Agent programming languages for rational agents provide an action selection mechanism based on practical reasoning. In the GOAL programming language agents derive their choice of action from their beliefs and goals. These high-level, common sense concepts allow for the specification of elegant programs for a variety of tasks. Rational agents however are expected to optimize their performance and the common sense concepts of beliefs and goals do not always provide the right tools for the specification of such behaviour. We explore some extensions of the agent programming, more specific of the GOAL agent programming language, with simple heuristic techniques to allow agents to generate near-optimal behavior.