				Maybe services can allow you to choose the nearest or most preferred location since you can duplicate a service process but not the exact same good (literally)
Days Hours Customers won't see the same people on different Moving Journey Window Next step in journey Existing context built from prior steps in the journey Not aware of context about customer Service may have shift workers		Compared to a good, these are transient and likely distributed across many touch points Goods have a fairly predictable regression or deprecation cycle or expiration	Not offered to the customer by the same provider/maker	Trust built with services may work differently than the shaving cream that I still have because it takes longer to get rid of than my fit on Yelp (jk jk)
			Quality can't be guaranteed to be consistent in style or delivery (& customer service)	Goods have a general measure for good or just plain "nope." Services can be subjective so even customer service for handling dissatisfaction is completely different. Human v.s. Production_error rate_threshhold
	reg		Services could vary on time and effort depending onboth sides:) Goods that go bad are generally a lot more harmful than services offered at even a C- grade	Hard to get rid of the "bad" ones fast The cost of the "bad" one can vary depending on the context Bad goods are no goodie Okay services are don't get served again. *gasp*