**Canada Micro 1**

The rule rounds up.

The amount is rounded off

* **(a)** if value < 5, round to “0”; (no decimal)
* **(b)** if 5 <= value > 50, then round to nearest 10; for example 5 rounds to 10, 25 rounds to 30 and 49 rounds 50 (no decimal)
* **(c)** if 50 <= value > 250, then round to nearest 25; for example 62.4 rounds to 50, 62.5 rounds to 75, and 225.5 rounds to 250 (no decimal)
* **(d)** if value is=> 250, then round to nearest 50. For example 274 rounds to 250, 275 rounds to 300. (no decimal)

**Canada Micro 2**

The rule rounds up.

The amount is rounded off

* **(a)** if value < 0.05, to "0"; (no decimal)
* **(b)** if 0.05 <= value > 0.5, then round to nearest 0.1; for example 0.05 rounds to 0.1, 0.15 rounds to 0.2, and 0.44 rounds to 0.4 (one decimal)
* **(c)** if 0.5 <= value > 2.5, then round to nearest 0.25; for example 0.624 rounds to 0.50, 0.625 rounds to 0.75, and 2.14 rounds to 2.25 (two decimal)
* **(d)** if value is=> 2.5, then round to nearest 0.5. for example 2.74 rounds to 2.5, 2.75 rounds to 3.0, and 6.14 rounds to 6.0 (one decimal)

**Canada Micro 3**

The rule rounds up.

The amount is rounded off

* **(a)** if value < 5, to "0 "; (no decimal)
* **(b)** if 5 <= value > 50, then round to nearest 10; for example 5 rounds to 10, 25 rounds to 30 and 49 rounds to 50 (no decimal)
* **(c)** if 50 <= value > 250, then round to nearest 50; for example 62.4 rounds to 50, 62.5 rounds to 75, and 225 rounds to 250 (no decimal)
* **(d)** if value is=> 250, then round to nearest 100. for example 250 rounds to 300, 349 rounds to 300, and 350 rounds to 400 (no decimal)

**Canada Micro 4**

The rule rounds up.

The amount is rounded off

* **(a)** if value < 0.1, to "0"; (no decimal)
* **(b)** if 0.1 <= value > 1, then round to nearest 0.2; for example 0.10 rounds to 0.2, 0.29 rounds to 2, and 0.30 rounds to 0.4. (one decimal)
* **(c)** if 1 <= value > 5, then round to nearest 0.5; for example 1.24 rounds to 1.0, 1.25 rounds to 1.5 and 3.9 rounds to 4.0. (one decimal)
* **(d)** if value is=> 5 or more then round to nearest 1. for example 5.49 rounds to 5, 5.50 rounds to 6 and 7.24 rounds to 7 (no decimal)

**Canada Micro 5**

The rule rounds up.

The amount is rounded off

* **(a)** if value < 0.005, to "0 "; (no decimal)
* **(b)** if 0.005 <= value > 0.05, then round to nearest 0.01; for example 0.005 rounds to 0.01, 0.014 rounds to 0.01, and 0.035 rounds to 0.04. (two decimals)
* **(c)** if 0.05 <= value > 0.25, then round to nearest 0.025; for example 0.0624 rounds to 0.050, 0.0625 rounds to 0.075, and 0.102 rounds to 0.100 (three decimals)
* **(d)** if value is=> 0.25, then round to nearest 0.05. for example 0.274 rounds to 0.25, 0.275 rounds to 0.30, and 0.362 rounds to 0.35. (two decimals)

**Canada Micro 6**

The rule rounds up.

The amount is rounded off

* **(a)** if value < 1, to "0"; (no decimal)
* **(b)** if 1 <= value > 10, then round to nearest 2; for example 1.05 rounds to 2, 2.99 rounds to 2 and 3.00 rounds 4. (no decimal)
* **(c)** if it is 10 <= value > 50, then round to nearest 5; and for example 12.4 rounds to 10, 12.5 rounds to 15 and 49 rounds 50. (no decimal)
* **(d)** if value is=> 50, then round to nearest 10. for example 54.9 rounds to 50, 55.0 rounds to 60 and 74.9 rounds 70. (no decimal)

**Canada Micro 7**

The rule rounds up.

The amount is rounded off

* **(a)** if value < 0.01, to "0"; (no decimal)
* **(b)** if 0.01 <= value > 0.1, then round to nearest 0.02; for example 0.01 rounds to 0.02, 0.029 rounds to 0.02, and 0.030 rounds to 0.04. (two decimals)
* **(c)** if it is 0.1 <= value > 0.5, then round to nearest 0.05; for example 0.124 rounds to 0.1, 0.125 rounds to 0.15, and 0.36 rounds to 0.35. (two decimals)
* **(d)** if value is=> 0.5, then round to nearest 0.1. for example 0.549 rounds to 0.5, 0.550 rounds to 0.6, and 0.667 rounds to 0.7. (one decimal)

**Canada Micro 8**

The rule rounds up.

The amount is rounded off

* **(a)** if value < 0.0015, to "0"; (no decimal)
* **(b)** if 0.0015 <= value > 0.025, then round to nearest 0.002; for example 0.0015 rounds to 0.002, 0.0029 rounds to 0.002, and 0.0030 rounds to 0.004. (three decimals)
* **(c)** if it is 0.025 <= value > 0.05, then round to nearest 0.005; for example 0.0274 rounds to 0.025, 0.0275 rounds to 0.030, and 0.0374 rounds to 0.035. (three decimals)
* **(d)** if value is=> 0.05, then round to nearest 0.01. for example 0.054 rounds to 0.05, 0.055 rounds to 0.06, and 0.074 rounds to 0.07. (two decimals)