# General aggregating rule for balancing the Utility Matrix

1. Any consideration that returns a score of 0 will drag the overall score of the action to 0. Anytime you want a score of 0 to be returned, it means you shouldn’t consider using that action at all (unless nothing else is available).
2. If every action returns a score of 0, the default action will be selected. If no default action has been defined, the first action in the list will be picked.
3. Any score close to 0 will heavily drag the score down by a lot. A low score should make very unlikely that you would pick that action, but it will not give a score of 0.
4. Any score close to 1 or 1 itself maintain the score high until another consideration says otherwise. For an action to have a high score, every consideration has to return 1 or have a score close to 1.