How To Use Permaculture Design Principles

Design

- Use Appropriate Technology
- The Yield of a System is Theoretically Unlimited
- Least Change for the Greatest Effect
- Design for Catastrophe
- Small Scale Intensive Systems
- Relinquish Power
- Work Within Nature

Relationship

- Succession of Evolution
- Vertical Stacking
- Every element Supports Multiple Functions
- Diversity = Resilience
- Every Function Supports Many Elements
- The Problem is the Solution
- Local Focus
- Cooperation over Competition
- Edge Effect
- Stocking
- Relative Location

Contextual Planning

- Awareness
- Physical, Social, Cultural, Economic
- Through time
- Understanding Context
- Thoughtful and Protracted Observation
- Listening
- Never stop
- Assessments
- It Depends/Design to Context

Resources

- Use of Biological Resources
- Energy Recycling
- Energy Storage
- System Yield
- Pollution is an Unused Resource/Waste is Food
- Onsite Resources
- One Calorie In/One Calorie Out