

<b>GOBRADIME and Permaculture Principles</b>	<b>Goals</b>	<b>Observation</b>	<b>Boundaries</b>	<b>Resources</b>	<b>Analysis</b>	<b>Design</b>	<b>Implementation</b>	<b>Maintenance</b>	<b>Evaluation</b>
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<b>Observe and Interact</b>	Define goals based on site observations	Continuously observe changes	Adapt boundaries based on observations	Align resources with needs	Analyze data from observations	Ground design in observation	Responsive implementation	Maintenance based on observation	Reevaluate goals
<b>Catch and Store Energy</b>	Maximize energy capture goals	Identify energy flows	Enhance energy capture boundaries	List potential energy sources	Prioritize efficient energy sources	Integrate energy capture systems	Implement energy systems	Maintain energy systems	Evaluate energy effectiveness
<b>Obtain a Yield</b>	Define output goals	Observe current yields	Maximize yield boundaries	Improve yield resources	Analyze yield factors	Maximize yield in design	Implement yield-focused systems	Regularly harvest yields	Assess yield output
<b>Apply Self-Regulation</b>	Long-term balance goals	Observe feedback loops	Promote self-regulation boundaries	Identify self-regulation resources	Analyze disruptive elements	Minimize external inputs in design	Implement self-regulatory mechanisms	Adjust maintenance for self-regulation	Evaluate system adaptation
<b>Use and Value Renewable Resources and Services</b>	Prioritize renewable resources in goals	Identify renewable resources	Enhance renewable resource boundaries	Catalog renewable resources	Prioritize renewable resources in analysis	Maximize renewable resource use in design	Choose renewables in implementation	Maintain renewable resource systems	Evaluate renewable resource efficiency
<b>Produce No Waste</b>	Set zero-waste goals	Identify waste streams	Limit waste boundaries	Reduce, reuse, recycle resources	Analyze waste production	Design to recycle waste	Implement waste-reducing systems	Compost, reuse, recycle continuously	Evaluate waste reduction
<b>Design from Patterns to Details</b>	Set goals for pattern-based designs	Observe existing patterns	Set boundaries that follow natural patterns	Align resources with pattern needs	Analyze how patterns affect outcomes	Incorporate patterns into design	Implement pattern-based systems	Maintain systems based on pattern efficiency	Evaluate design effectiveness
<b>Integrate Rather Than Segregate</b>	Set integration goals	Observe interactions	Establish integrative boundaries	Identify integrative resources	Analyze benefits of integration	Design for resource and system integration	Implement integrated systems	Maintain integrated systems	Evaluate integration success
<b>Use Small and Slow Solutions</b>	Focus on scalable goals	Observe rate of change	Set flexible boundaries	Utilize locally available resources	Analyze scalability factors	Design for gradual implementation	Implement incremental changes	Adapt maintenance for scale	Evaluate scalability
<b>Use and Value Diversity</b>	Set diversity goals	Observe existing diversity	Establish diversity-enhancing boundaries	Catalog diverse resources	Analyze diversity benefits	Design to enhance diversity	Implement diverse elements	Maintain diverse systems	Evaluate diversity outcomes
<b>Use Edges and Value the Marginal</b>	Set goals to utilize edges	Observe edge effects	Establish boundaries that use edges	Identify edge resources	Analyze edge productivity	Design to incorporate edges	Implement edge-focused systems	Maintain edge areas	Evaluate edge productivity
<b>Creatively Use and Respond to Change</b>	Set goals that allow adaptability	Observe change over time	Set adaptive boundaries	Identify resources that support change	Analyze effects of change	Design for adaptability	Implement adaptive features	Adjust maintenance for change	Evaluate adaptability