Quadrants Smry:
CapeCod won the first two most important Quadrants and its performance in the last two Quads was enough to become the total winner.

It's interesting to note that Maine lost the match in the 1st Quad (69%) even though its performance in the next 3 Quads was admirable.

Contemp won the last 2 Quads but the 2nd Quad, 90.9% caused it to be a lessor choice.

Criteria_Smry_Sheet: Comparison of Three Vacation Home Prospects

Quadrant Criteria Contribution of Scores 7/16/05 10:18 AM

Rows		Quadrant	% Contrib	# Criteria	Avg %	W	2	3
22	25	I	25.0%	4	6.2%	1.11	94.0%	69.0%
26	32	II	24.0%	7	3.4%	1.00	90.9%	98.9%
33	43	III	24.4%	11	2.2%	1.02	102.4%	90.9%
44	70	IV	26.5%	27	1.0%	0.98	102.4%	102.4%
Wgt'd Total Scores			100.0%	49	2.0%	4.11	97.9%	90.4%
Prioritized only, unWgt'd Total Scores						4.07	97.2%	89.9%
EndPoints only, Total Scores						3.94	97.9%	94.4%
Std Dev EndPoint Values						0.83	0.84	1.32

Save Notes <=== Winners & Losers & Why

Wgt'd Smry: Cape Cod got stronger with both Hierarchical Prioritizing and Wgt'g indicating it is the Altenative most in harmony with the Customer's Profile. Contemp faltered with Prioritizing but recovered with Wgt'g while Maine suffered with Prioritizing and Wgt'g did not help much.

What If Smry: If Contemp fixed the Nec Improvements, Taxes and Number of Baths its score would be 101.4% of CapeCod. Taxes cannot be fixed and the other two would be too costly. If Maine fixed Nec Improvements, Home, and Work distances, its score would be 101.2% of CapeCod. Distance from Home and Work are not at all fixable and Nece Improvements in this case are extremely costly.

Final Smry: Maine fell short of being a serious contender. Contemp's optional improvements were too costly and other "What If's " coud not be easily fixed. Cape Cod is a solid Alternative and should be selected.

49 Criteria Endpoints from 23 Nodes are sorted by % of Contrib for this Smry of Comparison of Three Vacation Home Prospects

						15 Contrib % Cum	16 Abs % Contrib	17 Wgt Grades	18 Criteria Nodes	19 Winner 's Criteria Contributions	20 Criteria Winners	21 CapeCod Grades %Winner	22 CapeCod W Score	23 Contemp Grades %Winner	24 Contemp 2 Scores	25 Maine Grades %Winner	26 Maine 3 Scores
Sorted Criteria Endpoints					Row	100.0%	Weights	The_Review_Sheet Criteria Endpoints' Nodes	4.11	CapeCod	100.0%	4.11	97.9%	4.02	90.4%	3.71	
3	1	Purch Price			86	6.6%	6.6%	5.00	3.0 Cost	0.23	Maine		3.50				+1.50
3	2	Nec Improvmnt Costs			87	13.2%	6.6%	5.00	3.0 Cost	0.31	CapeCod		4.75	+99.5%	-1.00	+96.9%	-4.00
1	1	1	Home (Distance)		24	19.1%	5.9%	5.00	1.1 Time/Distance	0.28	Ties		4.75			+98.3%	-1.00
1	1	2	Work (Distance)		25	25.0%	5.9%	5.00	1.1 Time/Distance	0.28	Ties		4.75			+101.2%	-2.00
1	1	4	Traffic(Distance)		27	29.7%	4.7%	4.00	1.1 Time/Distance	0.20	Ties		4.25			+102.9%	-1.50
3	5	Investment Value			92	33.7%	3.9%	3.00	3.0 Cost	0.15	Maine		3.75				+0.75
2	1	3	Neighborhood		61	37.4%	3.7%	3.00	2.1 House Setting	0.18	Maine		4.75				+0.25
2	3	3	Room Flow (House)		84	40.6%	3.2%	5.00	2.3 House Beauty	0.12	Maine		3.75		+0.25		+1.00
3	4	1	Taxes		90	43.5%	2.9%	5.00	3.4 Ongoing Costs	0.10	Maine		3.25	+99.7%	-0.25		+1.25
2	2	2	Number Baths		66	46.4%	2.9%	5.00	2.2 Rooms	0.14	CapeCod		5.00	+101.4%	-2.50	+103.3%	-0.50
3	3	Optional Improvemnt Costs			88	49.0%	2.6%	2.00	3.0 Cost	0.12	CapeCod		4.50	+101.9%	-0.75	+104.1%	-1.25
2	3	1	Workmanship (House)		82	51.6%	2.6%	4.00	2.3 House Beauty	0.10	Contemp		4.00		+0.25	+105.0%	-1.50
2	3	2	Design (House)		83	54.2%	2.6%	4.00	2.3 House Beauty	0.10	Ties		4.00			+105.2%	-0.25
2	1	1	2	Size (Yard)	58	56.6%	2.5%	4.00	2.1.1.Yard	0.09	Maine		3.75				+1.25
2	1	1	3	Privacy (Yard)	59	59.1%	2.5%	4.00	2.1.1.Yard	0.09	Contemp		3.50		+1.50		+0.75
1	1	3	Family(Distance)		26	61.5%	2.4%	2.00	1.1 Time/Distance	0.11	Ties		4.75			+106.0%	-1.50
3	4	2	Maint (Ongoing Costs)		91	63.8%	2.3%	4.00	3.4 Ongoing Costs	0.09	Contemp		4.00		+0.50	+107.2%	-2.00
2	2	1	2	Number (Bed Rooms)	65	65.9%	2.1%	5.00	2.2.1.Bed Rooms	0.10	Ties		5.00	+102.7%	-1.50		
1	2	2	1	On foot(Beach)	33	67.8%	1.9%	4.00	1.2.2.Beach Access	0.07	Maine		3.50				+1.00
1	2	2	2	Parking(Beach)	34	69.7%	1.9%	4.00	1.2.2.Beach Access	0.09	Ties		4.50			+108.1%	-2.00
1	2	1	1	Walking (Beach)	30	71.6%	1.9%	4.00	1.2.1.Beach Distance	0.09	Ties		4.50				
1	2	1	2	Driving (Beach)	31	73.5%	1.9%	4.00	1.2.1.Beach Distance	0.09	Maine		4.50				+0.25
2	2	3	Porch/Deck		67	75.2%	1.7%	3.00	2.2 Rooms	0.07	Contemp		4.00		+0.50	+108.7%	-1.50
1	3	1	1	Family(Community Attractions)	46	76.9%	1.7%	4.00	1.3.1.Attractions	0.07	Ties		4.00				
1	2	3	1	Rest Rooms(Beach)	37	78.4%	1.5%	4.00	1.2.3.Beach Facilities	0.04	Ties		2.50			+108.9%	-0.50
1	3	2	1	Everyday(Community Shopping)	49	79.8%	1.4%	2.00	1.3.2.Shopping	0.05	Maine		3.75				+0.50
1	3	2	2	Recreational(Community Shopping)	50	81.3%	1.4%	2.00	1.3.2.Shopping	0.05	Maine		3.75				+1.00
1	2	4	1	Size(Beach)	40	82.5%	1.3%	4.00	1.2.4.Beach Quality	0.06	Maine		4.50				+0.25
1	2	4	3	Sand	42	83.8%	1.3%	4.00	1.2.4.Beach Quality	0.04	Maine		3.50				+1.25
1	2	4	4	Beauty(Beach)	43	85.1%	1.3%	4.00	1.2.4.Beach Quality	0.05	Maine		3.75				+1.00
1	3	3	1	Niceness (Town)	52	86.3%	1.2%	4.00	1.3.3.Town	0.05	Ties		4.25				
2	1	2	Driveway		60	87.5%	1.2%	1.00	2.1 House Setting	0.06	CapeCod		4.75	+102.8%	-0.50	+109.1%	-0.50
2	2	5	1	Size (Living Room)	75	88.8%	1.2%	4.00	2.2.5.Living Room	0.02	Ties		1.75		+3.25		+3.25
2	1	1	1	Land (Yard)	57	90.0%	1.2%	2.00	2.1.1.Yard	0.05	Ties		4.00		+0.50		+0.50
2	2	5	2	Fireplace	76	91.1%	1.1%	3.50	2.2.5.Living Room	0.01	Maine		1.00		+3.75		+4.00
1	2	4	2	Water(Beach)	41	92.0%	0.9%	3.00	1.2.4.Beach Quality	0.04	Maine		3.75				+0.75
1	2	2	3	Sitting(Beach)	35	93.0%	0.9%	2.00	1.2.2.Beach Access	0.04	Ties		4.75			+109.5%	-2.00
1	3	3	2	Services (Town)	53	93.9%	0.9%	3.00	1.3.3.Town	0.04	Ties		4.25			+109.7%	-0.75
1	3	1	2	Visitors(Community Attractions)	47	94.7%	0.8%	2.00	1.3.1.Attractions	0.03	Maine		3.75				+0.25
2	2	1	1	Size (Bed Rooms)	64	95.6%	0.8%	2.00	2.2.1.Bed Rooms	0.04	CapeCod		4.75	+103.0%	-1.00	+109.8%	-0.75
2	2	4	5	Eating (Kitchen)	73	96.3%	0.7%	5.00	2.2.4.Kitchen	0.03	Ties		4.25			+109.9%	-0.25
2	2	6	1	Storage (Extra Room)	78	96.8%	0.6%	3.50	2.2.6.Extra Room	0.02	CapeCod		3.75	+103.3%	-2.25	+110.1%	-1.25
2	2	6	2	Laundry (Extra Room)	79	97.4%	0.6%	3.50	2.2.6.Extra Room	0.02	Maine		3.75	+103.4%	-0.25		+1.25
2	2	6	3	Potential (Extra Room)	80	98.0%	0.6%	3.50	2.2.6.Extra Room	0.02	Maine		3.75	+103.5%	-1.00		+1.25
2	2	4	2	Size (Kitchen)	70	98.5%	0.5%	4.00	2.2.4.Kitchen	0.02	Contemp		3.50		+0.75		+0.25
2	2	4	1	Cabinets (Kitchen)	69	98.9%	0.4%	3.00	2.2.4.Kitchen	0.02	CapeCod		4.25	+103.7%	-1.50	+110.1%	-0.25
2	2	4	3	Appliances (Kitchen)	71	99.3%	0.4%	3.00	2.2.4.Kitchen	0.02	CapeCod		5.00	+104.0%	-3.75	+110.6%	-5.00
1	2	3	2	Eating(Beach)	38	99.7%	0.4%	1.00	1.2.3.Beach Facilities	0.01	Ties		2.50			+110.7%	-1.75
2	2	4	4	Floor (Kitchen)	72	100.0%	0.3%	2.00	2.2.4.Kitchen	0.01	Contemp		2.50		+1.00	+110.9%	-2.25