

## **Guilds**

'A guild,...is a harmonious assembly of species clustered round a central element (plant or animal). This assembly acts in relation to the element to assist its health, aid our work in management, or buffer adverse environmental effects.'  
Bill Mollison

### **Observation**

We can look at how plants, animals interact and have positive benefits on each other then place them in our designs. Go back to intrinsic characteristics and see if we can make groupings.

Trees need nitrogen and protection from grasses, clover fixes nitrogen and produces flowers, flowers produce pollen which attract insects etc.

### **Analytic approach**

Experiment with different species grouped together and give them ratings.

+ beneficial reaction

0 no change

- reduction in yield

This can be a complicated approach and is subject to many variables  
(Designers' Manual, Bill Mollison p62 to 64)

### **Tasks:**

#### **Make a mind map of your own guild**

This could include family, friends, work colleagues, and your local community.

#### **Design a guild around a fruit tree**

Think of the needs of that tree and how it could be met by the inclusion of other plants, animals and physical features.