

Intrinsic

Chaos Ratio

Chaos Ratio is a tool for making your labor-intensive resources intrinsic. The different protocols are like software you can add to upgrade your system. Level 1 chaos covers what labor has the most intrinsic effects. Level 2 is what you can add –new plants animals or designs –that alter the system. Level 3 is the innate tendencies of your system.

Level 1

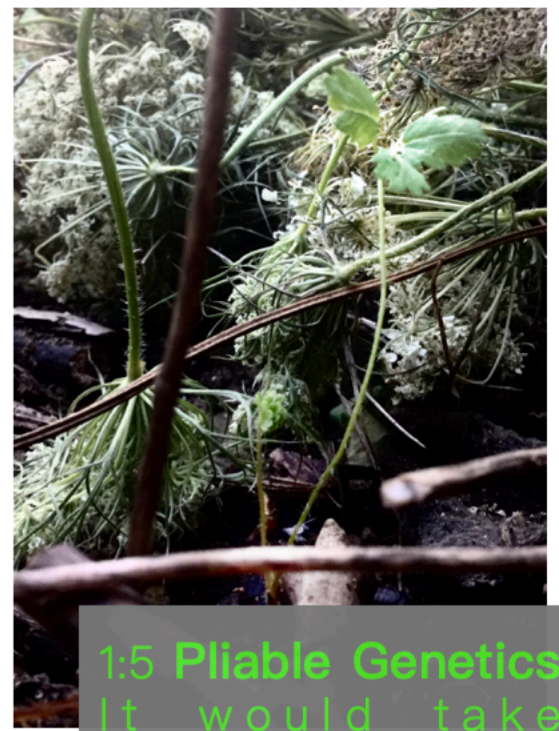


Level 2



Level 3

To be a ratio, chaos (or nature) has to relate to your design. I give the different protocols rating from 1 –your design and interaction (chaos level 1), to 5 or pure chaos that runs whether you run it or not. Setting 1, or your interactive design, in relation to the level of chaos your design relates to gives you Chaos Ratio.



1:5 Pliable Genetics
It would take significant labor to alter your now permanent, intrinsic designs.



1:1 Group and Conquer Mulch from mowing plants on site.

Mulch from on-site can be rocks, slices of logs, grass, or anything that helps you manage what grows.

There are three levels of chaos. These function on protocols which can be related by 5 categories. Protocols 1-2 are under chaos level 1. Protocols 3 to 4 are primarily chaos level 2. Protocol 5 is primarily level 3 chaos.



Amorpha fruticosa in the foreground growing back lush from a spring coppice, and a Tansy (Tanacetum vulgare) in the background ready to flower in this late summer scene.

1:3 Fertility-Generating, Wind-Blocking Plantings
Condition and lure air into soil and living plants.



1:4 Intrinsic Exclusion
When weeds become part of the functional design, weeding is no more.

Effective ground cover plants like violets, and gold creeping jenny (Lysimachia nummularia var. aurea).



1:2 Timing When you interact tells nature how it should react.

Amorpha fruticosa just on the cusp of bloom. Best mulch for best regrowth follows cutting at just the right stage of bloom. By simply timing the action, you can increase the action's intrinsic value.