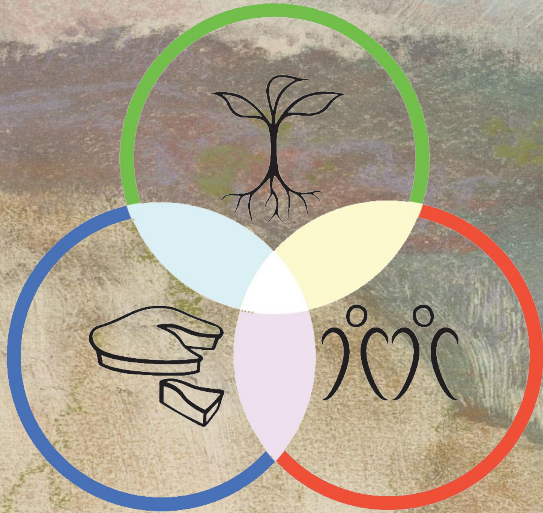


Permaculture: From Ethics to Techniques

Earth Care



Future Care and
Fair Share

People Care





Permaculture - From Ethics to Techniques by ReDes - Regenerative Design Simranjit Bison
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Vision without action is merely a dream. Action without vision just passes the time. Vision with action can change the world.

Joel Barker

“Permaculture is Revolution disguised as Organic Gardening”

Graham Burnett, ‘Permaculture – A Beginners Guide’



[Back to the Garden, Flower Power Comes Full Circle](#)

¿WHAT IS PERMACULTURE?

Permaculture One, Bill Mollison, David Holmgren - 1978: "a **design system** for creating sustainable human environments".

Introduction to Permacultura, Bill Mollison: "The goal is to **create** ecologically sound and economically viable systems, which provide for their own needs, do not exploit or pollute and are therefore sustainable in the long term. "" Permaculture uses the inherent qualities of plants and animals combined with the natural landscape characteristics and structures to **produce a life-supporting system** for the city and the countryside, using the smallest area possible".

Holmgren Design website: "a **design system** based on ecological principles"

Rosemay Morrow : "Permaculture has to do with **designing** strategies for the world that are based on the healing of the earth, the healing of the people and the healing of future generations. Within a framework of ethics and principles inspired by nature and the best that ancient cultures had to offer, permaculture offers much to **shape** a healthier, more sustainable and just world."

Whether we realize it or not, all of us are designers; for good or ill, much of what we do is design work. And all design is ecological design in that it either hurts or helps nature, whether it was intended to or not.

Heather Jo Flores

[Thinking outside the garden box: Using the GOBRADIME permaculture design process](#)



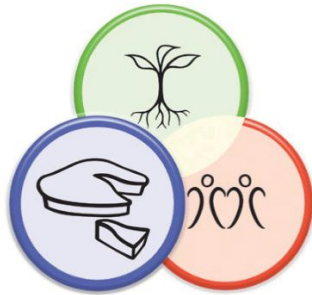
Deep Values

Ethical Principles, Design Principles and Strategies

The greater the power of humans, the more critical ethics becomes for long-term biological and cultural survival.

David Holmgren
permacultureprinciples.com

Ethical Principles



SET LIMITS AND REDISTRIBUTE SURPLUS

We are provided with times of abundance which enables us to share with others.

The third ethic

Origin:

Bill Mollison regarding the third ethic then called “*Setting Limits to Population and Consumption*”: “...by governing our own needs, we can set resources aside to further the above principles (*Earth care and People care*)”

Other interpretations:

Fair shares (David Holmgren)

Limits to population and consumption

Return the surplus

Live within limits

Future care (African Permaculture school)

Redistribute surplus to one's needs (Rosemary Morrow)

Recycle all resources towards the first two ethics (Heather Jo Flores)

Careful process (Jessi Bloom)

Return the surplus (Toby Hemenway)...

Interesting articles:

[On permaculture, entitlement, and that pesky third ethic: all aboard the elephant in the room. By Heather Jo Flores.](#)

[THE CONTROVERSIAL THIRD ETHIC OF PERMACULTURE. By Tobias Long](#)

Design Principles I

Bill Mollison

- Relative location.
- Each element performs multiple functions.
- Each function is supported by many elements.
- Energy efficient planning.
- Using biological resources.
- Energy cycling.
- Small-scale intensive systems.
- Natural plant succession and stacking.
- Polyculture and diversity of species.
- Increasing 'edge' within a system.
- Observe and replicate natural patterns.
- Pay attention to scale.
- Everything gardens.
- Attitude.



& Design Principles



1. Observe & interact



2. Catch & store energy



3. Obtain a yield



4. Apply self-regulation & accept feedback



5. Use & value renewable resources & services



6. Produce no waste



7. Design from patterns to details



8. Integrate rather than segregate



9. Use small & slow solutions



10. Use & value diversity



11. Use edges & value the marginal



12. Creatively use & respond to change



permacultureprinciples.com



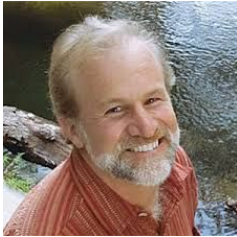
HOLMGREN
DESIGN SERVICES
www.holmgren.com.au

David Holmgren



Design Principles II

Art Ludwig



- Transcend market culture.
- Alternatives to the conventional scoreboard for success.
- Follow nature's example.
- Context is everything.
- Moderate and efficient resource use.
- Not too little, not too much: just enough.
- Empower and require individual thought and action.
- True progress.
- True comfort.
- Natural harmony.

Heather Jo Flores

1. Recognize and respond to natural patterns
2. Be specific
3. Put everything to work
4. Prohibit waste
5. Replace consumption with creativity
6. Let autonomy reign
7. Emphasize diversity at all scales
8. Keep your head up
9. Use the shadow

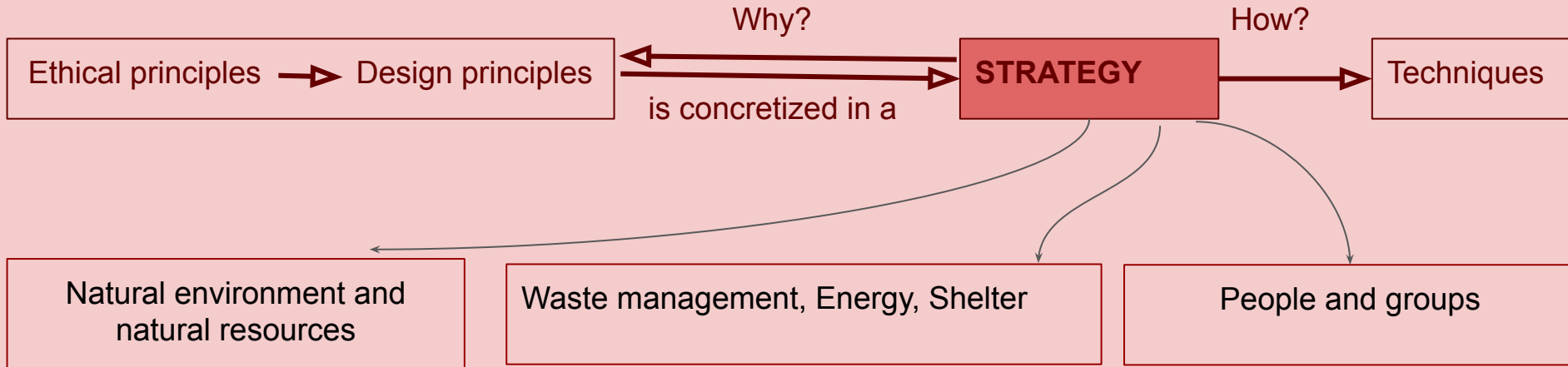


Joel Salatin

- Transparency.
 - Grass-based.
 - Individuality.
 - Community.
 - Nature's Template.
1. No sales targets.
 2. No trademarks or patents.
 3. Clearly defined market boundary.
 4. Incentivised work force.
 5. No initial public offerings (IPOs).
 6. No advertising.
 7. Stay within the ecological carrying capacity.
 8. People answer the phone.
 9. Stay seasonal.
 10. Quality must always go up.



Strategies



Strategies I: Natural Environment and Natural Resources

NATURAL SYSTEMS

Repair and protect natural ecosystems.

Protect and enhance biodiversity.

Meet human needs using as little land as possible.

FOOD PRODUCTION

Produce food onsite or locally.

Use organic methods, polycultures, and perennials and limit fossil fuels.

Treat animals humanely.

Build up the biological resources of your site.

WATER

Capture and store the water on site.

Use water as many times as possible in the system.

Conserve water as much as possible.

Release water from the system clean.

Strategies II: Waste Management, Energy, Shelter

WASTE MANAGEMENT

- Produce no "waste" or pollution.
- Refuse to use substances that cannot be recycled.
- Reduce what you use.
- Reuse materials.
- Repair damaged things.**
- Recycle materials.
- Rot compostable materials.**

ENERGY

- Use renewable energy sources.
- Maximize efficiency and minimize emissions.
- Use fossil fuels only to establish systems that create more energy than they consume.

SHELTER

- Locate buildings to minimize environmental impact and transportation requirements.
- Renovate older buildings.
- Use natural and recyclable materials.
- Design buildings to incorporate sustainable energy, water, food production, and waste management systems.

Strategies III: People and Groups

PERSONAL EMPOWERMENT

Love and nurture yourself.
Engage in inner healing work.
Cultivate inner peace.
Art-therapy.

INTERPERSONAL RELATIONSHIPS

Create cooperative, caring
relationships

SOCIAL AND ECONOMIC SYSTEMS

Practice domestic self-reliance.
Build cooperative communities.
Create local, alternative economic systems.

Techniques

Techniques

Natural Environment and Natural
Resources

Waste Management, Energy,
Shelter

People and Groups

SOURCE: [Heathcote community: What are some useful strategies and techniques for creating and implementing a site design?](#)

Techniques I: Natural Environment and Natural Resources

NATURAL SYSTEMS

- Riparian buffers
- Swales
- Baskethedges
- Zai
- Biochar
- Holistic livestock management
- Permaculture**

FOOD PRODUCTION

- Do not mix soil layers
- Mulch
- Raised beds
- Plant association
- Plant rotation**
- Herb spiral
- Food forest
- Swales
- Hügelkultur
- Green manure
- Biochar
- Greenhouse integrated in the house
- Holistic livestock management

WATER

- Roof water collection system
- Swales
- Gray water management system "Branched drain"
- Fog collection
- Zai
- Keyline design
- Warka tower
- Ram pump
- Qocha**
- Clay flasks**

SOURCE: [Heathcote community: What are some useful strategies and techniques for creating and implementing a site design?](#)

Techniques II: Waste Management, Energy, Shelter

WASTE MANAGEMENT

Composting
Vermicomposting
Black soldier fly composting
Dry toilet
Compost toilet
Earthship
Pallet construction
Biochar

ENERGY

Solar shower
Solar kitchen
Bicimáquinas
Photovoltaic energy
Ram pump
Thermal mass rocket stoves
Biochar
Greenhouse integrated in the house

SHELTER

Straw bale construction
Plastering with sand, clay and straw
Earthship
Cob
Quincha
Reciprocal ceilings
Timber frame
Pallet construction

SOURCE: [Heathcote community: What are some useful strategies and techniques for creating and implementing a site design?](#)

Techniques III: People and Groups

PERSONAL EMPOWERMENT

- Meditation
- Emotional integration
- Gestalt therapy
- Seva (voluntary service)
- Waldorf education
- Breastfeeding
- Natural birth
- Enneagram
- Homeopathic medicine
- Chinese traditional medicine
- Die with dignity

INTERPERSONAL RELATIONSHIPS

- Nonviolent Communication
- Sociocracy
- Sociocracy 3.0
- Holocracy
- Agoras
- World cafe
- Open Space Technology
- Wwoofing
- Car sharing
- Local currencies
- Time banks

SOCIAL AND ECONOMIC SYSTEMS

- Voluntary simplicity
- Exchange
- Cooperativism
- Cohousing
- Open Source technology
- Wwoofing
- Car sharing
- Local currencies
- Time banks

Design Resources

Processes, Methods and Tools

A permaculture design process clarifies our goals and ideas, gets them on paper, and provides a road map for implementation.

Heather Jo Flores

[Thinking outside the garden box: Using the GOBRADIME permaculture design process](#)

Starting from the center out:

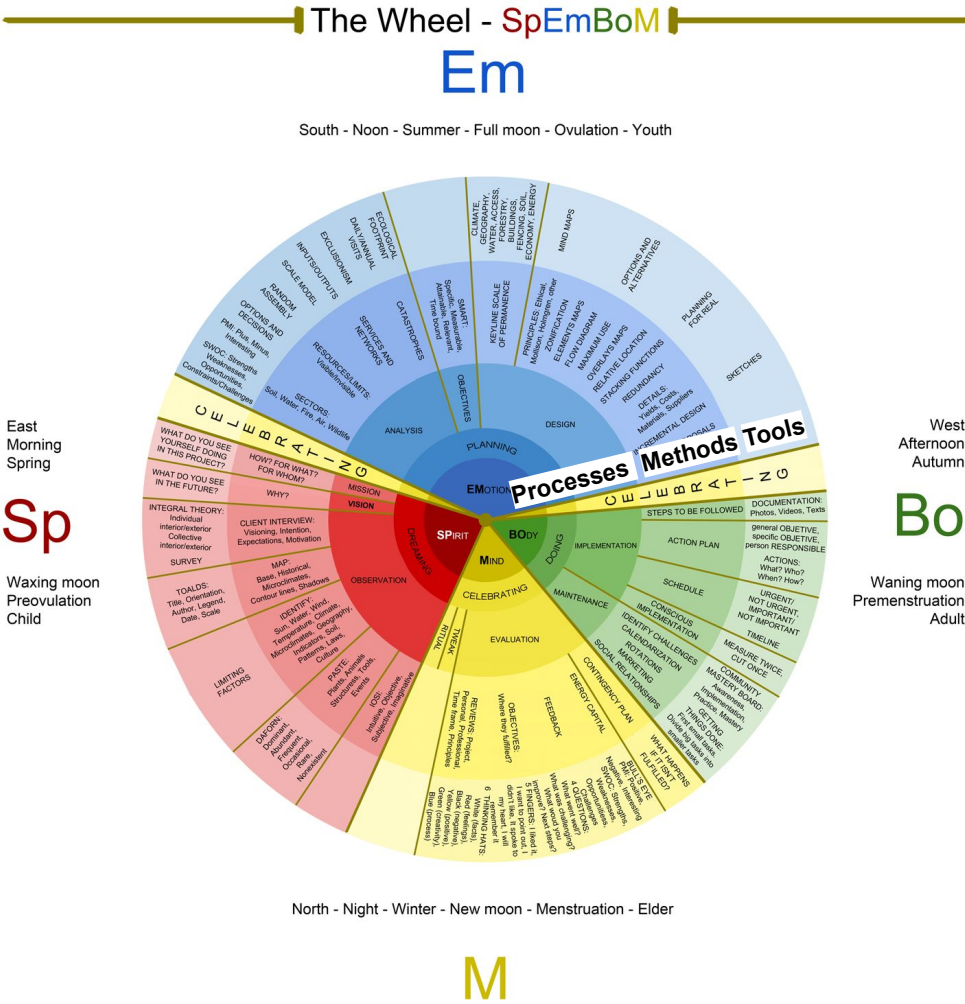
LEVEL 1: METAVISION - Individual. Medicine Wheel

LEVEL 2: MACROVISION - Groups. Dragon Dreaming

LEVEL 3: PROCESS

LEVEL 4: METHODS

LEVEL 5: TOOLS

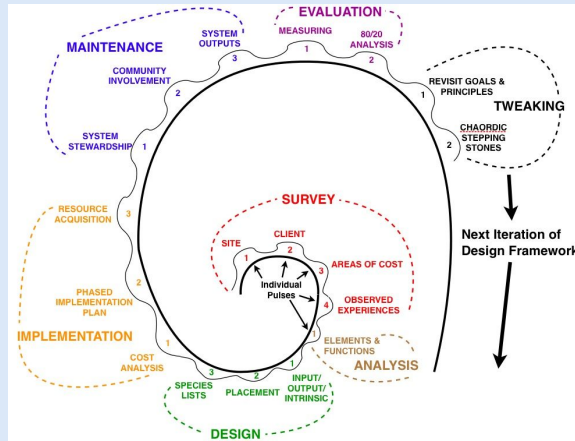


SOURCE: [The Wheel - SpEmBoM](http://www.the-wheel-spembo.com)



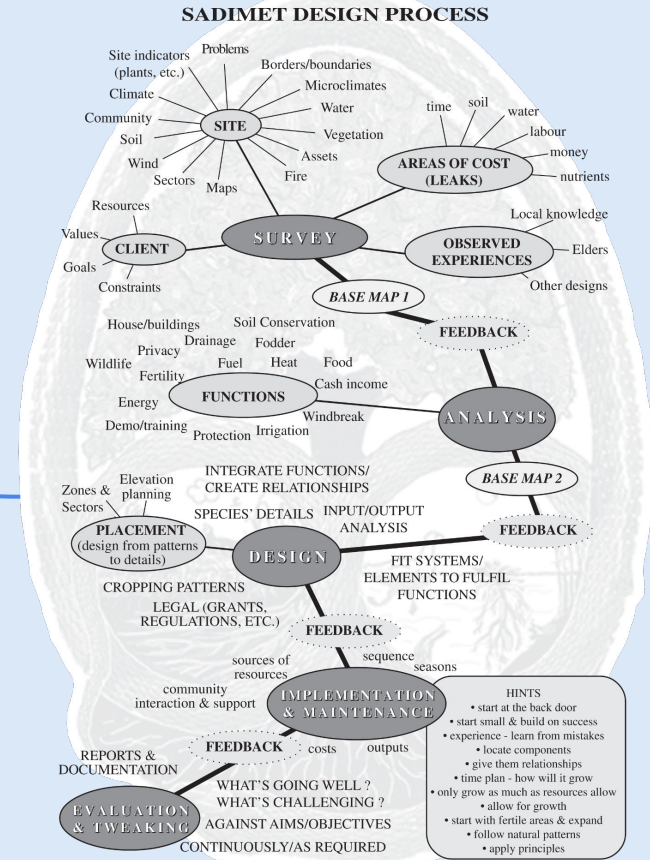
The Wheel SpEmBoM - Permaculture design system by ReDes Regenerative Design Alessandro Ardovini in <http://alesspermacultura.weebly.com/implementation.html> is licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License. July 2017. Based on Carlos Martinez's work in <http://mirkarlos3.wixsite.com/kaipo>

Design processes I: Linear



SADIMET:

Survey
Analysis
Design
Implementation
Maintenance
Evaluation
Tweak



DADI - Data, Analysis, Design, Implementation

OBREDIMET - Observe, Boundaries, Resources, Examine, Design, Implement, Maintain, Evaluate, Tweak

CEAP - Collect site information, Evaluate the information, Apply permaculture principles, Plan a schedule of implementation, maintenance, evaluation and tweaking

OViM*AOD*IM*ETR - Observation, Vision, Mission, Celebration I *, Analysis, Objectives, Design, Celebration II*, Implementation, Maintenance*, Celebration III: Evaluation, Tweak, Ritual

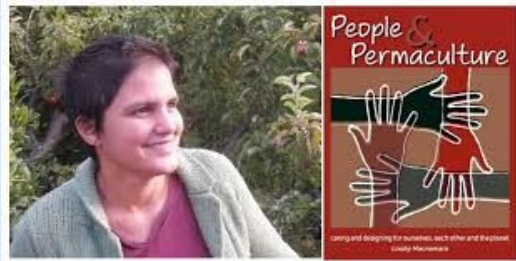
SOURCE: [ReDes Regenerative Design](#)

Design processes II: Web

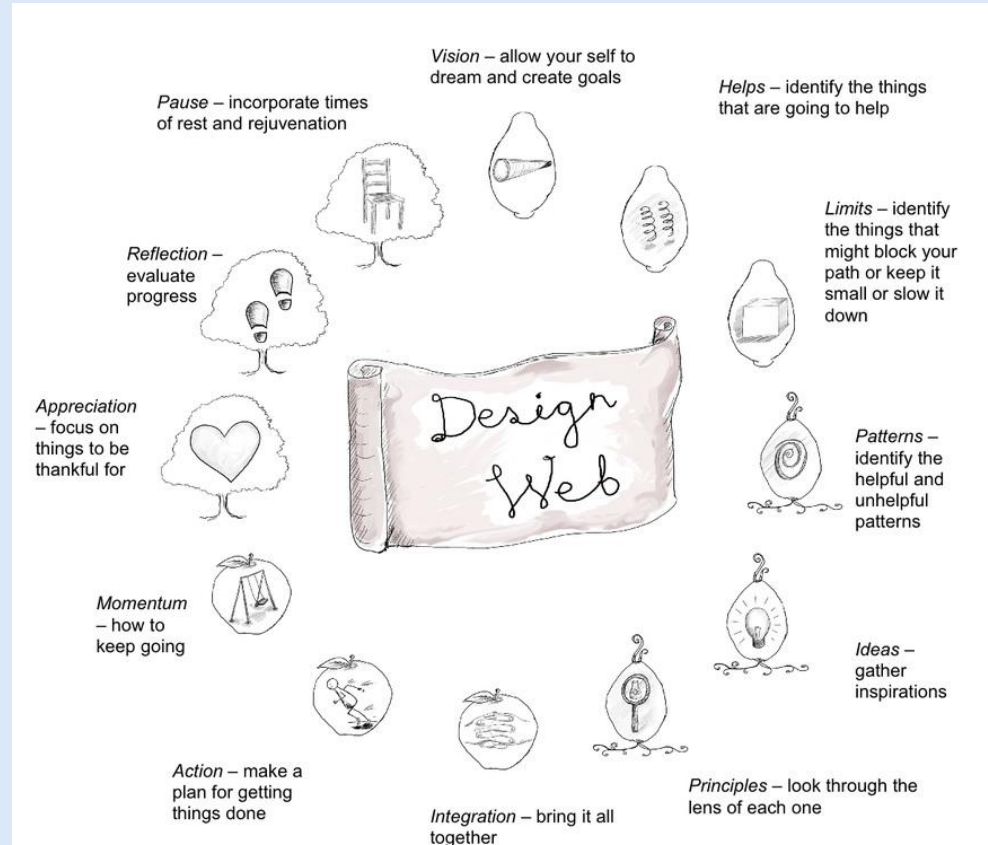
Design Web - Looby MacNamara

The Design Web is a permaculture process specifically focused on social permaculture and developed by Looby MacNamara.

Its peculiarity is that the steps are not in a fixed order, you can go back to them more times and you can skip some of the steps.

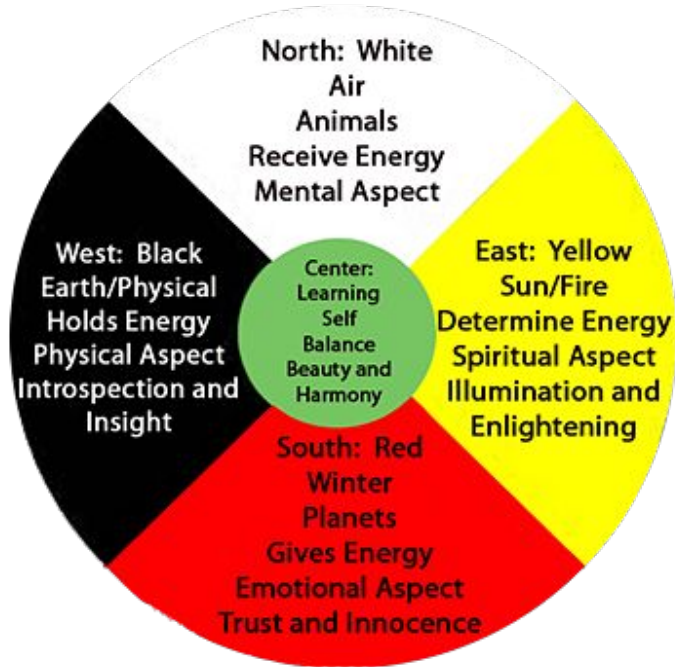


SOURCE: [ReDes Regenerative Design](#)

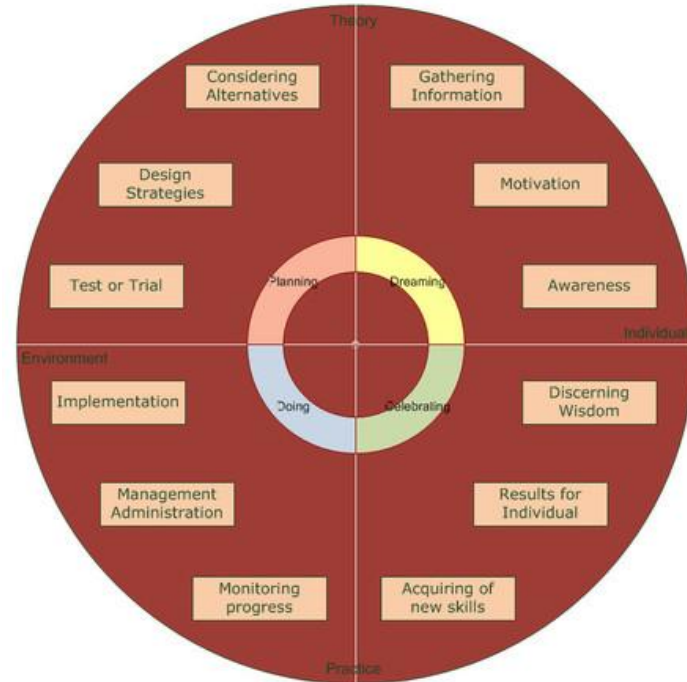


Design processes III: Traditional

Medicinal Wheel



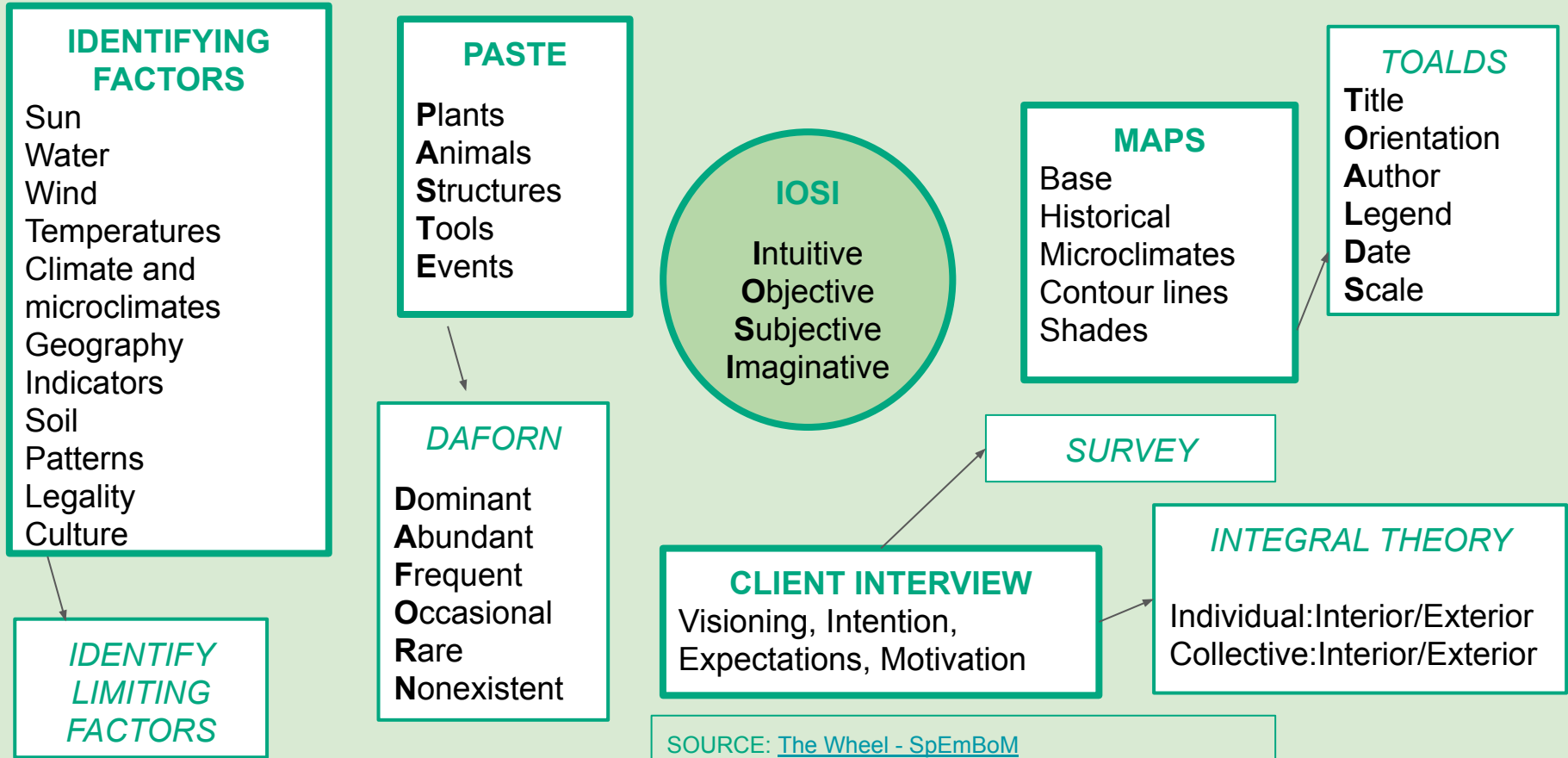
Dragon Dreaming



"My people have practiced permaculture long before it was called that. It is our traditional way of living."

Justin Willie, Native American of Navajo/Dineh descent

Methods and *Tools* I: **SP**irit-Dream-Observation



Methods and *Tools* II: SPirit-Dreaming-Vision and Mission



Methods and Tools III: EMotion-Planning-Analysis

CATASTROPHES

SERVICES AND NETWORKS

RESOURCES/LIMITS (Visible/Invisible)

SECTORS Soil, Water, Fire, Air, Wildlife...

ECOLÓGICAL FOOTPRINT

DAILY/ANNUAL VISITS

EXCLUSIONISM

INPUTS/OUTPUTS

SCALE MODEL

RANDOM ASSEMBLY

OPTIONS AND DECISIONS

PMI: Plus, Minus, Interesting

*SWOC: Strengths, Weaknesses, Opportunities,
Challenges*

(remember that the problem is the solution!)

Methods and *Tools* IV: **EMotion-Planning-Objectives**

SMART

Specific

Measurable

Attainable

Relevant

Time bound

Methods and *Tools* V: **EMotion-Planning-Design**

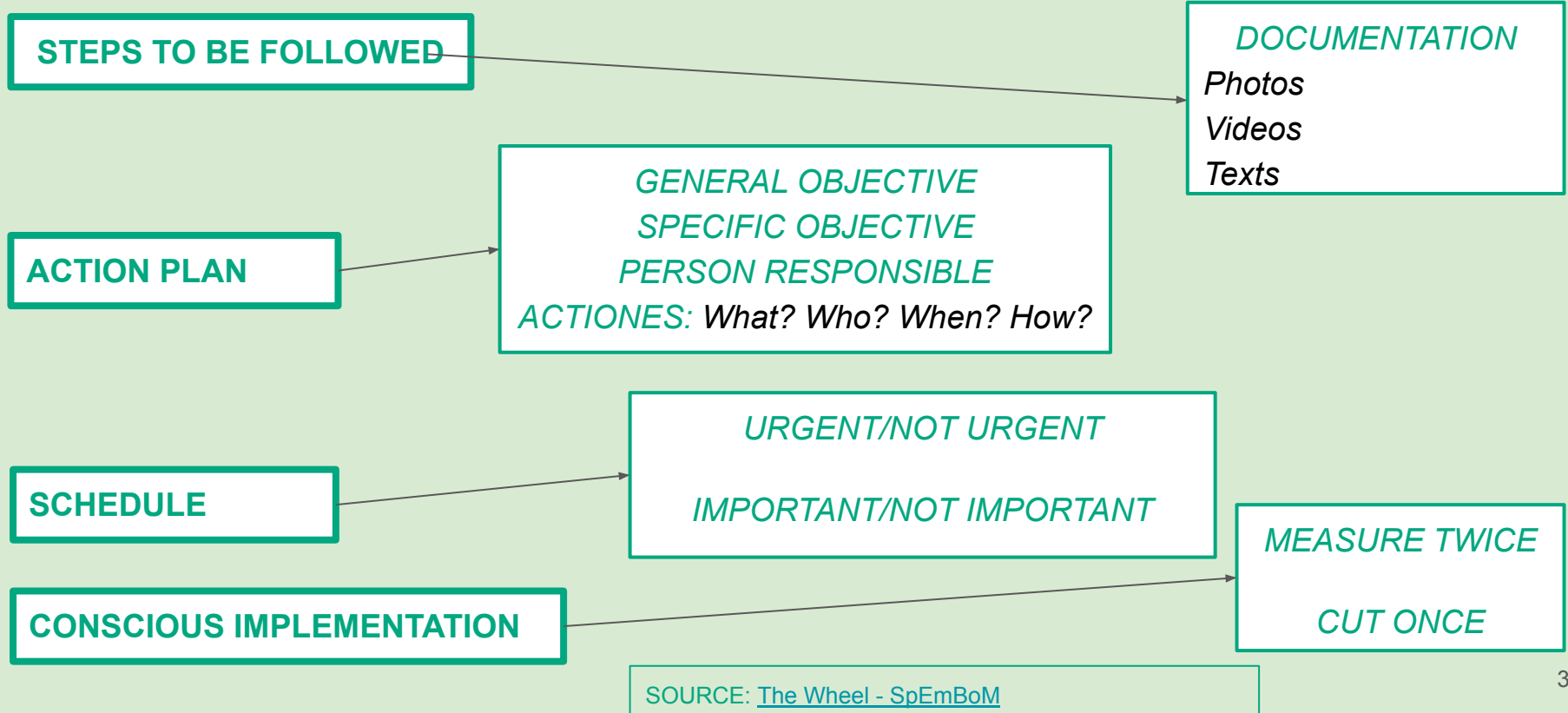
ETHICAL PRINCIPLES
DESIGN PRINCIPLES
(STRATEGIES)
ZONIFICATION
ELEMENTS MAPS
FLOW DIAGRAMS
MÁXIMO USO
OVERLAYS MAPS
RELATIVE LOCATION
STACKING FUNCTIONS
REDUNDANCY
DETAILS: Yields, Costs,
Materials, Suppliers
INCREMENTAL DESIGN
DESIGN PROPOSALS
FINAL DESIGN

KEYLINE SCALE
OF
PERMANENCE

CLIMATE
GEOGRAPHY
WATER
ACCESS
FORESTRY
BUILDINGS
FENCING
SOIL
ECONOMY
ENERGY

MIND MAPS
OPTIONS AND ALTERNATIVES
PLANNING FOR REAL
SKETCHES
WILD DESIGN

Methods and Tools VI: BOdy-Action-Implementation



Methods and Tools VII: **BOdy-Action-Maintenance**

IDENTIFY CHALLENGES
CALENDARIZATION
ROTATIONS
MARKETING
SOCIAL RELATIONSHIPS

COMMUNITY MASTERY BOARD:
Awareness, Implementation, Practice,
Mastery
GETTING THINGS DONE: Do small
tasks first; Divide big tasks into small
tasks

Methods and Tools VIII: Mind-Celebration-Evaluation

CONTINGENCY PLAN

*WHAT HAPPENS IF IT
ISN'T FULFILLED?*

ENERGY CAPITAL

FEEDBACK

OBJECTIVES: Where they fulfilled?

REVIEWS: Project, Personal,
Profesional, Time frame, Principles

BULL'S EYE

PMI: Plus, Minus, Interesting

*SWOC: Strengths, Weaknesses, Opportunities,
Challenges*

*4 QUESTIONS: What went well? What was challenging?
What would you improve? Next steps?*

*5 FINGERS: I liked it, I want to point out, I didn't like, It
spoke to my heart, I will remember it*

*6 HATS: White (facts), Red (feelings), Black (negative),
Yellow (positive), Green (creativity), Blu (process)*

Methods and *Tools* IX: **Mind-Celebration-Tweak**



SOURCE: [The Wheel - SpEmBoM](#)

Methods and *Tools* X: **Mind-Celebration-Ritual**





KEEP
CALM
AND
PRACTICE
PERMACULTURE