

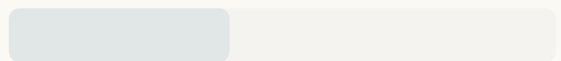
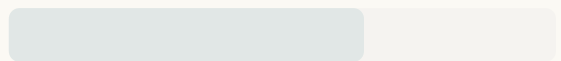
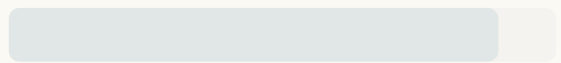
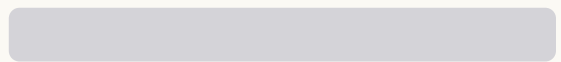


A FREE ARDENT WORKSHOP STARTER

Neighborhood Starter Scorecard

Weight what matters, rate two places, and see which one fits.

2 places · 6 criteria · free, no signup



Weight it. Rate it. Let the math decide.

Six rows, one shared weight column, two places. Decide how much each row matters to your household - spend however many points feel right on each; the arithmetic does not require them to add to any particular number - then rate each place 1 to 5 on that row. Multiply each rating by its row's weight, add the six results together, and divide by the total of the weights. That is the weighted score, and the higher one wins - unless the two scores land closer together than this scorecard is willing to call.

Dividing by the total weight is what lets the weights be any set of numbers you want: double every one of them and the ranking does not move, because the ratio between rows is the only thing the score actually responds to.

A RATING YOU NUDGE IS NOT A RATING

Decide your weights before you look at either place's ratings. A rating you nudge upward until your favorite comes out on top is not a rating - it is a decision you had already made, dressed up as one. And if the two scores land under 0.10 apart, this scorecard will not name a winner: it will tell you to look again instead.

The worked example

Two invented places, six criteria, one shared weight column. Alder Gate and Kestrel Row are made up, and so are the ratings below - real enough to show the mechanism at work, not real enough to move on.

Criterion	Weight	Alder Gate	Kestrel Row
Housing Cost	20	4	5
Schools & Childcare	19	3	4
Commute Burden	19	5	4
Safety & Feel of the Streets	17	3	4
Proximity to Family & Friends	15	5	3
Community & Things to Do	10	3	4
Weighted score (1-5)		3.88	4.05

Kestrel Row wins 4.05 to 3.88, a margin of 0.17. Alder Gate takes the commute and the proximity rows and still loses, because the rows it loses carry more weight between them.

Print this, and score it yourself

Print this page and take it with you. (If you would rather the arithmetic did itself, the same download includes a computing spreadsheet.) The weights below are only a starting point, carried over from the worked example - cross out any of them and write your own beside it. Then write in two real place names and rate each one 1 to 5 on every row (1 = poor, 3 = acceptable, 5 = excellent - 5 always means the better outcome, including on the cost and commute rows). Do the arithmetic by hand: multiply, add, divide by the total of the weights you used.

Place 1 _____ Place 2 _____

Criterion	Weight	Place 1 (1-5)	x weight	Place 2 (1-5)	x weight
Housing Cost	20				
Schools & Childcare	19				
Commute Burden	19				
Safety & Feel of the Streets	17				
Proximity to Family & Friends	15				
Community & Things to Do	10				
Total					
Weighted score = each x weight column, divided by the Total					

Two places are a start. A move is a bigger decision than six rows.

This scorecard is the shared-weight mechanism, worked on two places and six rows. A real move usually brings more than two places, more than six things to score, and a household that does not always agree on any of it.

WHAT THE FULL WORKBOOK ADDS

The full **Neighborhood & Relocation Decision Helper** holds twelve places instead of two and sixteen criteria instead of six - four of them blank, for whatever this household cares about that nobody else does. Up to four household members each get their own column of weights, and the workbook names the rows they most disagree on, so the disagreement is on the page before the answer is. It works out what each person's actual commute costs, in money and in time, and prices those hours at what the household says an hour is worth. It sets the one-time cost of the move against what each place saves or costs per year and says how long the move takes to pay for itself. It screens out any place that fails something the household said was non-negotiable, before the score is even calculated. It records where each figure came from and when it was checked, and flags the ones that have gone stale. And it tells you how far a single weight would have to move before the answer changes - so you find out whether your winner is safe or lucky. Eleven tabs, in Excel, Google Sheets or LibreOffice, plus four guides. Yours to keep.

[Get the full Neighborhood & Relocation Decision Helper >](#)

See the full range at ardentworkshop.com.

This scorecard is yours to keep - own it, don't rent it - and yours to pass along to anyone else weighing a move. It is a structure for thinking, not financial, tax, real-estate, or legal advice, and the two places above are invented from end to end. Check anything that matters with a professional who knows your situation and your jurisdiction.

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