

# How to add price markups to my products (most common repricing rules)?

Here you will find the most common repricing rules:

**$\{attr:price\} * 1.5$**  - adds 50% to basic prices from the supplier.

**$\{attr:price\} * 1.21$**  - adds VAT 21% to basic prices from the supplier (add this only if they are provided without VAT).

**$\{attr:price\} * 1.1$**  - adds 10% to basic prices from the supplier.

**$\{attr:price\} * 2$**  - double the basic price from the supplier.

**$\text{floor}(\{attr:price\} * 2) - 0.01$**  - returns the next lowest integer value (as float) by rounding down and -0.01 eur. For example, the starting price is **25.90 eur**, the final price after this rule is applied will be **50.99 eur**.

**$\text{ceil}(\{attr:price\} * 1.21) - 0.01$**  - adds VAT 21% and returns the next highest integer value by rounding up value, also -0.01 eur. For example, the starting price is **25.90 eur**, the final price after this rule is applied will be **31.99 eur**.

**$\{attr:price\} * 0.094$**  - you can also use repricing rules to convert currencies. For example, this formula converts Swedish Krona to Euro. If the starting price is **8877 sek**, the final price after this rule is applied will be **834.438 eur**.

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