Permaculture Design Skill
Diploma points - "Points mean prizes"
Information for Permaculture Diploma students (and their Design Support Tutors)

AS
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I am a design support tutor and, occasionally, the " presiding diplomate" at diploma accreditation events. I trained with Andy Langford for this role in 2000 and have been working on improving my skill since then. I use the following criteria to assess whether a student is ready to be accredited for the diploma in Permaculture Design. These are also the key points I would be looking for when "presiding" at an accreditation event.
Angus Soutar.

Skilled permaculture designers are able to describe their work using the jargon under the following headings. (Permaculture design is a conscious process, with its own language).

Design cycle

How to go about it:

Observe, Reflect, Design, Do it [*put graphic in here?*] - e.g.

S.A.D.I.E.
B.R.E.D.I.M.
"REAP MORE"

Design methods

A variety of approaches and methods are available to apply within the overall cycle:

- observation – direct observation of site or situation, and expanding on it
- observation – adopt the lessons learned from nature, transfer them to your own situation
- analysis - list the characteristics of your elements/components (like we did with the chicken)
- analysis using overall patterns (such as zone and sector analysis)
- flow diagrams – for access and movement, such as workplace layout and work flow design
- data overlay – map various features individually, then overlay them to gain the overall picture.
- random assembly – identify elements/components required and put them together randomly, stimulating unexpected solutions
- options and decisions – map the different options and decisions to show possible pathways to the desired result, compare the probabilities of success for the different pathways
- incremental design – continuous improvement by adjustment over time.

Design Directives

Much of permaculture design is about **placement** and **connection** of the elements in the systems that you are designing. Please design your systems so that you:

- apply **patterns** observed in nature to a specific situation so that you increase the yield

"Nature" includes human activity that integrates with the rest of nature – as well as forest gardens, nutrient cycling and use of water in the landscape, consider the layout of buildings, social spaces and human interaction
[pattern, beneficial relationship, yield]

- use **stacking** in space and time to increase yields

[yield]

- **maximise edge** to increase opportunities for diversity and connections

[diversity, beneficial relationship, yield]

- use **guilds** as patterns for increasing stability and mutual support

[pattern, beneficial relationship, robustness, yield]

- **cycle** nutrients and information as locally as possible within the system.
- use (nearly) all products and meet (nearly) all needs within the system itself
- ensure that any outputs of the system become the inputs of another system

[efficiency, "living within limits"]

- place elements to **maximise the beneficial relationships** between them
- place elements to **minimise the expenditure of energy** within the system
- place elements to **maximise the energy available** within the system

[beneficial relationship, "living within limits]

Make sure that

- a single **element** carries out many functions
- a single **function** is served by many elements

The more important the function, the more we apply this.
[robustness, "redundancy"]

Ethics and Principles

Ethics

Earth care, leading to the “three legged stool” with people care and “living within limits”.

Permaculture “attitude”

- The problem is the solution
- Minimum effort for maximum effect
- Yield is unlimited
- Work with nature
- Everything gardens

Holmgren principles

etc,