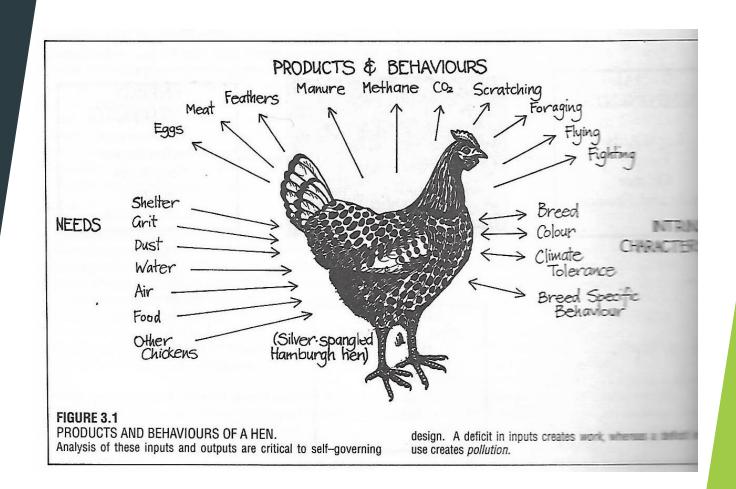
Social components Legal aids, People Culture, Trade and finance

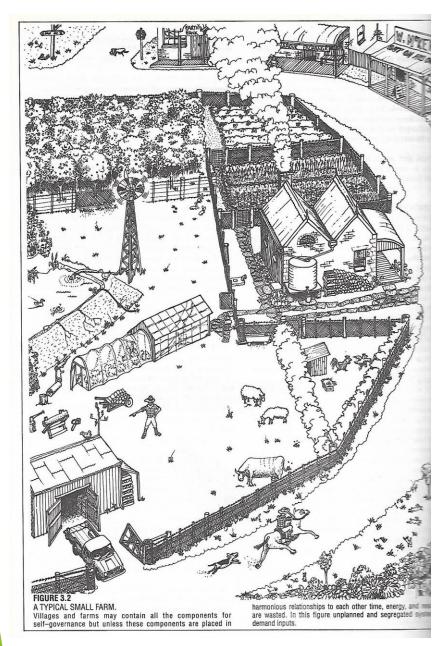
Abstract components

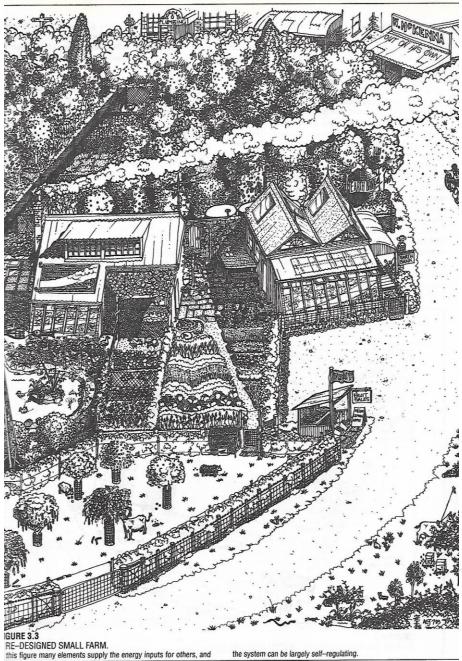
Timing, Data, Ethics

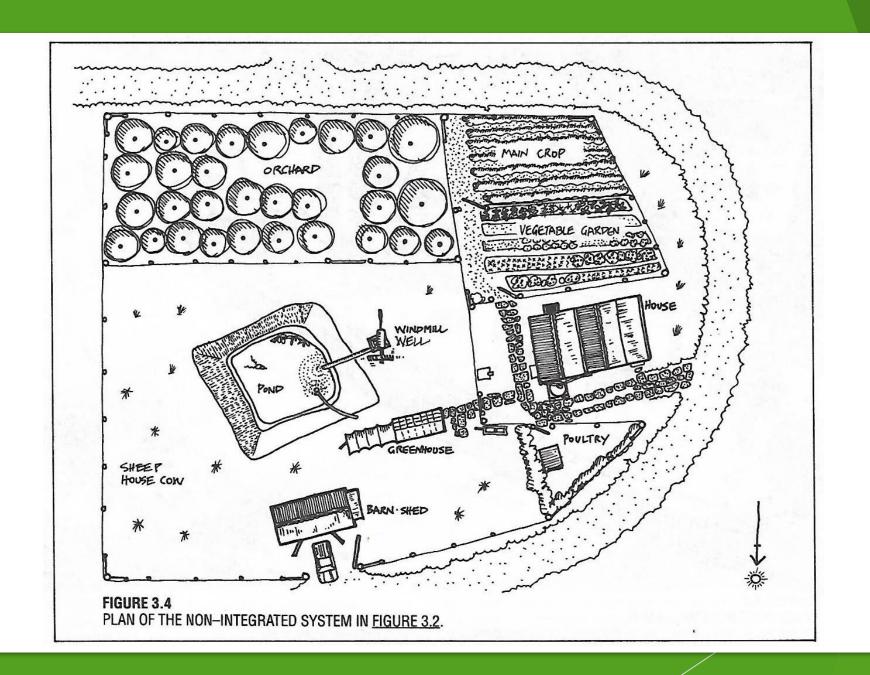
Analysis

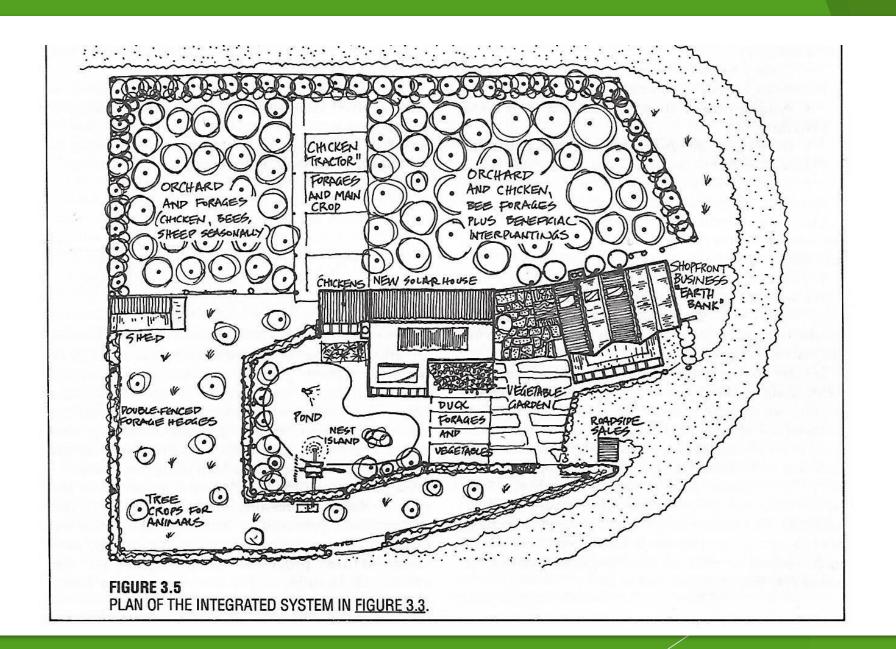
- Design by listing the characteristics of components
- Making connections between components











Observation

Design by expanding direct observation on site

Child like - non-selective approach, allow the asking of fundamental questions

Thematic approach, water, energy, food systems

Instrumental approach, collecting data, gradients, winds etc

Experiential approach

Observation site survey



Make value free noninterpretive notes



Take as many pictures and videos as you usefully can

?

Confirm or deny any speculations through research, local records, local memory, data for longer term trends



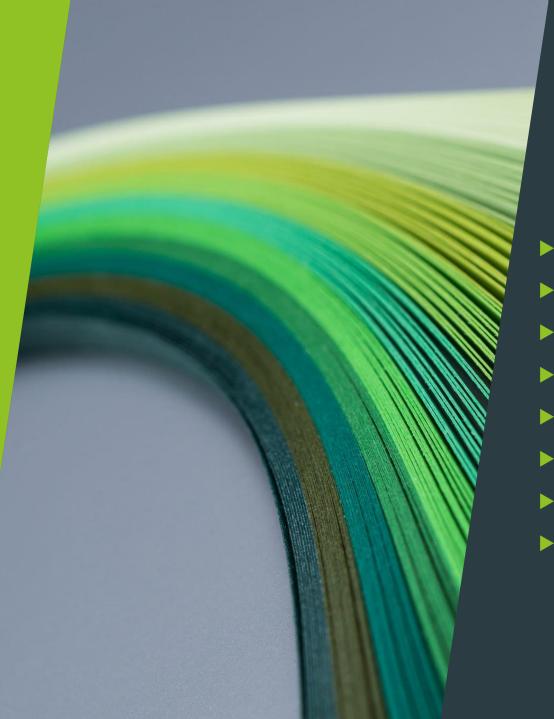
Examination of the evidence



Build strategies in line with obersvations



Deduction from nature



Principles of natural systems

- Catch and store energy
- Edge effect
- Diversity
- Stacking
- Functions and elements
- Microclimate
- Succession
- Beneficial relationships symbiosis

Design as a selection of options or pathways based on decisions

Product or crop options

Social investment options

Skills and occupations, education available

Processing or value adding on or off site

Market availability

Management skills

Design by
Map overlays

Googlemaps

Photoshop

Drone cameras

3D modelling

Design considerations

Zones

Sectors

Gradient

Guilds

Succession



Random assembly

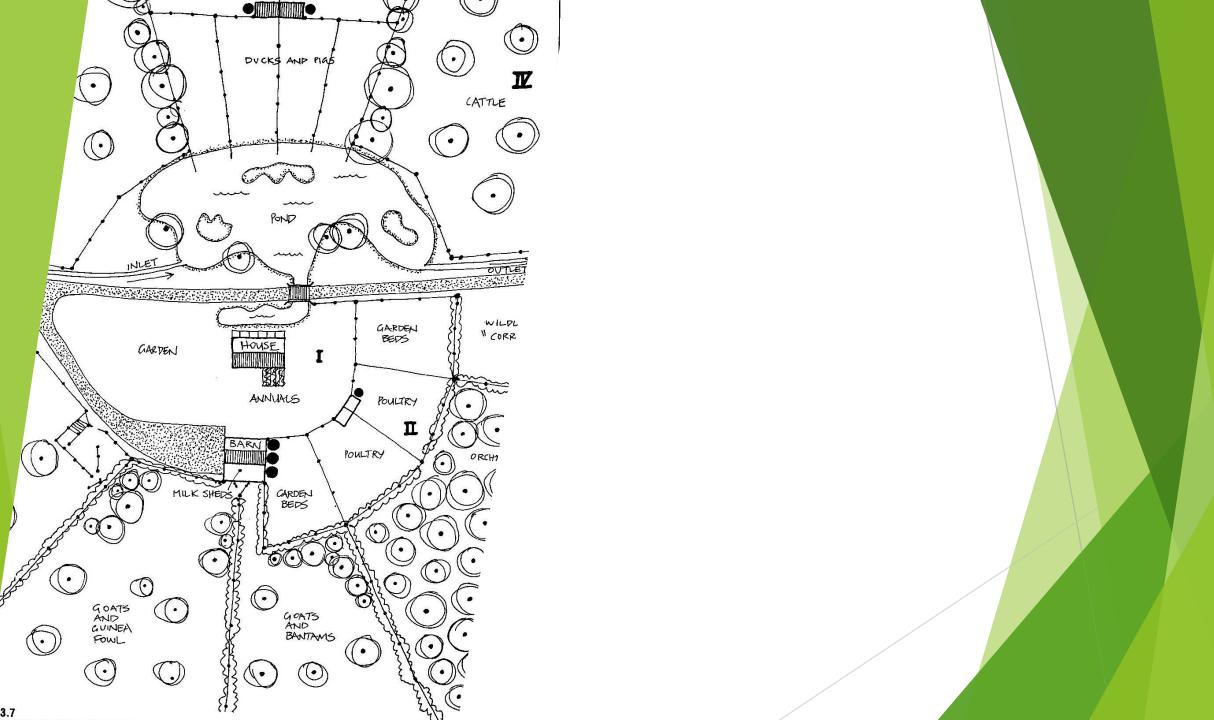
Explore the relationships between functions, elements and systems

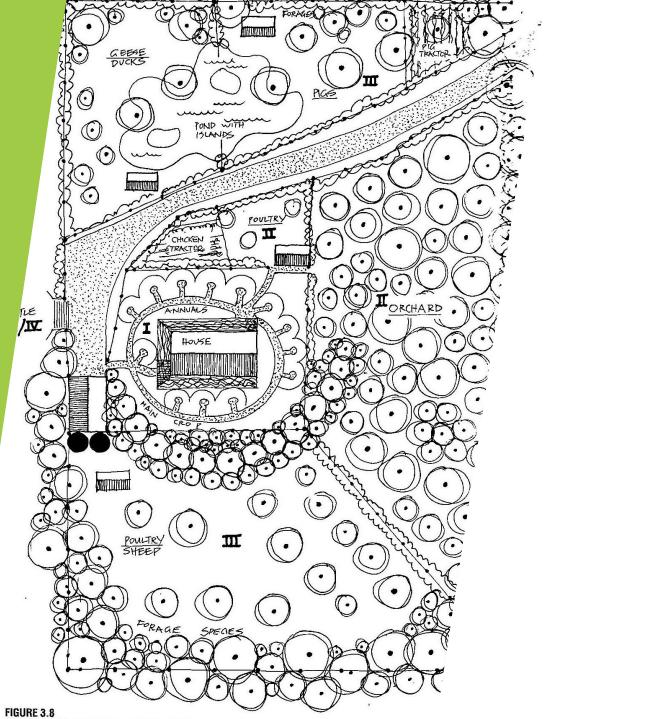
Random assembly

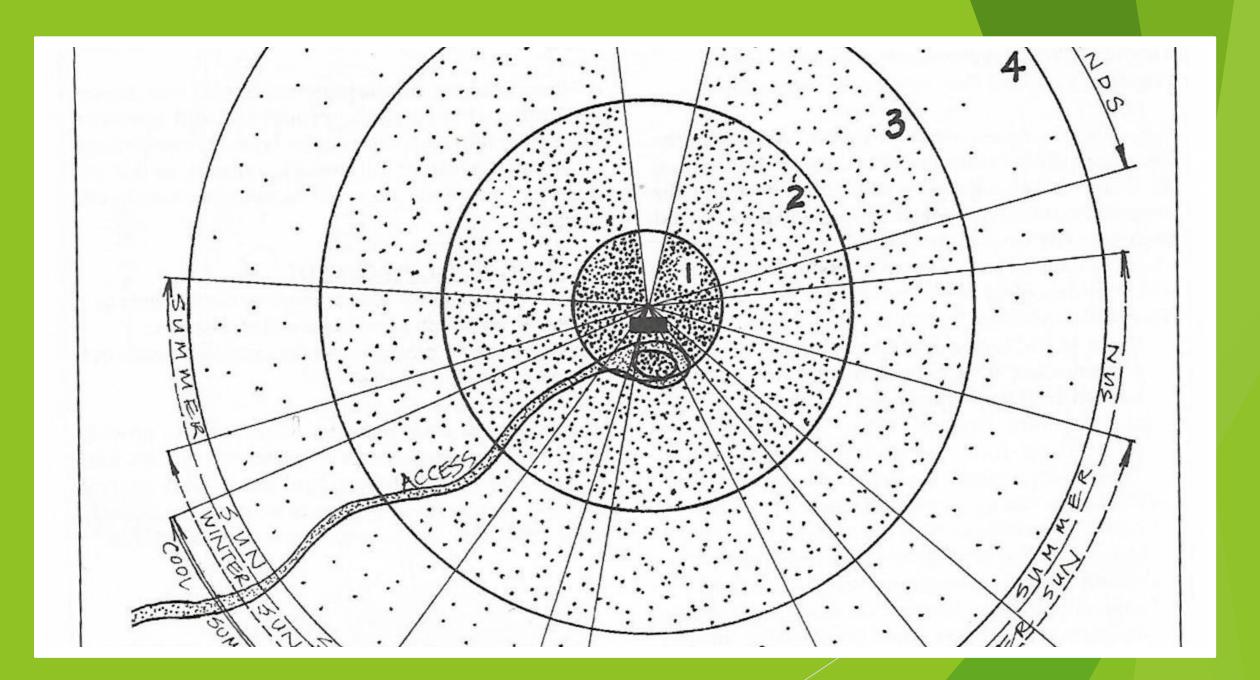
Function	Element	System
Food production	Raised bed/ compost/ tool shed/ water butt	Forest garden, IPM
Cash crop	Willow/ Grains/ Cheese	Pasture/ field rotation
Wildlife habitat	Regeneration/ min till	Forest, hedge management
Water catchment	Pond, swale, water butt	Site wide strategy
Space for people	Shed/ tea room/ toilet	Management/ induction

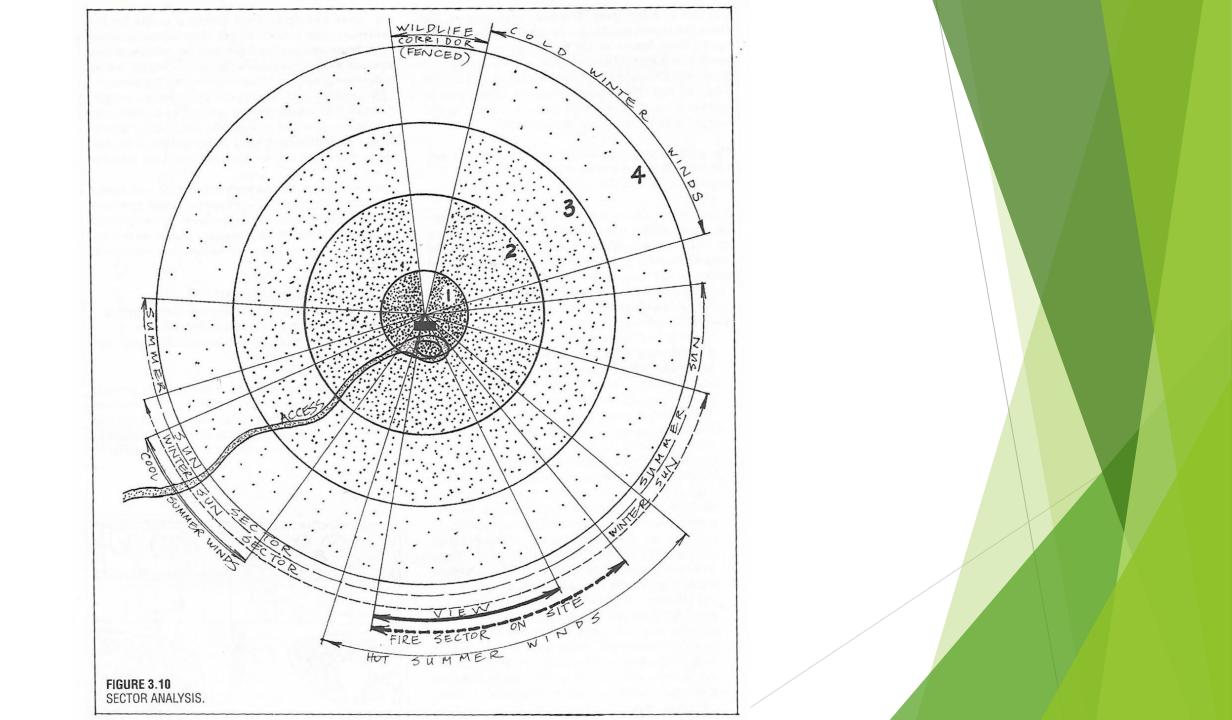
TABLE 3.3: SOME FACTORS WHICH CHANGE IN ZONE PLANNING AS DISTANCE INCREASES.

Factor or Strategy	ZONE I	ZONE II	ZONE III	ZONE IV
Main design for:	House climate, domestic sufficiency.	Small domestic stock & orchard.	Main crop forage, stored.	Gathering, forage, forestry, pasture.
Establishment of plants	Complete sheet mulch.	Spot mulch and tree guards.	Soil condition- ing and green mulch.	Soil conditioning only.
Pruning and trees	Intensive cup or espallier trellis.	Pyramid and built trellis.	Unpruned and natural trellis.	Seedlings, thinned to selected varieites.
Selection of trees	Selected dwarf or multi-graft.	Grafted varieties and plants managed.	Selected seedlings for later grafts. by browse.	Thinned to selected varieties, or
Water provision	Rainwater tanks, bores wind pumps. reticulation.	Earth tank and wells, bores,	Water storage fire control.	Dams, rivers, in soils, dams.
Structures	House/green- house, storage integration.	Greenhouse and barns, poultry sheds.	Feed store, field shelter.	Field shelter grown as hedgerow and woodlot
Information	Stored or generated by people.	In part affected by other species.	As for II.	Arising from natural processes.

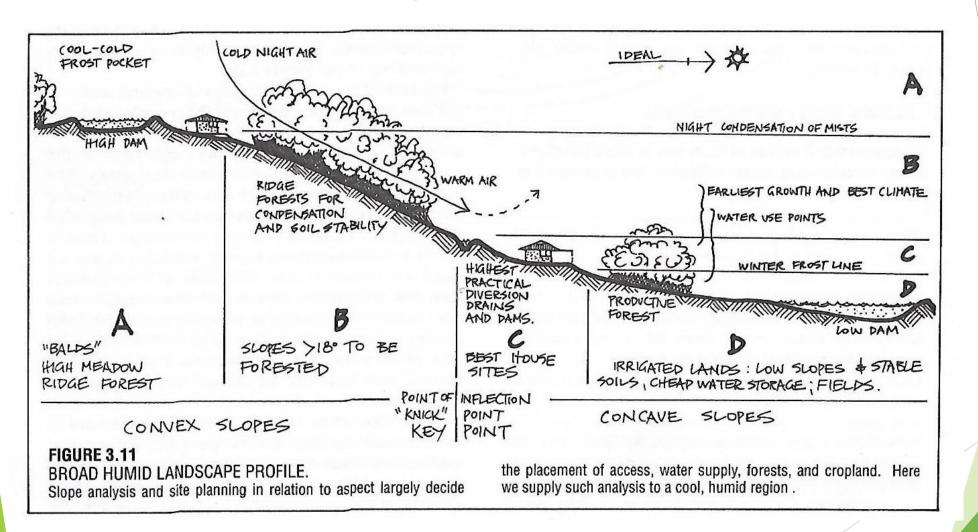


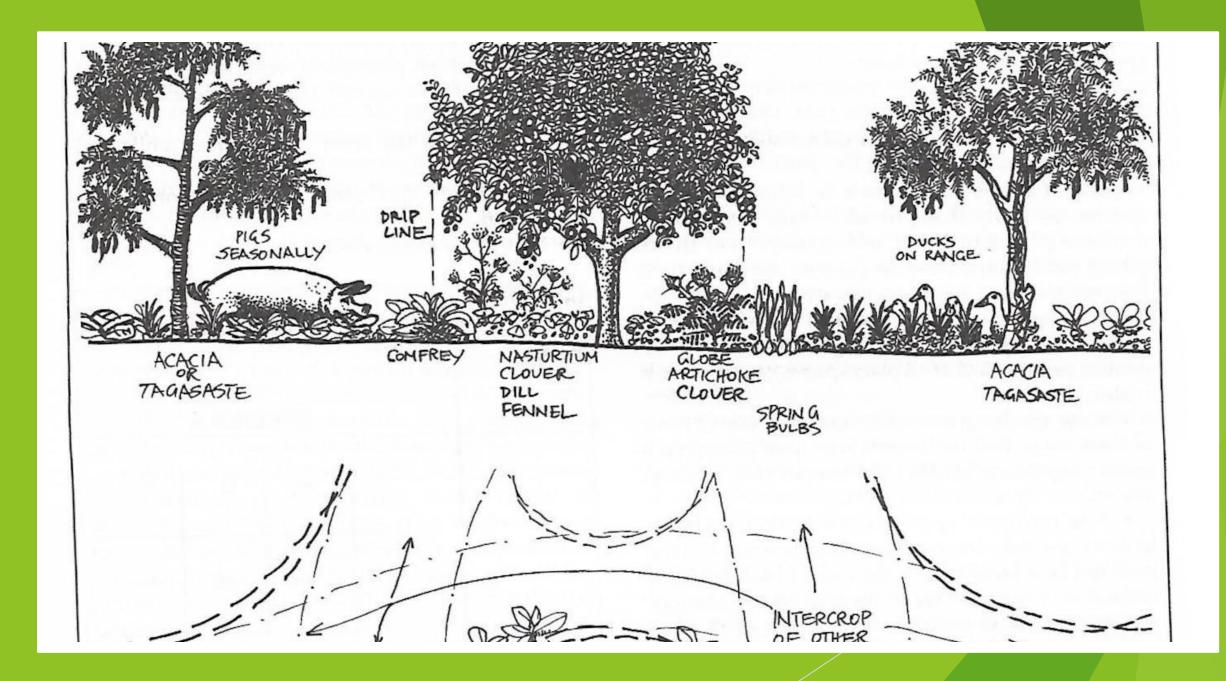






Elevation in design



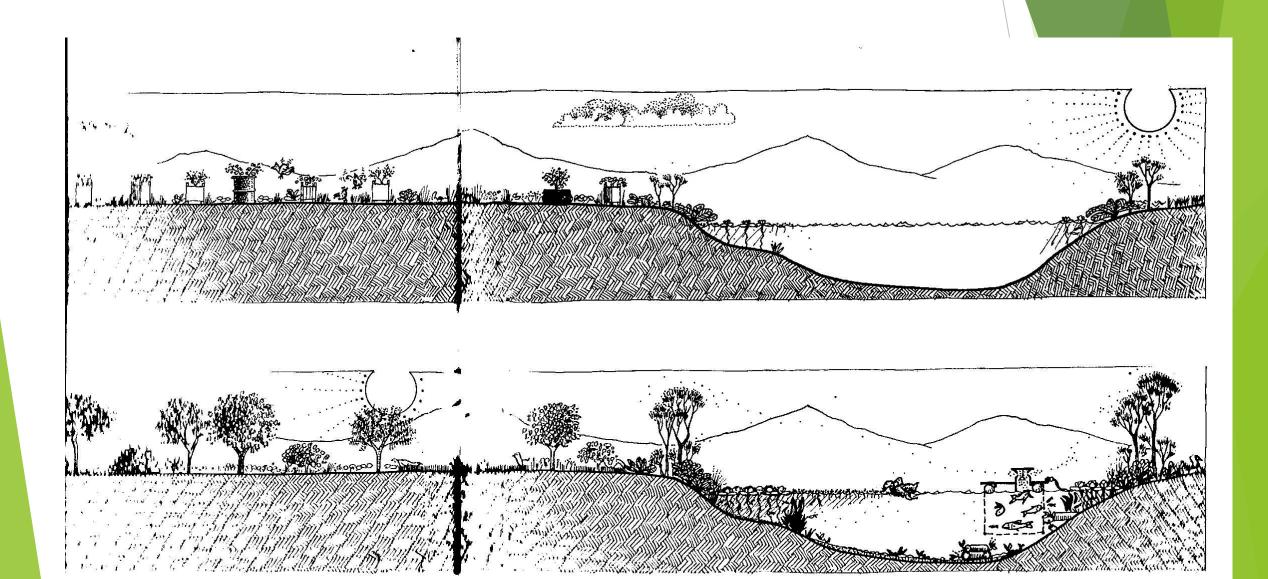


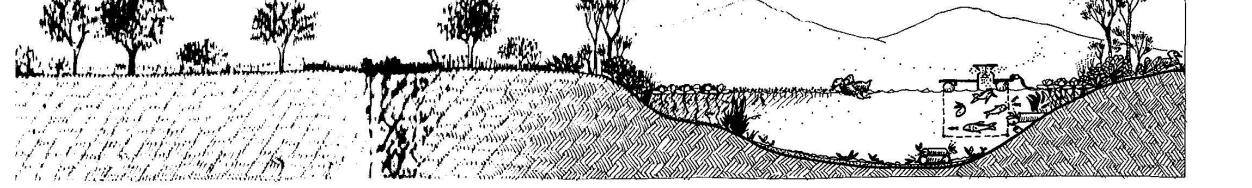
TREES TREE LEGUME

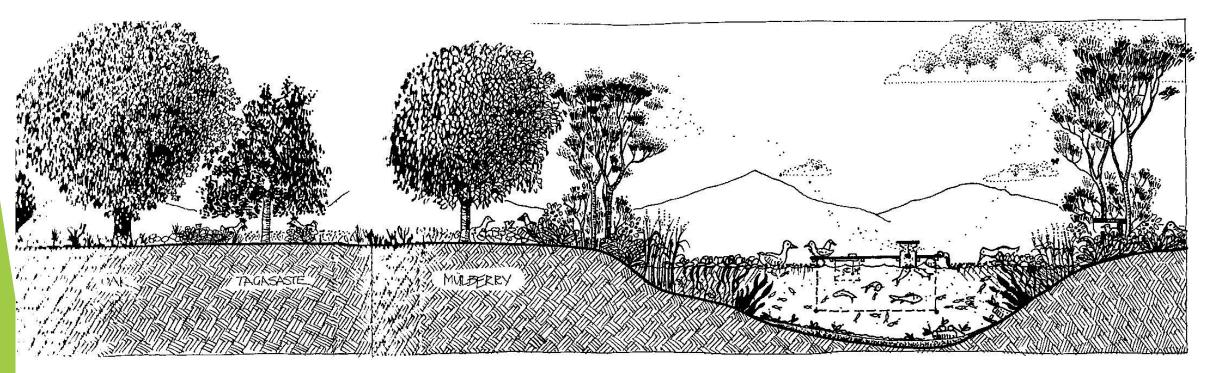
Plant guilds create habitat

- Multiple elements combine to create a stronger and more efficient system
- Increase the velocity of nutrient cycling as well efficiency
- Microclimate can be explored to best advantage
- Design to establish mutually beneficial relationships

Succession







blintinuent, an area is fenced and a complex of species to tell from grazers by fencing and tree guards. Ponds thily small livestock (chickens) and some annual ryected B. The system evolves to a semi-hardy stage. Geese, fish, and shellfish are introduced, and crops include some aquatic plant species.

C. An evolved system provides forage, firewood, aquatic and animal

products. Larger foragers (sheep, pigs) can be grown seasonally. The system provides its own mulch and fertilizers. The mature system requires management rather than energy input, and has a variety of marketable yields (including information).

