-DECISION MAKER	 	
In this Template we give you a way to make important decisions based on a powerful decision making		
system. We advice you to resave this file under a new name (with the File/Save command), and plug in you		
own data for each decision you want to make. In the table below you will only be typing into areas that have		
a gray background. You might also want to print out the file (highlite the cells A1:M63, and select		
File/Print/Selection/Print) to make it easier to learn to use the file.		
In a Decision Making system (as shown below) you build and relate a number of components, and then		
come up with a decision. You state the goal or objective you want to decide on, as well as a desired set of		
outcomes (goal specifics). You then develop a set of different ways to achieve the desire outcomes	 	
(alternatives). You then rate each of the alternatives likelihood to achieve each of the goal specifics. The		
Decision Maker, then shows which items to accept and which to reject, as well as which of the acceptable		
alternatives are the best ones to achieve your goal. Let's break down the process:		
•GOALYou enter a goal (or requirement) that you want to achieve (e.g. type in "Reduce Theft by Staff" in	 	
the box as shown below).		
•GOAL SPECIFICSYou delineate Goal Specifics that you want to occur for that goal (e.g. "A. \$20,000		
Budget," "B. Improvements This Year," etc.). Enter these in their appropriate cells (click in the in the left of		
the two cells). Note: You MUST enter 4 specifics in this system!		
•GOAL SPECIFICS WEIGHTNot all goal specifics (i.e. "wants") for a goal are of equal stature. Some are	 	
more critical than others. To compare the level of importance of goal specific to one another, we give a		
"weight" to each one. In the Weight area below each goal, type in the relative importance/weight (e.g. ".7")		
of the goal specific (click in the in the left of the two cel		

Sheet1

											_		
		GOAL	Reduc	e The	ft by S	taff							
					BUE	ness							
GOAL SPECIFICS:	\$20 Buc	,000 lget	Improv This	ements Year	Kee Run	eps ning othly	Avoic Rig Cont	hts					
WEIGHT:	0	.7	1	L	0	.5	0.	.5					
ALTERNATIVES:	Valid?	Rate	Valid?	Rate	Valid?	Rate	Valid?	Rate	<u>Status</u>	Score			
Search Staff	Y	2	Y	2	Y	2	N	0		Reject			
ire undercover people	Ŷ	3	Y	4	?	4	Y	5	OK	2.7			
Rewards for staff		4	Y	3	N	3	Y	4		Reject			
Training programs	Y	7	Y	7	Y	5	Y	3	ок ОК	4.0			
Hidden cameras	N	0	Y	7	Y	6	Y	3	Reject	Reject			
Improve moral	Y	5	?	5	Y	7	Y	7	ОК	3.9			
	х т .	р	1.0		1	•		.1	1.	1			
Action Plan (Decision) though improving mor): I gue	ess Rew	ards to	staff a	nd Irai	ning pr	ograms	are the	best app	roaches,			

Sheet1

Sheet1

		1	1	1	0	3	Reject
		1	1	1	1	4	OK
		1	1	0	1	3	Reject
		1	1	1	1	4	OK
		0	1	1	1		Reject
		1	1	1	1	4	OK
		Search				Reject	
			dercover			2.7	
			ls for sta			Reject	
			g prograr			4.0	
			cameras	6		Reject	
		Improve	e moral			3.9	
L	I	L	I		I		