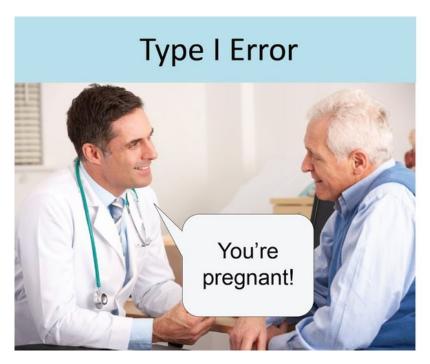
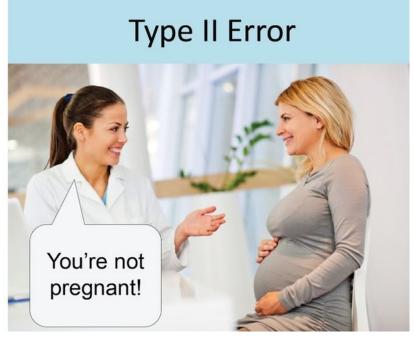


The Design Science of Permaculture Part 3

Techniques, Tactics and Strategies

Lets begin with a review of Type One Errors





Lets Define Technique, Tactics and Strategy

- Technique a thing that you do (can be thought of as macro & micro)
- Tactics how you implement the thing that you do (location, timing, etc.)
- Strategy the reason you do the thing in the way that you do it

Thinking about it like planning for an MMA fight

- Strategy win the fight (why)
- Tactic the opponent is weak on the ground, take him down (how)
- Technique specific locks that the opponent is weak defending (what)

$$TE - TA - ST = T1E^3$$
 or $ST + TE + TA = S^2$



Key Hole Gardens





Key Hole Gardens





Contour Gardens





Terrace Gardens





Herb Spiral





Herb Spiral with Pond





Aquatics





Hugulkultur





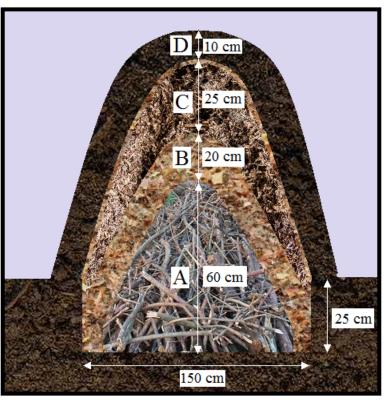
Hugulkultur





Hugulkultur







Back Yard Orchard Culture







Back Yard Orchard - Food Forestry





Composting





Wicking Beds



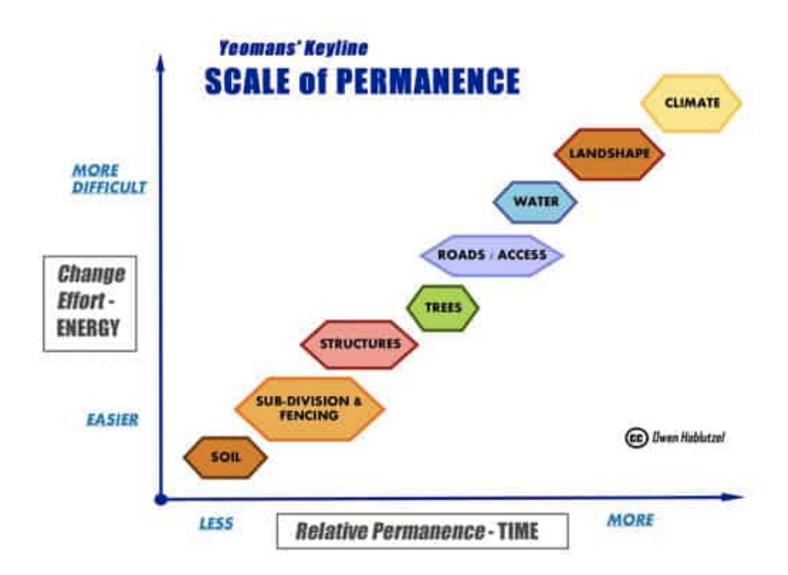


Green House (protected) Growing



Getting Tactical

- Determine connections between systems
- Integrate systems and stack functions
- Eliminate labor via automation and natural process
- Consider restrictions based on the scale of permanence (climate, landform, water, access, trees, structure, subdivision, soil)



How to Come up with Your Strategy

- What do you need
- What do you want
- What do you like
- What do you hate
- How much time do you have
- What realities are you ignoring