




Base Price = 20% GP
kick pricing for Sales
Orders. This is the
default sell price for
customers. To compute
this number, divide
Market Cost by 0.80.
Example – Market cost
of an item is \$10.
 $\$10 / 0.80 = \12.5 .

**Base Price MUST be
added to EVERY item
number you create.**

Item Number:   Key  Mfr Description 1:

Acronym: Description 2:

1. General | **2. Stock** | **3. U/M Detail** | **4. Valuation** | **5. Sales**

Base Price:	<input type="text" value="0.0000"/>	<input type="checkbox"/>	Standard Cost:	<input type="text" value="0.0000"/>
Minimum Price:	<input type="text" value="0.00"/>		Actual Cost:	<input type="text" value="0.0000"/>
Market Price:	<input type="text" value="0.00"/>		Last Rec. Cost:	<input type="text" value="0.0000"/>
Sugg Retail Price:	<input type="text" value="0.00"/>		Market Cost:	<input type="text" value="0.0000"/>
Sell Discount Code:	<input type="text"/>		Alt. Market Cost:	<input type="text" value="0.0000"/>
Rounding Factor:	<input type="text" value="0.00"/>		LIFO Cost:	<input type="text" value="0.0000"/>
Load Factor Pct:	<input type="text" value="0.0000"/>		LIFO Pool:	<input type="text" value="0"/>
Sell Multiplier:	<input type="text" value="Each"/>		Retail Markup:	<input type="text" value="0.00"/>
Cost Multiplier:	<input type="text" value="Each"/>		Price Cls Override:	<input type="text"/>
Cost Category:	<input type="text" value="1"/>		Pad Percentage:	<input type="text" value="0.00"/>
Valuation Code:	<input type="text"/>		Price Rule Code:	<input type="text"/>
			Purchase Hold Code:	<input type="text"/>

Phys. Inv. Cycle

**Standard Cost = Net
PO / Vendor Cost**

**Actual Cost =
Weighted Avg. Cost**
This auto populates
with each order

**Market Cost =
Finished Cost.** This
includes freight,
CTO, production
labor, pack labor,
and pack supplies.