

# Permaculture Design Principles

## 1 Observe and Interact

*Beauty is in the eye of the beholder*



## 2 Catch and Store Energy

*Make hay while the sun shines*



## 3 Obtain a Yield

*You can't work on an empty stomach*



## 4 Apply Self-regulation and Accept Feedback

*The sins of the fathers are visited on the children unto the seventh generation*



## 5 Use and Value Renewable Resources and Services

*Let nature take its course*



## 6 Produce No Waste

*A stitch in time saves nine  
Waste not, want not*



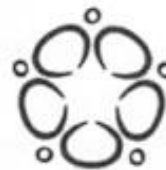
## 7 Design from Patterns to Details

*Can't see the wood for the trees*



## 8 Integrate Rather than Segregate

*Many hands make light work*



## 9 Use Small and Slow Solutions

*The bigger they are, the harder they fall  
Slow and steady wins the race*



## 10 Use and Value Diversity

*Don't put all your eggs in one basket*



## 11 Use Edges and Value the Marginal

*Don't think you are on the right track just because it is a well-beaten path*



## 12 Creatively Use and Respond to Change

*Vision is not seeing things as they are but as they will be*



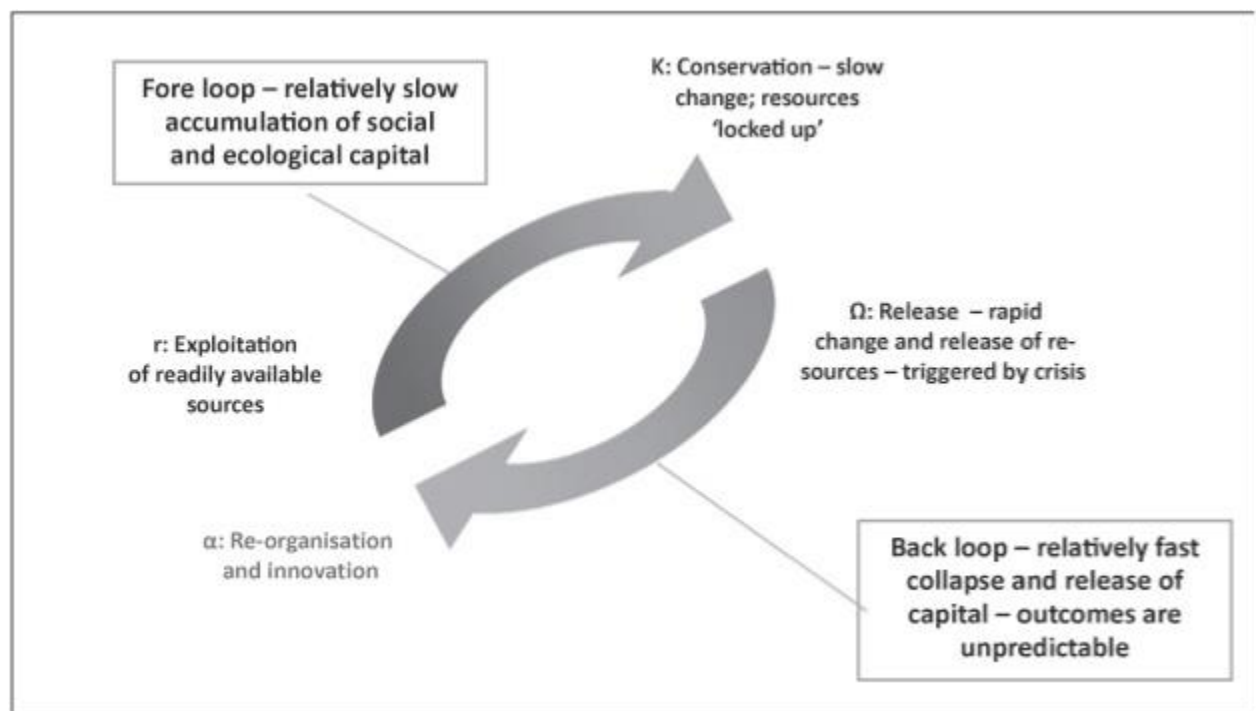


Figure 1: From Salt and Walker (2006: 82)

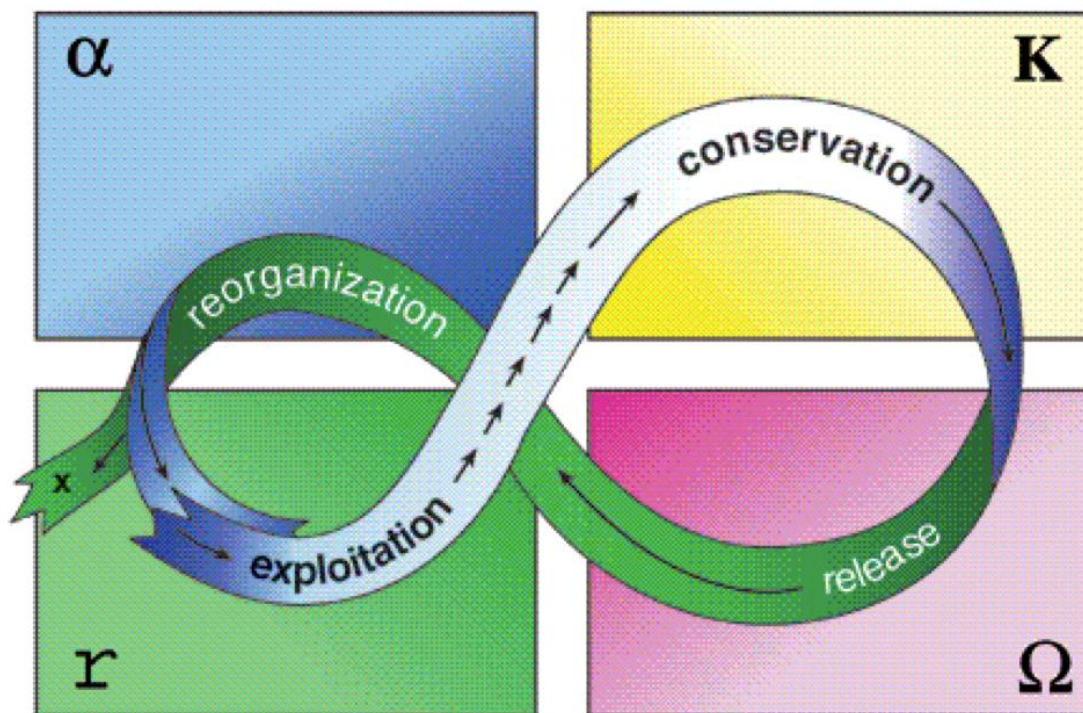


Figure 2: From Gunderson and Holling, 2002. (Found in Salt and Walker pp.81)