

Components and Design Strategies

GUILD

a grouping of plants, animals and insects working together to ensure the survival of the whole system

COMPONENTS OF A GUILD

1. Food for Us

fruits, vegetables, staples, legumes, nuts, fats and animals

2. Food for the Soil

nutrients, nitrogen (legumes), organic matter

3. Diggers and Miners

reach into the soil to pull up minerals (trees, root crops, ants, termites, worms, beetles, mice)

4. Groundcover

plants that keep the soil from drying out and prevent weeds taking over

5. Climbers

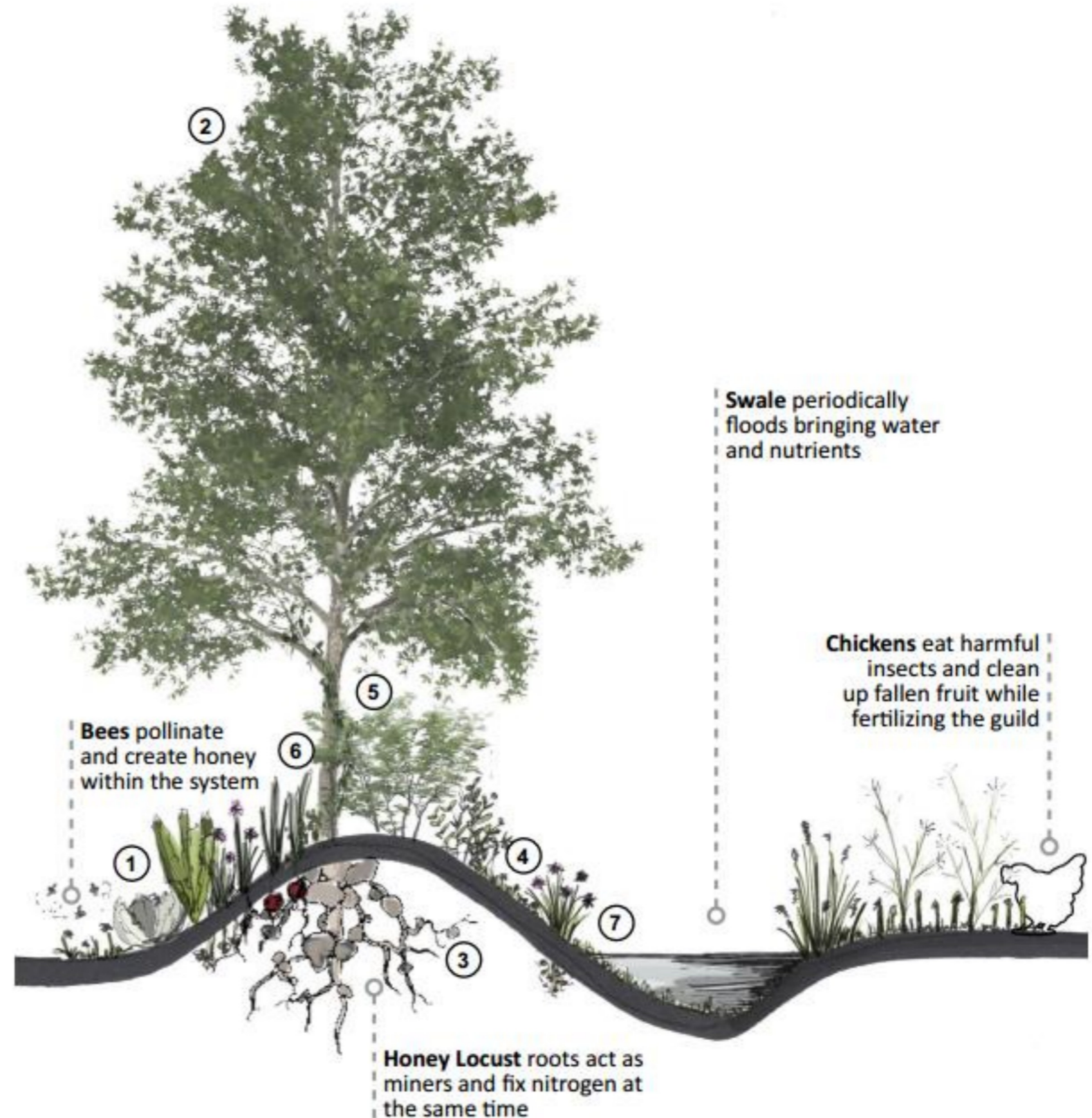
maximize vertical space (beans, passion fruit, cucumbers)

6. Supporters

provide a structure for the climbers (trees, shrubs, stalks, houses, walls, fences)

7. Protectors

strong smelling plants to deter insects (onions, chives, spices, lemon grass, pungent flowers)
habitat for natural predators such as frogs, birds, and beneficial insects, living fences of thorny and sharp plants





1. *Observe & interact*
 "Beauty is in the eye of the beholder"



2. *Catch & store energy*
 "Make hay while the sun shines"



3. *Obtain a yield*
 "You can't work on an empty stomach"



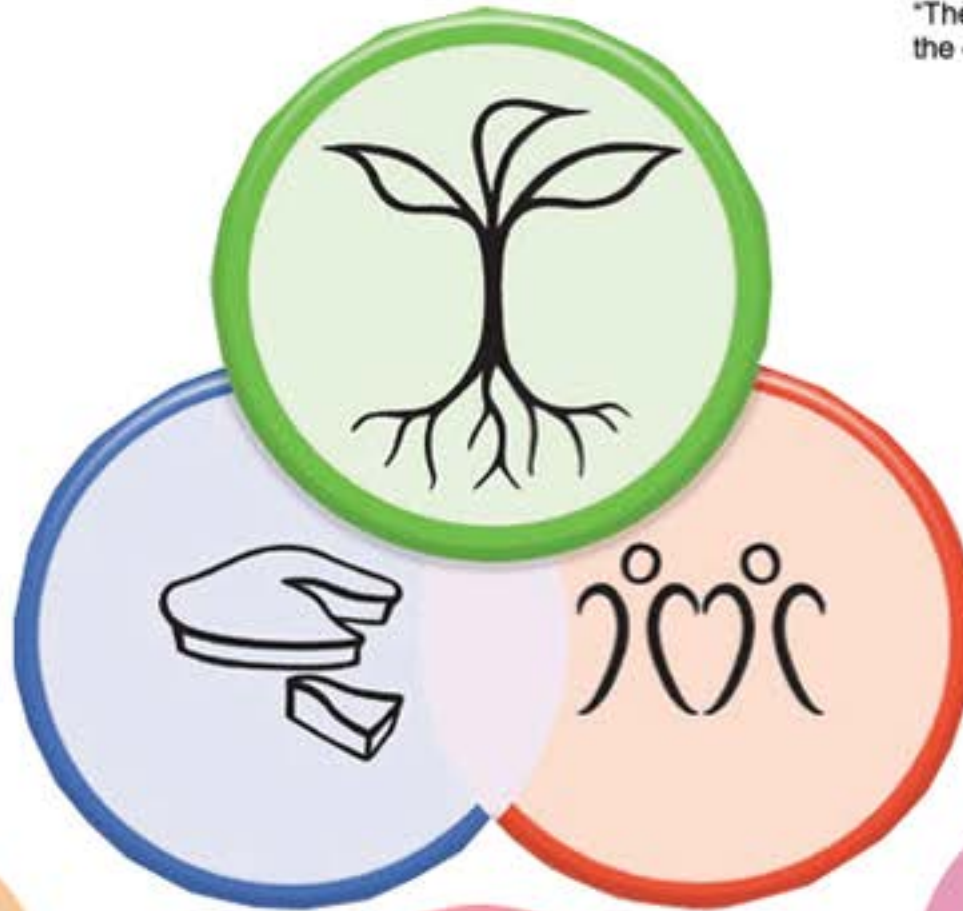
4. *Apply self regulation & accept feedback*
 "The sins of the fathers are visited on the children of the seventh generation"



5. *Use & value renewable resources & services*
 "Let nature take its course"



12. *Creatively use & respond to change*
 "Vision is not seeing things as they are but as they will be"



6. *Produce no waste*
 "A stitch in time saves nine"
 "Waste not, Want not"



11. *Use edges & value the marginal*
 "Don't think you are on the right track just because it's a well-beaten path"



10. *Use & value diversity*
 "Don't put all your eggs in one basket"



9. *Use small & slow solutions*
 "The bigger they are, the harder they fall"
 "Slow and steady wins the race"



8. *Integrate rather than segregate*
 "Many hands make light work"



7. *Design from patterns to details*
 "Can't see the forest for the trees"

