The Design Science of Permaculture Part 2

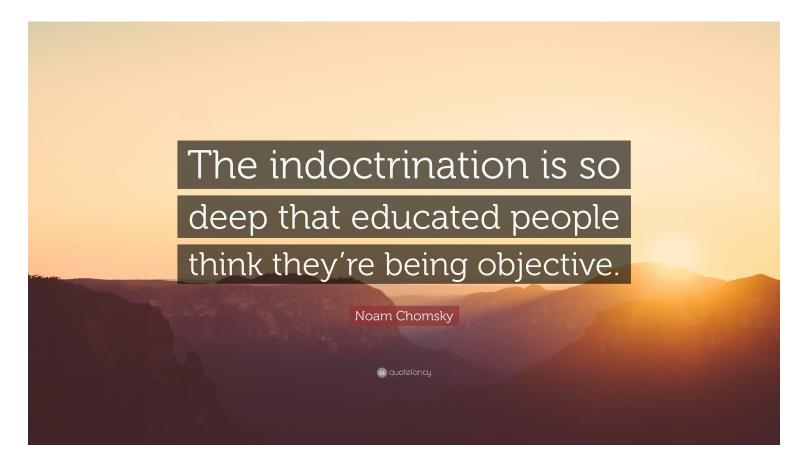
How about we define the word Permaculture

- Originally was a combination of Permanent and Agriculture
- By the time Permaculture One came out Mollison had switched to "Permanent Culture"
- Ask 12 Permaculturists to define it and they will give 12 answers, here is mine

A design science that utilizes living and engineered components to create self replicating systems that provide for all human needs while adhering to a simple set of core ethics.



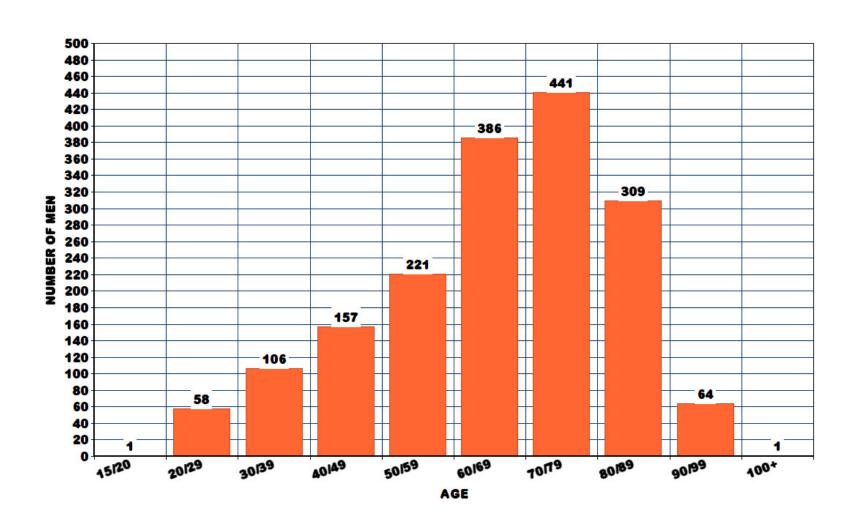
If you don't design your own life you will live the one already desired for you.





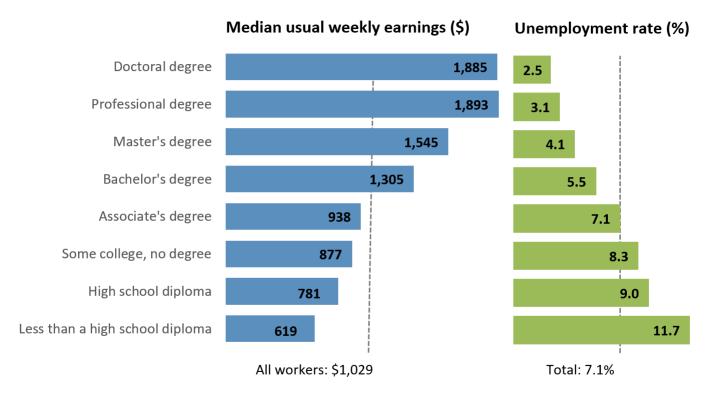


AGE AT DEATH





Earnings and unemployment rates by educational attainment, 2020



Note: Data are for persons age 25 and over. Earnings are for full-time wage and salary workers. Source: U.S. Bureau of Labor Statistics, Current Population Survey.

Americans' Actual vs. Expected Retirement Age



--- Average expected retirement age among non-retirees

Average actual retirement age among retirees

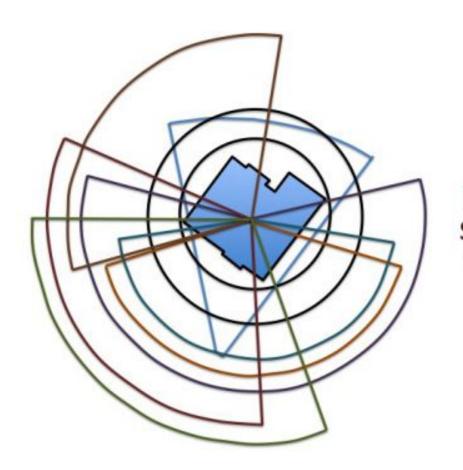
Source: Gallup

Sectors of Design in Permaculture

- Winds hot summer, cold winter, etc
- Solar sun in summer, winter, shadows, etc.
- Water flows onto, across and off the property
- Pollution noise, chemicals, run off, light, potential run off
- Views good views, bad views, etc.
- Fire blocks, breaks, dangers, etc.
- Wildlife natural movement, attractants, repellents, etc.
- Any and all energies



Examples of Sector Design Maps

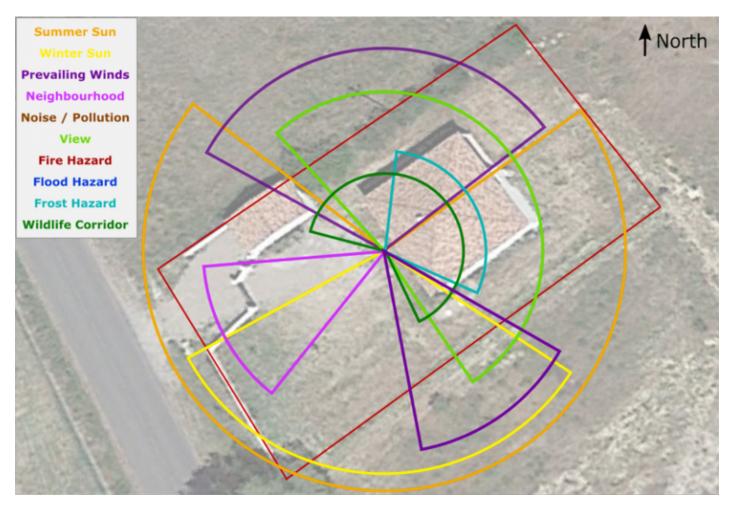


Winter Sun
Noise Sector
Wildlife Sector
Summer Winds
Winter Winds
Fire Sector



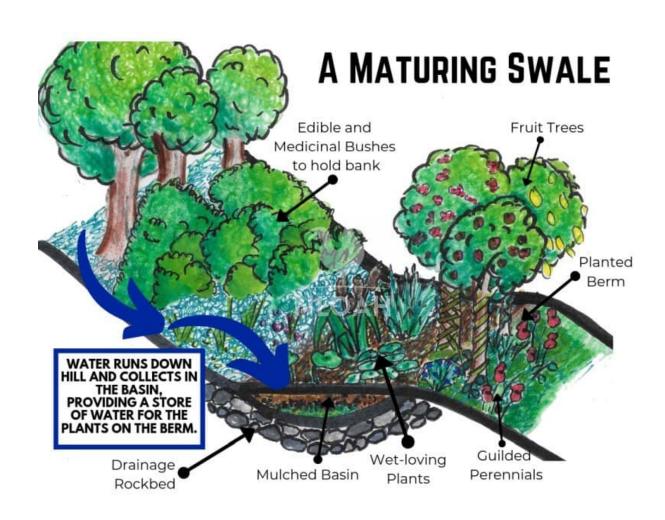


Examples of Sector Design Maps





Earth Works - Swales





Earth Works – Swales – 6 Primary Functions

- Water Infiltration
- Erosion prevention
- Spread & capture fertility
- Filling & managing ponds
- Creating Pattern
- Create pathways





Earth Works - Ponds and Dams





Earth Works - Terraces



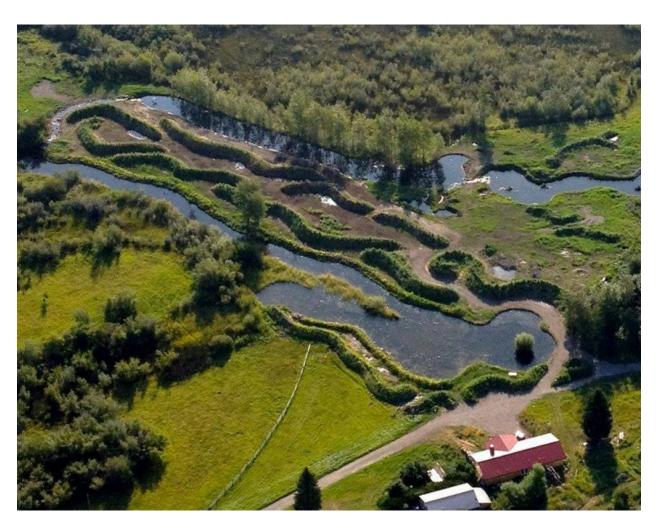


Earth Works – Plowing or Ripping





Earth Works - Texture



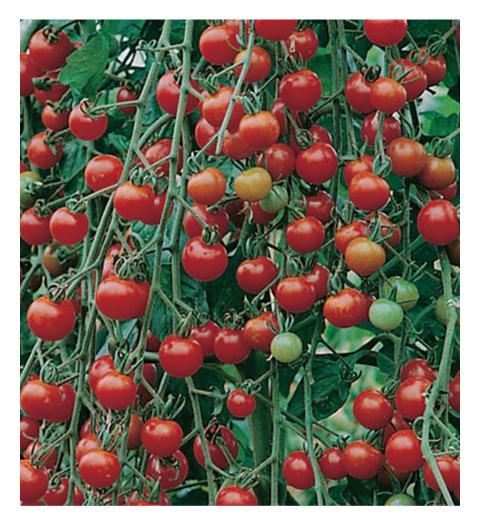


Property Evaluation - Water Access and Structure





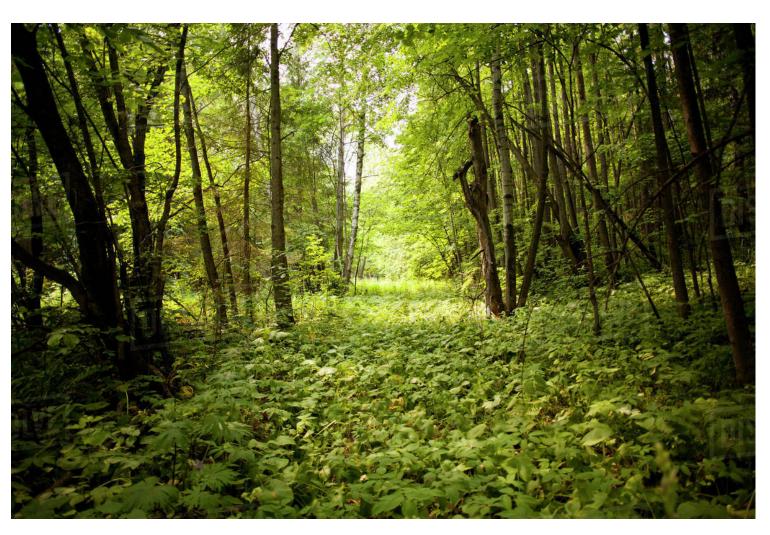
Obtain a Yield







The Forest Floor is a Lake





Create all systems by relationships, functions & surpluses





The Problem is the Solution





Everything Gardens





Pattern Dictates Design

