

Bullet Charts

Bullet charts are a variation of a bar chart developed by Stephen Few to replace gauges and meters. The Bullet chart has the following advantages over the gauges.

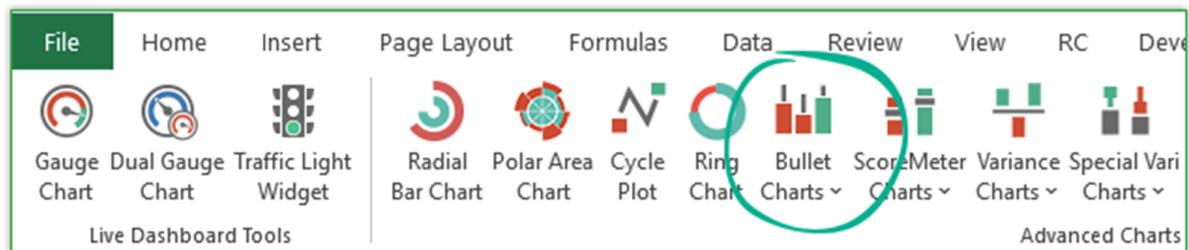
- The graph is a space saver and can be oriented horizontally and vertically.
- Display multiple measures.
- Easier to read and more informative.

How to create a new Bullet chart?

Select the range which contains Names, Values, and Colors (3 columns)

| | A | B | C | D | E |
|----|---|--------------------|--------------------|--------------|---|
| 3 | | | | | |
| 4 | | Category | Upper Limit | Color | |
| 5 | | Poor | 150 | | |
| 6 | | Average | 200 | | |
| 7 | | Good | 280 | | |
| 8 | | Awesome | 350 | | |
| 9 | | Achievement | 300 | | |
| 10 | | Target | 310 | | |
| 11 | | | | | |

Click on the Bullet chart icon on the Ribbon.

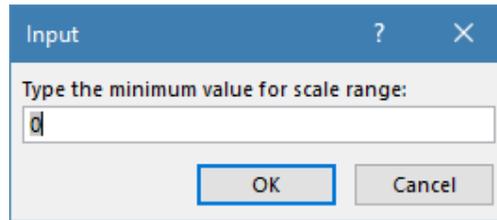


Use the drop-down menu to select the chart type

The image shows the Excel ribbon with the 'Data' tab selected. The 'Advanced Chart Tools' group is visible, and the 'Bullet Charts' icon is highlighted. A drop-down menu is open below the icon, showing three options: a red bar, a yellow bar, and a green bar. The 'Bullet Charts' option is selected. Below the ribbon, a portion of the spreadsheet is visible, showing the data table from the previous image. The 'Achievement' value is 300 and the 'Target' value is 245.

| Category | Upper Limit | Color |
|-------------|-------------|-------|
| Poor | 150 | |
| Average | 200 | |
| Good | 280 | |
| Awesome | 350 | |
| Achievement | 200 | |
| Target | 245 | |

You can use different bullet chart types: vertical or horizontal.
Click on the Bullet chart icon and add the minimum value (Default = 0)



The image shows a dialog box titled "Input" with a question mark icon and a close button. The main text inside the dialog says "Type the minimum value for scale range:". Below this text is a text input field containing the number "0". At the bottom of the dialog, there are two buttons: "OK" and "Cancel".

Click OK to create a chart. You can change the values in real time.

