How To Save The World From All Avenues Of Collapse And Usher In The Eternal Age Of Global Peace And Prosperity For The Entire Human Race

Version 0.4

Table of Contents

Context & Perspective	4
Everything You've Ever Known	4
The Overview Effect	4
Egoistic Altruism	4
Fork In The Road	5
We have more than enough people to do this	5
How I Feel About Insert Bad Thing	6
Project Drawdown :	6
Time As A Goal	7
The Message	8
Positive Feedback Loops	
Way Of Strategy	9
Leaven Doctrine	10
Doctrine Definition	10
Leaven Definition	11
Lexicon	11
Rules	11
Guidelines	12
Seek understanding. Avoid rigid knowledge	12
On Power :	12
On Planning	12
Foundations & Fundamentals	
Creating Your Own Luck	13

Turn Disadvantages into Advantages	13
On Surrendering	14
On judging one's self realistically	14
80/20 Rule Guideline	14
Best ways to learn	14
Leadership	15
10 Rules For Being An Exceptional Leader From Marcus Aurelius	15
Five dangerous faults which may affect a general	16
Levels of Scale	16
Grand Strategy	16
Center of Gravity	17
The Tipping Point	17
Positive ends	17
Art vs. Science	17
Fog Of War	18
Information-Centric Strategy	18
Diplomacy	18
Economy Of Force	19
Total War	19
Operations	20
Scale of Operations	21
My favourite "Maxims of Maximally Effective Mercenaries" :	22
Up Next	22
Sustainable (Re)Development	23
One Perfect City [CSC] Carbon Sequestor City	25
Virtual City	27
Hemp & Hempcrete	27
Purpose Built CSC's	28
New Ukraine City	28
The Preservation	28
Refugee Cities	28
Evacuation Cities	28
Hyper Democracy City	28
Restoration	29
Heroes	29
Rewild Lawns	29
Forests	29
Beavers and Wetlands	30
Don't Forget The Pollinators	30

Invasive Species	31
Contamination	31
Fungi / Mushrooms	31
Energy Brief Overview	32
Meat Reduction	
Agriculture Quick View	34
Water	
Do It Ourselves	35
Unions	36
Cooperative businesses	36
Cooperatively funded communities	
Pokemon Go Organize	
<u> </u>	

Context & Perspective

Everything You've Ever Known

Pale Blue Dot (1990)

"Look again at that dot. That's here. That's home. That's us. On it everyone you love, everyone you know, everyone you ever heard of, every human being who ever was, lived out their lives. The aggregate of our joy and suffering, thousands of confident religions, ideologies, and economic doctrines, every hunter and forager, every hero and coward, every creator and destroyer of civilization, every king and peasant, every young couple in love, every mother and father, hopeful child, inventor and explorer, every teacher of morals, every corrupt politician, every "superstar," every "supreme leader," every saint and sinner in the history of our species lived there--on a mote of dust suspended in a sunbeam." — Carl Sagan

The Overview Effect

"You develop an instant global consciousness, a people orientation, an intense dissatisfaction with the state of the world, and a compulsion to do something about it. From out there on the moon, international politics look so petty. You want to grab a politician by the scruff of the neck and drag him a quarter of a million miles out and say, 'Look at that, you son of a bitch."

Astronaut Edgar Mitchell

Egoistic Altruism_

Here's "A Selfish Argument for Making the World a Better Place".

The more people who have what they need to be the best that they can be, then the more my life will improve.

Fork In The Road

This IS the most exciting time to be alive.

We are at THE moment in all of human history where our world essentially decides between the <u>two paths</u> of a literally unbelievably amazing future OR a very depressing one.

"I have a motto that if something isn't blatantly impossible, then there must be a way of doing it."

- <u>Sir Nicholas Winton</u>

Credited with saving 669 children from the Nazi's.

^ Is a genuine era of peace for everyone actually possible?
Ask the reverse. Do you genuinely believe that it's truly impossible?
If you do then what are you doing reading any of this in the first place?
If you don't then the only alternative is that it is possible and that means there must be a way to do it.

We have more than enough people to do this

It only takes 3.5% of people to change the world.

We really don't need more people "on board" for this. There has already been enough message spreading that the awareness has been raised.

It's time for solutions and action.

We can do this with what we already have.

How I Feel About Insert Bad Thing

What do you feel about insert group of bad people and bad things going on?

Bad things don't "just happen".

When everything is running smoothly, our leaders are behaving proactively, honorably, and there is a realistic sense of hope and optimism for the future...

People just stick to their own little worlds.

It's hard to even imagine a beautiful community where people know each other and folks aren't crippled by financial anxiety... and one of them is sitting in a dark corner plotting about blowing them up.

Whenever something bad happens there is a reason for it. Never said it was a necessarily a good reason. Could be someone thinks they're mad at one thing but really they're mad at something else. Propaganda will do that to you and we got plenty of that going around.

There are lots of uh... I watched some Star Wars last night so let's call them "paths to the Dark Side".

But there is always a reason.

Which is why I am absolutely 100% positive if we build better places to live, a better society to exist in... a lot of (most?) our other problems will just melt away on their own.

"You make it sound like it's simple."
It is dammit.

Project Drawdown:

It's not like we have no idea what to do.

<u>Drawdown Homepage</u>

100 solutions to reverse global warming | Chad Frischmann

Table Of Solutions

Time As A Goal

We really do have it far better than our ancestors in so many ways.

Many things that would have either been obscene luxuries - or outright impossible - are now common place.

Food was so limited back that, dramatically fewer options.

Even just something as simple as coffee everywhere. That's an insane luxury.

Have you ever had a club sandwich? That is an insane luxury.

So what's the real issue here?

In this exact case - Time.

We have the most incredible world our ancestors literally could not have dreamt for.

And none of us have any quality time to enjoy it!

Even when you do get time you're often so worn down that all you end up doing is "recovering for the next round".

So when you're thinking about building a better world - remember in many ways we kind of already have it. We just can't take the time to enjoy it. It's definitely one of the more important aspects to aim for when building a better tomorrow.

The Message

Telling people they need to fight with everything they have to save a status quo they already didn't like or even better to simply 'have less' is not exactly an appealing message. It's no wonder they're not "lining up around the block" to pitch in, it's not exactly motivating.

You wonder why convenient lies beat out absolutely terrible truths.

The only way to beat out lies that are more convenient than the truth is to wield truth more convenient than the lies.

The message is about having more of the things we like and less of the things we don't like.

Stuck in traffic for hours, crazy long commutes? Don't like that.

Quality time to spend with family and friends? Like that one.

Monocrop Agriculture so intensive that the vegetables we eat quite literally contain fewer and fewer nutrients? Don't like that.

Financial freedom so having children is possible again? Like that one.

The message is NOT ending abundance.

The message is beginning an era of sustainable abundance. =)

Positive Feedback Loops

Those of you already in the fight may have noticed we have so many problems that simply tackling them one at a time isn't feasible.

The only way to actually handle this myriad of problems in any kind of a timeframe that is 'acceptable' is by aiming for positive feedback loops. Basically fix things that lead to other things being fixed naturally or at least much more easily.

That way the more we accomplish the easier the rest gets.

Strategic Thinking

Verson 0.1

Way Of Strategy

Know the smallest things and the biggest things, the shallowest things and the deepest things. As if it were a straight road mapped out on the ground... These things cannot be explained in detail. From one thing, know ten thousand things.

When you attain the Way Of Strategy there will not be one thing you cannot see.

You must study hard. - Miyamoto Musashi

The Way Of Strategy then is like a way of living.

Essentially approaching *everything* with a strategic mindset. Strategic mindfulness. Truth and Realism.

Seek understanding - Knowledge, information, experience, and wisdom.

Leaven Doctrine

Divide and rule, a sound motto.

Unite and lead, a better one.

- Johann Wolfgang von Goethe

It's easy to think this way.

Take all of that Art Of War / Machiavellian / Darth Sidious kind of strategic thinking... And basically just do the opposite.

They use killing – you use saving.

They use destruction – you build and create.

They use punishment. You create paths for reconciliation and reconstruction.

They divide. You unite.

They lead through puppets. You stand in front.

They rule through fear. You show that there's a better way and inspire.

Basically think exactly the same way as all of those conqueror's, manipulators, and super villain's in the exact opposite direction.

Example: If lies defeat truths because the lies are more convenient.

Then you simply need to wield truths that are more convenient than the lies.

Doctrine Definition

Doctrine is a guide for standardizing the methodology of how to approach preparing for and carrying out campaigns, operations, and actions.

Rather than a set of rules and checklists - it attempts to be definitive enough to guide activity, yet versatile enough to accommodate an extreme variety of situations. The point is to encourage initiative and creative thinking while also improving cooperation and fostering readiness by establishing a common lexicon as well as common methods and thought processes.

Leaven Definition

Noun – A pervasive influence that modifies something or transforms it for the better.

Verb – Permeate or modify or transform something for the better.

Why Leaven?

I was pretty disappointed to learn that the English language doesn't really have an opposite equivelent of the word "insidious". There's no word to describe being insidious, but good. Well, sort of.

At first I was almost MORE disappointed to find what I was looking for, only for it to end up being so lame. But ya know what? It's grown on me, I like it.

Also Leavening Agent sounds like a fantastic job title as far as I'm concerned.

Lexicon

Diplomat		Enhance					Develop
Negotiator		Forge			Const	ruct	
Coordinator		Create	е			Integr	rate
Strategist			Augme	ent		1	Imbue
Consultant/Advisor				Raise			Build
Teacher/Instructor			Inspire	9			
Administrator			Enlive	n			
Organizer			Unite				
Mediator			Impro	ve			

Rules

There are only 3 rules in Strategy. Everything else is a guideline.

Rule #1 Know yourself. The more the better.

Rule #2 Know your enemy / problems / obstacles / what you're up against

Rule #3 Always keep Goals / Objectives / Purposes in mind

Guidelines

Seek understanding. Avoid rigid knowledge.

Reading strategic texts is great for expanding your horizons and mentally practising what you already know. However, the "strategic mindset" should be your true goal, not memorizing specifics.

More than one strategist has written that you should always pursue once your opponent begins to collapse, so that they don't have a chance to recover. This might seem wise were it not for that mindset being the very thing that allowed Steppe Nomads to beat sedentary armies for literally *hundreds* of years using a single tactic - "the feigned retreat".

It's also what allowed Hannibal to use the Romans strength against themselves to create a full envelopment of the Romans at Cannae.

And those aren't even the only examples of pursuits gone wrong.

What I am saying is even the best of the greatest strategists all had one fateful flaw in being evaluated during the present - they were all limited by the truths of their very small worlds. Running your enemy down at the point of defeat was a 'truth' of some of their worlds. But it's not a 'truth' of strategy as a whole.

On Power:

Power is nothing more than the ability to organize, motivate, and utilize other people.

On Planning

"Plans are useless, but planning is indispensable." – Dwight D. Eisenhower

So - Goals. Doctrine. Planning. Adaptability.

"And for the record – I always think things through. But my plans haven't exactly worked. So this time I'm playing it by ear. So there." - Sokka.

Foundations & Fundamentals

"Always aim for a killing blow, everything else is a waste of time and energy."

- Colonel Sawyer

Always look for the and break things down to their foundations & fundamentals.

There is a difference between taking shortcuts and setting yourself up so you simply don't have to do as much.

"Never spend more for an acquisition than you have to." - Quark

When I look to solve a problem I *always* aim to solve the *root* of the problem, rather than the surface level symptoms, which will always reappear if not properly dealt with.

Doing things in the correct order means lightening the overall work load. Not skipping it.

To teach yourself to do this you need to learn to talk to yourself productively and ask yourself questions.

Creating Your Own Luck

Proactive strategic thinking. Plant seeds early - harvest later.

More Actions = More events

You need to take actions in order to create the opportunity for opportunities to emerge.

Turn Disadvantages into Advantages

Look for opportunities to turn disadvantages into advantages. To turn mistakes into wins.

Doesn't happen all the time or we'd all do it naturally but keep it in somewhere in the back of your mind – you never know when it might come in handy.

Similarly disrupting enemy plans is one thing – *using* them against them or for yourself is even more fun.

On Surrendering

"The victor is not victorious if the vanquished does not consider himself so." – Quintus Ennius (Rome)

"Three strikes and you are NOT out. There is ALWAYS one more thing you can do." — Hal Moore

"While there's life, there's hope." Marcus Tullius Cicero

"Never give up. Never surrender." - Galaxy Quest

On judging one's self realistically -

Most folks are way too hard on themselves.

Except the ones that should be.

Bad people never worry if they are good enough.

80/20 Rule Guideline

For many outcomes, roughly 80% of consequences come from 20% of causes.

So prioritize energy, time, and efforts towards the strategically most important directions.

Best ways to learn

Those who do not learn (and understand; able to make use of) history are doomed to repeat it.

The best way to learn is **not** from your **own** mistakes.

The best way to learn is from **other people's** mistakes!

That way you can avoid spending an entire lifetime of mistakes just to learn how to stop making them.

Which is why learning about history can actually have genuine value. History doesn't really repeat but it almost always rhymes.

Leadership

"If you want to go fast, go alone. If you want to go far, go together." Credited as an anonymous African Proverb.

"Eric, the only way to really learn about leadership is to lead."

"I don't even know where to start."

"Well that part is easy -

Find out what the people really need.

And then look for the safest and best way to get it for them.

From there – everything else follows."

- Captain Hunt

As a Leader if your plan succeeds, it's because of **their** hard work and execution of your plan. And if the plan fails, it's because **you** didn't come up with the right plan.

It's always their success - and your fault. Always.

However! You only **truly** fail as a Leader if you fail to learn from it, to make sure that it will go better next time.

10 Rules For Being An Exceptional Leader From Marcus Aurelius

- 1. Understand that people exist to help one another.
- 2. Be mindful of others' humanity.
- 3. Realize that many mistakes are the result of ignorance.
- 4. Do not overly exalt yourself.
- 5. Avoid quick judgments of others' actions.
- 6. Maintain self-control.
- 7. Recognize that others can hurt your only if you let them.
- 8. Know that pessimism can easily overtake you.
- 9. Practice kindness.
- 10. Do not expect bad people to exempt you from their destructive ways.

Five dangerous faults which may affect a general -

Recklessness, which leads to destruction

Cowardice, which leads to capture. At best, a lack of progress.

A hasty temper, which can be taken advantage of by your adversary

Overly concerned with the shame of defeat and honor of victory.

Over solicitude for his men, which exposes him to worry and trouble

Levels of Scale

1. Grand Strategy

Grand Strategy refers to the utilization of all capabilities and resources through high level and long term planning.

2. Doctrine

Serves as a conceptual framework uniting all three levels of planning under Grand Strategy.

3. Operational

Operational is the bridge between details of tactic and goals of strategy.

4. Tactical / Action

Applies locally and immediately to secure objectives defined as part of the strategy.

Grand Strategy

Grand Strategy is the long-term planning pursued at the highest levels.

"Strategy without tactics is the slowest route to victory. Tactics without strategy is the noise before defeat." - Sun Tzu

Center of Gravity

Center(s) of Gravity - All must each know their own purpose and the overall goal / endstate - the point at which all energies should be directed.

Objective (Direct every military operation towards a clearly defined, decisive, and attainable objective).

Desired Goal // End-state

Convergence: "convergence is the goal-seeking process that guides actions and effects."

Convergence is the key feature, which, while it can be distributed, causes swarming units to coordinate their actions, apply force, and know when to stop applying force.

Decision-making occurs in a recurring cycle of observe-orient-decide-act. An entity (whether an individual or an organization) that can process this cycle quickly, observing and reacting to unfolding events more rapidly than an opponent, can thereby "get inside" the opponent's decision cycle and gain the advantage — Boyd

The Tipping Point

"The tipping point is that magic moment when an idea, trend, or social behavior crosses a threshold, tips, and spreads like wildfire." - Malcolm Gladwell

Positive ends

The possibility of taking advantage of a new security environment to create conditions for long-term peace – Wass de Czege

Art vs. Science

Science has a correct answer, art doesn't.

Thus the proper conduct of strategy is to artistically apply known information in a sea of fogged unknowns and uncertainties.

Fog Of War

"War is the realm of uncertainty; three quarters of the factors on which action in war is based are wrapped in a fog of greater or lesser uncertainty. A sensitive and discriminating judgment is called for; a skilled intelligence to scent out the truth."

Carl von Clausewitz

The fog of war is the uncertainty in situational awareness experienced by participants in operations.

Precision and certainty are unattainable goals, hence modern doctrine suggests a trade off of precision and certainty for speed and agility.

Information-Centric Strategy

Information is a potential source of power. Seek to translate an information advantage into a strategic advantage.

Diplomacy

Winning without fighting is the supreme victory.

Diplomatic Levels:

Fog of War / Unrevealed / Shrouded

Hostile

Neutral

Non-Aggression

Peace Treaty

Trade

Cooperation

Diplomacy

Alliance

Union

Diplomatic Strategies:

Containment | Deterrence | Avoidance | Buffer Befriend | Cooperation | Support | Coalitions & Alliances Soul Warfare – Social Influence

Economy Of Force

Realize (decide on) Goals.

Coordinate and direct all resources, means, and assets towards the expansion, improvement or preservation of the end-state, usually through the completion of specific goals.

Secondary Objectives should be supportive of Primary Objectives - If not they should be separated.

Total War

Use all (in our case - legal) means at our disposal. There is no one singular solution and our problems must be attacked from all directions, with all means – the obvious and less obvious.

"Subutai's first chance at independent command came in 1197 during action against the Merkit, when he was 22 years old. Subutai's role was to act as the vanguard and defeat one of the Merkit camps at the Tchen River. Subutai refused Genghis Khan's offer for extra elite troops, and instead traveled to the Merkit camp alone, posing as a Mongol deserter. Subutai managed to convince the Merkits that the main Mongol army was far away, and they were in no danger. As a result, the Merkit lowered their guard and limited their patrols, allowing the Mongols to easily surprise and encircle the Merkits, capturing two generals. [16] ..."

He created an advantage and conditions that otherwise wouldn't have existed at all using rather non-standard means by thinking proactively.

Operations

Operational level is the bridge that connects the tactical details with the strategic goals. Subordinate processes here include defining objectives and centers of gravity, but excessive dependence on planning can create false security.

Application

Operational art comprises four essential elements: time, space, means and purpose. Compounding factors, such as the opponent's actions, create further ambiguity.

Operations research is often concerned with determining the maximum (of profit, performance, or yield) and minimum (of loss, risk, or cost) of an objective.

Operational Planning:

Target acquisition / Goal

Intelligence / Reconnaissance

Preparations / Training

Logistics

Staging / Positioning

Campaign Order:

Planning

Executing

Controlling

Concluding

Scale of Operations

The more specific and detailed we get into military strategy then the more metaphorical and abstract it is to apply it to life strategy.

Someday I'll 'translate' more but this is where it ends for now. I almost didn't include even this. It's won't be useful for many but it might help someone manage working on a large project or series of related projects.

Operations can be classified by their scale and scope and by their wider impact. The scope of operations can be:

Theater: an operation over a large, sometimes continental, area of operation with general goals that encompass areas of consideration outside the military, such as the economic and political impact.

Some manner of independence (not just difference) from other efforts. Theatres are both pieces of the whole and also small whole's complete in themselves.

Campaign: either a subset of the theatre of operation, or a more limited geographic and operational strategic commitment, and need not represent total national commitment to a conflict, or have broader goals outside the military impact.

The term **campaign** applies to significant strategy plans incorporating a series of interrelated operations, related in time and space and aimed towards a single, specific, strategic objective.

A campaign may include a single battle, but more often it comprises a number of battles over a protracted period of time or a considerable distance, but within a single theatre of operations or delimited area.

Battle: subset of a campaign that will have specific military goals and geographic objectives, as well as clearly defined use of forces.

Engagement: a tactical combat event or contest for a specific area or objective by actions of distinct units.

Strike: a single attack, upon a specified target. This often forms part of a broader engagement.

My favourite "Maxims of Maximally Effective Mercenaries":

- 20. If you're not willing to shell your own position, you're not willing to win.
- 23. The company mess and friendly fire should be easier to tell apart.
- 36. When the going gets tough, the tough call for close air support.
- 37. There is no 'overkill'. There is only "open fire" and "reload".
- 54. The best way to win a one-on-one fight is to be the third to arrive.
- 64. An ounce of sniper is worth a pound of suppressing fire.
- 70. Failure is not an option it is mandatory. The option is whether or not to let failure be the last thing you do.

Up Next

Game Theory, probably.

Sustainable (Re)Development

Here's how it is folks – We do nearly everything in our cities. The majority (and continuing to increase) portion of our population, industry, commerce, entertainment – Everything.

And most of what we do outside of cities gets filtered into cities.

If we can't get cities correct we don't stand a chance with the bigger picture.

Hence, Sustainable Development.

We're consumers. But not necessarily of *things*. I'm no sociologist but it's been my experience what people really like to consume are **experiences**. I mean isn't that why the love of new *things* wears off?

So in a way we're trying to mitigate the consumption of 'things' with the consumption of 'experiences' by creating 3rd spaces, better work life balances, and more opportunities (time & reduced stress) for family & friends, recreation, volunteering, passion work, the arts... the things that makes life worth living.

Here's some personal favorite points -

Walkable absolutely does not simply mean "walkable distance" The walks need to be safe, comfortable, and interesting.

Personal favorite public transportation – Green Track Trams.

More green! More vegetation!

Even a couple hours in nature can improve mental health.

So bring nature to the city. The more the merrier. Singapore has some good ideas there.

Focusing on building a sense of community is foundational.

Mixed / Multi-use Zoning – Ya North America, that means you.

Design and plan for micro-tiny-small scale businesses to return to communities.

Japanese-style alleyways, window shops, community cooperatives, market stalls...

Third Spaces -

Public market squares.

Third spaces should often be included into multi-unit residential designs such as community rooftop spaces.

Public / Community spaces for amateur performances and shows.

Community fire pits. Safely. Sitting around the fire together is an essential component of the human experience too many of us are missing out on.

Public libraries are always awesome and should be treated as such.

Food waste, the energy required to transport food large distances, and food security in general are all becoming increasingly problematic.

As air quality improves from better designed cities and redevelopments – agriculture inside the city becomes more viable (including personal micro scale). Which in turn could support more small local businesses.

We got all those rooftops and balconies. Let's use 'em.

REDevelopments

<u>Paris'</u> redevelopment has led to a dramatic decrease in both air and <u>noise</u> pollution. A lot of waterfronts are taken from the public by roads. Very popular redevelopment. Done in multiple cities already.

Replacing <u>street</u> side parking for outdoor seating for local businesses and communities is another popular redevelopment done in multiple cities already.

For those of you that live in a backwards city like me – there ARE cities out there successfully implementing this stuff already. It's not some far off dream, it's already being done. Just not fast enough – **yet.**

One Perfect City | [CSC] Carbon Sequestor City

People need dramatic examples to shake them out of apathy. - Batman

The future needs to be exciting and worth fighting for.

They need to know there's something better waiting for them on the other side or they'll never care.

This isn't the silver bullet solution that will fix *all* of our problems - but it does create the conditions so that *we can* fix all of our problems.

Don't get too caught up with the word perfect.

Here's the basics -

<u>Arcology</u> - "an ideal integrated city contained within a massive vertical structure, allowing maximum conservation of the surrounding environment."

But it's self-defeating.

Requiring a "massive vertical structure" means significant and destructive resource extraction + energy intensive construction. So even if you're conserving your surrounding environment - you're not conserving the environment as a whole. Height makes initial cost higher, over time costs higher, takes much longer to build, requires more energy intensive building materials, and requires more specialist labor.

You'll save enough room just decreasing the requirement for vehicles. Less car infrastructure means more room to increase density without relying on height.

<u>Thus</u> - the concept of arcologies without going so tall they defeat their own very purpose.

Not actually one building – but with enough overhangs, overpasses, and connections it will often feel like one building.

Typical / Average height 3 stories. Perhaps clusters of 4-12 or perhaps tiered at the 'end' of the city to maximize sunlight for all residents.

Personal <u>vision</u> – **Biophilic-Brutalism** architecture – because it's square, easy, and you won't see it anyway - absolutely covered with essentially as much vegetation as possible.

Hempcrete and/or other carbon-sequestering materials. Intelligent and passive designs.

Government funded with strings attached. If not simply done by the government. Affordable means affordable. It doesn't mean "not affordable". I know, *complicated*.

Developers won't be brought in to do whatever they want. The whole thing will be designed from the ground up.

Permaculture (including water management) sprawl to replace suburban sprawl.

This point seems so obvious to me that I almost forgot to list it. *No cars*.

These cities would be extraordinarily fast to build. You can grow the hemp nearby (almost regardless of where you are..), process on or near site, and throw it up with relatively low skilled labor. Pre-fabrication options exist and are improving as well!

Start growing the hemp in spring. By winter you could have a whole new city.

Compared to the barely-a-high-rise across the street from me that's been under construction for like two years and is still not finished.

There is ALWAYS another option. They're just not always so obvious. Finding a location to build one perfect city turns out to be too difficult? Go to the First Nations in Canada. If they decide they want the first one on their land *for them* - good fucking luck stopping us from getting it built.

Threat -

Hijacking by *certain* billionaires and 'elites' to create near-serfdom cities. Or so called 'smart' cities that monitor your every breath and you have to use three registrations just to walk out of your door and go for a stroll.

No thanks. Built for us by us.

Ditto on allowing them to simply come in and buy everything up afterwards.

Virtual City

Might not be necessary but it would be *awesome* if the idea <u>could be built</u> in something such as the Unreal Engine or Blender, etc. so that people can sort of, kind of experience it before it's built.

Hemp & Hempcrete

<u>Hempcrete</u> isn't *just* carbon-neutral. It's carbon-negative. It *sequesters* carbon. While replacing energy intensive building materials which *emit* carbon – some of them a lot.

Actually Hempcrete sequesters carbon *twice* in it's life cycle. The first time just growing the Hemp and again when the Hempcrete is curing. It will continue to slowly sequester carbon for decades.

And that's hardly it's only phenomanal quality.

Purpose Built CSC's

New Ukraine City

You see even if the war ended today - which it isn't - a massive portion of that nation is pretty much uninhabitable due to land mines and undetonated live munitions.

Oh and the fact that their buildings are no longer buildings and their roads are no longer roads and like 1/3 of the country has basically been cratered.

Reconstruction is going to take a long time. And Ukrainians deserve a better deal than the one they've thus far received.

The Preservation

Specifically for First Nations to save and revitalize whatever they can of their cultures.

Encourage specializations in cultural restoration.

Music, Art, Crafts, Farming, History, Story Telling, Land Restoration, Semi-Nomadic treks, Archaeology, etc.

Refugee Cities

Quick and easy to build and with enough built-in agriculture and water management to be self-sufficient or near it.

Evacuation Cities

Literally partially-empty cities that we can move people to in the event of a natural disaster, to live there until their homes and communities can be rebuilt.

Hyper Democracy City

Literally everything is a democracy. Your housing and community are funded, built, and managed by the people that live in it. Your workplaces are all co-operatives. If it's not a co-operative it must Unionized. What else? Partial direct voting?

Restoration

It's not enough for us to stop destroying. We need to play an <u>active role</u> in the recovery processes as well.

Regreening the planet could cut as much carbon as halting oil use – report

Reforesting... The Ocean?

Rewilding to help us regreen.

Heroes

From <u>stopping</u> illegal operations to <u>single</u> handed <u>saving</u> entire <u>species</u> there are scores of people out there that are doing their <u>best</u>.

Rewild Lawns

If you enjoy your grass lawn, continue to enjoy it. If you are one of those that never stops complaining about the time, resources, and water needed to maintain your lawn – <u>consider the alternative</u>.

<u>Intelligently</u> rewild your <u>lawn</u>. A garden of dominantly <u>native</u> vegetation. You'll <u>help</u> local wildlife, help save the bees, produce a little for yourself, while saving yourself a ton of time and money.

Let leaves and other plant debris do their natural thing in the fall. Leave it. It's good for fireflies.

There are covers, thyme and other plants that are local (if you pick the right one), better for biodiversity, and are easier to maintain than grass.

Forests

It's about forests and ecosystems. Not just tree's.

Consider doing one yourself!

Beavers and Wetlands

I don't actually have the math for you, but <u>beavers have</u> got to be one of the (if not the very top) most cost effective solutions for restoring <u>wetlands</u> - mitigating and fixing some of our most expensive problems. They do it by their very nature!

Restoring Wetlands is #5 on Project Drawdowns list

Their work directly aids with -

- Droughts
- Floods (surprisingly but it's true just watch the videos)
- Wildfires
- Desertification
- Water filtration
- Biodiversity
- Landscape restoration

Beaver Info

Two Types – Eurasian & North American Natural friends - Muskrats

Keystone species - they create entire habitats not only for themselves but for everything else. Insects, Birds, Mammals, Fish, everything.

Coexisting

They can be a nuisance but if you watch the videos you'll see that the management is both easy and proven.

They're also easy to capture for relocation programs.

All problematic beavers should be caught for redistribution to places where they can coexist successfully with human habitat.

Don't Forget The Pollinators

If we lose them it's game over.

Invasive Species

For those of you that just *have* to kill something – good news!

Invasive species aren't getting better.

And yes, there are other methods for dealing with invasives than just hunting.

Contamination

Using plants and fungi for decontamination.

Fungi / Mushrooms

Fungi power

Top soil generation

Assists with kick-starting forests and forest restoration as a "gateway species".

Energy Brief Overview

For now it would be nice for folks to not argue which non-fossil fuel solutions we need. We need a mix of them all. It's important to understand this goes far beyond "more renewables".

Super Grids & Long distance transmission

Batteries & Pumped Hydro Storage

Solar, Wind, Hydro, Geothermal, Nuclear, and whatever I'm forgetting.

All of their variations and subcategories.

And reducing total and peak energy requirements -

More local means less transportation energy

Less energy intensive construction materials

Better designed homes, communities, and cities means less heating and air conditioning. Don't forget the <u>Heat Pumps</u>.

Societal changes to reduce peak energy

Meat Reduction

Don't let perfection become the enemy of doing better.

Don't ask people to become vegans and vegetarians. Don't even bother trying. Ask people to reduce their meat consumption - especially cattle - by 10%. That's it. Just ten percent.

After all asking someone for 50% sounds like a lot but 10-20% isn't so bad.

I aimed for 10% meat reduction and I landed at AT LEAST 50% while also eliminating beef pretty much entirely. Effortlessly. Didn't even barely think about it. Because 10% is easy and 50% sounds tough.

Beef is bad in a league all of it's own.

"You should know removing beef from your diet could reduce your own footprint by as much as **80%** of someone going vegetarian."

<u>Cattle and cattle feed take up radically disproportionate amounts of land. Land that could be used to grow far larger quantities of food – or be returned to nature.</u>

Conveniently the prices are skyrocketing anyway. Here folks were worried us hippies would come for their hamburgers – **Capitalism beat us to it! Thanks Capitalism!**

Agriculture Quick View

"Food Security" is a becoming a common term.

Our <u>agricultural</u> systems are in a *lot* of trouble. It's not just one problem, either.

Most people don't fully appreciate just how much <u>land we use</u> for agriculture – especially <u>cattle</u> & feed.

Agriculture has a <u>significant impact on our environment</u> and is an under-appreciated source for improvements.

Enter <u>Permaculture</u> and it's many sub-categories such as <u>Regenerative Agriculture</u>.

We need large scale agriculture to feed such a large population. But we do it to it's very breaking point and then it's no longer even reliable for us. We lose that "food security".

With or without argument there is no future without an increase in small scale agriculture. Localized production. Including Urban (right in the city) production.

Micro / personal scale should be encouraged as well.

Water

Water is like, super totally important.

And like everything else it's becoming more and more problematic – in more than one way.

However, we have been managing water for a long, long time. We're incredible at it – when we want to be.

Do It Ourselves

"When bed men combine, the good must associate; else they will fall one by one, an unpitied sacrifice in a contemptible struggle."

- Edmund Burke

I want you to save the world by being MORE selfish. I want you to begin this by building better lives for yourselves.

If concepts such as cooperative businesses and communities designed for people are actually better than we should do just fine, eh?

So we build lives where we are happier and more well off. We'll do better and we'll show them what that's like. They will say "Gee, I'd like that for myself" and we're off to the races.

For those of you convinced there's really no chance to fix things regardless - Where is it written that we all have to be miserable just because other people won't change? =)

So instead we'll simply start our own walkable communities, eco-villages, cooperative businesses, and co-funded housing.

That way if the doomsdayers are right and we have no chance anyway - At least we'll have better conditions and company for the end!

And maybe, just maybe it will go better than some of you expect.

Unions

The super wealthy hate Unions – so they must be awesome.

Cooperative businesses

The case for co-ops, the invisible giant of the economy

It probably won't be as difficult as you imagine.

Without bloated management and ownership you can get a far better 'deal' out of it.

The real difficulty in running most businesses is dealing with employees. And that's because they're so poorly paid. So if you're all working collaboratively while being paid much more, logical to see there would be far fewer issues ever in the first place.

Besides,

You know what sucks?

Doing taxes.

You know what's easy?

Doing taxes together with a dozen co-owners over a case of beer with Lord Of The Rings playing in the background.

Cooperatively funded communities

Higher density housing and communities is a necessity.

But right now the only other alternative is basically living in a residential 'tower'.

And I know we can do better.

If you can't convince others to design their living environment correctly than you need to DIY.

If your city sucks - create a slice of it that doesn't. For yourself.

In some countries you can get help from the government for this just for going green in the designs.

^ For those of you who have already done such a thing. Consider helping others get set up with the same / similar. Perhaps host a small informal workshop. Or a larger formal one. Or do some volunteering or give some advice online.

Pokemon Go Organize

Just don't try so hard!

Chill out. Feel the wind on your skin. Talk to a stranger about flowers. Relax.

Treat it like the first month of Pokemon Go (except maybe not actually play it, heh). The first month of Pokemon Go was pretty much the closest we've ever come to world peace...

Possible topics for ice breaking -

- Improving your community
- Finding and supporting Progressive Leaders
- Restoration opportunities in your area
- Favorite type of dinosaur (all Sauropods they will never not blow my mind)
- Favorite shade of purple (all of them)
- Local volunteer opportunities and organizations (anywhere from gardening to search & rescue and so many more possibly start something new)
- Interesting things within your area. Locations, events, groups, especially those kinds of things where you could live in an area for twenty years and magically just not here of something right around the corner. Simply share!
- Consume less during (prepare snacks, share picnics)
- "How do we organize to improve our lives?"

Productive and proactive conversations

Organize, mobilize, discuss proactive and productive ideas. Some of you have got to try leading. There are many forms of leading. Not all of them involve standing at the podium up front.

Folks just don't know how to organize and get it done.

So wear green and blue while walking around and hanging out with random green and blue wearing locals. Talk about making your own lives and your own communities better. You might have more options than you initially realize.

Maybe it will be a community garden. Maybe it will be rewilding some run down and now unused property. Perhaps you might even find some folks to start a cooperative with.

Might as well start by saving yourselves. If your lives improve you'll have better conditions to then help other people save themselves. Who can then help you for the next round of making even more peoples lives better...

And remember – A revolution without dancing is a revolution not worth having.