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Volume XVII

**Arts, Entertainment
and Recreation**



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ARTS, ENTERTAINMENT AND RECREATION



REPUBLIC OF THE PHILIPPINES

PHILIPPINE STATISTICS AUTHORITY



REPUBLIC OF THE PHILIPPINES

PRESIDENT RODRIGO ROA DUTERTE



REPUBLIC OF THE PHILIPPINES
PHILIPPINE STATISTICS AUTHORITY

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Quezon City, Philippines

FOREWORD

This volume contains the final results of the **2017 Annual Survey of Philippine Business and Industry (ASPBI)** for Arts, Entertainment and Recreation sector. The 2017 ASPBI was conducted by the Philippine Statistics Authority (PSA) in 2018 with 2017 as reference period for all data items, except for employment which was based on the existing number as of 15 November 2017.

Statistics presented are the number of establishments, employment, compensation, income, expense, tangible fixed assets, intangible assets, inventories, value added, and e-commerce transactions at the national and regional levels, and disaggregated by employment size and industry.

Information contained in this report is useful to both the government and private sectors in the formulation and implementation of economic plans and programs.

The PSA acknowledges, with sincere appreciation, the cooperation of the responding establishments.



DENNIS S. MAPA, Ph.D.

Undersecretary

National Statistician and Civil Registrar General

Quezon City, Philippines
March 2020

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EXPLANATORY TEXT

INTRODUCTION

The 2017 Annual Survey of Philippine Business and Industry (ASPBI) is one of the designated statistical activities of the Philippine Statistics Authority (PSA). It is a nationwide undertaking designed to collect and generate information on the levels, structure, and trends of economic activities of the formal sector in the entire country for the year 2017.

Specifically, the objectives of the 2017 ASPBI are the following:

- collect and generate detailed information on employment, income, expense, capital expenditures, and total assets of the establishments
- generate estimates for other economic indicators such as value added, labor productivity, average compensation and other indicators necessary to evaluate the performance of industries at the national and regional levels
- generate micro, small, and medium establishments (MSME) data using total employment; and
- gather information for the improvement of the list of establishments

The 2017 ASPBI is the 46th of the series of annual surveys of establishments since the 1956 Survey of Manufactures and the 32nd of the series for the Arts, Entertainment and Recreation sector. It was undertaken nationwide in 2018 with the year 2017 as the reference period of data, except for employment which was as of 15 November 2017.

Data processing of the survey was decentralized and an online system called the Establishment Data Management System (EDMS) was utilized to facilitate the processing of survey data.

This volume presents the final results of the 2017 ASPBI for all establishments, establishments with total employment of less than 20 and 20 and over. The unit of enumeration for this survey is the establishment. Statistical tables are presented at the national level disaggregated by industry group (3-digit PSIC). Data for one or two establishments in some industries are either suppressed or combined with other related industries to avoid disclosure of information as required by Section 27 of RA 10625 and Section 7 of RA 6713.

Uses of Survey Data

The data collected from ASPBI serve as bases upon which the government and the private sector formulate policies and economic development plans.

Specifically, the survey results are used in:

- constructing national and regional income accounts of the Philippine economy
- formulating development strategies and monitoring plans/policies in the attainment of national and regional goals
- determining and comparing regional economic structure and performance
- analyzing the performance and contribution of MSMEs to the total economy
- conducting market research and feasibility studies
- updating the frame of establishments

ASPBI Slogan and Logo

“Providing Statistics for a Globally Competitive Economy” is the slogan of all business and industry surveys and other surveys conducted by PSA.



The logo, which is a stylistic representation of the Filipino flag, capsulizes the objectives of the 2017 ASPBI.

The GOLDEN sun represents the vision of hope which reaches out like the sun's rays for the improvement of the quality of life of all Filipinos; the RED chart signifies the desired trend of the country's economic progress; the WHITE building denotes the business and industries that propel the growth of the economy; while the BLUE background symbolizes the cooperation between and among data providers, data producers, and data users.

LEGAL AUTHORITY

The conduct of the 2017 ASPBI is authorized under Republic Act (RA) 10625 known as the Philippine Statistical Act of 2013 - Reorganizing and strengthening of the Philippine Statistical System (PSS), its agencies, and instrumentalities. It shall be the policy of the State to affect the necessary and proper changes in the organizational and functional structures of the PSS to rationalize and promote efficiency and effectiveness in the delivery of statistical services.

Section 25 (Obligation to Provide Information) of the same law stipulated that all respondents, whether natural or legal persons, are required to provide truthful and complete information to all statistical inquiries or surveys conducted by the Philippine Statistics Authority (PSA).

Section 26 (Confidentiality of Information) states that data provided by respondents shall be considered privileged communication and as such shall be inadmissible as evidence in any proceeding.

“Individual data furnished by a respondent to statistical inquiries, surveys and censuses of the PSA shall be considered privileged communication and as such shall be inadmissible as evidence in any proceeding. The PSA may release aggregated information from statistical inquiries, surveys and censuses in the form of summaries or statistical tables in which no reference to an individual, corporation, association, partnership, institution or business enterprise shall appear...”

Section 27 specifies the penalties for any person who breach the confidentiality of information and for respondents who failed to provide truthful and complete information.

“Respondents of primary data collection activities such as censuses and sample surveys are obliged to give truthful and complete answers to statistical inquiries. The gathering, consolidation and analysis of such data shall likewise be done in the most truthful and credible manner.

To ensure compliance, any violation of this Act shall result in the imposition of the penalty of one (1) year imprisonment and a fine of One hundred thousand pesos (P100,000.00). In cases where the respondent fails to give truthful and complete answer to such statistical inquiries is a corporation, the above penalty shall be imposed against the responsible officer, director, manager and/or agent of said corporation. In addition, such erring corporation or any other juridical entity, depending on the category of the enterprise or business concerned whether small, medium or large, shall be imposed a fine ranging from One hundred thousand pesos (P100,000.00) to Five hundred thousand pesos (P500,000.00).

Any person, including parties within the PSA Board and the PSA, who breach the confidentiality of information, whether by carelessness, improper behavior, behavior with malicious intent, and use of confidential information for profit, are considered guilty of an offense and shall be liable to fines as prescribed by the PSA Board which shall not be less than Five thousand pesos (P5,000.00) nor more than Ten thousand pesos (P10,000.00) and/or imprisonment of three (3) months but not to exceed one (1) year, subject to the degree of breach of information.

Failure to comply with the survey clearance provision shall be penalized by a fine of Fifty thousand pesos (P50,000.00) to One hundred thousand pesos (P100,000.00), depending on the gravity and seriousness of such noncompliance.”

Republic Act 6713 further provides for the Code of Conduct and Ethical Standards for Public Officials and Employees.

Section 7 of RA 6713 states that:

“(c) Disclosure and/or misuse of confidential information. Public officials and employees shall not use or divulge confidential or classified information officially known to them by reason of their office and not made available to the public, either: (1) to further their private interest, or give undue advantage of anyone, or (2) to prejudice the public interest...”

REFERENCE PERIOD

All information collected in the 2017 ASPBI refers to the calendar year 2017. However, employment data was as of 15 November 2017. This was based on the results of the study on business practices where establishments find it easier to provide the number of employees as of the second month of the last quarter of the reference year.

Reports of establishment on a fiscal year other than January to December 2017 were accepted provided previous years' annual reports used the same period of reporting.

SCOPE AND COVERAGE

The 2017 ASPBI is a nationwide undertaking confined to the formal sector of the economy and as such excludes the informal sector.

The following comprise the formal sector:

1. Corporations and partnerships
2. Cooperatives and foundations
3. Single proprietorship with employment of 10 and over
4. Single proprietorship with branches

Hence, the 2017 ASPBI covered only the following economic units:

- All establishments with total employment (TE) of 10 and over, and
- All establishments with TE of less than 10, except those establishments with Legal Organization = 1 (single proprietorship) and Economic Organization = 1 (single establishment), that are engaged in economic activities classified according to the 2009 PSIC.

Table 1 shows the economic activities within the scope of the 2017 ASPBI.

TABLE 1 Scope of the 2017 ASPBI

Sector	Economic Activity	Sector	Economic Activity
A	Agriculture, Forestry and Fishing	J	Information and Communication
B	Mining and Quarrying	K	Financial and Insurance Activities
C	Manufacturing	L	Real Estate Activities
D	Electricity, Gas, Steam and Air Conditioning Supply	M	Professional, Scientific and Technical Activities
E	Water Supply; Sewerage, Waste Management and Remediation Activities	N	Administrative and Support Service Activities
F	Construction	P	Education
G	Wholesale and Retail Trade; Repair of Motor Vehicles and Motorcycles	Q	Human Health and Social Work Activities
H	Transportation and Storage	R	Arts, Entertainment and Recreation
I	Accommodation and Food Service Activities	S	Other Service Activities

The following sections of the 2009 PSIC are excluded from the scope of this survey and all other establishment-based surveys of PSA:

- Public Administration and Defense, Compulsory Social Security (Section O)
- Activities of Households as employers; Undifferentiated Goods and Services Producing Activities of Households to Own Use (Section T)
- Activities of Extra-territorial Organization and Body (Section U)

UNIT OF ENUMERATION

The unit of enumeration in the 2017 ASPBI is the establishment. An establishment is defined in the United Nations International Recommendations on Industrial Statistics as “*an economic unit under single ownership or control, i.e., under a single legal entity, engaged in one or predominantly one kind of economic activity at a single fixed location.*”

In actual practice, however, there are difficulties in applying the ideal definition so the establishment is defined in operational terms to take into account the organization and record-keeping practices of certain sectors by making the single location and activity criteria more flexible. It is then necessary to use the kind-of-activity unit (KAU).

The KAU is *“the unit that is engaged in the production of the most homogenous group of goods and services, usually at one location, but sometimes over a wider area, for which separate records are available that can provide data concerning the production of these goods and services and the materials, labor and physical resources used in the production.”*

The above definition applies to the following sectors and industries:

Sectors

- Construction
- Transportation and Storage
- Financial and Insurance Activities
- Real Estate Activities

Industries

- Electric power generation, transmission, and distribution (Electric Cooperatives)
- Wired telecommunications activities
- Wireless telecommunications activities
- Satellite telecommunications activities
- Telephone access in facilities open to public service activities
- Other telecommunications service activities, n.e.c.
- Travel agency and tour operator activities
- Other reservation service and related activities
- Security and investigation activities
- General cleaning of buildings

The use of the kind-of-activity unit (KAU) for the above-mentioned sectors and industries was necessary as there is no restriction for the geographical areas in which a given kind of activity is carried on by a single legal entity.

CLASSIFICATION OF ESTABLISHMENTS

An establishment is categorized by its economic organization, legal organization, industrial classification, employment size, and geographic location.

Economic Organization (EO)

This relates to the organizational structure or role of the establishment in the organization.

The following are the types of EO:

- Single establishment (EO=1) is an establishment which has neither branch nor main office.

- Branch only (EO=2) is an establishment which has a separate main office located elsewhere.
- Establishment and main office (EO=3), is one where the establishment is located in the same address as the main office and with branch/es elsewhere.
- Main office only (EO=4) is the unit which controls, supervises and directs one or more establishments of an enterprise.
- Ancillary unit other than Main Office (EO=5) is the unit that operates primarily or exclusively for a related establishment or group of related establishments or its parent establishment and provides goods or services that support but do not become part of the output of those establishments.

Legal Organization (LO)

This provides the legal basis for ownership of the establishment. The following are the types of LO:

- Single Proprietorship (LO=1) is a business establishment organized, owned and managed by one person, who alone assumes the risk of the business enterprise.
- Partnership (LO=2) is an association of two or more individuals for the conduct of a business enterprise based upon an agreement or contract between or among them to contribute money, property or industry into a common fund with the intention of dividing profits among themselves.
- Government Corporation (LO=3) is a corporation organized for private aim, benefit or purpose with the government as the majority stockholder, regardless of whether they are stock or non-stock corporations.
- Stock Corporation (LO=4) is an ordinary business corporation organized by private persons, created and operated for the purpose of making a profit which may be distributed in the form of dividends to stockholders on the basis of their invested capital.
- Non-Stock Non-Profit Corporation (LO=5) is a business corporation which does not issue stock to its members and are created not to profit but for the public good and welfare. Of this character, are most of the religious, social, literary, scientific, civic and political organizations and societies.
- Cooperative (LO=6) is an organization composed primarily of small producers and/or consumers who voluntary join together to form a business enterprise, which they themselves own, control and patronize.

- Others (LO=7) are organizations not classified in any of the above classification like private associations, foundations, non-government organizations, etc.

Industrial Classification

The industrial classification of an economic unit is determined by the activity from which it derives its major income or revenue. The 2009 Philippine Standard Industrial Classification (PSIC) was utilized to classify economic units according to their economic activities. It was approved for adoption by government agencies and instrumentalities through NSCB Resolution No. 2 Series 2010 signed on 10 February 2010.

The 2009 PSIC is a detailed classification of industries prevailing in the country according to the kind of productive activities undertaken by the establishments. It is aligned with the International Standard Industrial Classification of all Economic Activities (ISIC) Revision 4, as officially released by the United Nations Statistics Division on 11 August 2008 for adoption by countries in their revised national classifications by 2010.

The 2009 PSIC took into account the significant changes in the relative importance of various economic activities in the country that have taken place since 2002. It is linked with the ASEAN Common Industrial Classification (ACIC) as approved by the ASEAN Heads of Statistical Offices (AHSOM) in November 2006.

The structure and coding system of the 2009 PSIC consists of an alpha character and 5 numeric digits. The alpha character, represents the **section** (also known as a sector), the first two digits represent the **division**; the first three digits, the **group**; the first four digits, the **class**; and all 5 digits, the **sub-class**.

Example: PSIC Code R90001

Section	R	Arts, Entertainment and Recreation
Division	R90	Creative, arts and entertainment activities
Group	R900	Creative, arts and entertainment activities
Class	R9000	Creative, arts and entertainment activities
Sub-class	R90001	Concerts and opera or dance production

Table 2 shows the levels of disaggregation of industries in the 2009 PSIC.

TABLE 2 Levels of Disaggregation of the 2009 PSIC by Sector

Code	Section	Division	Group	Class	Sub-class
	Total	88	246	521	1,285
A	Agriculture, Forestry, and Fishing	3	12	53	157
B	Mining and Quarrying	5	10	15	32
C	Manufacturing	24	73	201	476
D	Electricity, Gas, Steam, and Air Conditioning Supply	1	3	3	3
E	Water Supply; Sewerage, Waste Management and Remediation Activities	4	6	8	8
F	Construction	3	8	10	15
G	Wholesale and Retail Trade; Repair of Motor Vehicles and Motorcycles	3	20	45	189
H	Transportation and Storage	5	12	21	56
I	Accommodation and Food Service Activities	2	5	6	20
J	Information and Communication	6	13	25	39
K	Financial and Insurance Activities	3	10	21	45
L	Real Estate Activities	1	2	5	6
M	Professional, Scientific and Technical Activities	7	16	16	38
N	Administrative and Support Service Activities	6	19	28	74
O	Public Administration and Defense; Compulsory Social Security	1	3	7	12
P	Education	1	6	13	24
Q	Human Health and Social Work Activities	3	9	11	32
R	Arts, Entertainment, and Recreation	4	5	10	18
S	Other Service Activities	3	10	18	34
T	Activities of Households as Employers; Undifferentiated Goods – and Services-Producing Activities of Private Households for Own Use	2	3	3	3
U	Activities of Extraterritorial Organizations and Bodies	1	1	2	4

Establishment Size Classification

The size of an establishment is determined by its total employment as of a specific date.

Table 3 shows the Employment Size (SZ) classification and code used in the survey.

TABLE 3 Employment Size and Code

SZ Code	Total Employment	SZ Code	Total Employment
0	1 – 4	5	100 – 199
1	5 – 9	6	200 – 499
2	10 – 19	7	500 – 999
3	20 – 49	8	1,000 – 1,999
4	50 – 99	9	2,000 and over

Geographic Classification

Establishments are also classified by geographic area using the Philippine Standard Geographic Classification (PSGC). The PSGC is a systematic classification and coding of geographic areas in the country. It contains updates in regions, provinces, cities, municipalities and barangays in the Philippines.

Based on the PSGC as of 31 December 2017, the Philippines has 17 Regions, 81 provinces, 145 cities, 1,489 municipalities, and 42,036 barangays. The update in 2017 was the abolition of Negros Island Region (NIR) on 07 August 2017 through Executive Order 38 – “Revoking Executive Order No. 183 (s. 2015) which Created a Negros Island Region and for Other Purposes.” Provinces, cities, municipalities, and barangays of Negros Occidental and Negros Oriental reverted to Region VI (Western Visayas) and Region VII (Central Visayas), respectively.

FRAME OF ESTABLISHMENTS

The frame for the 2017 ASPBI was extracted from the 2017 List of Establishments (LE) as of 19 January 2018.

The 2017 LE is a result of the conduct of the 2017 Updating of the List of Establishments (ULE) in selected barangays in Quezon City and in Iloilo City. These two industry hubs were selected because of the emergence of growth area barangays in terms of the number of establishments during the past years. Other sources of updates are the company websites and the survey reports/feedbacks from the 2016 Annual Survey of Philippine Business and Industry.

The 2017 LE shows that there were 917,582 establishments in operation nationwide of which 228,112 (24.86%) comprised the establishment frame or are within the scope and coverage of the 2017 ASPBI. This frame was used to draw the sample establishments for the survey.

SAMPLING DESIGN

The 2017 ASPBI used stratified systematic sampling design with 5-digit PSIC serving as industry strata and employment size as the second stratification variable.

Sampling Units

The sampling unit of the 2017 ASPBI was the establishment. In particular, the sampling units for industries identified as the kind-of-activity unit (KAU) were establishments with EO = 1, 3 and 4. The sampling units for non-KAU industries were establishments with EO = 1, 2 and 3.

For Government-Owned-and-Controlled Corporations (GOCCs), the sampling units were establishments with EO=1, 3 and 4, except for those engaged under Sectors G and R in which the sampling units are establishments with EO = 1, 2 and 3. This is based on the availability of data at these units which maintain the records.

Table 4 shows the sampling units by sector and selected industries.

TABLE 4 Sampling Units by Sector and Selected Industries

Sector/ Industry Code	Description	EO
A	Agriculture, Forestry and Fishing	1, 2, 3
B	Mining and Quarrying	1, 2, 3
C	Manufacturing	1, 2, 3
D	Electricity, Gas, Steam and Air Conditioning Supply, except Electric power generation, transmission, and distribution (Electric Cooperatives with LO=6) - D35100	1, 2, 3
D35100	Electric power generation, transmission and distribution (Electric Cooperatives with LO=6)	1, 3, 4
E	Water Supply; Sewerage, Waste Management and Remediation Activities	1, 2, 3
F	Construction	1, 3, 4

Continued

TABLE 4 --Concluded

Sector/ Industry Code	Description	EO
G	Wholesale and Retail Trade; Repair of Motor Vehicles and Motorcycles	1, 2, 3
H	Transportation and Storage	1, 3, 4
I	Accommodation and Food Service Activities	1, 2, 3
J	Information and Communication except J611, J612, J613, J61901 and J61909	1, 2, 3
J611	Wired telecommunications activities	1, 3, 4
J612	Wireless telecommunications activities	1, 3, 4
J613	Satellite telecommunications activities	1, 3, 4
J61901	Telephone access in facilities open to the public service	1, 3, 4
J61909	Other telecommunications service activities	1, 3, 4
K	Financial and Insurance Activities	1, 3, 4
L	Real Estate Activities	1, 3, 4
M	Professional, Scientific and Technical Activities	1, 2, 3
N	Administrative and Support Service Activities, except N791, N799, N80 and N81210	1, 2, 3
N791	Travel agency and tour operator activities	1, 3, 4
N799	Other reservation service and related activities	1, 3, 4
N80	Security and investigation activities	1, 3, 4
N81210	General cleaning of buildings	1, 3, 4
P	Education	1, 2, 3
Q	Human Health and Social Work Activities	1, 2, 3
R	Arts, Entertainment and Recreation	1, 2, 3
S	Other Service Activities	1, 2, 3

Sampling Domains

The sampling domains for the 2017 ASPBI were the industry subclasses (5-digit) of the 2009 PSIC (industry domains), the 17 administrative regions (geographic domains), and the employment size strata.

Geographic Domain

For establishments with TE of 20 and over, the 17 administrative regions serve as the geographic domains; while for establishments with TE of less than 20, the national level.

Table 5 shows the list of 17 regions and its respective provinces.

TABLE 5 Geographic Domain and Its Composition

Region	Province/City/Municipality
National Capital Region (NCR)	City of Manila, Quezon City, Mandaluyong City, Marikina City, Pasig City, San Juan City, Caloocan City, Malabon City, Navotas City, Valenzuela City, Makati City, Pateros, Taguig City, Parañaque City, Las Piñas City, Muntinlupa City, Pasay City
Cordillera Administrative Region (CAR)	Abra, Apayao, Benguet, Ifugao, Kalinga, Mountain Province
Region I – Ilocos Region	Ilocos Norte, Ilocos Sur, La Union, Pangasinan
Region II – Cagayan Valley	Batanes, Cagayan, Isabela, Nueva Vizcaya, Quirino
Region III – Central Luzon	Aurora, Bataan, Bulacan, Nueva Ecija, Pampanga, Tarlac, Zambales
Region IV-A – CALABARZON	Batangas, Cavite, Laguna, Quezon, Rizal
Region IV-B – MIMAROPA	Marinduque, Occidental Mindoro, Oriental Mindoro, Palawan, Romblon
Region V – Bicol Region	Albay, Camarines Norte, Camarines Sur, Catanduanes, Masbate, Sorsogon
Region VI – Western Visayas	Aklan, Antique, Capiz, Guimaras, Iloilo, Negros Occidental
Region VII – Central Visayas	Bohol, Cebu, Siquijor, Negros Oriental
Region VIII – Eastern Visayas	Biliran, Eastern Samar, Leyte, Northern Samar, Samar (Western), Southern Leyte
Region IX – Zamboanga Peninsula	Zamboanga del Norte, Zamboanga del Sur, Zamboanga Sibugay, Isabela City
Region X– Northern Mindanao	Bukidnon, Camiguin, Lanao del Norte, Misamis Occidental, Misamis Oriental
Region XI – Davao Region	Compostela Valley, Davao del Norte, Davao del Sur, Davao Oriental, Davao Occidental
Region XII – SOCCSKSARGEN	Cotabato (North), Sarangani, South Cotabato, Sultan Kudarat, Cotabato City
Caraga	Agusan del Sur, Agusan del Norte, Dinagat Island, Surigao del Norte, Surigao del Sur
Autonomous Region in Muslim Mindanao (ARMM)	Basilan (excluding Isabela City), Lanao del Sur, Maguindanao (excluding Cotabato City), Sulu, Tawi-Tawi

Industry Domain

For all sectors, the industry domains (strata) were the same for both establishments with TE of 20 and over, and TE of less than 20.

Table 6 shows a summary of the number of industry domains by sector.

TABLE 6 Distribution of Industry Strata by Sector

Sector	Number of Industry Strata	Sector	Number of Industry Strata
Total	1,064		
A	87	J	36
B	20	K	41
C	424	L	6
D	1	M	36
E	8	N	69
F	15	P	13
G	177	Q	23
H	49	R	18
I	19	S	22

To address the data needs of stakeholders for a more detailed industrial classification, selected industries (D35100, J59110, J59120, and J62010) were split and assigned with sub-industry codes.

However, the original 2009 PSIC code was used in the publication of survey results. The newly assigned industry codes will be used to generate data for the sub-industries only upon request.

Table 7 shows the split industries with assigned codes.

TABLE 7 Assigned Industry Codes for Split Industries

2009 PSIC Code	Assigned Industry Code	Description
D35100	D3510	Generation, transmission and distribution of electricity
	D35101	Generation of electricity
	D35102	Transmission of electricity
	D35103	Distribution of electricity

Continued

TABLE 7 --Concluded

2009 PSIC Code	Assigned Industry Code	Description
J59110	J5911	Motion picture, video and television programme activities
	J59111	Pre and main production of traditional and 2D animation
	J59112	Pre and main production of 3D animation
	J59119	Pre and main production of other motion films
J59120	J5912	Motion picture, video and television programme post-production activities
	J59121	Post production of traditional and 2D animation
	J59122	Post production of 3D animation
	J59129	Post production of other motion films and etc.
J62010	J6201	Computer programming activities
	J62011	Game design and development
	J62019	Other computer programming activities

Employment Stratum

Within the industry domains for each sector, the establishments were further stratified by total employment (TE). The TE sizes were either combined or taken as a group to comprise the **employment stratum** and were limited to five employment strata. The basic considerations for grouping were the concentration of establishments in the TE sizes and the occurrence of stratum jumpers between TE sizes.

Considering the need for data on Micro, Small and Medium Enterprises (MSMEs), two separate employment strata were maintained in TE of less than 20: TE 1 – 9 and TE 10 – 19.

Table 8 shows the employment strata and corresponding sampling rates.

TABLE 8 Employment Stratum

Employment Stratum	TE Size	Sampling Rates (%)
1	1 – 9	10
2	10 – 19	15
3	20 – 49	25
4	50 – 99	50
5	100 and over	100 (certainty)

In general, employment strata 1 to 4 were non-certainty strata while stratum 5 was a certainty stratum.

A **certainty stratum** is defined as a stratum with a sampling ratio of 100 percent. In this stratum, all establishments are taken as certainty samples, i.e. the selection probability is 1 and the sampling weight is 1.

On the other hand, a **non-certainty stratum** is a stratum where only sample establishments are taken.

Refer to Table 8 for the corresponding sampling rates for establishments in the non-certainty employment size strata.

Sample Size

The primary consideration in the determination of sample size for the survey was its manageability at the optimum level of an estimated budget without compromising the reliability and accuracy of survey results and the timeliness of retrieval of accomplished questionnaires from respondents. As such, the target sample size was maintained to be more or less close to the sample sizes of the previous annual surveys conducted which are about 30,000 samples.

For sampling purposes, the survey frame was divided into five primary strata. Stratum 1 was comprised of Mining and Quarrying (B), and Electricity, Gas, Steam and Air Conditioning Supply (D); Stratum 2 consisted of establishments under certainty industries including the Information and Communications Technology (ICT) core industries and Business Process Management (BPM) industries; Stratum 3 was for GOCCs; Stratum 4 was composed of establishments with TE of 100 and over, and Stratum 5 included all other establishments not classified in strata 1-4. Strata 1-4 were considered as certainty strata while Stratum 5 was treated as a non-certainty stratum.

Table 9 shows the list of primary strata.

TABLE 9 Primary Strata

Stratum Code	Sampling Unit	Sampling Indicator
1	Establishments under Sectors B and D	Certainty
2	Establishments under the certainty industries	Certainty
	SICT Core Industries	
	BPM Industries	
3	GOCCs	Certainty
4	Establishments with TE of 100 and over	Certainty
5	All other establishments not classified in strata 1 - 4	Non-certainty

Sample Size for TE of less than 20

Non-certainty samples: For each industry stratum (5-digit PSIC) at the national level, the sample size for establishments with TE of less than 20 was determined by applying the specified sampling rates for each employment stratum (i.e., separately for strata TE 1 - 9 and TE 10 - 19). The total number of non-certainty samples for establishments with TE of less than 20 was 6,272.

Certainty samples: The total number of certainty samples for establishments with TE of less than 20 was 4,563.

Hence, the total number of samples for all establishments with TE of less than 20 was 10,835.

Sample Size for TE of 20 – 99

Non-certainty samples: For each industry stratum (5-digit PSIC) at the national level, the sample size for establishments with TE of 20 – 99 was determined by applying the specified sampling rates for each employment stratum (i.e., separately for TE of 20 – 49 and TE 50 – 99). The total number of non-certainty samples for establishments with TE of 20 - 99 was 11,322.

Certainty samples: The total number of certainty samples for establishments with TE of 20 – 99 was 1,788.

The total sample size for establishments with TE of 20 – 99 was 13,110.

Sample Size for TE of 100 and over

The total number of sample establishments with TE of 100 and over was 7,426. Note that these establishments were certainty samples.

2017 ASPBI Samples

All samples in the certainty and non-certainty strata are combined to comprise the total samples for the survey. Thus, the total number of samples for the 2017 ASPBI was 31,371 establishments.

Table 10 shows the distribution of samples by sector.

TABLE 10 Number of Sample Establishments by Sector

Sector	Industry Description	Number of Samples
Total		31,371
A	Agriculture, Forestry and Fishing	1,171
B	Mining and Quarrying	280
C	Manufacturing	6,662
D	Electricity, Gas, Steam and Air Conditioning Supply	373
E	Water Supply, Sewerage, Waste Management and Remediation Activities	656
F	Construction	833
G	Wholesale and Retail Trade; Repair of Motor Vehicles and Motorcycles	7,092
H	Transportation and Storage	988
I	Accommodation and Food Service Activities	1,473
J	Information and Communication	3,896
K	Financial and Insurance Activities	1,122
L	Real Estate Activities	352
M	Professional, Scientific and Technical Services	770
N	Administrative and Support Service Activities	2,386
P	Education	1,344
Q	Human Health and Social Work Activities	847
R	Arts, Entertainment and Recreation	387
S	Other Service Activities	739

Sample Allocation for Non-Certainty Samples

Note that certainty samples were determined and segregated first before non-certainty samples were allocated to regions.

Sample Allocation for TE of less than 20

No geographic allocation was applied to these strata (TE 1 – 9 and TE 10 – 19) since data of interest were on the national level only.

The minimum sample size was set to 3 establishments and a maximum of 5 establishments per cell (industry domain and employment stratum) except for common industries which were set to a minimum of 3 and a maximum of 20 establishments per cell. The common industries are defined as the industry stratum with a total number of establishments greater than 500 establishments. However, when the total number of establishments in the cell is equal to or less than the set minimum sample size, all establishments in that cell were taken as samples.

Sample Allocation for TE 20 – 99

For each industry domain, the proportional allocation was used in allocating the number of samples in the employment size strata of TE 20 – 49 and TE 50 – 99 to the different regions. Basis of allocation is the total number of establishments in the region by industry domain and by employment stratum excluding the certainty samples.

The minimum sample size is also set to 3 establishments per cell (industry domain, employment stratum, and region). However, when the total number of establishments in the cell is equal to or less than the set minimum sample size, all establishments in that cell are taken as samples.

The number of samples for each employment stratum within an industry domain at the national level was allocated by region using the formula:

$$n_{hij} = \left(\frac{N_{hij}}{N_{hi}} \right) \times n_{hi}$$

where:

- N_{hij} = total number of establishments in the j^{th} region of the i^{th} employment stratum in the h^{th} industry domain
- N_{hi} = total number of establishments in the i^{th} employment stratum of the h^{th} industry domain
- n_{hij} = number of sample establishments in the j^{th} region of the i^{th} employment stratum in the h^{th} industry domain
- n_{hi} = number of sample establishments in the i^{th} employment stratum of the h^{th} industry domain

Sample Selection

For all sectors, sample establishments in the sampling strata of TE of less than 20 are selected using systematic sampling by industry domain and employment stratum at the national level. For each industry domain and employment stratum, the establishments are sorted by region, the province from the largest actual employment to smallest actual employment, business name, and ECN.

For each of the sampling strata of TE of 20 - 99 (i.e., TE 20-49 and TE 50-99), sample establishments are selected using systematic sampling within the region. For each region in the employment stratum and industry domain, the establishments are sorted by province from the largest actual employment to the smallest actual employment, business name, and ECN.

Systematic sampling was chosen so that the sample employment values are spread out, resulting in having representative samples for each TE size in the employment stratum. Likewise, this mode of sampling will somehow provide implicit stratification of TE by employment size group, thus avoiding all sample establishments with low TE values or high TE values.

Estimation Procedure

For Establishments with TE of Less Than 20

a. Non-certainty Stratum

The estimate of the total of a characteristic (\hat{X}_s) for the non-certainty employment stratum TE less than 20 in the s^{th} industry domain is

$$\hat{X}_s = \sum_{j=1}^{n_s} W_{sj} x_{sj}$$

where:

- s denotes the non-certainty employment strata in employment of less than 20
- x_{sj} = value of the j^{th} establishment in the non-certainty employment stratum in employment of less than 20 in the s^{th} industry domain
- j = 1, 2, 3, ..., n_s establishments
- W_{sj} = weight of the j^{th} establishment in the non-certainty employment stratum in employment of less than 20 in the s^{th} industry domain

$$W_{sj} = N_s / n_s$$

where:

- N_s = total number of establishments in the non-certainty employment stratum in employment of less than 20 in the s^{th} industry domain
- n_s = number of sample establishments in the non-certainty employment stratum in employment less than 20 in the s^{th} industry domain

b. Certainty Stratum

The estimate of the total of a characteristic (\hat{X}_c) for the certainty employment stratum in the c^{th} industry domain is

$$X_c = \sum_{j=1}^{m_c} x_{cj}$$

where:

- c denotes the certainty employment strata in employment of less than 20 in the c^{th} industry domain
- x_{cj} = value of the j^{th} establishment in the certainty employment strata in employment of less than 20 in the c^{th} industry domain
- j = 1, 2, 3, ..., m_c establishments
- m_c = number of establishments in the certainty employment strata in employment of less than 20 in the c^{th} industry domain

c. Total Estimate for TE of Less Than 20

National level estimates of the total of a characteristic (\hat{X}_d) for the industry domain was obtained by aggregating the estimates for all employment strata (non-certainty and certainty) in the same industry domain,

$$\hat{X}_d = \sum \hat{X}_s + \sum X_c$$

where: d denotes the industry domain

For Establishments with TE of 20 and Over

a. Non-Certainty Stratum (TE of 20 to 49 and TE 50 to 99)

The estimate of the total of a characteristic (\hat{X}_{sp}) for the non-certainty employment strata in TE of 20 to 49 and TE 50 to 99 for an industry domain in each region is

$$\hat{X}_{sp} = \sum_{j=1}^{n_{sp}} W_{spj} x_{spj}$$

where:

- s denotes the non-certainty employment stratum in TE of 20 and over
- $p = 1, 2, \dots, 17$ regions
- x_{spj} = value of the j^{th} establishment in the non-certainty employment stratum in TE of 20 and over for an industry domain in each region
- $j = 1, 2, 3, \dots, n_{sp}$ establishments
- W_{spj} = weight of the j^{th} establishment in the non-certainty employment stratum in TE of 20 and over for an industry domain in each region

$$W_{spj} = \frac{N_{sp}}{n_{sp}}$$

where:

- N_{sp} = total number of establishments in the non-certainty employment stratum in TE of 20 and over for an industry domain in each region
- n_{sp} = number of sample establishments in the non-certainty employment stratum in TE of 20 and over for an industry domain in each region

b. Certainty Stratum

The estimate of the total of a characteristic (\hat{X}_{cp}) for the certainty employment stratum of TE of 100 and over in an industry domain in each region is

$$X_{cp} = \sum_{j=1}^{m_{cp}} x_{cpj}$$

where:

- c denotes the certainty employment stratum in TE of 100 and over
- $p = 1, 2, \dots, 17$ regions
- x_{cpj} = value of the j^{th} establishment in the certainty employment stratum in TE of 100 and over in an industry domain within each region
- $j = 1, 2, 3, \dots, m_{cp}$ establishments

m_{cp} = number of establishments in the certainty employment stratum in TE of 20 and over in an industry domain within each region

Total Estimate for TE of 20 and Over

The estimate of the total of a characteristic (\hat{X}_{dp}) for the industry domain in each region was obtained by aggregating the estimates for all employment strata (non-certainty and certainty) in the same industry domain,

$$\hat{X}_{dp} = \sum \hat{X}_{sp} + \sum X_{cp}$$

where: dp denotes the industry domains in each region.

National level estimates of the characteristics by industry domain were obtained by aggregating separately the estimates (\hat{X}_{dp}) for the particular industry domain from all the regions.

Total Estimate for All Establishments

National level estimates of the characteristics by industry domain were obtained by aggregating separately the total estimates of TE less than 20 and TE 20 and over for a particular industry domain.

Weight Adjustment Factor for Non-Response

To account for non-response in the non-certainty strata, the adjustment factors, and (n/n') was multiplied with the sampling weight (W) of each of the sampling unit. The sampling weight which is defined as N/n was recomputed as

General Formula

$$W' = \frac{N}{n} \times \frac{n}{n'} = \frac{N}{n'}$$

Thus, the adjusted weight (W'_{sj}) for employment stratum in TE of 1-9 and 10-19 is

$$W'_{sj} = \frac{N_s}{n_s} \times \frac{n_s}{n'_s} = \frac{N_s}{n'_s}$$

where:

N_s = total number of establishments in the employment stratum in TE of 1 - 9 and 10 - 19 in the s^{th} industry domain
 n'_s = number of responding establishments in the employment stratum in TE of 1 - 9 and 10 - 19 in the s^{th} industry domain

For the non-certainty employment stratum in TE of 20-49 and 50-99, the adjusted weight (W'_{spj}) is

$$W'_{spj} = \frac{N_{sp}}{n_{sp}} \times \frac{n_{sp}}{n'_{sp}} = \frac{N_{sp}}{n'_{sp}}$$

where:

- N_{sp} = total number of establishments in the non-certainty employment stratum in TE of 20 - 49 and 50 - 99 for an industry domain within each region
- n'_{sp} = number of responding establishments in the non-certainty employment stratum in TE of 20 - 49 and 50 - 99 for an industry domain within each region

QUESTIONNAIRE DESIGN

Survey Questionnaires

The 2017 ASPBI utilized seven types of questionnaires, each with a corresponding clearance number and an expiration date of 31 March 2019.

Table 11 shows the different types of questionnaire, their spot color, and assigned clearance numbers.

TABLE 11 Types of Questionnaires

Form Number	Form Title	Spot Color	Clearance Number	PSIC Section
ASPBI Form 1	Agriculture, Forestry and Fishing	Green	PSA-1812-01	A
ASPBI Form 2	Mining and Quarrying; Manufacturing	Yellow	PSA-1812-02	B, C
ASPBI Form 3	Electricity, Gas, Steam and Air Conditioning Supply; and Water Supply; Sewerage, Waste Management and Remediation Activities	Turquoise	PSA-1812-03	D, E
ASPBI Form 4	Construction	Orange	PSA-1812-04	F
ASPBI Form 5	Wholesale and Retail Trade; Repair of Motor Vehicles and Motorcycles	Red	PSA-1812-05	G
ASPBI Form 6	Financial and Insurance Activities	Silver	PSA-1812-06	K
ASPBI Form 7	Business and Services	Blue	PSA-1812-07	H, I, J, L, M, N, P, Q, R, S

The sample establishments also responded to the survey through the use of the web-based version of the 2017 ASPBI questionnaires which were accomplished online at the PSA website at <https://aspbi.psa.gov.ph>.

Data Items

Table 12 shows the list of data items in the 2017 ASPBI questionnaires.

TABLE 12 List of Data Items

Item No.	Description
Cover Page	Name and Address of the Establishment and Its Reporting Unit
	Control Panel for Establishment Characteristics (<i>For PSA Use Only</i>)
1	Business and Registered Name in 2017, Business Address, Company Website and Establishment Tax Identification Number (TIN)
2	Economic Activity or Business in 2017
3	Year Started Operation
4	Legal Organization in 2017
5	Economic Organization in 2017
6	Capital Participation as of 31 December 2017
7	Employment as of 15 November 2017
8	R&D Personnel as of 15 November 2017
9	Number of Production/Construction Workers as of 15 November 2017 (For ASPBI Forms 2, 3 and 4)
10	Total Hours Worked by Production/Construction Workers in 2017 (For ASPBI Forms 2, 3 and 4)
11	Income in 2017
12	Subsidies Received from the Government in 2017
13	Expense in 2017
14	Sales from E-commerce Transactions in 2017
15	Capital Expenditures, Sale and Book Value of Tangible Fixed Assets, including Losses and Damages in 2017
16	Capital Expenditures for All Tangible Fixed Assets by Mode of Acquisition in 2017
17	Capital Expenditures and Book Value for Intangible Assets in 2017
18	Total Assets as of 31 December 2017
19	Average Capacity Utilization Rate of the Establishments in 2017 (For ASPBI Form 2 and 3)
20	Inventories in 2017
21	Branches, Divisions, Plants Owned and Controlled (for Main Office)

SURVEY OPERATIONS

The 2017 ASPBI comprised of the following major phases of operation: preparatory activities, training, field operations, data processing, tabulation, dissemination, and evaluation and documentation.

Preparatory Activities

PSA officials, selected Economic Sector Statistics Service (ESSS) statisticians, Systems Development Division (SDD) and Service and Industry Census Division (SICD) staff undertook the planning activities for the 2017 ASPBI with the organization and creation of the Steering Committee.

The planning activities included the following: preparation of timetable of activities, budget preparation and logistics, questionnaire design and content, preparation of manuals (field operations and manual processing, MTS user, and machine processing), clearance process, preparation of sampling design, frame updating and sample selection, preparation of edit specifications and tabulation format and specifications, computer system design and program development, publicity campaign, printing of survey forms and manuals, preparation for shipment of survey materials, and other related activities.

The publicity campaign was done to inform and educate the general public on the basic information and importance of the 2017 ASPBI. It aimed to solicit support from government and non-government agencies, business organizations, and target respondents in the early submission of reports. Display of 2017 ASPBI streamers and posters were done in the central and the field offices.

Training

Training for the field operations and processing was done in two phases, as follows: (1) Training for Field Operations and Processing Manual, and (2) Training for Data Processing.

Phase I - Training for Field Operations and Manual Processing

Training for field operations and manual processing was done on three levels, as follows:

- Task force training. The first level of training was conducted from 20 to 22 February 2018. Field operation and processing procedures, technical and administrative aspects of the survey were discussed extensively in this training. It was attended by selected ESSS and SICD statisticians and SDD staff who served as trainers for the second and third level trainings.
- Second level training. This level of training was conducted any three days between 19 March to 06 April 2018 in all Regional Offices with participants in the first level training

as trainers. Provincial Statistics Officers, OICs, regional and provincial focal persons responsible for this survey participated in this training.

- Third level training. This training was conducted in all provinces and five districts of NCR any three days in April 2018 with participants in the second level training as trainers. Participants to this training were the Statistical Specialists, Statistical Analysts, Provincial Statistical Office (PSO) staff and hired Statistical Researchers (SRs).

Phase II – Training for Machine Processing

Training for machine processing was done in two levels, as follows:

- Task force training. The first level training of machine-data processing was conducted on 15 to 17 May 2018. Participants were the ESSS subject-matter staff and selected SDD staff.
- Second level training. Data processing, folioing, verification of error listing, and the different modules of the EDMS were discussed thoroughly in this training. A two-day training between 13 to 20 June 2018 was conducted where participants consisted of provincial focal persons, selected provincial staff, and hired SRs.

Workshops on edit and table formats and specifications were conducted and participated by subject-matter specialists and SDD staff responsible for the preparation of tabulation formats and specifications, as well as consistency and edit specifications for the seven types of questionnaires. The workshop on edit specifications was done from 16 to 19 April 2018, while the workshop on table specifications and format was on 07 to 09 August 2018.

Field Operations

Distribution of Questionnaires

Distribution of questionnaires for the 2017 ASPBI, including the 2017 SICT, was done by Statistical Specialists, Statistical Analysts, Provincial Statistical Office (PSO) staff, and hired SRs through personal delivery of the questionnaires to the sample establishments. This activity was done from 16 April to 11 May 2018.

Collection and Field Editing of Questionnaires

Collection of data was done either through a self-administered questionnaire, personal interview, or online accomplishment of the web-based questionnaire.

Field editing of all collected questionnaires was done to ensure completeness and consistency of entries among data items to avoid revisits or callbacks. Collection and field editing of questionnaires was programmed starting 02 May to 13 July 2018.

Supervision

The Regional Directors, Provincial Statistics Officers, and provincial focal persons conducted close supervision on the collection and editing of questionnaires to ensure the quality of data and completeness of survey returns.

Receipt and Control

A Monitoring and Tracking System (MTS) developed by SDD was used by field offices to keep track of the distribution, collection, and transmittal of questionnaires. At the same time, a control list of sample establishments was made available where information on the status of the questionnaire was recorded.

The MTS was also utilized by ESSS-Receipt and Control Unit (RCU) to monitor the distribution, collection, and submission of questionnaires from the provincial offices to the Central Office. Consolidated progress reports and status reports were prepared regularly to inform the management and field offices on the progress of the survey operations.

Data Processing

Processing or editing of accomplished questionnaires was done to check for the completeness, validity, consistency, and reasonableness of data. It consisted of two stages: manual processing and machine processing.

Manual Processing

Manual processing of questionnaires was done on three levels, as follows:

- Field editing of data was done by Statistical Specialists, Statistical Analysts, Provincial Statistical Office (PSO) staff, and hired SRs upon collection of the accomplished questionnaire from the sampled establishment. The objective is to check for completeness and consistency of entries in the questionnaire, following the instructions provided in the Field Operations and Processing Manual. Any missing data was corrected at this stage as this can be immediately verified from the respondent.
- Verification of data was done by Provincial Staff upon receipt of the accomplished questionnaires from the field staff and hired SRs to check for the completeness as well as for the consistencies and validity of entries. In some instances, the staff contacted directly the establishments through phone calls or sent email inquiries to verify some inconsistent or missing data.

- Review of accomplished questionnaires to check the consistency and reasonableness of entries and processing of consolidated reports were done by the ESSS subject-matter staff. Consolidated reports of enterprises were disaggregated at the firm level using ratios and proportions of the individual firms to the enterprise. Moreover, the review process validated the status of establishments that were non-responding and reported closed, cannot be located, transferred, and out of scope. Telephone inquiry was extensively utilized to verify information from the establishment's contact person. The Internet was also used to obtain information on the contact address and to research for information on the status of the establishment.

Machine processing

Machine processing comprised of data entry, generation, and verification of structural and consistency edit, completeness check list, and summary file report. The PSOs were mainly responsible for data entry and validation, and encoding of updates while the CO for the analysis of completeness check and summary file reports, evaluation and analysis of data, and generation of statistical tables.

The EDMS, an online system designed and developed by the SDD staff was utilized to facilitate the processing of survey data from data entry up to the generation of statistical tables.

Imputation Procedure

Data of non-responding establishments were imputed manually based on the established imputation methods. Sources of information were from previous reports of the same establishment or report of other responding establishments with similar characteristics, financial statements filed at the Securities and Exchange Commission, and other establishment-based censuses and surveys.

Out of scope, duplicate, and closed establishments in the certainty stratum were not imputed.

Tabulation

Tabulation included generation and evaluation of preliminary and final statistical tables. The statistical tables were evaluated for internal and external consistency of data.

The statistical tables are presented at the national level for all employment sizes and establishments with TE of less than 20. For establishments with TE of 20 and over, the statistical tables were presented at the national and regional levels for all sectors. The statistical tables were further disaggregated by industry group and sub-class (3- and 5-digit PSIC levels).

The preliminary and final results of the survey were posted on the PSA website.

Table 13 shows the dates when the preliminary and final results by sector were posted on the website.

TABLE 13 Dates of Web Posting of 2017 ASPBI Preliminary and Final Results by Sector

Sector	Industry Description	Dates Posted at PSA Website	
		Preliminary Results	Final Results
A	Agriculture, Forestry and Fishing	29-Oct-19	05-Feb-20
B	Mining and Quarrying	31-Aug-19	30-Jan-20
C	Manufacturing	14-Nov-19	09-Mar-20
D	Electricity, Gas, Steam and Air Conditioning Supply	31-Aug-19	29-Nov-19
E	Water Supply, Sewerage, Waste Management and Remediation Activities	19-Jul-19	26-Feb-20
F	Construction	22-Oct-19	12-Feb-20
G	Wholesale and Retail Trade; Repair of Motor Vehicles and Motorcycles	17-Sep-19	27-Dec-19
H	Transportation and Storage	25-Jul-19	12-Oct-19
I	Accommodation and Food Service Activities	28-Jun-19	18-Sep-19
J	Information and Communication	18-Sep-19	12-Feb-20
K	Financial and Insurance Activities	10-Oct-19	02-Dec-19
L	Real Estate Activities	10Jun-19	21-Nov-19
M	Professional, Scientific and Technical Services	5-Jul-19	05-Nov-19
N	Administrative and Support Service Activities	14-Oct-19	04-Dec-19
P	Education	28-Jun-19	12-Oct-19
Q	Human Health and Social Work Activities	20-Jun-19	12-Oct-19
R	Arts, Entertainment and Recreation	4-Jun-19	25-Sep-19
S	Other Service Activities	6-Aug-19	14-Oct-19
All Sectors	Economy wide	13-Feb-20	22-Apr-20

Statistical Disclosure Control

Section 26 of RA 10625 requires that data furnished by respondents be kept confidential. To avoid disclosure of information of individual establishment, statistical tables do not provide information for any sub-class wherein the number of establishments is less than three. Figures relating to such industries were either suppressed or combined with those of other related industries following the guidelines on statistical disclosure control of data for the establishments' survey.

Dissemination

Survey results were disseminated through Special Releases posted at the PSA website, data dissemination seminars, and electronic copy of publication reports.

Special Releases for the 18 sectors and economy-wide preliminary and final results were made available to the general public at the PSA website prior to the availability of the publications. Refer to Table 13 for the dates when the special releases were posted on the PSA website.

Table 14 shows the publication volumes by sector.

TABLE 14 Publication Volumes by Sector

Volume Number	Sector
I	Agriculture, Forestry and Fishing
II	Mining and Quarrying
III	Manufacturing
IV	Electricity, Gas, Steam and Air Conditioning Supply
V	Water Supply, Sewerage, Waste Management and Remediation Activities
VI	Construction
VII	Wholesale and Retail Trade; Repair of Motor Vehicles and Motorcycles
VIII	Transportation and Storage
IX	Accommodation and Food Service Activities
X	Information and Communication
XI	Financial and Insurance Activities
XII	Real Estate Activities
XIII	Professional, Scientific and Technical Services
XIV	Administrative and Support Service Activities
XV	Education

Continued

TABLE 14 -- Concluded

Volume Number	Sector
XVI	Human Health and Social Work Activities
XVII	Arts, Entertainment and Recreation
XVIII	Other Service Activities
XIX	Economy-Wide Results

RESPONSE RATE

The overall response rate at the national level was 88.9 percent.

Included are receipts of “good” questionnaires, partially accomplished questionnaires, consolidated reports, reports of closed, cannot be located, moved out or transferred, out of scope, refusals, duplicates, and referrals.

Table 15 shows the response rates by sector.

TABLE 15 Response Rates by Sector

Sector	Description	Number of Sample Establishments	Number of Responding Establishments	Response Rate (%)
	Philippines	31,371	27,880	88.9
A	Agriculture, Forestry and Fishing	1,171	1,054	90.0
B	Mining and Quarrying	280	242	86.4
C	Manufacturing	6,662	5,849	87.8
D	Electricity, Gas, Steam and Air Conditioning Supply	373	345	92.5
E	Water Supply, Sewerage, Waste Management and Remediation Activities	656	655	99.8
F	Construction	833	792	95.1
G	Wholesale and Retail Trade; Repair of Motor Vehicles and Motorcycles	7,092	6,286	88.6
H	Transportation and Storage	988	905	91.6
I	Accommodation and Food Service Activities	1,473	1,290	87.6
J	Information and Communication	3,896	3,528	90.6

Continued

TABLE 15 – Concluded

Sector	Description	Number of Sample Establishments	Number of Responding Establishments	Response Rate (%)
K	Financial and Insurance Activities	1,122	1,025	91.4
L	Real Estate Activities	352	271	77.0
M	Professional, Scientific and Technical Services	770	635	82.5
N	Administrative and Support Service Activities	2,386	2,048	85.8
P	Education	1,344	1,216	90.5
Q	Human Health and Social Work Activities	847	723	85.4
R	Arts, Entertainment and Recreation	387	340	87.9
S	Other Service Activities	739	676	91.5

The total sample establishments that responded to this survey totaled 27,880. Of this, 948 or 3.0 percent responded through the use of online 2017 ASPBI questionnaires via the PSA website.

Table 16 shows the breakdown of the number of questionnaires accomplished online by sector.

TABLE 16 Number of Questionnaires Accomplished Online by Sector

Sector	Number of Questionnaires	Percent to Total Samples	Sector	Number of Questionnaires	Percent to Total Samples
Total	948	3.0			
A	24	2.0	J	85	2.2
B	10	3.6	K	53	4.7
C	206	3.1	L	19	5.4
D	35	9.4	M	22	2.9
E	48	7.3	N	46	1.9
F	23	2.8	P	54	4.0
G	217	3.1	Q	31	3.7
H	26	2.6	R	9	2.3
I	25	1.7	S	15	2.0

CONCEPTS AND DEFINITIONS

Amortization refers to the deduction of capital expenses over a specific period, usually over the asset's life. More specifically, it measures the consumption of the value of intangible assets, such as a patent or copyright.

Book value is the initial value or acquisition cost of tangible and intangible fixed assets less accumulated depreciation, and amortization, respectively.

Capital participation refers to the claims of individuals, foreign and/or local investors against capital/equity.

Capital expenditures refer to the cost of acquisition of tangible fixed assets, intangible assets, and non-produced assets acquired in 2017 whether or not full payments have been made. Assets received from other establishments belonging to the same enterprise are valued as though purchased.

Cost of goods sold represents the total value of goods purchased for resale plus the beginning inventory of goods for resale less ending inventory of goods for resale.

Depreciation is the total amount set aside for the year to cover the decreases in the value of tangible fixed assets owned by the establishment because of foreseen obsolescence, wear and tear as a result of the operation and the normal amount of accidental damage.

E-commerce refers to the selling of products or services over electronic systems such as the Internet Protocol-based networks and other computer networks, Electronic Data Interchange (EDI) network, or other online systems.

Economic activity is the establishment's source of income. If the establishment is engaged in several activities, its main economic activity is that which earns the biggest income or revenue.

Expense refers to the cost incurred by the establishment during the year whether paid or payable. This is treated on a consumed basis. Valuation is at purchaser price including taxes and other charges, net of rebates, returns, and allowances. Goods and services received by the establishment from other establishments of the same enterprise are valued as though purchased.

Gross addition to tangible fixed assets is equal to capital expenditures less sale of fixed assets, including land.

Gross salaries and wages are payments in cash or in kind to all employees, prior to deductions for employee's contributions to SSS/GSIS, withholding tax, etc. Included are total basic pay, overtime pay, and other benefits.

Income or revenue includes cash received and receivables for goods/products and by-products sold and services rendered. Valuation is at producer prices (ex-establishment), net of discounts, and allowances, including duties and taxes but excluding subsidies.

Intangible assets are assets that are not physical in nature. Corporate intellectual property such as patents, trademarks, copyrights, and business methodologies; goodwill; and brand recognition are all common intangible assets. This type of asset also includes mineral exploration; computer software and databases; and entertainment, literary and artistic originals.

Intermediate expense refers to expenses incurred in the production of goods and industrial services such as raw materials, other materials and supplies purchased, fuels purchased, electricity and water purchased, and industrial services done by others plus beginning inventory of raw materials, other materials, and supplies and fuels less ending inventory of raw materials, other materials and supplies, and fuels.

Inventories refer to the stock of goods owned by and under the control of the establishment as of a fixed date, regardless of where the stocks are located. Valuation should be at current replacement cost in purchaser (market) prices. Replacement cost is the cost of an item in terms of its present price rather than its original cost.

Finished product inventory refers to the value of products produced by the establishment that is ready for sale/shipment as of a reference date. Valuation is at producer price.

Work-in-progress inventory refers to the value of products produced by the establishment that has not yet reached the final desired state and is not ready for sale or shipment. Valuation is at producer price.

Change in inventories is equivalent to the value of inventories at the end of the year less the value of inventories at the beginning of the year.

Losses and damages refer to the decrease in the book value of tangible fixed assets due to theft, a major catastrophe, and other accidental destructions.

Major alterations and improvements are done to increase the performance or capacity of existing tangible fixed assets or to significantly extend their previous expected service lives.

New tangible fixed assets refer to brand new fixed assets acquired during the year, including directly or newly imported tangible fixed assets.

Number of hours worked by production workers refers to the number of hours spent by production workers at work for the whole year of 2017.

Other taxes on production refer to taxes paid by the producer due to production. Includes business licenses, real estate tax, road tax, environmental tax, and other taxes except for income tax.

Sale of tangible fixed assets refers to the actual amount received/realized (**not** book value) from the sale of tangible fixed assets during the year including the value of tangible fixed assets transferred to other establishments of the same enterprise.

Subsidies refer to special grants received from the government in the form of financial assistance or tax exemption or tax privilege given by the government to aid and develop an industry.

Tangible fixed assets are physical assets expected to have productive lives of more than one year and intended for use and/or being used by the establishment. Include under tangible fixed assets are land, buildings, other structures and land improvements, transport equipment, machinery and other equipment, furniture, fixtures, and other fixed assets.

Tangible fixed assets produced on own account refer to the physical assets produced by the establishment for its own use. It is valued as the cost of all work put in place, including overhead.

Taxes on products refer to taxes paid on products by the producer or by the purchaser of the product. Taxes on products may refer to any of the following such as import tax, export tax, excise tax, value added tax, sales tax, gross receipts tax, and others.

Total employer's contribution to SSS/GSIS, ECC, etc refer to payments made by the employer on behalf of the employees. Examples are SSS, GSIS, Employees Compensation Commission (ECC), Philhealth, and PAG-IBIG.

Total employment is the number of persons who worked in or for the establishment as of 15 November 2017.

Paid employees are all persons working in the establishment and receiving pay, as well as those working away from the establishment paid by and under the control of the establishment. Included are all employees on sick leave, paid vacation, or holiday. Excluded are consultants, home workers, receiving pure commissions only, and workers on indefinite leave.

Unpaid workers are persons working for at least one-third of the working time normal to the establishment and do not receive regular pay.

Working owners are owners who are actively engaged in the management but do not receive regular pay, i.e. not included in the payrolls. Managers and directors of corporations working for pay are reported as managers.

R&D personnel refers to any and all persons employed directly under R&D as well as those providing direct services such as R&D managers, administrators, and clerical staff. R&D personnel are classified into three categories: researchers, technicians, and other personnel involved in R&D.

Production workers are workers directly engaged in the production process.

Used tangible fixed assets refer to those that have been used previously within the country.

Value added is gross output less intermediate input. Gross output for Arts, Entertainment and Recreation sector is the sum of income from service rendered, real estate sales less real estate sold, commissions and fees earned, income from renting and leasing services of real estate properties, income from non-industrial service done for others (less rent income from land), sales of goods (less cost of goods sold), grants and donations, other income, capital expenditures of fixed assets produced on own account and change in inventories. Intermediate input is the sum of the following expense items: materials and supplies purchased; fuels, lubricants, oils and greases purchased; electricity purchased, water purchased; industrial services done by others; non-industrial services done by others (less rent expense for land); goods purchased for resale; research and development expense; environmental protection expense; royalty fee; franchise fee; payouts and other expense.

Kinds of Establishments

- | | |
|--------------------------------|--|
| 1. Agriculture Establishment | Farm, plantation, hacienda, ranch, or company engaged in the production of agricultural crops, livestock, poultry and other animals including animal products; firm providing agricultural, animal husbandry and horticultural services. |
| 2. Forestry Establishment | Company engaged in logging operation; planting, replanting and conservation of forest; hunting, trapping and game propagation. |
| 3. Fishing Establishment | Firm or company engaged in ocean, coastal and inland fishing; operation of fish farm, fishpond, fish pen; pearl farm and other fishing activities. |
| 4. Mining Establishment | Mining camp engaged in the exploration, extraction, dressing and beneficiating operation of minerals such as coal and ores, crude petroleum and natural gas. |
| 5. Quarrying Establishment | Firm or company engaged in the extraction from the earth of building and monumental stone, clay, sand and gravel; guano gathering and salt evaporation. |
| 6. Manufacturing Establishment | Shop, factory, bakery, millwork, distillery, refinery, cannery, abattoir, brewery, foundry, tannery or plant engaged in manufacturing, processing, fabricating or finishing products, mechanically |

- or manually, including the assembly of the component parts of manufactured products and the substantial alteration, reconstruction and repair of special types of goods.
7. Electricity Establishment
Plant engaged in the generation, transmission, and/or distribution of electric energy for sale to users, or one, which produces electricity for its parent enterprise.
 8. Gas, Steam and Air Conditioning Supply Establishment
Plant engaged in the manufacture of gas, in gas works and the distribution of manufactured or natural gas through a system of mains to users: steam, air conditioning supply; production of ice.
 9. Construction Establishment
General contractor engaged in the construction, repair or demolition of buildings, highways, airports and other structures; land leveling; earth moving and land reclamation; specialty contractor engaged in specialized trade or craft like electrical installation, plumbing, painting, air conditioning, well drilling, installation of doors and windows and other work on component parts of the structure.
 10. Wholesale Trade and Commission Trade Establishment
Store, shop, office, bazaar, arcade or emporium engaged in (a) resale (sale without transformation) of new and used goods (in bulk) to retailers, industrial/commercial/institutional/professional users, or to other wholesalers and (b) trading on behalf and on the account of others.
 11. Retail Trade Establishment
Department store, hyper-mart, convenience store, variety store, shop, mart, bazaar, sari-sari store, pharmacy, supermarket, grocery, arcade or emporium engaged in the resale (sale without transformation) of new and used goods to the general public.
 12. Repair Service Establishment
Shop specializing in the repair of motor vehicles and motorcycles.
 13. Food and Drinks Service Establishment
Restaurant, bar, lounge, salon, parlor, kiosk, club, counter, café, canteen engaged in the sale of prepared food and drinks generally for consumption within the premises.
 14. Accommodation Establishment
Hotel, motel, resort, inn, lodge, condotel, camp, dormitory or lodging house and other short-term accommodation engaged in the provision of lodging facilities, to the general public on lease, rental or fee basis.
 15. Transport Establishment
Bus line, airline, shipping line, agency, broker or transport operator engaged in providing (a) vehicles for the transport to passenger

- or freight through regular scheduled operation, charter, rental or fee basis, and (b) services incidental to transport such as maintenance and operation of piers, terminals, depots; pilotage, forwarding, packing and crating; parking lots, toll roads and bridges; cargo handling; postal and courier services.
16. Storage and Warehousing Establishment Brokerage, agency or office engaged in the operation of storage facilities and warehouse for hire by the general public for storage of such items as farm products, food, furniture, and other household goods, textiles and lumber; warehousing and support activities for transportation.
17. Telecommunication Establishment Station, office or agency engaged in the transmission of sound, images, data or other information via cables, broadcasting, relay, or satellite.
18. Financial Establishment Bank, savings and loan association, credit institution, pawnshop, financial institution, trust company, investment company, pawn broker, or institution engaged in accepting of deposits, granting loans and the investment of money; dealer, broker or office engaged in investment research and counseling, check cashing, stock quotation, foreign exchange dealing and other financial services.
19. Insurance, Pre-Need Plan Companies and Pension Funding Establishment Life insurance companies; non-life insurance for fire, marine, accident, health, title, financial obligation, casualty, fidelity and surety; agents and brokers servicing insurance carriers, consultant for policyholders; fund managers.
20. Real Estate Establishment Realtor, developer, agency, broker, lessor or companies engaged in the operating, developing, subdividing, buying and selling of real estate including cemetery lots and columbary.
21. Professional, Scientific and Technical Activities Establishment Office, agency or firm engaged in (a) legal, accounting, bookkeeping; (b) scientific research and development; (c) advertising and market research, specialized design activities; (d) activities of head offices, management consultancy; (e) photography-related activities; (f) architectural and engineering, technical testing and analysis, land surveying and weather forecasting, and (g) veterinary services.
22. Educational Service Establishment School, college, university or seminary offering educational services.

- | | |
|---|---|
| 23. Administrative and Support Service Activities Establishment | Rental and leasing of machinery and equipment (motor vehicles, transport equipment, personal and household goods, recreational and sport goods, audio-video machines, tapes and records, computer and computer peripheral equipment and electrical appliances); labor recruitment and provision of personnel; travel agency, tour operator, reservation services; security and investigation agency; transcription activities (legal and medical); call centers; services to buildings; landscape and pest control activities; office administrative and other business activities. |
| 24. Human Health and Social Work Activities Establishment | A clinic, hospital, sanitarium, nursing home or a similar institution offering medical, dental and other health services; a home orphanage, society, center or agency engaged in providing social welfare services; residential care, social work activities without accommodation. |
| 25. Arts, Recreational and Cultural Service Establishment | Motion picture producer, booking agency, movie house, theater, radio and television station and studio, stage and opera company, band, orchestra, ticket agency, library, museum, dance hall, bowling alley, park, beach, swimming pool, sports club, gallery, skating rink race track or golf course engaged in providing entertainment, amusement and recreational services. |
| 26. Personal Service, Computer and Household Goods Repair Establishment | Shop specializing in the repair of consumer goods like footwear, luggage, handbags, gloves and other leather goods; repair of computers, communications equipment, consumer electronics, furniture, home and garden equipment, household appliances; laundry shop, barber shop, massage clinic, beauty parlor, funeral parlor, fortune telling shop, pet boarding, escort service and other personal and household goods engaged in rendering various specialized service to the general public |

Symbols and Abbreviations Used in Statistical Tables

- s suppressed data to avoid disclosure of individual establishment's data
 } combined data of two or more industries or regions
 - zero
 () negative value
 n.e.c not elsewhere classified

SECTION R – ARTS, ENTERTAINMENT AND RECREATION

Arts, Entertainment and Recreation includes a wide range of activities to meet varied cultural, entertainment and recreational interests of the general public, including live performances, operation of museum sites, sports, gambling and recreation activities.

There are five (5) industry groups comprising arts, entertainment and recreation namely:

1. **Creative, arts and entertainment activities (R900)** includes the operation of facilities and provision of services to meet the cultural and entertainment interests of their customers. This includes the production and promotion of, and participation in, live performances, events or exhibits intended for public viewing; the provision of artistic, creative or technical skills for the production of artistic products and live performances.
2. **Libraries, archives, museums and other cultural activities (R910)** includes documentation and information activities of libraries of all kinds, reading, listening and viewing rooms, public archives providing service to the general public or to a special clientele, such as students, scientists, staff, members as well as operation of government archives.
3. **Gambling and betting activities (R920)** includes bookmaking and other betting operations; off-track betting; operation of casinos, including “floating casinos”; sale of lottery tickets; operation (exploitation) of coin-operated gambling machines; and operation of virtual gaming web sites.
4. **Sports activities (R931)** includes the operation of sports facilities; activities of sports teams or clubs primarily participating in live sports events before a paying audience; independent athletes engaged in participating in live sporting or racing events before a paying audience; owners of racing participants such as cars, dogs, horses, etc. primarily engaged in entering them in racing events or other spectator sports events; sports trainers providing specialized services to support participants in sports events or competitions; operators of arenas and stadiums; other activities of organizing, promoting or managing sports events, n.e.c.
5. **Other amusement and recreation activities (R932)** includes the activities of a wide range of units that operate facilities or provide services to meet the varied recreational interests of their patrons, including the operation of a variety of attractions, such as mechanical rides, water rides, games, shows, theme exhibits and picnic grounds.

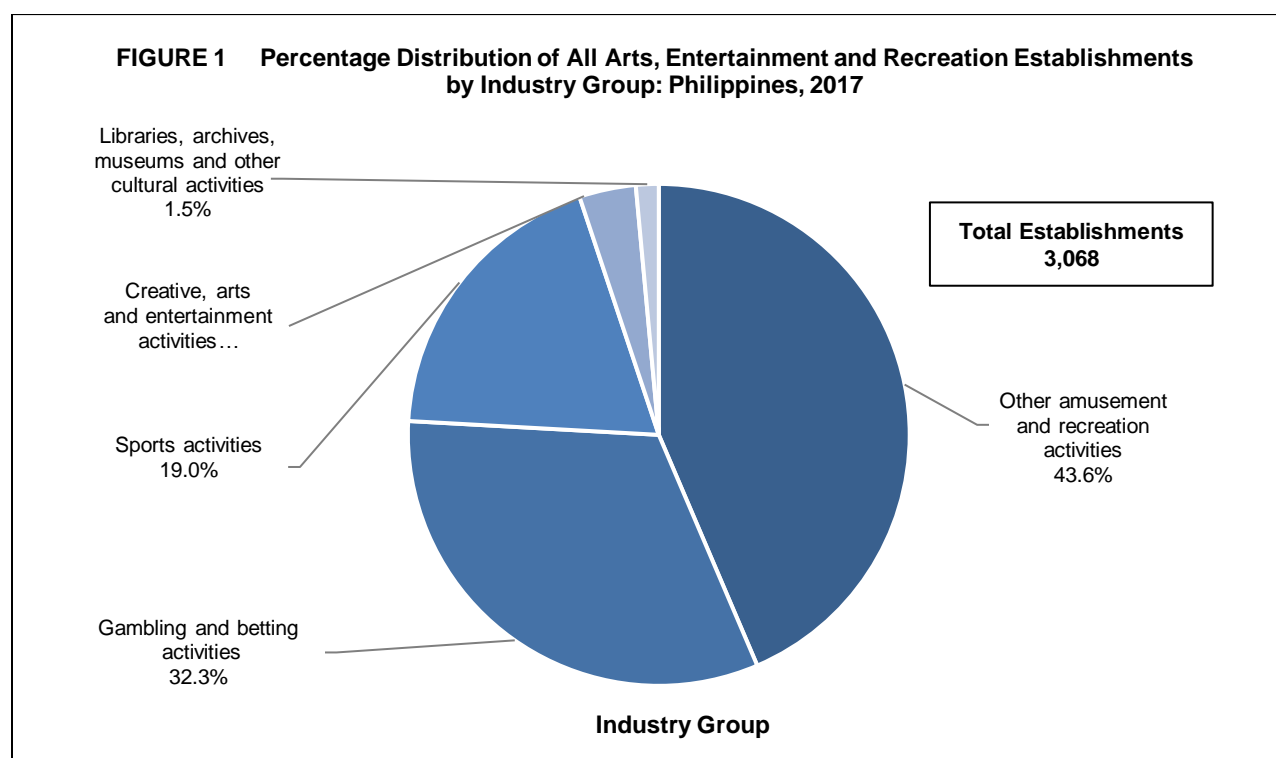
Brief Analysis

Number of establishments

The final results of the Annual Survey of Philippine Business and Industry (ASPBI) showed that a total of 3,068 establishments in the formal sector of the economy were engaged in arts, entertainment and recreation activities in 2017 (Table 1).

Among the industries, other amusement and recreation activities had the highest number of establishments of 1,337 or 43.6 percent of the total. Gambling and betting activities ranked second with 991 establishments or 32.3 percent while sports activities ranked third with 583 establishments or 19.0 percent of the total (Table 1).

Figure 1 shows the percentage distribution of the number of establishments for all arts, entertainment and recreation establishments by industry group in 2017.

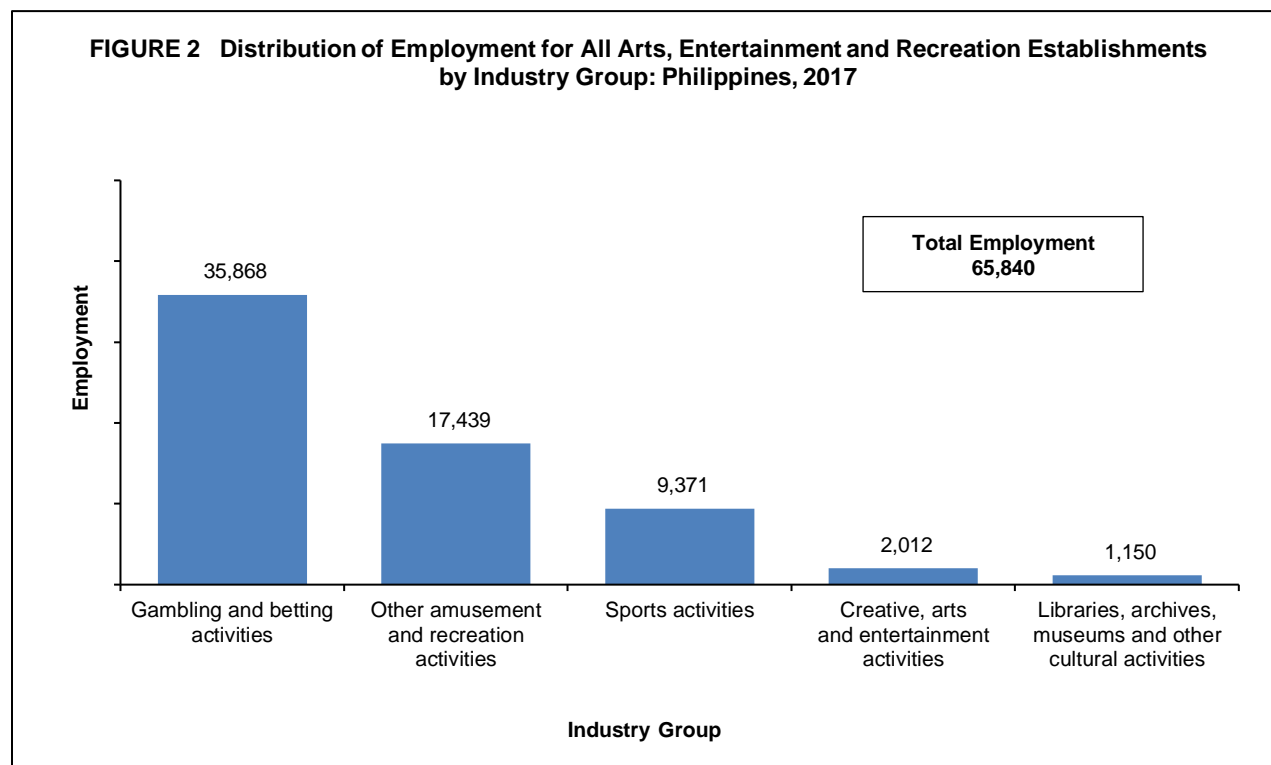


Employment

The sector employed a total of 65,840 workers in 2017. Of the total employment, 98.1 percent consisted of paid workers and the rest were working owners and unpaid workers (Table 1).

By industry group, gambling and betting activities employed the highest number of workers of 35,868 or 55.5 percent of the total employment. Other amusement and recreation activities followed with 17,439 workers or 26.5 percent and sports activities with 9,371 workers or 14.2 percent (Table 1).

Figure 2 shows the distribution of employment for all establishments for the sector by industry group in 2017.



The average number of employees per establishment was recorded at 21 in 2017. Gambling and betting activities recorded the highest average of 36 workers per establishment. On the other hand, other amusement and recreation activities recorded the lowest average of 13 workers per establishment (Table A).

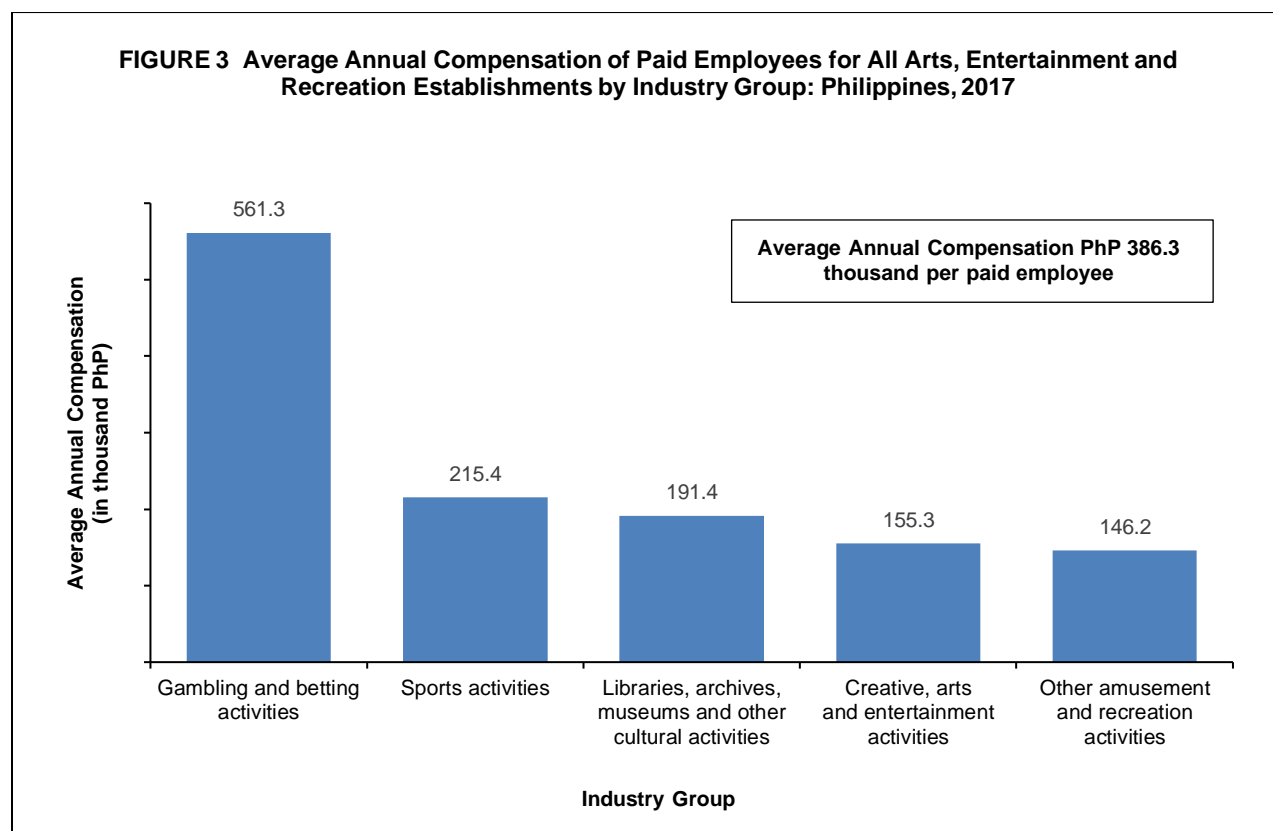
Compensation

In 2017, the total compensation paid to employees of the sector amounted to PhP 24.9 billion translating to an average annual compensation of PhP 386.3 thousand per paid employee.

Among the industries, gambling and betting activities paid the highest average annual compensation of PhP 561.3 thousand per paid employee. This was followed by sports activities

and libraries, archives, museums and other cultural activities, paying an average annual compensation of PhP 215.4 thousand and PhP 191.4 thousand per paid employee, respectively (Table A).

Figure 3 displays the average annual compensation of paid workers of the sector in 2017.

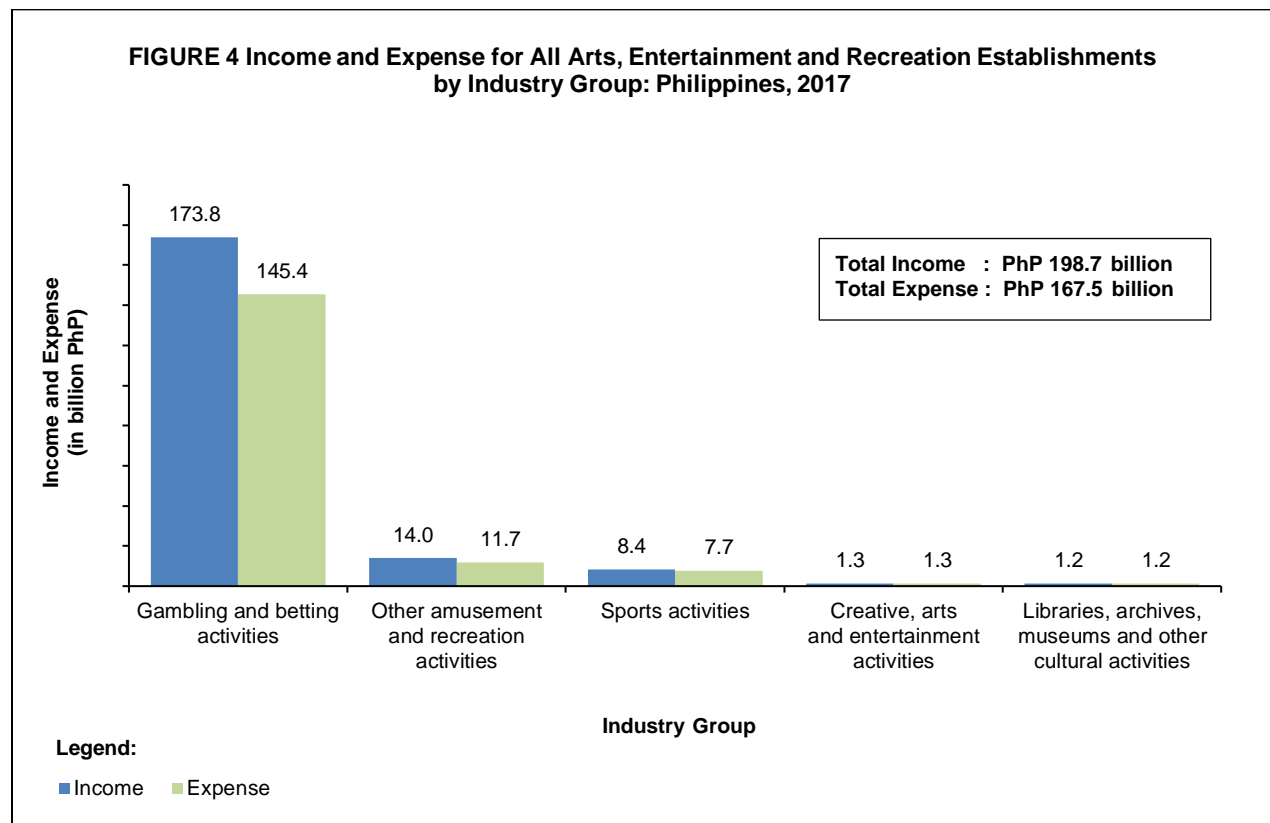


Income and Expense

The gross income generated by the sector in 2017 totaled to PhP 198.7 billion. Gambling and betting activities, the only industry which generated more than a hundred billion pesos of income, shared PhP 173.8 billion or 87.4 percent of the total income. Libraries, archives, museums and other cultural activities, on the other hand, generated the lowest income of PhP 1.2 billion or 0.6 percent of the total (Table 1).

The total expense incurred by the sector amounted to PhP 167.5 billion. Among the industries, gambling and betting activities incurred the highest expense of PhP 145.4 billion or 86.9 percent of the total. The lowest expense on the other hand was generated by libraries, archives, museums and other cultural activities with PhP 1.2 billion or 0.7 percent of the total (Table 1).

Figure 4 shows the income and expense of the sector in 2017.



Income per peso Expense

The income generated per peso expense of the sector stood at 1.19. By industry group, gambling and betting activities, and other amusement and recreation activities recorded the highest income per peso expense, each with 1.19. This was followed by sports activities and libraries, archives, museums and other cultural activities with income per peso expense of 1.08 and 1.04, respectively (Table A).

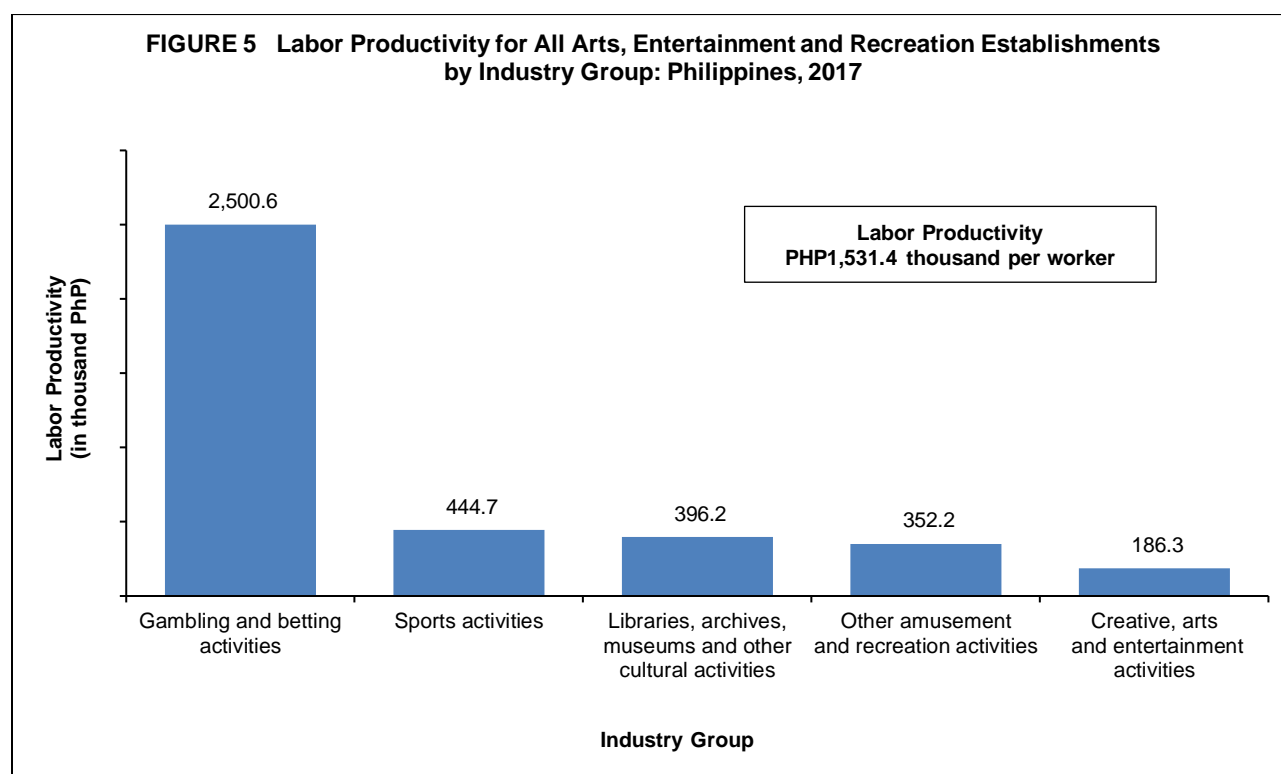
Value Added

Value added generated by the sector was estimated at PhP 100.8 billion in 2017. Gambling and betting activities generated the highest value added of PhP 89.7 billion or 89.0 percent of the total, while creative, arts and entertainment activities had the least with value added of PhP 374.8 million or 0.4 percent (Table 1).

Labor Productivity

Labor productivity, which is the ratio of value added to employment, was estimated at PhP 1,531.4 thousand per worker. In 2017, gambling and betting activities led the sector with a labor productivity of PhP 2,500.6 thousand per worker. On the other hand, creative, arts and entertainment activities registered the lowest labor productivity of PhP 186.3 thousand per worker (Table A).

Figure 5 shows the labor productivity of the sector in 2017.



Sales from e-commerce

Sales from e-commerce transactions for the sector in 2017 amounted to PhP 2.6 billion. Gambling and betting activities industry recorded the highest contribution to e-commerce sales amounting to PhP 2.5 billion or 98.6 percent of the total. The remaining amount was contributed by other amusement and recreation activities (PhP 24.9 million) and libraries, archives, museums and other cultural activities with PhP 12.2 million (Table 1).

Gross additions to tangible fixed assets

Gross additions to tangible fixed assets (capital expenditures less sale of fixed assets) acquired by all establishments of the sector was valued at PhP 44.3 billion in 2017. Gambling and betting activities had the highest contribution to gross additions to fixed assets of PhP 42.0 billion or 94.8 percent (Table 1).

Subsidies

Total subsidies granted by the government for the sector in 2017 amounted to PhP 850.5 million. This subsidy was distributed to creative, arts, and entertainment activities (PhP 847.6 million), other amusement and recreation activities (PhP 1.8 million) and libraries, archives, museums and other cultural activities or PhP 1.0 million (Table 1).

**TABLE A Selected Indicators All Arts, Entertainment and Recreation Establishments
by Industry Group: Philippines, 2017**

2009 PSIC Code	Industry Description	Employment per Establishment	Average Annual Compensation (PhP)	Income per Expense	Labor Productivity (PhP)
		(1)	(2)	(3)	(4)
	Arts, Entertainment and Recreation	21	386,275	1.19	1,531,447
R900	Creative, arts and entertainment activities	18	155,343	0.99	186,307
R910	Libraries, archives, museums and other cultural activities	26	191,392	1.04	396,207
R920	Gambling and betting activities	36	561,285	1.19	2,500,572
R931	Sports activities	16	215,393	1.08	444,714
R932	Other amusement and recreation activities	13	146,172	1.19	352,203

Statistical Tables

For All Employment Sizes

National Tables

TABLE 1 Summary Statistics for All Arts, Entertainment and Recreation Establishments by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

(Values are in thousands pesos, except for number of establishments and employment. Totals may not add up to total due to rounding and/or statistical disclosure control.)								
2009 PSIC Code	Industry Description	Number of Establishments	Employment as of 15 November		Total Income	Expense		
			Total	Paid Workers		Total	Compensation	Other Expense
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
R	Arts, Entertainment and Recreation	3,068	65,840	64,573	198,742,701	167,452,479	24,942,939	142,509,540
R900	Creative, arts and entertainment activities	112	2,012	1,921	1,341,283	1,348,204	298,414	1,049,790
R910	Libraries, archives, museums and other cultural activities	45	1,150	1,026	1,244,623	1,199,710	196,368	1,003,341
R920	Gambling and betting activities	991	35,868	35,740	173,793,386	145,435,848	20,060,342	125,375,506
R931	Sports activities	583	9,371	8,728	8,396,706	7,748,158	1,879,948	5,868,210
R932	Other amusement and recreation activities	1,337	17,439	17,157	13,966,703	11,720,560	2,507,867	9,212,693

TABLE 1 -- Concluded

2009 PSIC Code	Industry Description	Value Added	Gross Additions to Tangible Fixed Assets	Change in Inventories	Subsidies	Sales from E-commerce
		(8)	(9)	(10)	(11)	(12)
R	Arts, Entertainment and Recreation	100,830,488	44,338,480	1,195,814	850,455	2,557,735
R900	Creative, arts and entertainment activities	374,849	112,904	14,398	847,620	-
R910	Libraries, archives, museums and other cultural activities	455,638	71,450	(5,472)	1,000	12,175
R920	Gambling and betting activities	89,690,510	42,042,302	104,817	-	2,520,685
R931	Sports activities	4,167,418	806,007	25,538	-	-
R932	Other amusement and recreation activities	6,142,073	1,305,817	1,056,533	1,835	24,875

**TABLE 2 Number of Establishments and Employment by Type and Sex for All Arts, Entertainment and Recreation Establishments
by Industry Group: Philippines, 2017**

(Details may not add up to total due to rounding and/or statistical disclosure control)

(Details may not add up to total due to rounding and/or statistical disclosure control)								
2009 PSIC Code	Industry Description	Number of Establishments	Employment as of 15 November					
			Total		Paid		Unpaid	
			Male	Female	Male	Female	Male	Female
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
R	Arts, Entertainment and Recreation	3,068	38,064	27,776	37,201	27,372	864	404
R900	Creative, arts and entertainment activities	112	1,365	647	1,294	627	71	20
R910	Libraries, archives, museums and other cultural activities	45	713	437	664	363	50	74
R920	Gambling and betting activities	991	20,228	15,640	20,200	15,540	28	100
R931	Sports activities	583	5,842	3,529	5,330	3,398	511	132
R932	Other amusement and recreation activities	1,337	9,916	7,523	9,712	7,444	204	78

TABLE 2.1 Number of Establishments and Research and Development (R&D) Personnel by Sex for All Arts, Entertainment and Recreation Establishments by Industry Group: Philippines, 2017

(Details may not add up to total due to rounding and/or statistical disclosure control)

2009 PSIC Code	Industry Description	Number of Establishments	R & D Personnel as of 15 November		
			Total	Male	Female
		(1)	(2)	(3)	(4)
R	Arts, Entertainment and Recreation	3,068	82	59	23
R900	Creative, arts and entertainment activities	112	-	-	-
R910	Libraries, archives, museums and other cultural activities	45	24	12	12
R920	Gambling and betting activities	991	52	43	9
R931	Sports activities	583	-	-	-
R932	Other amusement and recreation activities	1,337	6	4	2

**TABLE 3 Number of Establishments and Compensation by Type for All Arts, Entertainment and Recreation Establishments
by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Compensation			
			Total	Gross Salaries and Wages	Separation, Retirement/ Terminal Pay, Gratuities, etc.	Total Employers' Contribution to SSS/GSIS, ECC, etc.
		(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	3,068	24,942,939	22,133,624	1,715,032	1,094,283
R900	Creative, arts and entertainment activities	112	298,414	275,039	1,211	22,164
R910	Libraries, archives, museums and other cultural activities	45	196,368	182,219	5,513	8,636
R920	Gambling and betting activities	991	20,060,342	17,776,202	1,554,336	729,803
R931	Sports activities	583	1,879,948	1,682,969	75,464	121,514
R932	Other amusement and recreation activities	1,337	2,507,867	2,217,193	78,508	212,165

**TABLE 4 Number of Establishments and Income by Type for All Arts, Entertainment and Recreation Establishments
by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

Values are in thousand pesos, except for number of establishments and employment. Details may not add up to total due to rounding and/or statistical disclosure control.							
2009 PSIC Code	Industry Description	Number of Establishments	Income				
			Total	Income from Service Rendered	Real Estate Sales	Commissions and Fees Earned	Income from Renting and Leasing Services of Real Estate Properties (For real estate activities)
			(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	3,068	198,742,701	187,140,317	640,483	-	50,729
R900	Creative, arts and entertainment activities	112	1,341,283	1,058,635	-	-	-
R910	Libraries, archives, museums and other cultural activitie	45	1,244,623	801,486	-	-	-
R920	Gambling and betting activities	991	173,793,386	166,262,754	640,483	-	50,729
R931	Sports activities	583	8,396,706	6,389,133	-	-	-
R932	Other amusement and recreation activities	1,337	13,966,703	12,628,309	-	-	-

TABLE 4 -- Concluded

2009 PSIC Code	Industry Description	Income							
		Income from Non-Industrial Service Done for Others	Sale of Goods	Interest Income	Dividend Income	Royalty Income	Franchise Income	Grants and Donations	Other Income
		(7)	(8)	(9)	(10)	(11)	(12)	(13)	(14)
R	Arts, Entertainment and Recreation	2,408,628	3,541,443	417,252	583,412	57,792	-	279,915	3,605,103
R900	Creative, arts and entertainment activities	186,581	72,355	5,913	6	10	-	688	17,095
R910	Libraries, archives, museums and other cultural activitie	36,021	44,077	6,493	1,890	-	-	279,227	75,428
R920	Gambling and betting activities	1,538,303	1,296,259	377,090	578,727	-	-	-	3,048,942
R931	Sports activities	395,458	1,194,555	19,465	-	-	-	-	380,568
R932	Other amusement and recreation activities	252,265	934,196	8,292	2,788	57,782	-	-	83,071

TABLE 4.1 Number of Establishments and Income from Service Rendered by Type of Transaction for All Arts, Entertainment and Recreation Establishments by Industry Group: Philippines, 2017

Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Income from Service Rendered		
			Total	Transactions Within the Country	Transactions Outside the Country
		(1)	(2)	(3)	(4)
R	Arts, Entertainment and Recreation	3,068	187,140,317	187,140,317	-
R900	Creative, arts and entertainment activities	112	1,058,635	1,058,635	-
R910	Libraries, archives, museums and other cultural activities	45	801,486	801,486	-
R920	Gambling and betting activities	991	166,262,754	166,262,754	-
R931	Sports activities	583	6,389,133	6,389,133	-
R932	Other amusement and recreation activities	1,337	12,628,309	12,628,309	-

TABLE 4.3 Number of Establishments and Income from Non-Industrial Services Done for Others by Type for All Arts, Entertainment and Recreation Establishments by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Income from Non-Industrial Services Done for Others		
			Total	Rent Income from Land	Rental Income from Buildings, Warehouses and Other Structures
		(1)	(2)	(3)	(4)
R	Arts, Entertainment and Recreation	3,068	2,408,628	153,742	803,296
R900	Creative, arts and entertainment activities	112	186,581	15,179	168,028
R910	Libraries, archives, museums and other cultural activities	45	36,021	-	32,396
R920	Gambling and betting activities	991	1,538,303	110,206	511,278
R931	Sports activities	583	395,458	28,357	70,538
R932	Other amusement and recreation activities	1,337	252,265	-	21,055

TABLE 4.3 -- Concluded

2009 PSIC Code	Industry Description	Income from Non-Industrial Services Done for Others			
		Rental Income from Machinery and Transport Equipment	Rental Income from Office Equipment	Other Rental Income	Other Non-Industrial Services
		(5)	(6)	(7)	(8)
R	Arts, Entertainment and Recreation	156,601	174	178,851	1,132,640
R900	Creative, arts and entertainment activities	-	-	-	3,374
R910	Libraries, archives, museums and other cultural activities	-	-	70	3,555
R920	Gambling and betting activities	-	-	139,218	776,750
R931	Sports activities	3,898	-	38,721	271,470
R932	Other amusement and recreation activities	152,703	174	842	77,492

**TABLE 4.4 Number of Establishments and Other Income by Type for All Arts, Entertainment and Recreation Establishments
by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Other Income			
			Total	Foreign Exchange Gains	Gain from Sale of Investment and Marketable Securities	Others
		(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	3,068	3,605,103	378,850	253,668	2,972,586
R900	Creative, arts and entertainment activities	112	17,095	331	5,080	11,684
R910	Libraries, archives, museums and other cultural activities	45	75,428	810	-	74,618
R920	Gambling and betting activities	991	3,048,942	377,356	246,326	2,425,260
R931	Sports activities	583	380,568	353	1,186	379,029
R932	Other amusement and recreation activities	1,337	83,071	-	1,076	81,995

**TABLE 5 Number of Establishments and Expense by Type for All Arts, Entertainment and Recreation Establishments
by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

Values are in thousand pesos, except for number of establishments and employment. Details may not add up to total due to rounding and/or statistical disclosure control.

2009 PSIC Code	Industry Description	Number of Establishments	Expense				
			Total	Total Compensation	Materials and Supplies	Real Estate Sold	Fuels, Lubricants, Oils and Greases
			(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	3,068	167,452,479	24,942,939	3,694,377	261,788	692,992
R900	Creative, arts and entertainment activities	112	1,348,204	298,414	64,895	-	4,478
R910	Libraries, archives, museums and other cultural activitie	45	1,199,710	196,368	121,372	-	9,795
R920	Gambling and betting activities	991	145,435,848	20,060,342	1,952,464	261,788	376,000
R931	Sports activities	583	7,748,158	1,879,948	366,869	-	113,473
R932	Other amusement and recreation activities	1,337	11,720,560	2,507,867	1,188,777	-	189,246

TABLE 5 -- Continued

2009 PSIC Code	Industry Description	Expense				
		Electricity	Water	Industrial Service Done by Others	Non-Industrial Service Done by Others	Cost of Goods Sold
		(7)	(8)	(9)	(10)	(11)
R	Arts, Entertainment and Recreation	3,992,165	749,226	4,532,271	54,708,443	2,843,175
R900	Creative, arts and entertainment activities	131,681	43,963	93,093	516,605	65,431
R910	Libraries, archives, museums and other cultural activitie	86,352	28,349	147,185	308,687	43,323
R920	Gambling and betting activities	2,506,972	403,667	2,261,606	48,726,417	1,171,512
R931	Sports activities	428,536	100,880	1,062,763	1,254,123	755,505
R932	Other amusement and recreation activities	838,624	172,368	967,623	3,902,611	807,403

Continued

TABLE 5 -- Continued

2009 PSIC Code	Industry Description	Expense				
		Interest Expense	Taxes on Products and Other Taxes on Production	Research and Development	Environmental Protection Expense	Royalty Fee
		(12)	(13)	(14)	(15)	(16)
R	Arts, Entertainment and Recreation	5,273,978	20,242,457	35,556	51,165	75,386
R900	Creative, arts and entertainment activities	5,548	26,366	-	-	16,345
R910	Libraries, archives, museums and other cultural activities	1,309	26,523	34,287	187	-
R920	Gambling and betting activities	5,190,455	19,338,122	1,162	-	25,424
R931	Sports activities	25,409	649,725	-	1,143	5,941
R932	Other amusement and recreation activities	51,257	201,721	106	49,836	27,676

TABLE 5 -- Concluded

2009 PSIC Code	Industry Description		Expense			
		Franchise Fee	Payouts	Amortization	Depreciation	Other Expense
		(17)	(18)	(19)	(20)	(21)
R	Arts, Entertainment and Recreation	6,610,006	16,597,067	383,221	9,622,029	12,144,536
R900	Creative, arts and entertainment activities	-	-	45	62,861	18,479
R910	Libraries, archives, museums and other cultural activities	-	-	342	185,857	9,771
R920	Gambling and betting activities	6,610,006	16,583,101	303,171	7,913,590	11,750,049
R931	Sports activities	-	-	2,297	938,328	163,218
R932	Other amusement and recreation activities	-	13,966	77,366	521,393	203,020

**TABLE 5.2 Number of Establishments and Expense for Industrial Services Done by Others by Type for All Arts, Entertainment and Recreation
Establishments by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Industrial Services Done by Others		
			Total	Contract and Commission Work Done by Others	Repairs, Maintenance and Installation
			(1)	(2)	(3)
R	Arts, Entertainment and Recreation	3,068	4,532,271	-	4,532,271
R900	Creative, arts and entertainment activities	112	93,093	-	93,093
R910	Libraries, archives, museums and other cultural activities	45	147,185	-	147,185
R920	Gambling and betting activities	991	2,261,606	-	2,261,606
R931	Sports activities	583	1,062,763	-	1,062,763
R932	Other amusement and recreation activities	1,337	967,623	-	967,623

TABLE 5.3 Number of Establishments and Expense for Non-Industrial Services Done by Others by Type for All Arts, Entertainment and Recreation Establishments by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Non-Industrial Services Done by Others			
			Total	Rent Expense from Land	Rental Expense for Buildings, Warehouses and Other Structures	Rental Expense for Machinery and Transport Equipment
		(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	3,068	54,708,443	648,384	5,087,380	1,237,978
R900	Creative, arts and entertainment activities	112	516,605	1,350	91,330	60,771
R910	Libraries, archives, museums and other cultural activities	45	308,687	3,902	29,298	145
R920	Gambling and betting activities	991	48,726,417	326,293	2,559,299	1,157,787
R931	Sports activities	583	1,254,123	39,767	387,081	5,476
R932	Other amusement and recreation activities	1,337	3,902,611	277,071	2,020,372	13,799

TABLE 5.3 -- Concluded

2009 PSIC Code	Industry Description	Non-Industrial Services Done by Others					
		Rental Expense for Office Equipment	Other Rental Expense	Communication Expense	Insurance Expense	Transport Service Expense	Other Non- Industrial Service Done by Others
		(6)	(7)	(8)	(9)	(10)	(11)
R	Arts, Entertainment and Recreation	6,779	552,768	496,554	413,968	402,202	45,862,430
R900	Creative, arts and entertainment activities	16	45,244	6,438	7,024	17,930	286,503
R910	Libraries, archives, museums and other cultural activities	-	542	16,522	6,111	12,702	239,464
R920	Gambling and betting activities	1,371	468,973	326,967	198,048	287,315	43,400,363
R931	Sports activities	5,391	17,184	53,189	67,773	14,796	663,466
R932	Other amusement and recreation activities	-	20,826	93,438	135,013	69,459	1,272,633

**TABLE 5.4 Number of Establishments and Cost of Goods Sold for All Arts, Entertainment and Recreation Establishments
by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Cost of Goods Sold	Goods for Resale Inventories, Beginning	Goods Purchased for Resale	Goods for Resale Inventories, Ending
		(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	3,068	2,843,175	1,354,840	4,002,685	2,514,350
R900	Creative, arts and entertainment activities	112	65,431	6,211	76,622	17,402
R910	Libraries, archives, museums and other cultural activities	45	43,323	3,947	42,340	2,963
R920	Gambling and betting activities	991	1,171,512	246,086	1,267,179	341,752
R931	Sports activities	583	755,505	768,402	785,727	798,624
R932	Other amusement and recreation activities	1,337	807,403	330,194	1,830,817	1,353,608

TABLE 5.5 Number of Establishments and Taxes on Products and Other Taxes on Production for All Arts, Entertainment and Recreation Establishments by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Taxes on Products and Other Taxes on Production		
			Total	Taxes on Products	Other Taxes on Production
		(1)	(2)	(3)	(4)
R	Arts, Entertainment and Recreation	3,068	20,242,457	-	20,242,457
R900	Creative, arts and entertainment activities	112	26,366	-	26,366
R910	Libraries, archives, museums and other cultural activities	45	26,523	-	26,523
R920	Gambling and betting activities	991	19,338,122	-	19,338,122
R931	Sports activities	583	649,725	-	649,725
R932	Other amusement and recreation activities	1,337	201,721	-	201,721

**TABLE 5.6 Number of Establishments and Other Expense by Type for All Arts, Entertainment and Recreation Establishments
by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Other Expense		
			Total	Foreign Exchange Losses	Charitable Donations and Grants
		(1)	(2)	(3)	(4)
R	Arts, Entertainment and Recreation	3,068	12,144,536	1,266,391	8,923,438
R900	Creative, arts and entertainment activities	112	18,479	51	9,203
R910	Libraries, archives, museums and other cultural activities	45	9,771	41	316
R920	Gambling and betting activities	991	11,750,049	1,245,326	8,907,412
R931	Sports activities	583	163,218	5	5,241
R932	Other amusement and recreation activities	1,337	203,020	20,968	1,265

TABLE 5.6 -- Concluded

2009 PSIC Code	Industry Description	Other Expense		
		Bad and Doubtful Debts	Loss from Sale of Investment Assets and Marketable Securities	Others
		(5)	(6)	(7)
R	Arts, Entertainment and Recreation	252,595	3,685	1,698,429
R900	Creative, arts and entertainment activities	2,298	129	6,796
R910	Libraries, archives, museums and other cultural activities	-	3,555	5,859
R920	Gambling and betting activities	207,652	-	1,389,658
R931	Sports activities	38,501	-	119,472
R932	Other amusement and recreation activities	4,143	-	176,644

TABLE 6 Number of Establishments and Capital Expenditures by Type of Tangible Fixed Assets for All Arts, Entertainment and Recreation Establishments by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Tangible Fixed Assets				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
			(2)	(3)	(4)	(5)	(6)
R	Arts, Entertainment and Recreation	3,068	45,030,269	488,472	38,029,005	1,088,324	582,402
R900	Creative, arts and entertainment activities	112	112,904	-	21,937	19,137	6,238
R910	Libraries, archives, museums and other cultural activities	45	71,450	1,906	20,831	-	2,055
R920	Gambling and betting activities	991	42,621,687	-	36,870,280	655,383	552,423
R931	Sports activities	583	917,987	86,584	705,112	40,921	10,434
R932	Other amusement and recreation activities	1,337	1,306,242	399,981	410,844	372,883	11,252

TABLE 6 -- Concluded

2009 PSIC Code	Industry Description	Capital Expenditures for Tangible Fixed Assets				
		Specialized Industrial Machineries	General Industrial Machineries	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(10)	(11)
R	Arts, Entertainment and Recreation	1,391,122	1,985,625	118,213	49,553	1,297,554
R900	Creative, arts and entertainment activities	-	699	25,310	28,649	10,933
R910	Libraries, archives, museums and other cultural activities	-	3,032	20,478	20,800	2,347
R920	Gambling and betting activities	1,342,241	1,943,601	30,341	104	1,227,315
R931	Sports activities	1,332	15,437	19,195	-	38,972
R932	Other amusement and recreation activities	47,549	22,857	22,889	-	17,987

TABLE 6.2 Number of Establishments and Capital Expenditures for Tangible Fixed Assets by Mode of Acquisition for All Arts, Entertainment and Recreation Establishments by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Tangible Fixed Assets by Mode of Acquisition				
			Total	New Tangible Fixed Assets	Major Alterations and Improvements on Tangible Fixed Assets	Land and Used Tangible Fixed Assets	Tangible Fixed Assets Produced on Own Account
			(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	3,068	45,030,269	43,380,908	778,396	514,698	356,268
R900	Creative, arts and entertainment activities	112	112,904	112,553	350	-	-
R910	Libraries, archives, museums and other cultural activities	45	71,450	65,176	4,367	1,906	-
R920	Gambling and betting activities	991	42,621,687	42,543,015	78,671	-	-
R931	Sports activities	583	917,987	156,602	674,661	86,584	141
R932	Other amusement and recreation activities	1,337	1,306,242	503,561	20,346	426,207	356,127

TABLE 7 Number of Establishments and Capital Expenditures for Intangible Assets by Type for All Arts, Entertainment and Recreation Establishments by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

Values are in thousands pesos, except for number of establishments and employment. Details may not add up to total due to rounding and/or statistical disclosure control.								
2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Intangible Assets					
			Total	Intangible Non- produced Assets	Computer Software and Databases	Entertainment , Literary and Artistic Originals	Research and Development	Other Intangible Assets
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
R	Arts, Entertainment and Recreation	3,068	507,636	-	505,875	777	-	985
R900	Creative, arts and entertainment activities	112	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activitie	45	19	-	19	-	-	-
R920	Gambling and betting activities	991	505,746	-	504,772	-	-	974
R931	Sports activities	583	314	-	204	99	-	11
R932	Other amusement and recreation activities	1,337	1,557	-	879	678	-	-

**TABLE 8 Number of Establishments and Gross Additions to Tangible Fixed Assets for All Arts, Entertainment and Recreation Establishments
by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Gross Additions to Tangible Fixed Assets	Capital Expenditures	Sale of Tangible Fixed Assets
		(1)	(2)	(3)	(4)
R	Arts, Entertainment and Recreation	3,068	44,338,480	45,030,269	691,789
R900	Creative, arts and entertainment activities	112	112,904	112,904	-
R910	Libraries, archives, museums and other cultural activities	45	71,450	71,450	-
R920	Gambling and betting activities	991	42,042,302	42,621,687	579,385
R931	Sports activities	583	806,007	917,987	111,980
R932	Other amusement and recreation activities	1,337	1,305,817	1,306,242	425

**TABLE 8.1 Number of Establishments and Sale of Tangible Fixed Assets by Type for All Arts, Entertainment and Recreation
Establishments by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Sale of Tangible Fixed Assets				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
			(2)	(3)	(4)	(5)	(6)
R	Arts, Entertainment and Recreation	3,068	691,789	-	313,727	232,738	-
R900	Creative, arts and entertainment activities	112	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	45	-	-	-	-	-
R920	Gambling and betting activities	991	579,385	-	313,727	226,178	-
R931	Sports activities	583	111,980	-	-	6,453	-
R932	Other amusement and recreation activities	1,337	425	-	-	108	-

TABLE 8.1 -- Concluded

2009 PSIC Code	Industry Description	Sale of Tangible Fixed Assets				
		Specialized Industrial Machinery	General Industrial Machinery	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(10)	(11)
R	Arts, Entertainment and Recreation	313	120,693	-	-	24,318
R900	Creative, arts and entertainment activities	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	-	17,761	-	-	21,719
R931	Sports activities	-	102,932	-	-	2,595
R932	Other amusement and recreation activities	313	-	-	-	4

TABLE 8.2 Number of Establishments and Losses and Damages to Tangible Fixed Assets by Type for All Arts, Entertainment and Recreation Establishments by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

(Values are in thousand pesos, except for number of establishments and employment. Details may not add up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Losses and Damages				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
			(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	3,068	889	-	32	56	41
R900	Creative, arts and entertainment activities	112	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	45	-	-	-	-	-
R920	Gambling and betting activities	991	-	-	-	-	-
R931	Sports activities	583	127	-	-	56	-
R932	Other amusement and recreation activities	1,337	762	-	32	-	41

TABLE 8.2 -- Concluded

2009 PSIC Code	Industry Description	Losses and Damages				
		Specialized Industrial Machinery	General Industrial Machinery	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(10)	(11)
R	Arts, Entertainment and Recreation	681	70	-	-	8
R900	Creative, arts and entertainment activities	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-
R931	Sports activities	-	70	-	-	-
R932	Other amusement and recreation activities	681	-	-	-	8

TABLE 9 Number of Establishments and Book Value of Tangible Fixed Assets by Type for All Arts, Entertainment and Recreation Establishments by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

Values are in thousands pesos, except for number of establishments and employment. Totals may not add up to total due to rounding and/or statistical disclosure control.							
2009 PSIC Code	Industry Description	Number of Establishments	Book Value of Tangible Fixed Assets as of 31 December				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
		(1)	(2)	(3)	(4)	(5)	(6)
R	Arts, Entertainment and Recreation	3,068	234,576,849	41,519,510	162,334,951	4,307,499	4,691,049
R900	Creative, arts and entertainment activities	112	1,373,785	805,012	244,194	32,595	29,765
R910	Libraries, archives, museums and other cultural activities	45	3,146,932	1,410,678	1,501,638	27,760	8,741
R920	Gambling and betting activities	991	176,143,838	6,556,650	146,209,471	2,293,908	3,745,308
R931	Sports activities	583	43,622,163	30,520,624	10,722,135	525,804	427,431
R932	Other amusement and recreation activities	1,337	10,290,130	2,226,546	3,657,513	1,427,433	479,804

TABLE 9 -- Concluded

2009 PSIC Code	Industry Description	Book Value of Tangible Fixed Assets as of 31 December				
		Specialized Industrial Machinery	General Industrial Machinery	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(10)	(11)
R	Arts, Entertainment and Recreation	5,701,167	5,898,191	3,681,000	105,763	6,337,718
R900	Creative, arts and entertainment activities	133	39,434	69,184	50,720	102,747
R910	Libraries, archives, museums and other cultural activities	61	42,221	53,290	53,603	48,941
R920	Gambling and betting activities	4,912,208	5,317,013	1,683,631	482	5,425,167
R931	Sports activities	15,769	330,451	730,379	507	349,063
R932	Other amusement and recreation activities	772,995	169,072	1,144,516	450	411,800

**TABLE 10 Number of Establishments and Book Value of Intangible Assets by Type for All Arts, Entertainment and Recreation Establishments
by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

(Values are in thousand pesos, except for number of establishments and employment. Details may not add up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Book Value of Intangible Assets as of 31 December					
			Total	Intangible Non- Produced Assets	Computer Software and Databases	Entertainment , Library and Artistic Originals	Research and Development	Other Intangibl e Assets
			(1)	(2)	(3)	(4)	(5)	(6)
R	Arts, Entertainment and Recreation	3,068	2,637,174	1,035,811	1,463,892	21,456	-	116,015
R900	Creative, arts and entertainment activities	112	106	58	-	47	-	-
R910	Libraries, archives, museums and other cultural activitie	45	94	-	94	-	-	-
R920	Gambling and betting activities	991	2,596,967	1,034,487	1,446,511	-	-	115,969
R931	Sports activities	583	7,897	1,215	6,218	417	-	46
R932	Other amusement and recreation activities	1,337	32,111	50	11,069	20,992	-	-

**TABLE 11 Number of Establishments and Value of Inventories for All Arts, Entertainment and Recreation Establishments
by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

Values are in thousands pesos, except for number of establishments and employment. Details may not add up to total due to rounding and/or statistical disclosure control.								
2009 PSIC Code	Industry Description	Number of Establishments	Value of Inventories as of 1 January					
			Total	Materials and Supplies	Fuels, Lubricants, Oils and Greases	Goods for Resale	Real Estate for Sale	Other Inventories
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
R	Arts, Entertainment and Recreation	3,068	4,089,564	1,401,115	9,445	1,354,840	1,319,372	4,792
R900	Creative, arts and entertainment activities	112	12,411	6,200	-	6,211	-	-
R910	Libraries, archives, museums and other cultural activities	45	19,124	15,174	4	3,947	-	-
R920	Gambling and betting activities	991	2,467,262	895,157	1,859	246,086	1,319,372	4,788
R931	Sports activities	583	860,211	84,971	6,833	768,402	-	4
R932	Other amusement and recreation activities	1,337	730,556	399,613	749	330,194	-	-

TABLE 11 -- Concluded

2009 PSIC Code	Industry Description	Value of Inventories as of 31 December					
		Total	Materials and Supplies	Fuels, Lubricants, Oils and Greases	Goods for Resale	Real Estate for Sale	Other Inventories
		(8)	(9)	(10)	(11)	(12)	(13)
R	Arts, Entertainment and Recreation	5,285,378	1,277,318	9,662	2,514,529	1,480,579	3,290
R900	Creative, arts and entertainment activities	26,809	9,222	-	17,402	-	185
R910	Libraries, archives, museums and other cultural activities	13,652	10,687	2	2,963	-	-
R920	Gambling and betting activities	2,572,079	746,062	587	341,752	1,480,579	3,099
R931	Sports activities	885,749	80,203	6,735	798,803	-	7
R932	Other amusement and recreation activities	1,787,089	431,143	2,338	1,353,608	-	-

TABLE 12 Number of Reporting Establishments and Nationality with Highest Capital Participation Rate as of 31 December for All Arts, Entertainment and Recreation Establishments by Industry Group: Philippines, 2017

(An establishment with equal capital participation rate may be reported several times)

2009 PSIC Code	Industry Description	Number of Reporting Establishments	Nationality with Highest Capital Participation Rate					
			Filipino	American	Australian	British	Chinese	German
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
R	Arts, Entertainment and Recreation	3,068	318	-	-	1	3	-
R900	Creative, arts and entertainment activities	112	41	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	45	27	-	-	-	-	-
R920	Gambling and betting activities	991	63	-	-	1	1	-
R931	Sports activities	583	78	-	-	-	-	-
R932	Other amusement and recreation activities	1,337	109	-	-	-	2	-

TABLE 12 -- Concluded

2009 PSIC Code	Industry Description	Nationality with Highest Capital Participation Rate					
		Japanese	Korean	Malaysian	Singaporean	Taiwanese	Other Nationalities
		(8)	(9)	(10)	(11)	(12)	(13)
R	Arts, Entertainment and Recreation	2	4	-	2	-	4
R900	Creative, arts and entertainment activities	-	1	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-	-
R920	Gambling and betting activities	1	-	-	-	-	2
R931	Sports activities	1	2	-	-	-	1
R932	Other amusement and recreation activities	-	1	-	2	-	1

TABLE 13 Number of Reporting Establishments with E-Commerce Transactions for All Arts, Entertainment and Recreation Establishments
by Industry Group: Philippines, 2017

2009 PSIC Code	Industry Description	Number of Reporting Establishments	Number of Establishments without E-Commerce Transactions	Number of Establishments with E-Commerce Transactions						
				Total	1-9%	10-19%	20-29%	30-39%	40-49%	50% and over
		(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
R	Arts, Entertainment and Recreation	3,068	3,061	7	4	-	-	-	-	3
R900	Creative, arts and entertainment activities	112	112	-	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activitie	45	44	1	1	-	-	-	-	-
R920	Gambling and betting activities	991	990	1	1	-	-	-	-	-
R931	Sports activities	583	583	-	-	-	-	-	-	-
R932	Other amusement and recreation activities	1,337	1,332	5	2	-	-	-	-	3

Statistical Tables

**For Establishments with Total
Employment of 20 and Over**

National Tables

and

Regional Tables

**TABLE 1a Summary Statistics for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over
by Region and Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Employment as of 15 November		Total Income
			Total	Paid Workers	
		(1)	(2)	(3)	(4)
	PHILIPPINES	319	45,733	45,377	178,819,669
R900	Creative, arts and entertainment activities	20	1,097	1,064	939,664
R910	Libraries, archives, museums and other cultural activities	20	925	869	1,175,738
R920	Gambling and betting activities	91	32,175	32,103	167,349,898
R931	Sports activities	80	5,427	5,291	4,980,790
R932	Other amusement and recreation activities	108	6,109	6,050	4,373,578
	NCR	91	28,229	28,097	151,608,367
R900	Creative, arts and entertainment activities	6	501	486	885,570
R910	Libraries, archives, museums and other cultural activities	4	196	196	889,205
R920	Gambling and betting activities	34	24,489	24,417	146,891,995
R931	Sports activities	22	1,517	1,476	1,700,064
R932	Other amusement and recreation activities	25	1,525	1,522	1,241,533
	CAR	3	102	102	53,421
R932	Other amusement and recreation activities	3	102	102	53,421
	I - Ilocos	13	870	853	1,552,746
R900	Creative, arts and entertainment activities	5	181	175	6,436
R920	Gambling and betting activities	3	594	594	1,519,791
R932	Other amusement and recreation activities	5	95	84	26,520
	II - Cagayan Valley	5	1,175	1,175	2,097,089
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	50	4,002	3,934	8,158,504
R900	Creative, arts and entertainment activities	4	170	160	45,905
R910	Libraries, archives, museums and other cultural activities	3	106	96	54,223
R920	Gambling and betting activities	10	1,879	1,879	6,541,815
R931	Sports activities	11	687	644	548,199
R932	Other amusement and recreation activities	22	1,160	1,155	968,362

Continued

TABLE 1a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Employment as of 15 November		Total Income
			Total	Paid Workers	
		(1)	(2)	(3)	(4)
	IVA - CALABARZON	60	5,534	5,514	8,195,134
R900	Creative, arts and entertainment activities	4	215	215	1,583
R910	Libraries, archives, museums and other cultural activities	4	160	160	52,600
R920	Gambling and betting activities	19	2,090	2,090	5,020,078
R931	Sports activities	20	1,463	1,443	1,690,819
R932	Other amusement and recreation activities	13	1,605	1,605	1,430,054
	IVB - MIMAROPA	5	103	93	20,180
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	21	1,270	1,256	2,238,066
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7	492	492	1,596,297
R931	Sports activities	7	456	445	358,361
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	35	2,236	2,169	2,283,861
R910	Libraries, archives, museums and other cultural activities	3	114	68	8,065
R920	Gambling and betting activities	4	897	897	1,643,479
R931	Sports activities	15	799	789	532,101
R932	Other amusement and recreation activities	13	426	416	100,215

Continued

TABLE 1a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Employment as of 15 November		Total Income
			Total	Paid Workers	
		(1)	(2)	(3)	(4)
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	12	529	525	464,064
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	4	119	119	298,094
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	5	170	166	36,969
	XI - Davao	12	862	852	1,684,615
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5	487	487	1,513,170
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	4	222	212	83,363
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 1a -- *Continued*

2009 PSIC Code	Industry Description	Expense			Value Added
		Total	Compensation	Other Expense	
		(5)	(6)	(7)	(8)
	PHILIPPINES	150,455,303	22,301,178	128,154,125	93,754,893
R900	Creative, arts and entertainment activities	996,594	261,183	735,410	272,921
R910	Libraries, archives, museums and other cultural activities	1,106,863	176,189	930,674	444,500
R920	Gambling and betting activities	139,596,840	19,584,849	120,011,990	88,331,723
R931	Sports activities	5,010,477	1,316,125	3,694,352	2,517,192
R932	Other amusement and recreation activities	3,744,530	962,832	2,781,699	2,188,557
	NCR	129,318,384	18,000,901	111,317,483	80,308,639
R900	Creative, arts and entertainment activities	960,832	245,551	715,281	235,627
R910	Libraries, archives, museums and other cultural activities	850,976	112,903	738,073	333,484
R920	Gambling and betting activities	124,599,385	16,827,511	107,771,874	78,353,127
R931	Sports activities	1,776,107	498,102	1,278,005	753,343
R932	Other amusement and recreation activities	1,131,083	316,834	814,249	633,057
	CAR	46,229	12,393	33,836	22,709
R932	Other amusement and recreation activities	46,229	12,393	33,836	22,709
	I - Ilocos	1,266,434	207,582	1,058,852	1,133,656
R900	Creative, arts and entertainment activities	5,722	3,914	1,808	5,259
R920	Gambling and betting activities	1,236,099	195,086	1,041,013	1,116,602
R932	Other amusement and recreation activities	24,613	8,581	16,031	11,795
	II - Cagayan Valley	1,123,024	226,809	896,215	1,244,121
R920	Gambling and betting activities	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S
	III - Central Luzon	6,764,770	1,252,550	5,512,220	3,197,659
R900	Creative, arts and entertainment activities	28,610	10,653	17,957	30,562
R910	Libraries, archives, museums and other cultural activities	50,745	12,262	38,484	16,424
R920	Gambling and betting activities	5,436,623	908,762	4,527,861	2,276,351
R931	Sports activities	503,509	105,977	397,532	340,888
R932	Other amusement and recreation activities	745,283	214,897	530,386	533,433
	IVA - CALABARZON	6,226,808	1,401,939	4,824,868	4,683,203
R900	Creative, arts and entertainment activities	1,304	999	306	1,356
R910	Libraries, archives, museums and other cultural activities	52,176	11,940	40,236	19,156
R920	Gambling and betting activities	3,235,489	676,006	2,559,482	2,996,559
R931	Sports activities	1,722,093	418,811	1,303,283	923,303
R932	Other amusement and recreation activities	1,215,745	294,183	921,562	742,828
	IVB - MIMAROPA	18,041	5,355	12,686	7,760
R931	Sports activities	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S

Continued

TABLE 1a -- *Continued*

2009 PSIC Code	Industry Description	Expense			Value Added
		Total	Compensation	Other Expense	
		(5)	(6)	(7)	(8)
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	2,103,723	365,310	1,738,413	590,235
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	1,502,283	232,244	1,270,039	338,331
R931	Sports activities	347,863	109,167	238,696	182,106
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	2,012,083	412,852	1,599,231	1,022,208
R910	Libraries, archives, museums and other cultural activities	7,885	2,994	4,891	3,925
R920	Gambling and betting activities	1,378,906	231,340	1,147,566	723,670
R931	Sports activities	531,435	149,158	382,277	251,084
R932	Other amusement and recreation activities	93,858	29,360	64,498	43,529
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	399,501	59,722	339,779	124,975
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	254,207	21,323	232,883	61,959
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	30,631	10,318	20,312	15,937
	XI - Davao	745,857	301,455	444,402	1,294,349
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	593,571	265,987	327,583	1,225,245
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	76,542	11,760	64,782	25,602
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	

Continued

TABLE 1a -- Continued

2009 PSIC Code	Industry Description	Gross Additions to Tangible Fixed Assets	Change in Inventories	Subsidies	Sales from E-commerce
		(9)	(10)	(11)	(12)
	PHILIPPINES	42,259,948	67,828	843,891	2,557,735
R900	Creative, arts and entertainment activities	112,641	5,339	842,620	-
R910	Libraries, archives, museums and other cultural activities	49,094	(1,902)	1,000	12,175
R920	Gambling and betting activities	41,115,038	100,752	-	2,520,685
R931	Sports activities	766,318	(1,866)	-	-
R932	Other amusement and recreation activities	216,857	(34,495)	271	24,875
	NCR	41,210,231	(48,061)	842,620	2,532,860
R900	Creative, arts and entertainment activities	112,497	3,634	842,620	-
R910	Libraries, archives, museums and other cultural activities	45,357	(940)	-	12,175
R920	Gambling and betting activities	40,973,347	(50,581)	-	2,520,685
R931	Sports activities	45,542	1,279	-	-
R932	Other amusement and recreation activities	33,489	(1,453)	-	-
	CAR	-	(653)	-	-
R932	Other amusement and recreation activities	-	(653)	-	-
	I - Ilocos	2,347	2,051	-	-
R900	Creative, arts and entertainment activities	144	-	-	-
R920	Gambling and betting activities	2,203	1,205	-	-
R932	Other amusement and recreation activities	-	846	-	-
	II - Cagayan Valley	-	72	-	-
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	223,456	(41,887)	-	-
R900	Creative, arts and entertainment activities	-	1,705	-	-
R910	Libraries, archives, museums and other cultural activities	-	89	-	-
R920	Gambling and betting activities	60,754	(2,594)	-	-
R931	Sports activities	20,607	(6,011)	-	-
R932	Other amusement and recreation activities	142,095	(35,077)	-	-

Continued

TABLE 1a -- *Continued*

2009 PSIC Code	Industry Description	Gross Additions to Tangible Fixed Assets	Change in Inventories	Subsidies	Sales from E-commerce
		(9)	(10)	(11)	(12)
	IVA - CALABARZON	50,955	151,659	-	4,289
R900	Creative, arts and entertainment activities	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-
R920	Gambling and betting activities	67,534	154,159	-	-
R931	Sports activities	(41,150)	(3,077)	-	-
R932	Other amusement and recreation activities	24,571	577	-	4,289
	IVB - MIMAROPA	-	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	734,254	753	271	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5,497	589	-	-
R931	Sports activities	728,757	767	-	-
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	22,094	1,718	-	20,586
R910	Libraries, archives, museums and other cultural activities	-	12	-	-
R920	Gambling and betting activities	3,311	(1,226)	-	-
R931	Sports activities	12,563	2,882	-	-
R932	Other amusement and recreation activities	6,220	50	-	20,586

Continued

TABLE 1a -- *Concluded*

2009 PSIC Code	Industry Description	Gross Additions to Tangible Fixed Assets	Change in Inventories	Subsidies	Sales from E-commerce
		(9)	(10)	(11)	(12)
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	1,977	8,509	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	747	5,165	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	1,230	1,947	-	-
	XI - Davao	5,334	(7,258)	1,000	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	1,596	(5,966)	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	-	(1,218)	-	-
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

TABLE 2a Number of Establishments and Employment by Type and Sex for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Details may not add up to total due to rounding and/or statistical disclosure control)

2009 PSIC Code	Industry Description	Number of Establishments	Employment as of 15 November					
			Total		Paid		Unpaid	
			Male	Female	Male	Female	Male	Female
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
PHILIPPINES		319	27,478	18,255	27,264	18,113	214	142
R900	Creative, arts and entertainment activities	20	756	341	726	338	30	3
R910	Libraries, archives, museums and other cultural activities	20	592	333	561	308	31	25
R920	Gambling and betting activities	91	18,733	13,442	18,705	13,398	28	44
R931	Sports activities	80	3,700	1,727	3,611	1,680	89	47
R932	Other amusement and recreation activities	108	3,697	2,412	3,660	2,390	36	22
NCR		91	16,740	11,489	16,667	11,430	72	59
R900	Creative, arts and entertainment activities	6	320	181	305	181	15	-
R910	Libraries, archives, museums and other cultural activities	4	108	88	108	88	-	-
R920	Gambling and betting activities	34	14,165	10,325	14,137	10,281	28	44
R931	Sports activities	22	1,033	484	1,004	472	29	12
R932	Other amusement and recreation activities	25	1,114	411	1,114	408	-	3
CAR		3	60	42	60	42	-	-
R932	Other amusement and recreation activities	3	60	42	60	42	-	-
I - Ilocos		13	550	320	534	319	16	1
R900	Creative, arts and entertainment activities	5	118	64	111	64	6	-
R920	Gambling and betting activities	3	367	227	367	227	-	-
R932	Other amusement and recreation activities	5	66	29	56	28	10	1
II - Cagayan Valley		5	437	738	437	738	-	-
R920	Gambling and betting activities	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s
III - Central Luzon		50	2,615	1,387	2,578	1,356	37	31
R900	Creative, arts and entertainment activities	4	127	43	119	41	8	2
R910	Libraries, archives, museums and other cultural activities	3	56	50	56	40	-	10
R920	Gambling and betting activities	10	1,240	639	1,240	639	-	-
R931	Sports activities	11	458	230	430	214	27	16
R932	Other amusement and recreation activities	22	734	426	732	423	2	3

Continued

TABLE 2a -- Continued

2009 PSIC Code	Industry Description	Number of Establishments	Employment as of 15 November					
			Total		Paid		Unpaid	
			Male	Female	Male	Female	Male	Female
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
	IVA - CALABARZON	60	3,246	2,287	3,236	2,277	10	10
R900	Creative, arts and entertainment activities	4	167	48	167	48	-	-
R910	Libraries, archives, museums and other cultural activities	4	118	42	118	42	-	-
R920	Gambling and betting activities	19	1,156	934	1,156	934	-	-
R931	Sports activities	20	977	487	967	477	10	10
R932	Other amusement and recreation activities	13	829	777	829	777	-	-
	IVB - MIMAROPA	5	57	46	52	41	5	5
R931	Sports activities	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s
	V - Bicol	s	s	s	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s	s	s
R931	Sports activities	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s
	VI - Western Visayas	21	844	426	832	425	12	1
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s	s	s
R920	Gambling and betting activities	7	330	162	330	162	-	-
R931	Sports activities	7	308	148	297	148	11	-
R932	Other amusement and recreation activities	s	s	s	s	s	s	s
	VII - Central Visayas	35	1,550	686	1,506	664	45	22
R910	Libraries, archives, museums and other cultural activities	3	68	46	37	31	31	15
R920	Gambling and betting activities	4	673	224	673	224	-	-
R931	Sports activities	15	584	215	578	211	7	4
R932	Other amusement and recreation activities	13	225	201	218	198	7	3
	VIII - Eastern Visayas	s	s	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s

Continued

TABLE 2a -- *Concluded*

2009 PSIC Code	Industry Description	Number of Establishments	Employment as of 15 November					
			Total		Paid		Unpaid	
			Male	Female	Male	Female	Male	Female
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
	IX - Zamboanga Peninsula	s	s	s	s	s	s	s
R931	Sports activities	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s
	X - Northern Mindanao	12	309	220	307	218	2	2
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s	s	s
R920	Gambling and betting activities	4	67	52	67	52	-	-
R931	Sports activities	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	5	91	79	89	77	2	2
	XI - Davao	12	570	292	562	290	8	2
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s	s	s
R920	Gambling and betting activities	5	348	139	348	139	-	-
R931	Sports activities	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	4	111	111	103	109	8	2
	XIII - Caraga	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s

TABLE 2a.1 Number of Establishments and Research and Development (R&D) Personnel by Sex for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Details may not add up to total due to rounding and/or statistical disclosure control)

Continued

TABLE 2a.1 -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	R & D Personnel as of 15 November		
			Total	Male	Female
		(1)	(2)	(3)	(4)
	IVA - CALABARZON	60	52	43	9
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-
R920	Gambling and betting activities	19	52	43	9
R931	Sports activities	20	-	-	-
R932	Other amusement and recreation activities	13	-	-	-
	IVB - MIMAROPA	5	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	21	-	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7	-	-	-
R931	Sports activities	7	-	-	-
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	35	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	-	-	-
R920	Gambling and betting activities	4	-	-	-
R931	Sports activities	15	-	-	-
R932	Other amusement and recreation activities	13	-	-	-
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 2a.1 -- *Concluded*

2009 PSIC Code	Industry Description	Number of Establishments	R & D Personnel as of 15 November		
			Total	Male	Female
		(1)	(2)	(3)	(4)
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	12	4	2	2
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	4	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	5	4	2	2
	XI - Davao	12	17	7	10
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	4	-	-	-
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

**TABLE 3a Number of Establishments and Compensation by Type for Arts, Entertainment and Recreation Establishments
with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Compensation			
			Total	Gross Salaries and Wages	Separation, Retirement/ Terminal Pay, Gratuities, etc.	Total Employers' Contribution to SSS/GSIS, ECC, etc.
		(1)	(2)	(3)	(4)	(5)
PHILIPPINES		319	22,301,178	19,747,881	1,687,079	866,219
R900	Creative, arts and entertainment activities	20	261,183	239,991	1,110	20,082
R910	Libraries, archives, museums and other cultural activities	20	176,189	164,057	5,333	6,799
R920	Gambling and betting activities	91	19,584,849	17,327,396	1,554,336	703,117
R931	Sports activities	80	1,316,125	1,173,532	58,874	83,720
R932	Other amusement and recreation activities	108	962,832	842,906	67,425	52,501
NCR		91	18,000,901	16,005,475	1,376,248	619,178
R900	Creative, arts and entertainment activities	6	245,551	224,664	1,110	19,777
R910	Libraries, archives, museums and other cultural activities	4	112,903	106,346	3,162	3,394
R920	Gambling and betting activities	34	16,827,511	14,971,221	1,313,321	542,968
R931	Sports activities	22	498,102	426,401	36,150	35,551
R932	Other amusement and recreation activities	25	316,834	276,842	22,504	17,488
CAR		3	12,393	11,026	480	887
R932	Other amusement and recreation activities	3	12,393	11,026	480	887
I - Ilocos		13	207,582	194,259	-	13,323
R900	Creative, arts and entertainment activities	5	3,914	3,914	-	-
R920	Gambling and betting activities	3	195,086	182,253	-	12,833
R932	Other amusement and recreation activities	5	8,581	8,091	-	490
II - Cagayan Valley		5	226,809	208,874	2,372	15,563
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
III - Central Luzon		50	1,252,550	915,794	261,020	75,736
R900	Creative, arts and entertainment activities	4	10,653	10,347	-	305
R910	Libraries, archives, museums and other cultural activities	3	12,262	11,610	-	652
R920	Gambling and betting activities	10	908,762	618,090	230,229	60,443
R931	Sports activities	11	105,977	99,087	975	5,914
R932	Other amusement and recreation activities	22	214,897	176,660	29,816	8,421

Continued

TABLE 3a -- Continued

2009 PSIC Code	Industry Description	Number of Establishments	Compensation			
			Total	Gross Salaries and Wages	Separation, Retirement/ Terminal Pay, Gratuities, etc.	Total Employers' Contribution to SSS/GSIS, ECC,etc.
		(1)	(2)	(3)	(4)	(5)
	IVA - CALABARZON	60	1,401,939	1,288,811	33,788	79,341
R900	Creative, arts and entertainment activities	4	999	999	-	-
R910	Libraries, archives, museums and other cultural activities	4	11,940	11,224	-	716
R920	Gambling and betting activities	19	676,006	636,429	6,344	33,233
R931	Sports activities	20	418,811	375,454	16,024	27,333
R932	Other amusement and recreation activities	13	294,183	264,706	11,420	18,058
	IVB - MIMAROPA	5	5,355	4,951	-	404
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	V - Bicol	s	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	VI - Western Visayas	21	365,310	343,524	5,347	16,439
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	7	232,244	221,785	2,052	8,406
R931	Sports activities	7	109,167	100,313	2,950	5,904
R932	Other amusement and recreation activities	s	s	s	s	s
	VII - Central Visayas	35	412,852	382,923	3,203	26,727
R910	Libraries, archives, museums and other cultural activities	3	2,994	2,694	-	300
R920	Gambling and betting activities	4	231,340	212,997	557	17,785
R931	Sports activities	15	149,158	138,610	2,586	7,963
R932	Other amusement and recreation activities	13	29,360	28,622	60	679
	VIII - Eastern Visayas	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	

Continued

TABLE 3a -- *Concluded*

2009 PSIC Code	Industry Description	Number of Establishments	Compensation			
			Total	Gross Salaries and Wages	Separation, Retirement/ Terminal Pay, Gratuities, etc.	Total Employers' Contribution to SSS/GSIS, ECC,etc.
		(1)	(2)	(3)	(4)	(5)
IX - Zamboanga Peninsula		s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
X - Northern Mindanao		12	59,722	54,116	2,640	2,966
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	4	21,323	18,890	411	2,022
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	5	10,318	9,799	-	520
XI - Davao		12	301,455	288,433	1,533	11,488
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	5	265,987	255,918	1,029	9,040
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	4	11,760	10,733	373	653
XIII - Caraga		s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s

**TABLE 4a Number of Establishments and Income by Type for Arts, Entertainment and Recreation Establishments
with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Income			
			Total	Income from Service Rendered	Real Estate Sales	Commissions and Fees Earned
		(1)	(2)	(3)	(4)	(5)
PHILIPPINES		319	178,819,669	169,430,427	640,483	-
R900	Creative, arts and entertainment activities	20	939,664	718,016	-	-
R910	Libraries, archives, museums and other cultural activities	20	1,175,738	737,251	-	-
R920	Gambling and betting activities	91	167,349,898	160,155,722	640,483	-
R931	Sports activities	80	4,980,790	3,997,459	-	-
R932	Other amusement and recreation activities	108	4,373,578	3,821,978	-	-
NCR		91	151,608,367	144,796,218	-	-
R900	Creative, arts and entertainment activities	6	885,570	680,157	-	-
R910	Libraries, archives, museums and other cultural activities	4	889,205	530,495	-	-
R920	Gambling and betting activities	34	146,891,995	141,158,521	-	-
R931	Sports activities	22	1,700,064	1,245,383	-	-
R932	Other amusement and recreation activities	25	1,241,533	1,181,662	-	-
CAR		3	53,421	51,401	-	-
R932	Other amusement and recreation activities	3	53,421	51,401	-	-
I - Ilocos		13	1,552,746	1,476,485	-	-
R900	Creative, arts and entertainment activities	5	6,436	6,436	-	-
R920	Gambling and betting activities	3	1,519,791	1,446,999	-	-
R932	Other amusement and recreation activities	5	26,520	23,049	-	-
II - Cagayan Valley		5	2,097,089	2,062,145	-	-
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
III - Central Luzon		50	8,158,504	7,923,686	-	-
R900	Creative, arts and entertainment activities	4	45,905	29,870	-	-
R910	Libraries, archives, museums and other cultural activities	3	54,223	51,269	-	-
R920	Gambling and betting activities	10	6,541,815	6,450,158	-	-

Continued

TABLE 4a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Income			
			Total	Income from Service Rendered	Real Estate Sales	Commissions and Fees Earned
		(1)	(2)	(3)	(4)	(5)
R931	Sports activities	11	548,199	498,261	-	-
R932	Other amusement and recreation activities	22	968,362	894,129	-	-
	IVA - CALABARZON	60	8,195,134	6,505,024	640,483	-
R900	Creative, arts and entertainment activities	4	1,583	1,383	-	-
R910	Libraries, archives, museums and other cultural activities	4	52,600	52,600	-	-
R920	Gambling and betting activities	19	5,020,078	3,876,139	640,483	-
R931	Sports activities	20	1,690,819	1,395,785	-	-
R932	Other amusement and recreation activities	13	1,430,054	1,179,116	-	-
	IVB - MIMAROPA	5	20,180	20,180	-	-
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	V - Bicol	s	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	VI - Western Visayas	21	2,238,066	2,141,817	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	7	1,596,297	1,581,419	-	-
R931	Sports activities	7	358,361	339,132	-	-
R932	Other amusement and recreation activities	s	s	s	s	s
	VII - Central Visayas	35	2,283,861	2,117,773	-	-
R910	Libraries, archives, museums and other cultural activities	3	8,065	8,065	-	-
R920	Gambling and betting activities	4	1,643,479	1,581,133	-	-
R931	Sports activities	15	532,101	432,380	-	-
R932	Other amusement and recreation activities	13	100,215	96,195	-	-

Continued

TABLE 4a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Income			
			Total	Income from Service Rendered	Real Estate Sales	Commissions and Fees Earned
		(1)	(2)	(3)	(4)	(5)
VIII - Eastern Visayas		S	S	S	S	S
R920	Gambling and betting activities	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S
IX - Zamboanga Peninsula		S	S	S	S	S
R931	Sports activities	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S
X - Northern Mindanao		12	464,064	392,915	-	-
R910	Libraries, archives, museums and other cultural activities	S	S	S	S	S
R920	Gambling and betting activities	4	298,094	298,092	-	-
R931	Sports activities	S	S	S	S	S
R932	Other amusement and recreation activities	5	36,969	34,453	-	-
XI - Davao		12	1,684,615	1,564,019	-	-
R910	Libraries, archives, museums and other cultural activities	S	S	S	S	S
R920	Gambling and betting activities	5	1,513,170	1,466,970	-	-
R931	Sports activities	S	S	S	S	S
R932	Other amusement and recreation activities	4	83,363	46,629	-	-
XIII - Caraga		S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S

Continued

TABLE 4a -- Continued

2009 PSIC Code	Industry Description	Income			
		Income from Renting and Leasing Services of Real Estate Properties (For real estate activities)	Income from Non-Industrial Service Done for Others	Sale of Goods	Interest Income
		(6)	(7)	(8)	(9)
	PHILIPPINES	50,729	2,061,199	1,875,223	410,980
R900	Creative, arts and entertainment activities	-	180,137	23,299	5,908
R910	Libraries, archives, museums and other cultural activities	-	32,931	43,914	6,384
R920	Gambling and betting activities	50,729	1,448,618	1,139,961	372,013
R931	Sports activities	-	303,795	262,856	18,866
R932	Other amusement and recreation activities	-	95,717	405,192	7,809
	NCR	-	1,715,236	1,163,802	342,331
R900	Creative, arts and entertainment activities	-	180,137	7,277	5,896
R910	Libraries, archives, museums and other cultural activities	-	31,098	-	3,386
R920	Gambling and betting activities	-	1,295,972	1,039,001	322,405
R931	Sports activities	-	166,441	102,802	10,167
R932	Other amusement and recreation activities	-	41,588	14,723	476
	CAR	-	-	2,020	-
R932	Other amusement and recreation activities	-	-	2,020	-
	I - Ilocos	-	2,140	61,880	239
R900	Creative, arts and entertainment activities	-	-	-	-
R920	Gambling and betting activities	-	-	60,550	239
R932	Other amusement and recreation activities	-	2,140	1,330	-
	II - Cagayan Valley	-	-	6,270	21,998
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	-	22,726	115,569	8,660
R900	Creative, arts and entertainment activities	-	-	16,022	12
R910	Libraries, archives, museums and other cultural activities	-	-	-	2,954
R920	Gambling and betting activities	-	8,026	22,284	238
R931	Sports activities	-	-	23,343	43
R932	Other amusement and recreation activities	-	14,700	53,921	5,414
	IVA - CALABARZON	50,729	217,322	214,174	32,431
R900	Creative, arts and entertainment activities	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-
R920	Gambling and betting activities	50,729	110,941	-	24,187
R931	Sports activities	-	106,370	1,649	7,748
R932	Other amusement and recreation activities	-	10	212,525	497

Continued

TABLE 4a -- *Continued*

2009 PSIC Code	Industry Description	Income			
		Income from Renting and Leasing Services of Real Estate Properties (For real estate activities)	Income from Non-Industrial Service Done for Others	Sale of Goods	Interest Income
		(6)	(7)	(8)	(9)
	IVB - MIMAROPA	-	-	-	-
R931	Sports activities	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$
	V - Bicol	\$	\$	\$	\$
R900	Creative, arts and entertainment activities	\$	\$	\$	\$
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$	\$
R931	Sports activities	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$
	VI - Western Visayas	-	10,553	81,323	421
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$
R920	Gambling and betting activities	-	97	13,629	122
R931	Sports activities	-	10,457	5,679	172
R932	Other amusement and recreation activities	\$	\$	\$	\$
	VII - Central Visayas	-	11,799	92,754	1,715
R910	Libraries, archives, museums and other cultural activities	-	-	-	-
R920	Gambling and betting activities	-	11,799	-	1,053
R931	Sports activities	-	-	88,733	662
R932	Other amusement and recreation activities	-	-	4,020	-
	VIII - Eastern Visayas	\$	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$
	IX - Zamboanga Peninsula	\$	\$	\$	\$
R931	Sports activities	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$
	X - Northern Mindanao	-	12,829	53,901	12
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$
R920	Gambling and betting activities	-	-	-	3
R931	Sports activities	\$	\$	\$	\$
R932	Other amusement and recreation activities	-	1,432	-	9

Continued

TABLE 4a -- *Continued*

2009 PSIC Code	Industry Description	Income			
		Income from Renting and Leasing Services of Real Estate Properties (For real estate activities)	Income from Non-Industrial Service Done for Others	Sale of Goods	Interest Income
		(6)	(7)	(8)	(9)
	XI - Davao	-	28,362	41,232	1,822
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	-	21,783	4,498	1,769
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	-	-	36,734	-
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	

Continued

TABLE 4a -- *Continued*

2009 PSIC Code	Industry Description	Income				
		Dividend Income	Royalty Income	Franchise Income	Grants and Donations	Other Income
		(10)	(11)	(12)	(13)	(14)
	PHILIPPINES	583,412	-	-	278,724	3,470,867
R900	Creative, arts and entertainment activities	6	-	-	688	11,608
R910	Libraries, archives, museums and other cultural activities	1,890	-	-	278,035	75,333
R920	Gambling and betting activities	578,727	-	-	-	2,963,545
R931	Sports activities	-	-	-	-	380,287
R932	Other amusement and recreation activities	2,788	-	-	-	40,094
	NCR	523,412	-	-	248,106	2,801,736
R900	Creative, arts and entertainment activities	6	-	-	488	11,608
R910	Libraries, archives, museums and other cultural activities	1,890	-	-	247,617	74,719
R920	Gambling and betting activities	518,727	-	-	-	2,557,369
R931	Sports activities	-	-	-	-	157,745
R932	Other amusement and recreation activities	2,788	-	-	-	295
	CAR	-	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-	-
	I - Ilocos	-	-	-	-	12,002
R900	Creative, arts and entertainment activities	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	12,002
R932	Other amusement and recreation activities	-	-	-	-	-
	II - Cagayan Valley	-	-	-	-	6,676
R920	Gambling and betting activities	s	s	s	s	6,676
R932	Other amusement and recreation activities	s	s	s	s	-
	III - Central Luzon	60,000	-	-	-	27,863
R900	Creative, arts and entertainment activities	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	1
R920	Gambling and betting activities	60,000	-	-	-	1,111
R931	Sports activities	-	-	-	-	26,553
R932	Other amusement and recreation activities	-	-	-	-	197

Continued

TABLE 4a -- *Continued*

2009 PSIC Code	Industry Description	Income				
		Dividend Income	Royalty Income	Franchise Income	Grants and Donations	Other Income
		(10)	(11)	(12)	(13)	(14)
	IVA - CALABARZON	-	-	-	200	534,772
R900	Creative, arts and entertainment activities	-	-	-	200	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	317,598
R931	Sports activities	-	-	-	-	179,267
R932	Other amusement and recreation activities	-	-	-	-	37,906
	IVB - MIMAROPA	-	-	-	-	-
R931	Sports activities	\$	\$	\$	\$	-
R932	Other amusement and recreation activities	\$	\$	\$	\$	-
	V - Bicol	\$	\$	\$	\$	357
R900	Creative, arts and entertainment activities	\$	\$	\$	\$	-
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$	-
R920	Gambling and betting activities	\$	\$	\$	\$	215
R931	Sports activities	\$	\$	\$	\$	142
R932	Other amusement and recreation activities	\$	\$	\$	\$	-
	VI - Western Visayas	-	-	-	-	3,951
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$	-
R920	Gambling and betting activities	-	-	-	-	1,031
R931	Sports activities	-	-	-	-	2,921
R932	Other amusement and recreation activities	\$	\$	\$	\$	-
	VII - Central Visayas	-	-	-	-	59,721
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	49,394
R931	Sports activities	-	-	-	-	10,327
R932	Other amusement and recreation activities	-	-	-	-	-
	VIII - Eastern Visayas	\$	\$	\$	\$	-
R920	Gambling and betting activities	\$	\$	\$	\$	-
R932	Other amusement and recreation activities	\$	\$	\$	\$	-

Continued

TABLE 4a -- *Concluded*

2009 PSIC Code	Industry Description	Income				
		Dividend Income	Royalty Income	Franchise Income	Grants and Donations	Other Income
		(10)	(11)	(12)	(13)	(14)
	IX - Zamboanga Peninsula	s	s	s	s	620
R931	Sports activities	s	s	s	s	-
R932	Other amusement and recreation activities	s	s	s	s	620
	X - Northern Mindanao	-	-	-	-	4,407
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	-
R920	Gambling and betting activities	-	-	-	-	-
R931	Sports activities	s	s	s	s	3,331
R932	Other amusement and recreation activities	-	-	-	-	1,076
	XI - Davao	-	-	-	30,418	18,763
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	613
R920	Gambling and betting activities	-	-	-	-	18,150
R931	Sports activities	s	s	s	s	-
R932	Other amusement and recreation activities	-	-	-	-	-
	XIII - Caraga	s	s	s	s	-
R932	Other amusement and recreation activities	s	s	s	s	-

TABLE 4a.1 Number of Establishments and Income from Service Rendered by Type of Transaction for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Income from Service Rendered		
			Total	Transactions Within the Country	Transactions Outside the Country
		(1)	(2)	(3)	(4)
	PHILIPPINES	319	169,430,427	169,430,427	-
R900	Creative, arts and entertainment activities	20	718,016	718,016	-
R910	Libraries, archives, museums and other cultural activities	20	737,251	737,251	-
R920	Gambling and betting activities	91	160,155,722	160,155,722	-
R931	Sports activities	80	3,997,459	3,997,459	-
R932	Other amusement and recreation activities	108	3,821,978	3,821,978	-
	NCR	91	144,796,218	144,796,218	-
R900	Creative, arts and entertainment activities	6	680,157	680,157	-
R910	Libraries, archives, museums and other cultural activities	4	530,495	530,495	-
R920	Gambling and betting activities	34	141,158,521	141,158,521	-
R931	Sports activities	22	1,245,383	1,245,383	-
R932	Other amusement and recreation activities	25	1,181,662	1,181,662	-
	CAR	3	51,401	51,401	-
R932	Other amusement and recreation activities	3	51,401	51,401	-
	I - Ilocos	13	1,476,485	1,476,485	-
R900	Creative, arts and entertainment activities	5	6,436	6,436	-
R920	Gambling and betting activities	3	1,446,999	1,446,999	-
R932	Other amusement and recreation activities	5	23,049	23,049	-
	II - Cagayan Valley	5	2,062,145	2,062,145	-
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	50	7,923,686	7,923,686	-
R900	Creative, arts and entertainment activities	4	29,870	29,870	-
R910	Libraries, archives, museums and other cultural activities	3	51,269	51,269	-
R920	Gambling and betting activities	10	6,450,158	6,450,158	-
R931	Sports activities	11	498,261	498,261	-
R932	Other amusement and recreation activities	22	894,129	894,129	-

Continued

TABLE 4a.1 -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Income from Service Rendered		
			Total	Transactions Within the Country	Transactions Outside the Country
		(1)	(2)	(3)	(4)
	IVA - CALABARZON	60	6,505,024	6,505,024	-
R900	Creative, arts and entertainment activities	4	1,383	1,383	-
R910	Libraries, archives, museums and other cultural activities	4	52,600	52,600	-
R920	Gambling and betting activities	19	3,876,139	3,876,139	-
R931	Sports activities	20	1,395,785	1,395,785	-
R932	Other amusement and recreation activities	13	1,179,116	1,179,116	-
	IVB - MIMAROPA	5	20,180	20,180	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	21	2,141,817	2,141,817	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7	1,581,419	1,581,419	-
R931	Sports activities	7	339,132	339,132	-
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	35	2,117,773	2,117,773	-
R910	Libraries, archives, museums and other cultural activities	3	8,065	8,065	-
R920	Gambling and betting activities	4	1,581,133	1,581,133	-
R931	Sports activities	15	432,380	432,380	-
R932	Other amusement and recreation activities	13	96,195	96,195	-
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 4a.1 -- *Concluded*

2009 PSIC Code	Industry Description	Number of Establishments	Income from Service Rendered		
			Total	Transactions Within the Country	Transactions Outside the Country
			(1)	(2)	(3)
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	12	392,915	392,915	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	4	298,092	298,092	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	5	34,453	34,453	-
	XI - Davao	12	1,564,019	1,564,019	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5	1,466,970	1,466,970	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	4	46,629	46,629	-
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

TABLE 4a.3 Number of Establishments and Income from Non-Industrial Services Done for Others by Type for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Income from Non-Industrial Services Done for Others		
			Total	Rent Income from Land	Rental Income from Buildings, Warehouses and Other Structures
		(1)	(2)	(3)	(4)
PHILIPPINES		319	2,061,199	153,742	798,006
R900	Creative, arts and entertainment activities	20	180,137	15,179	164,111
R910	Libraries, archives, museums and other cultural activities	20	32,931	-	32,340
R920	Gambling and betting activities	91	1,448,618	110,206	511,278
R931	Sports activities	80	303,795	28,357	70,538
R932	Other amusement and recreation activities	108	95,717	-	19,738
NCR		91	1,715,236	32,846	773,365
R900	Creative, arts and entertainment activities	6	180,137	15,179	164,111
R910	Libraries, archives, museums and other cultural activities	4	31,098	-	30,507
R920	Gambling and betting activities	34	1,295,972	-	511,278
R931	Sports activities	22	166,441	17,667	60,891
R932	Other amusement and recreation activities	25	41,588	-	6,577
CAR		3	-	-	-
R932	Other amusement and recreation activities	3	-	-	-
I - Ilocos		13	2,140	-	2,140
R900	Creative, arts and entertainment activities	5	-	-	-
R920	Gambling and betting activities	3	-	-	-
R932	Other amusement and recreation activities	5	2,140	-	2,140
II - Cagayan Valley		5	-	-	-
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
III - Central Luzon		50	22,726	-	10,559
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	-	-	-
R920	Gambling and betting activities	10	8,026	-	-
R931	Sports activities	11	-	-	-
R932	Other amusement and recreation activities	22	14,700	-	10,559

Continued

TABLE 4a.3 -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Income from Non-Industrial Services Done for Others		
			Total	Rent Income from Land	Rental Income from Buildings, Warehouses and Other Structures
		(1)	(2)	(3)	(4)
	IVA - CALABARZON	60	217,322	110,206	9,398
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-
R920	Gambling and betting activities	19	110,941	110,206	-
R931	Sports activities	20	106,370	-	9,388
R932	Other amusement and recreation activities	13	10	-	10
	IVB - MIMAROPA	5	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	21	10,553	10,243	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7	97	-	-
R931	Sports activities	7	10,457	10,243	-
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	35	11,799	-	-
R910	Libraries, archives, museums and other cultural activities	3	-	-	-
R920	Gambling and betting activities	4	11,799	-	-
R931	Sports activities	15	-	-	-
R932	Other amusement and recreation activities	13	-	-	-
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 4a.3 -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Income from Non-Industrial Services Done for Others		
			Total	Rent Income from Land	Rental Income from Buildings, Warehouses and Other Structures
		(1)	(2)	(3)	(4)
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	12	12,829	-	788
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	4	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	5	1,432	-	-
	XI - Davao	12	28,362	448	768
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5	21,783	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	4	-	-	-
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 4a.3 -- *Continued*

2009 PSIC Code	Industry Description	Income from Non-Industrial Services Done for Others			
		Rental Income from Machinery and Transport Equipment	Rental Income from Office Equipment	Other Rental Income	Other Non-Industrial Services
		(5)	(6)	(7)	(8)
	PHILIPPINES	28,329	174	178,725	918,899
R900	Creative, arts and entertainment activities	-	-	-	847
R910	Libraries, archives, museums and other cultural activities	-	-	70	521
R920	Gambling and betting activities	-	-	139,218	687,065
R931	Sports activities	3,898	-	38,721	179,807
R932	Other amusement and recreation activities	24,430	174	716	50,659
	NCR	176	174	139,382	786,821
R900	Creative, arts and entertainment activities	-	-	-	847
R910	Libraries, archives, museums and other cultural activities	-	-	70	521
R920	Gambling and betting activities	-	-	139,218	645,476
R931	Sports activities	-	-	94	105,316
R932	Other amusement and recreation activities	176	174	-	34,661
	CAR	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-
	I - Ilocos	-	-	-	-
R900	Creative, arts and entertainment activities	-	-	-	-
R920	Gambling and betting activities	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-
	II - Cagayan Valley	-	-	-	-
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	199	-	-	11,017
R900	Creative, arts and entertainment activities	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-
R920	Gambling and betting activities	-	-	-	7,075
R931	Sports activities	-	-	-	-
R932	Other amusement and recreation activities	199	-	-	3,942

Continued

TABLE 4a.3 -- *Continued*

2009 PSIC Code	Industry Description	Income from Non-Industrial Services Done for Others			
		Rental Income from Machinery and Transport Equipment	Rental Income from Office Equipment	Other Rental Income	Other Non-Industrial Services
		(5)	(6)	(7)	(8)
	IVA - CALABARZON	-	-	27,017	70,700
R900	Creative, arts and entertainment activities	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-
R920	Gambling and betting activities	-	-	-	735
R931	Sports activities	-	-	27,017	69,965
R932	Other amusement and recreation activities	-	-	-	-
	IVB - MIMAROPA	-	-	-	-
R931	Sports activities	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$
	V - Bicol	\$	\$	\$	\$
R900	Creative, arts and entertainment activities	\$	\$	\$	\$
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$	\$
R931	Sports activities	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$
	VI - Western Visayas	-	-	-	311
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$
R920	Gambling and betting activities	-	-	-	97
R931	Sports activities	-	-	-	214
R932	Other amusement and recreation activities	\$	\$	\$	\$
	VII - Central Visayas	-	-	-	11,898
R910	Libraries, archives, museums and other cultural activities	-	-	-	-
R920	Gambling and betting activities	-	-	-	11,898
R931	Sports activities	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-
	VIII - Eastern Visayas	\$	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$

Continued

TABLE 4a.3 -- *Concluded*

2009 PSIC Code	Industry Description	Income from Non-Industrial Services Done for Others			
		Rental Income from Machinery and Transport Equipment	Rental Income from Office Equipment	Other Rental Income	Other Non-Industrial Services
		(5)	(6)	(7)	(8)
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	-	-	7,013	5,028
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	-	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	-	-	716	716
	XI - Davao	3,898	-	1,465	21,783
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	-	-	-	21,783
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	-	-	-	-
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

**TABLE 4a.4 Number of Establishments and Other Income by Type for Arts, Entertainment and Recreation Establishments
with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

Values are in thousand pesos, except for number of establishments. Details may not add up to total due to rounding and/or statistical disclosure control.						
2009 PSIC Code	Industry Description	Number of Establishments	Other Income			
			Total	Foreign Exchange Gains	Gain from Sale of Investment and Marketable Securities	Others
PHILIPPINES		319	3,470,867	378,575	Securities 248,588	2,843,704
R900	Creative, arts and entertainment activities	20	11,608	331	-	11,277
R910	Libraries, archives, museums and other cultural activities	20	75,333	810	-	74,523
R920	Gambling and betting activities	91	2,963,545	377,356	246,326	2,339,863
R931	Sports activities	80	380,287	79	1,186	379,022
R932	Other amusement and recreation activities	108	40,094	-	1,076	39,019
NCR		91	2,801,736	365,518	1,198	2,435,020
R900	Creative, arts and entertainment activities	6	11,608	331	-	11,277
R910	Libraries, archives, museums and other cultural activities	4	74,719	196	-	74,523
R920	Gambling and betting activities	34	2,557,369	364,992	12	2,192,365
R931	Sports activities	22	157,745	-	1,186	156,560
R932	Other amusement and recreation activities	25	295	-	-	295
CAR		3	-	-	-	-
R932	Other amusement and recreation activities	3	-	-	-	-
I - Ilocos		13	12,002	-	-	12,002
R900	Creative, arts and entertainment activities	5	-	-	-	-
R920	Gambling and betting activities	3	12,002	-	-	12,002
R932	Other amusement and recreation activities	5	-	-	-	-
II - Cagayan Valley		5	6,676	6,676	-	-
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
III - Central Luzon		50	27,863	411	-	27,452
R900	Creative, arts and entertainment activities	4	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	1	1	-	-
R920	Gambling and betting activities	10	1,111	409	-	701
R931	Sports activities	11	26,553	-	-	26,553
R932	Other amusement and recreation activities	22	197	-	-	197

Continued

TABLE 4a.4 -- Continued

2009 PSIC Code	Industry Description	Number of Establishments	Other Income			
			Total	Foreign Exchange Gains	Gain from Sale of Investment and Marketable Securities	Others
		(1)	(2)	(3)	(4)	(5)
	IVA - CALABARZON	60	534,772	31	246,314	288,427
R900	Creative, arts and entertainment activities	4	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-	-
R920	Gambling and betting activities	19	317,598	-	246,314	71,284
R931	Sports activities	20	179,267	31	-	179,236
R932	Other amusement and recreation activities	13	37,906	-	-	37,906
	IVB - MIMAROPA	5	-	-	-	-
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	V - Bicol	s	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	VI - Western Visayas	21	3,951	942	-	3,009
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	7	1,031	929	-	102
R931	Sports activities	7	2,921	13	-	2,907
R932	Other amusement and recreation activities	s	s	s	s	s
	VII - Central Visayas	35	59,721	4,349	-	55,371
R910	Libraries, archives, museums and other cultural activities	3	-	-	-	-
R920	Gambling and betting activities	4	49,394	4,349	-	45,045
R931	Sports activities	15	10,327	-	-	10,327
R932	Other amusement and recreation activities	13	-	-	-	-
	VIII - Eastern Visayas	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s

Continued

TABLE 4a.4 -- *Concluded*

2009 PSIC Code	Industry Description	Number of Establishments	Other Income			
			Total	Foreign Exchange Gains	Gain from Sale of Investment and Marketable Securities	Others
		(1)	(2)	(3)	(4)	(5)
	IX - Zamboanga Peninsula	s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	X - Northern Mindanao	12	4,407	-	1,076	3,331
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	4	-	-	-	-
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	5	1,076	-	1,076	-
	XI - Davao	12	18,763	613	-	18,150
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	5	18,150	-	-	18,150
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	4	-	-	-	-
	XIII - Caraga	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s

**TABLE 5a Number of Establishments and Expense by Type for Arts, Entertainment and Recreation Establishments
with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Expense			
			Total	Total Compensation	Materials and Supplies	Real Estate Sold
		(1)	(2)	(3)	(4)	(5)
PHILIPPINES		319	150,455,303	22,301,178	2,701,416	261,788
R900	Creative, arts and entertainment activities	20	996,594	261,183	42,310	-
R910	Libraries, archives, museums and other cultural activities	20	1,106,863	176,189	116,475	-
R920	Gambling and betting activities	91	139,596,840	19,584,849	1,850,132	261,788
R931	Sports activities	80	5,010,477	1,316,125	339,371	-
R932	Other amusement and recreation activities	108	3,744,530	962,832	353,128	-
NCR		91	129,318,384	18,000,901	1,978,724	-
R900	Creative, arts and entertainment activities	6	960,832	245,551	41,934	-
R910	Libraries, archives, museums and other cultural activities	4	850,976	112,903	91,584	-
R920	Gambling and betting activities	34	124,599,385	16,827,511	1,673,268	-
R931	Sports activities	22	1,776,107	498,102	77,019	-
R932	Other amusement and recreation activities	25	1,131,083	316,834	94,920	-
CAR		3	46,229	12,393	994	-
R932	Other amusement and recreation activities	3	46,229	12,393	994	-
I - Ilocos		13	1,266,434	207,582	28,079	-
R900	Creative, arts and entertainment activities	5	5,722	3,914	55	-
R920	Gambling and betting activities	3	1,236,099	195,086	26,917	-
R932	Other amusement and recreation activities	5	24,613	8,581	1,108	-
II - Cagayan Valley		5	1,123,024	226,809	5,764	-
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
III - Central Luzon		50	6,764,770	1,252,550	144,207	-
R900	Creative, arts and entertainment activities	4	28,610	10,653	231	-
R910	Libraries, archives, museums and other cultural activities	3	50,745	12,262	1,576	-
R920	Gambling and betting activities	10	5,436,623	908,762	46,343	-
R931	Sports activities	11	503,509	105,977	22,056	-
R932	Other amusement and recreation activities	22	745,283	214,897	74,000	-

Continued

TABLE 5a -- Continued

2009 PSIC Code	Industry Description	Number of Establishments	Expense			
			Total	Total Compensation	Materials and Supplies	Real Estate Sold
		(1)	(2)	(3)	(4)	(5)
	IVA - CALABARZON	60	6,226,808	1,401,939	283,087	261,788
R900	Creative, arts and entertainment activities	4	1,304	999	90	-
R910	Libraries, archives, museums and other cultural activities	4	52,176	11,940	17,734	-
R920	Gambling and betting activities	19	3,235,489	676,006	59,984	261,788
R931	Sports activities	20	1,722,093	418,811	154,349	-
R932	Other amusement and recreation activities	13	1,215,745	294,183	50,930	-
	IVB - MIMAROPA	5	18,041	5,355	4,594	-
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	V - Bicol	s	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	VI - Western Visayas	21	2,103,723	365,310	112,675	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	7	1,502,283	232,244	7,115	-
R931	Sports activities	7	347,863	109,167	29,441	-
R932	Other amusement and recreation activities	s	s	s	s	s
	VII - Central Visayas	35	2,012,083	412,852	94,543	-
R910	Libraries, archives, museums and other cultural activities	3	7,885	2,994	1,844	-
R920	Gambling and betting activities	4	1,378,906	231,340	13,105	-
R931	Sports activities	15	531,435	149,158	48,946	-
R932	Other amusement and recreation activities	13	93,858	29,360	30,647	-
	VIII - Eastern Visayas	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s

Continued

TABLE 5a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Expense			
			Total	Total Compensation	Materials and Supplies	Real Estate Sold
		(1)	(2)	(3)	(4)	(5)
IX - Zamboanga Peninsula		s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
X - Northern Mindanao		12	399,501	59,722	16,857	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	4	254,207	21,323	5,077	-
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	5	30,631	10,318	9,549	-
XI - Davao		12	745,857	301,455	14,755	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	5	593,571	265,987	12,938	-
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	4	76,542	11,760	1,039	-
XIII - Caraga		s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s

Continued

TABLE 5a -- *Continued*

2009 PSIC Code	Industry Description	Expense				
		Fuels, Lubricants, Oils and Greases	Electricity	Water	Industrial Service Done by Others	Non-Industrial Service Done by Others
		(6)	(7)	(8)	(9)	(10)
	PHILIPPINES	556,861	2,929,874	584,793	3,217,242	49,547,815
R900	Creative, arts and entertainment activities	2,145	111,295	42,841	71,235	352,050
R910	Libraries, archives, museums and other cultural activities	9,395	76,056	27,888	139,982	271,005
R920	Gambling and betting activities	371,921	2,186,144	386,087	2,049,858	47,452,407
R931	Sports activities	101,050	294,422	81,191	713,473	656,470
R932	Other amusement and recreation activities	72,349	261,958	46,786	242,694	815,884
	NCR	379,174	2,049,227	396,673	2,366,144	45,186,344
R900	Creative, arts and entertainment activities	1,661	110,672	42,757	71,125	350,509
R910	Libraries, archives, museums and other cultural activities	1,264	65,072	24,572	131,639	230,803
R920	Gambling and betting activities	334,520	1,702,862	290,081	1,700,943	44,018,774
R931	Sports activities	12,453	100,489	30,548	352,468	246,839
R932	Other amusement and recreation activities	29,276	70,133	8,715	109,969	339,419
	CAR	667	6,742	651	840	20,240
R932	Other amusement and recreation activities	667	6,742	651	840	20,240
	I - Ilocos	1,128	56,204	6,208	40,696	235,782
R900	Creative, arts and entertainment activities	145	12	3	62	862
R920	Gambling and betting activities	168	53,653	5,125	40,066	227,413
R932	Other amusement and recreation activities	815	2,539	1,080	568	7,506
	II - Cagayan Valley	14,522	77,958	9,843	1,790	687,336
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	III - Central Luzon	24,859	254,333	42,939	117,721	1,021,848
R900	Creative, arts and entertainment activities	339	595	76	47	508
R910	Libraries, archives, museums and other cultural activities	2,058	5,225	911	796	24,183
R920	Gambling and betting activities	5,872	128,152	22,244	31,735	742,153
R931	Sports activities	6,517	52,258	10,828	49,086	79,901
R932	Other amusement and recreation activities	10,074	68,103	8,880	36,057	175,102
	IVA - CALABARZON	58,300	249,437	101,272	506,926	1,150,953
R900	Creative, arts and entertainment activities	1	13	4	-	120
R910	Libraries, archives, museums and other cultural activities	3,899	3,643	1,822	1,899	5,764
R920	Gambling and betting activities	14,878	93,927	53,967	202,081	760,596
R931	Sports activities	20,848	90,973	26,043	224,170	197,670
R932	Other amusement and recreation activities	18,675	60,881	19,437	78,776	186,803
	IVB - MIMAROPA	3	662	314	514	6,333
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s

Continued

TABLE 5a -- *Continued*

2009 PSIC Code	Industry Description	Expense				
		Fuels, Lubricants, Oils and Greases	Electricity	Water	Industrial Service Done by Others	Non-Industrial Service Done by Others
		(6)	(7)	(8)	(9)	(10)
V - Bicol		s	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
VI - Western Visayas		45,277	85,091	12,409	64,925	252,488
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	573	36,969	897	24,362	165,354
R931	Sports activities	40,965	16,028	6,867	34,203	37,081
R932	Other amusement and recreation activities	s	s	s	s	s
VII - Central Visayas		15,159	106,039	8,113	96,932	738,399
R910	Libraries, archives, museums and other cultural activities	371	164	53	99	1,576
R920	Gambling and betting activities	615	68,648	2,455	48,630	645,192
R931	Sports activities	13,117	30,847	3,898	45,454	79,261
R932	Other amusement and recreation activities	1,056	6,380	1,706	2,750	12,371
VIII - Eastern Visayas		s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
IX - Zamboanga Peninsula		s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
X - Northern Mindanao		4,311	8,254	2,991	10,246	43,070
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	88	3,727	188	717	32,414
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	2,236	1,080	134	1,235	3,920
XI - Davao		2,658	25,470	2,518	2,524	188,651
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	807	21,235	1,478	115	172,325
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	571	3,001	544	1,199	11,873
XIII - Caraga		s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s

Continued

TABLE 5a -- *Continued*

2009 PSIC Code	Industry Description	Expense				
		Cost of Goods Sold	Interest Expense	Taxes on Products and Other Taxes on Production	Research and Development	Environmental Protection Expense
		(11)	(12)	(13)	(14)	(15)
	PHILIPPINES	1,598,890	5,258,406	19,681,216	34,903	50,556
R900	Creative, arts and entertainment activities	19,973	-	21,298	-	-
R910	Libraries, archives, museums and other cultural activities	43,182	1,270	26,146	33,634	-
R920	Gambling and betting activities	1,022,657	5,190,398	19,238,265	1,162	-
R931	Sports activities	163,092	25,409	290,365	-	721
R932	Other amusement and recreation activities	349,984	41,329	105,143	106	49,836
	NCR	1,014,170	5,098,642	18,744,168	-	-
R900	Creative, arts and entertainment activities	6,440	-	20,355	-	-
R910	Libraries, archives, museums and other cultural activities	-	396	19,764	-	-
R920	Gambling and betting activities	944,465	5,095,927	18,554,484	-	-
R931	Sports activities	52,561	18	106,197	-	-
R932	Other amusement and recreation activities	10,703	2,301	43,369	-	-
	CAR	1,308	733	495	-	-
R932	Other amusement and recreation activities	1,308	733	495	-	-
	I - Ilocos	56,876	-	333,368	-	-
R900	Creative, arts and entertainment activities	-	-	280	-	-
R920	Gambling and betting activities	55,942	-	332,588	-	-
R932	Other amusement and recreation activities	934	-	500	-	-
	II - Cagayan Valley	4,515	-	55,003	52	-
R920	Gambling and betting activities	s	s	s	-	-
R932	Other amusement and recreation activities	s	s	s	52	-
	III - Central Luzon	84,197	10,990	42,887	-	60
R900	Creative, arts and entertainment activities	13,533	-	653	-	-
R910	Libraries, archives, museums and other cultural activities	-	698	139	-	-
R920	Gambling and betting activities	13,927	375	28,287	-	-
R931	Sports activities	14,308	8,155	5,263	-	60
R932	Other amusement and recreation activities	42,428	1,762	8,544	-	-
	IVA - CALABARZON	205,861	138,122	454,360	1,162	50,124
R900	Creative, arts and entertainment activities	-	-	5	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	4,403	-	-
R920	Gambling and betting activities	-	94,097	249,543	1,162	-
R931	Sports activities	792	15,875	158,464	-	661
R932	Other amusement and recreation activities	205,068	28,151	41,945	-	49,464
	IVB - MIMAROPA	-	-	248	-	-
R931	Sports activities	s	s	s	-	-
R932	Other amusement and recreation activities	s	s	s	-	-

Continued

TABLE 5a -- *Continued*

2009 PSIC Code	Industry Description	Expense				
		Cost of Goods Sold	Interest Expense	Taxes on Products and Other Taxes on Production	Research and Development	Environmental Protection Expense
		(11)	(12)	(13)	(14)	(15)
	V - Bicol	s	s	s	-	-
R900	Creative, arts and entertainment activities	s	s	s	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	-	-
R920	Gambling and betting activities	s	s	s	-	-
R931	Sports activities	s	s	s	-	-
R932	Other amusement and recreation activities	s	s	s	-	-
	VI - Western Visayas	54,666	1,806	7,484	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	-	-
R920	Gambling and betting activities	4,725	-	1,463	-	-
R931	Sports activities	2,520	1,356	2,988	-	-
R932	Other amusement and recreation activities	s	s	s	-	-
	VII - Central Visayas	62,079	1,263	21,886	-	82
R910	Libraries, archives, museums and other cultural activities	-	-	284	-	-
R920	Gambling and betting activities	-	-	4,445	-	-
R931	Sports activities	58,834	-	16,231	-	-
R932	Other amusement and recreation activities	3,245	1,263	926	-	82
	VIII - Eastern Visayas	s	s	s	-	-
R920	Gambling and betting activities	s	s	s	-	-
R932	Other amusement and recreation activities	s	s	s	-	-
	IX - Zamboanga Peninsula	s	s	s	-	-
R931	Sports activities	s	s	s	-	-
R932	Other amusement and recreation activities	s	s	s	-	-
	X - Northern Mindanao	51,664	182	3,070	54	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	-	-
R920	Gambling and betting activities	-	-	1,842	-	-
R931	Sports activities	s	s	s	-	-
R932	Other amusement and recreation activities	-	-	504	54	-
	XI - Davao	29,045	1,507	14,202	33,634	121
R910	Libraries, archives, museums and other cultural activities	s	s	s	33,634	-
R920	Gambling and betting activities	3,598	-	10,673	-	-
R931	Sports activities	s	s	s	-	-
R932	Other amusement and recreation activities	25,447	1,507	1,810	-	121
	XIII - Caraga	s	s	s	-	169
R932	Other amusement and recreation activities	s	s	s	-	169

Continued

TABLE 5a -- *Continued*

2009 PSIC Code	Industry Description	Expense					
		Royalty Fee	Franchise Fee	Payouts	Amortization	Depreciation	Other Expense
		(16)	(17)	(18)	(19)	(20)	(21)
	PHILIPPINES	52,889	5,299,074	15,129,277	362,009	9,164,639	11,722,778
R900	Creative, arts and entertainment activities	-	-	-	-	60,089	12,175
R910	Libraries, archives, museums and other cultural activities	-	-	-	342	176,931	8,368
R920	Gambling and betting activities	25,213	5,299,074	15,115,311	301,949	7,728,121	11,531,505
R931	Sports activities	-	-	-	2,297	894,694	131,796
R932	Other amusement and recreation activities	27,676	-	13,966	57,420	304,803	38,935
	NCR	28,484	4,831,758	10,688,489	227,288	7,364,414	10,963,782
R900	Creative, arts and entertainment activities	-	-	-	-	57,794	12,033
R910	Libraries, archives, museums and other cultural activities	-	-	-	333	166,195	6,451
R920	Gambling and betting activities	25,213	4,831,758	10,688,489	168,337	6,846,106	10,896,648
R931	Sports activities	-	-	-	1,255	255,633	42,524
R932	Other amusement and recreation activities	3,271	-	-	57,363	38,685	6,125
	CAR	-	-	-	-	915	252
R932	Other amusement and recreation activities	-	-	-	-	915	252
	I - Ilocos	-	-	16,744	-	245,958	37,810
R900	Creative, arts and entertainment activities	-	-	-	-	314	75
R920	Gambling and betting activities	-	-	16,744	-	244,762	37,636
R932	Other amusement and recreation activities	-	-	-	-	882	100
	II - Cagayan Valley	-	-	31,788	-	7,644	-
R920	Gambling and betting activities	-	-	31,788	-	6,987	-
R932	Other amusement and recreation activities	-	-	-	-	657	-
	III - Central Luzon	3,698	264,969	2,573,006	105,150	339,325	482,031
R900	Creative, arts and entertainment activities	-	-	-	-	1,974	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	2,890	7
R920	Gambling and betting activities	-	264,969	2,573,006	104,353	119,524	446,922
R931	Sports activities	-	-	-	797	140,781	7,522
R932	Other amusement and recreation activities	3,698	-	-	-	74,156	27,581

Continued

TABLE 5a -- *Continued*

2009 PSIC Code	Industry Description	Expense					
		Royalty Fee	Franchise Fee	Payouts	Amortization	Depreciation	Other Expense
		(16)	(17)	(18)	(19)	(20)	(21)
	IVA - CALABARZON	20,682	165,827	238,014	5,836	775,414	157,705
R900	Creative, arts and entertainment activities	-	-	-	-	7	67
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	469	603
R920	Gambling and betting activities	-	165,827	238,014	5,771	275,339	82,509
R931	Sports activities	-	-	-	65	342,295	71,079
R932	Other amusement and recreation activities	20,682	-	-	-	157,304	3,446
	IVB - MIMAROPA	-	-	-	-	18	-
R931	Sports activities	-	-	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-	18	-
	V - Bicol	-	-	20,771	58	4,290	5,564
R900	Creative, arts and entertainment activities	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-	-
R920	Gambling and betting activities	-	-	20,771	-	82	5,541
R931	Sports activities	-	-	-	-	4,208	-
R932	Other amusement and recreation activities	-	-	-	58	-	23
	VI - Western Visayas	-	-	1,016,131	5,610	77,605	2,246
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	740	52
R920	Gambling and betting activities	-	-	1,016,131	5,610	5,724	1,114
R931	Sports activities	-	-	-	-	66,167	1,079
R932	Other amusement and recreation activities	-	-	-	-	4,975	-
	VII - Central Visayas	-	36,521	50,979	16,221	290,252	60,761
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	479	21
R920	Gambling and betting activities	-	36,521	50,979	16,041	206,369	54,565
R931	Sports activities	-	-	-	180	79,469	6,041
R932	Other amusement and recreation activities	-	-	-	-	3,936	135
	VIII - Eastern Visayas	-	-	212,003	-	295	5,724
R920	Gambling and betting activities	-	-	212,003	-	53	5,724
R932	Other amusement and recreation activities	-	-	-	-	242	-

Continued

TABLE 5a -- *Concluded*

2009 PSIC Code	Industry Description	Expense					
		Royalty Fee	Franchise Fee	Payouts	Amortization	Depreciation	Other Expense
		(16)	(17)	(18)	(19)	(20)	(21)
	IX - Zamboanga Peninsula	-	-	-	-	19,386	339
R931	Sports activities	-	-	-	-	1,207	6
R932	Other amusement and recreation activities	-	-	-	-	18,179	333
	X - Northern Mindanao	-	-	188,757	-	5,684	4,639
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	4,046	167
R920	Gambling and betting activities	-	-	188,757	-	73	-
R931	Sports activities	-	-	-	-	893	3,545
R932	Other amusement and recreation activities	-	-	-	-	672	927
	XI - Davao	-	-	92,594	1,847	32,949	1,926
R910	Libraries, archives, museums and other cultural activities	-	-	-	9	2,113	1,067
R920	Gambling and betting activities	-	-	78,628	1,838	23,102	847
R931	Sports activities	-	-	-	-	4,043	-
R932	Other amusement and recreation activities	-	-	13,966	-	3,692	12
	XIII - Caraga	25	-	-	-	490	-
R932	Other amusement and recreation activities	25	-	-	-	490	-

TABLE 5a.2 Number of Establishments and Expense for Industrial Services Done by Others by Type for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Value in thousand pesos. Details may not add-up to total due to rounding and/or statistical disclosure control)

(value in thousand pesos. Details may not add-up to total due to rounding and/or statistical disclosure control)

2009 PSIC Code	Industry Description	Number of Establishments	Industrial Services Done by Others		
			Total	Contract and Commission Work Done by Others	Repairs, Maintenance and Installation
		(1)	(2)	(3)	(4)
	PHILIPPINES	319	3,217,242	-	3,217,242
R900	Creative, arts and entertainment activities	20	71,235	-	71,235
R910	Libraries, archives, museums and other cultural activities	20	139,982	-	139,982
R920	Gambling and betting activities	91	2,049,858	-	2,049,858
R931	Sports activities	80	713,473	-	713,473
R932	Other amusement and recreation activities	108	242,694	-	242,694
	NCR	91	2,366,144	-	2,366,144
R900	Creative, arts and entertainment activities	6	71,125	-	71,125
R910	Libraries, archives, museums and other cultural activities	4	131,639	-	131,639
R920	Gambling and betting activities	34	1,700,943	-	1,700,943
R931	Sports activities	22	352,468	-	352,468
R932	Other amusement and recreation activities	25	109,969	-	109,969
	CAR	3	840	-	840
R932	Other amusement and recreation activities	3	840	-	840
	I - Ilocos	13	40,696	-	40,696
R900	Creative, arts and entertainment activities	5	62	-	62
R920	Gambling and betting activities	3	40,066	-	40,066
R932	Other amusement and recreation activities	5	568	-	568
	II - Cagayan Valley	5	1,790	-	1,790
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	50	117,721	-	117,721
R900	Creative, arts and entertainment activities	4	47	-	47
R910	Libraries, archives, museums and other cultural activities	3	796	-	796
R920	Gambling and betting activities	10	31,735	-	31,735
R931	Sports activities	11	49,086	-	49,086
R932	Other amusement and recreation activities	22	36,057	-	36,057

Continued

TABLE 5a.2 -- Continued

2009 PSIC Code	Industry Description	Number of Establishments	Industrial Services Done by Others		
			Total	Contract and Commission Work Done by Others	Repairs, Maintenance and Installation
		(1)	(2)	(3)	(4)
	IVA - CALABARZON	60	506,926	-	506,926
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	1,899	-	1,899
R920	Gambling and betting activities	19	202,081	-	202,081
R931	Sports activities	20	224,170	-	224,170
R932	Other amusement and recreation activities	13	78,776	-	78,776
	IVB - MIMAROPA	5	514	-	514
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	21	64,925	-	64,925
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7	24,362	-	24,362
R931	Sports activities	7	34,203	-	34,203
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	35	96,932	-	96,932
R910	Libraries, archives, museums and other cultural activities	3	99	-	99
R920	Gambling and betting activities	4	48,630	-	48,630
R931	Sports activities	15	45,454	-	45,454
R932	Other amusement and recreation activities	13	2,750	-	2,750
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 5a.2 -- *Concluded*

2009 PSIC Code	Industry Description	Number of Establishments	Industrial Services Done by Others		
			Total	Contract and Commission Work Done by Others	Repairs, Maintenance and Installation
		(1)	(2)	(3)	(4)
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	12	10,246	-	10,246
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	4	717	-	717
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	5	1,235	-	1,235
	XI - Davao	12	2,524	-	2,524
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5	115	-	115
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	4	1,199	-	1,199
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

TABLE 5a.3 Number of Establishments and Expense for Non-Industrial Services Done by Others by Type for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

(Values are in thousand pesos, except for number of establishments. Details may not add up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Non-Industrial Services Done by Others		
			Total	Rent Expense from Land	Rental Expense for Buildings, Warehouses and Other Structures
		(1)	(2)	(3)	(4)
PHILIPPINES		319	49,547,815	449,065	2,634,951
R900	Creative, arts and entertainment activities	20	352,050	-	71,798
R910	Libraries, archives, museums and other cultural activities	20	271,005	1,920	29,298
R920	Gambling and betting activities	91	47,452,407	324,940	2,263,962
R931	Sports activities	80	656,470	36,180	57,660
R932	Other amusement and recreation activities	108	815,884	86,024	212,232
NCR		91	45,186,344	293,560	1,442,738
R900	Creative, arts and entertainment activities	6	350,509	-	71,744
R910	Libraries, archives, museums and other cultural activities	4	230,803	-	26,937
R920	Gambling and betting activities	34	44,018,774	229,913	1,238,864
R931	Sports activities	22	246,839	-	39,278
R932	Other amusement and recreation activities	25	339,419	63,647	65,916
CAR		3	20,240	982	16,859
R932	Other amusement and recreation activities	3	20,240	982	16,859
I - Ilocos		13	235,782	60,818	29,080
R900	Creative, arts and entertainment activities	5	862	-	-
R920	Gambling and betting activities	3	227,413	60,728	24,988
R932	Other amusement and recreation activities	5	7,506	90	4,092
II - Cagayan Valley		5	687,336	2,598	39,321
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
III - Central Luzon		50	1,021,848	43,120	335,113
R900	Creative, arts and entertainment activities	4	508	-	30
R910	Libraries, archives, museums and other cultural activities	3	24,183	-	303
R920	Gambling and betting activities	10	742,153	8,817	243,888
R931	Sports activities	11	79,901	28,724	5,678
R932	Other amusement and recreation activities	22	175,102	5,579	85,214

Continued

Table 5.3a -- Continued

2009 PSIC Code	Industry Description	Number of Establishments	Non-Industrial Services Done by Others		
			Total	Rent Expense from Land	Rental Expense for Buildings, Warehouses and Other Structures
		(1)	(2)	(3)	(4)
	IVA - CALABARZON	60	1,150,953	32,635	222,053
R900	Creative, arts and entertainment activities	4	120	-	24
R910	Libraries, archives, museums and other cultural activities	4	5,764	1,920	823
R920	Gambling and betting activities	19	760,596	22,884	183,559
R931	Sports activities	20	197,670	-	7,898
R932	Other amusement and recreation activities	13	186,803	7,830	29,748
	IVB - MIMAROPA	5	6,333	-	3,935
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	21	252,488	8,171	72,185
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7	165,354	-	71,738
R931	Sports activities	7	37,081	2,116	446
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	35	738,399	6,281	387,095
R910	Libraries, archives, museums and other cultural activities	3	1,576	-	1,236
R920	Gambling and betting activities	4	645,192	-	381,567
R931	Sports activities	15	79,261	4,496	3,491
R932	Other amusement and recreation activities	13	12,371	1,786	800
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	

Continued

Table 5.3a -- Continued

2009 PSIC Code	Industry Description	Number of Establishments	Non-Industrial Services Done by Others		
			Total	Rent Expense from Land	Rental Expense for Buildings, Warehouses and Other Structures
		(1)	(2)	(3)	(4)
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	12	43,070	900	6,100
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	4	32,414	-	5,255
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	5	3,920	55	-
	XI - Davao	12	188,651	-	79,693
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5	172,325	-	74,001
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	4	11,873	-	5,692
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 5a.3 -- *Continued*

2009 PSIC Code	Industry Description	Non-Industrial Services Done by Others			
		Rental Expense for Machinery and Transport Equipment	Rental Expense for Office Equipment	Other Rental Expense	Communication Expense
		(5)	(6)	(7)	(8)
	PHILIPPINES	443,544	6,763	510,836	367,009
R900	Creative, arts and entertainment activities	60,194	-	3,825	4,573
R910	Libraries, archives, museums and other cultural activities	145	-	381	15,652
R920	Gambling and betting activities	373,067	1,371	468,621	275,977
R931	Sports activities	5,476	5,391	17,184	43,058
R932	Other amusement and recreation activities	4,661	-	20,826	27,749
	NCR	335,441	3,183	406,095	227,409
R900	Creative, arts and entertainment activities	60,049	-	3,454	4,503
R910	Libraries, archives, museums and other cultural activities	-	-	381	12,921
R920	Gambling and betting activities	271,800	1,308	385,890	194,299
R931	Sports activities	2,091	1,874	3,118	11,498
R932	Other amusement and recreation activities	1,502	-	13,252	4,190
	CAR	-	-	-	179
R932	Other amusement and recreation activities	-	-	-	179
	I - Ilocos	-	-	339	1,438
R900	Creative, arts and entertainment activities	-	-	339	16
R920	Gambling and betting activities	-	-	-	1,135
R932	Other amusement and recreation activities	-	-	-	287
	II - Cagayan Valley	-	-	-	1,553
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	2,618	2,358	7,672	59,197
R900	Creative, arts and entertainment activities	99	-	-	55
R910	Libraries, archives, museums and other cultural activities	-	-	-	145
R920	Gambling and betting activities	-	-	97	43,877
R931	Sports activities	2,519	2,358	-	9,917
R932	Other amusement and recreation activities	-	-	7,574	5,203
	IVA - CALABARZON	87,590	194	37,323	50,890
R900	Creative, arts and entertainment activities	47	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	1,076
R920	Gambling and betting activities	86,677	-	35,220	25,478
R931	Sports activities	867	194	2,102	9,585
R932	Other amusement and recreation activities	-	-	-	14,751
	IVB - MIMAROPA	-	-	-	93
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	

Continued

TABLE 5a.3 -- *Continued*

2009 PSIC Code	Industry Description	Non-Industrial Services Done by Others			
		Rental Expense for Machinery and Transport Equipment	Rental Expense for Office Equipment	Other Rental Expense	Communication Expense
		(5)	(6)	(7)	(8)
V - Bicol		s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
VI - Western Visayas		7,989	412	5,634	3,511
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7,989	-	5,634	355
R931	Sports activities	-	412	-	1,535
R932	Other amusement and recreation activities	s	s	s	s
VII - Central Visayas		-	539	18,520	11,652
R910	Libraries, archives, museums and other cultural activities	-	-	-	164
R920	Gambling and betting activities	-	22	6,557	4,641
R931	Sports activities	-	517	11,963	6,442
R932	Other amusement and recreation activities	-	-	-	406
VIII - Eastern Visayas		s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
IX - Zamboanga Peninsula		s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
X - Northern Mindanao		109	11	19,446	3,232
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	-	-	19,446	1,952
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	-	-	-	127
XI - Davao		9,761	65	15,776	3,642
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	6,601	41	15,776	2,603
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	3,160	-	-	678
XIII - Caraga		s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 5a.3 -- *Continued*

2009 PSIC Code	Industry Description	Non-Industrial Services Done by Others		
		Insurance Expense	Transport Service Expense	Other Non-Industrial Service Done by Others
		(9)	(10)	(11)
	PHILIPPINES	234,699	337,245	44,563,703
R900	Creative, arts and entertainment activities	5,522	2,513	203,624
R910	Libraries, archives, museums and other cultural activities	5,876	12,216	205,517
R920	Gambling and betting activities	187,685	285,731	43,271,052
R931	Sports activities	19,778	9,293	462,450
R932	Other amusement and recreation activities	15,838	27,492	421,061
	NCR	181,422	256,552	42,039,944
R900	Creative, arts and entertainment activities	5,522	2,463	202,775
R910	Libraries, archives, museums and other cultural activities	5,653	11,967	172,946
R920	Gambling and betting activities	159,111	234,339	41,303,250
R931	Sports activities	5,501	-	183,479
R932	Other amusement and recreation activities	5,635	7,784	177,495
	CAR	-	144	2,076
R932	Other amusement and recreation activities	-	144	2,076
	I - Ilocos	869	34,000	109,238
R900	Creative, arts and entertainment activities	-	5	503
R920	Gambling and betting activities	823	33,950	105,790
R932	Other amusement and recreation activities	46	45	2,945
	II - Cagayan Valley	254	507	643,102
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	III - Central Luzon	6,061	20,801	544,908
R900	Creative, arts and entertainment activities	-	15	309
R910	Libraries, archives, museums and other cultural activities	51	12	23,673
R920	Gambling and betting activities	2,964	11,323	431,188
R931	Sports activities	272	6,226	24,206
R932	Other amusement and recreation activities	2,774	3,225	65,533

Continued

TABLE 5a.3 -- *Continued*

2009 PSIC Code	Industry Description	Non-Industrial Services Done by Others		
		Insurance Expense	Transport Service Expense	Other Non-Industrial Service Done by Others
		(9)	(10)	(11)
	IVA - CALABARZON	33,734	16,853	669,682
R900	Creative, arts and entertainment activities	-	12	36
R910	Libraries, archives, museums and other cultural activities	-	-	1,945
R920	Gambling and betting activities	20,584	2,466	383,726
R931	Sports activities	8,390	850	167,784
R932	Other amusement and recreation activities	4,759	13,524	116,191
	IVB - MIMAROPA	27	32	2,247
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	V - Bicol	s	s	s
R900	Creative, arts and entertainment activities	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	VI - Western Visayas	3,729	3,821	147,037
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	941	1,221	77,476
R931	Sports activities	2,348	1,057	29,167
R932	Other amusement and recreation activities	s	s	s
	VII - Central Visayas	3,579	1,482	309,251
R910	Libraries, archives, museums and other cultural activities	-	37	139
R920	Gambling and betting activities	2,116	451	249,837
R931	Sports activities	1,439	887	50,026
R932	Other amusement and recreation activities	24	107	9,249
	VIII - Eastern Visayas	s	s	s
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s

Continued

TABLE 5a.3 -- *Concluded*

2009 PSIC Code	Industry Description	Non-Industrial Services Done by Others		
		Insurance Expense	Transport Service Expense	Other Non-Industrial Service Done by Others
		(9)	(10)	(11)
	IX - Zamboanga Peninsula	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	X - Northern Mindanao	903	419	11,950
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	143	-	5,618
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	195	-	3,542
	XI - Davao	1,220	1,599	76,894
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	1,001	1,029	71,273
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	131	566	1,647
	XIII - Caraga	s	s	s
R932	Other amusement and recreation activities	s	s	s

**TABLE 5a.4 Number of Establishments and Cost of Goods Sold for Arts, Entertainment and Recreation Establishments
with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Cost of Goods Sold	Goods for Resale Inventories, Beginning	Goods Purchased for Resale	Goods for Resale Inventories, Ending
		(1)	(2)	(3)	(4)	(5)
	PHILIPPINES	319	1,598,890	311,927	1,666,648	379,686
R900	Creative, arts and entertainment activities	20	19,973	6,211	22,184	8,422
R910	Libraries, archives, museums and other cultural activities	20	43,182	3,805	42,214	2,837
R920	Gambling and betting activities	91	1,022,657	245,860	1,118,324	341,527
R931	Sports activities	80	163,092	8,093	165,894	10,895
R932	Other amusement and recreation activities	108	349,984	47,958	318,032	16,005
	NCR	91	1,014,170	236,869	1,110,571	333,270
R900	Creative, arts and entertainment activities	6	6,440	578	6,947	1,085
R910	Libraries, archives, museums and other cultural activities	4	-	-	-	-
R920	Gambling and betting activities	34	944,465	230,597	1,042,203	328,335
R931	Sports activities	22	52,561	3,018	52,056	2,512
R932	Other amusement and recreation activities	25	10,703	2,676	9,365	1,338
	CAR	3	1,308	999	654	345
R932	Other amusement and recreation activities	3	1,308	999	654	345
	I - Ilocos	13	56,876	3,791	57,036	3,951
R900	Creative, arts and entertainment activities	5	-	-	-	-
R920	Gambling and betting activities	3	55,942	3,259	55,421	2,739
R932	Other amusement and recreation activities	5	934	532	1,614	1,212
	II - Cagayan Valley	5	4,515	175	4,587	247
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	III - Central Luzon	50	84,197	46,316	54,184	16,304
R900	Creative, arts and entertainment activities	4	13,533	5,633	15,237	7,337
R910	Libraries, archives, museums and other cultural activities	3	-	-	-	-
R920	Gambling and betting activities	10	13,927	8,429	12,912	7,414
R931	Sports activities	11	14,308	750	14,437	878
R932	Other amusement and recreation activities	22	42,428	31,504	11,599	674

Continued

TABLE 5a.4 -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Cost of Goods Sold	Goods for Resale Inventories, Beginning	Goods Purchased for Resale	Goods for Resale Inventories, Ending
		(1)	(2)	(3)	(4)	(5)
IVA - CALABARZON		60	205,861	5,565	205,862	5,566
R900	Creative, arts and entertainment activities	4	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-	-
R920	Gambling and betting activities	19	-	-	-	-
R931	Sports activities	20	792	1,883	631	1,721
R932	Other amusement and recreation activities	13	205,068	3,682	205,231	3,845
IVB - MIMAROPA		5	-	-	-	-
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
V - Bicol		s	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
VI - Western Visayas		21	54,666	7,254	55,251	7,839
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	7	4,725	2,954	4,713	2,942
R931	Sports activities	7	2,520	-	2,779	259
R932	Other amusement and recreation activities	s	s	s	s	s
VII - Central Visayas		35	62,079	2,043	64,908	4,872
R910	Libraries, archives, museums and other cultural activities	3	-	-	-	-
R920	Gambling and betting activities	4	-	-	-	-
R931	Sports activities	15	58,834	1,786	61,745	4,696
R932	Other amusement and recreation activities	13	3,245	258	3,163	176
VIII - Eastern Visayas		s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s

Continued

TABLE 5a.4 -- *Concluded*

2009 PSIC Code	Industry Description	Number of Establishments	Cost of Goods Sold	Goods for Resale Inventories, Beginning	Goods Purchased for Resale	Goods for Resale Inventories, Ending
		(1)	(2)	(3)	(4)	(5)
	IX - Zamboanga Peninsula	s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	X - Northern Mindanao	12	51,664	4,462	50,866	3,664
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	4	-	-	-	-
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	5	-	-	-	-
	XI - Davao	12	29,045	3,085	27,304	1,343
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	5	3,598	621	3,075	97
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	4	25,447	2,464	24,229	1,246
	XIII - Caraga	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s

**TABLE 5a.5 Number of Establishments and Taxes on Products and Other Taxes on Production for Arts, Entertainment and Recreation
Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

Values are in thousand pesos, except for number of establishments. Details may not add up to total due to rounding and/or statistical disclosure control.

2009 PSIC Code	Industry Description	Number of Establishments	Taxes on Products and Other Taxes on Production		
			Total	Taxes on Products	Other Taxes on Production
		(1)	(2)	(3)	(4)
	PHILIPPINES	319	19,681,216	-	19,681,216
R900	Creative, arts and entertainment activities	20	21,298	-	21,298
R910	Libraries, archives, museums and other cultural activities	20	26,146	-	26,146
R920	Gambling and betting activities	91	19,238,265	-	19,238,265
R931	Sports activities	80	290,365	-	290,365
R932	Other amusement and recreation activities	108	105,143	-	105,143
	NCR	91	18,744,168	-	18,744,168
R900	Creative, arts and entertainment activities	6	20,355	-	20,355
R910	Libraries, archives, museums and other cultural activities	4	19,764	-	19,764
R920	Gambling and betting activities	34	18,554,484	-	18,554,484
R931	Sports activities	22	106,197	-	106,197
R932	Other amusement and recreation activities	25	43,369	-	43,369
	CAR	3	495	-	495
R932	Other amusement and recreation activities	3	495	-	495
	I - Ilocos	13	333,368	-	333,368
R900	Creative, arts and entertainment activities	5	280	-	280
R920	Gambling and betting activities	3	332,588	-	332,588
R932	Other amusement and recreation activities	5	500	-	500
	II - Cagayan Valley	5	55,003	-	55,003
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	50	42,887	-	42,887
R900	Creative, arts and entertainment activities	4	653	-	653
R910	Libraries, archives, museums and other cultural activities	3	139	-	139
R920	Gambling and betting activities	10	28,287	-	28,287
R920	Sports activities	11	5,263	-	5,263
R932	Other amusement and recreation activities	22	8,544	-	8,544

Continued

Table 5a.5 -- Continued

2009 PSIC Code	Industry Description	Number of Establishments	Taxes on Products and Other Taxes on Production		
			Total	Taxes on Products	Other Taxes on Production
		(1)	(2)	(3)	(4)
	IVA - CALABARZON	60	454,360	-	454,360
R900	Creative, arts and entertainment activities	4	5	-	5
R910	Libraries, archives, museums and other cultural activities	4	4,403	-	4,403
R920	Gambling and betting activities	19	249,543	-	249,543
R931	Sports activities	20	158,464	-	158,464
R932	Other amusement and recreation activities	13	41,945	-	41,945
	IVB - MIMAROPA	5	248	-	248
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	21	7,484	-	7,484
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7	1,463	-	1,463
R931	Sports activities	7	2,988	-	2,988
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	35	21,886	-	21,886
R910	Libraries, archives, museums and other cultural activities	3	284	-	284
R920	Gambling and betting activities	4	4,445	-	4,445
R931	Sports activities	15	16,231	-	16,231
R932	Other amusement and recreation activities	13	926	-	926
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

Table 5a.5 -- *Concluded*

2009 PSIC Code	Industry Description	Number of Establishments	Taxes on Products and Other Taxes on Production		
			Total	Taxes on Products	Other Taxes on Production
		(1)	(2)	(3)	(4)
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	12	3,070	-	3,070
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	4	1,842	-	1,842
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	5	504	-	504
	XI - Davao	12	14,202	-	14,202
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5	10,673	-	10,673
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	4	1,810	-	1,810
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

TABLE 5a.6 Number of Establishments and Other Expense by Type for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

(Values are in thousand pesos, except for number of establishments. Totals may not add up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Other Expense		
			Total	Foreign Exchange Losses	Charitable Donations and Grants
		(1)	(2)	(3)	(4)
	PHILIPPINES	319	11,722,778	1,247,296	8,920,975
R900	Creative, arts and entertainment activities	20	12,175	51	9,203
R910	Libraries, archives, museums and other cultural activities	20	8,368	41	167
R920	Gambling and betting activities	91	11,531,505	1,245,326	8,907,412
R931	Sports activities	80	131,796	5	3,071
R932	Other amusement and recreation activities	108	38,935	1,873	1,122
	NCR	91	10,963,782	1,242,774	8,906,236
R900	Creative, arts and entertainment activities	6	12,033	51	9,129
R910	Libraries, archives, museums and other cultural activities	4	6,451	41	-
R920	Gambling and betting activities	34	10,896,648	1,241,803	8,896,307
R931	Sports activities	22	42,524	-	-
R932	Other amusement and recreation activities	25	6,125	879	800
	CAR	3	252	-	-
R932	Other amusement and recreation activities	3	252	-	-
	I - Ilocos	13	37,810	203	1,300
R900	Creative, arts and entertainment activities	5	75	-	8
R920	Gambling and betting activities	3	37,636	203	1,292
R932	Other amusement and recreation activities	5	100	-	-
	II - Cagayan Valley	5	-	-	-
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	50	482,031	1,005	1,508
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	7	-	-
R920	Gambling and betting activities	10	446,922	8	1,302
R931	Sports activities	11	7,522	3	-
R932	Other amusement and recreation activities	22	27,581	994	206

Continued

TABLE 5a.6 -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Other Expense		
			Total	Foreign Exchange Losses	Charitable Donations and Grants
		(1)	(2)	(3)	(4)
	IVA - CALABARZON	60	157,705	3,313	3,243
R900	Creative, arts and entertainment activities	4	67	-	67
R910	Libraries, archives, museums and other cultural activities	4	603	-	-
R920	Gambling and betting activities	19	82,509	3,312	1,825
R931	Sports activities	20	71,079	2	1,334
R932	Other amusement and recreation activities	13	3,446	-	17
	IVB - MIMAROPA	5	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	21	2,246	-	220
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7	1,114	-	-
R931	Sports activities	7	1,079	-	220
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	35	60,761	-	2,141
R910	Libraries, archives, museums and other cultural activities	3	21	-	-
R920	Gambling and betting activities	4	54,565	-	591
R931	Sports activities	15	6,041	-	1,517
R932	Other amusement and recreation activities	13	135	-	33
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 5a.6 -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Other Expense		
			Total	Foreign Exchange Losses	Charitable Donations and Grants
		(1)	(2)	(3)	(4)
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	12	4,639	-	172
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	4	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	5	927	-	5
	XI - Davao	12	1,926	-	384
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5	847	-	372
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	4	12	-	12
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 5a.6 -- *Continued*

2009 PSIC Code	Industry Description	Other Expense		
		Bad and Doubtful Debts	Loss from Sale of Investment Assets and Marketable Securities	Others
		(5)	(6)	(7)
	PHILIPPINES	251,265	3,555	1,299,687
R900	Creative, arts and entertainment activities	2,298	-	622
R910	Libraries, archives, museums and other cultural activities	-	3,555	4,605
R920	Gambling and betting activities	207,652	-	1,171,114
R931	Sports activities	38,501	-	90,219
R932	Other amusement and recreation activities	2,814	-	33,127
	NCR	155,099	3,555	656,117
R900	Creative, arts and entertainment activities	2,268	-	585
R910	Libraries, archives, museums and other cultural activities	-	3,555	2,856
R920	Gambling and betting activities	134,746	-	623,791
R931	Sports activities	15,326	-	27,198
R932	Other amusement and recreation activities	2,759	-	1,688
	CAR	-	-	252
R932	Other amusement and recreation activities	-	-	252
	I - Ilocos	449	-	35,859
R900	Creative, arts and entertainment activities	30	-	37
R920	Gambling and betting activities	419	-	35,721
R932	Other amusement and recreation activities	-	-	100
	II - Cagayan Valley	-	-	-
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	III - Central Luzon	58,662	-	420,856
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	7
R920	Gambling and betting activities	58,399	-	387,213
R931	Sports activities	263	-	7,255
R932	Other amusement and recreation activities	-	-	26,382

Continued

TABLE 5a.6 -- *Continued*

2009 PSIC Code	Industry Description	Other Expense		
		Bad and Doubtful Debts	Loss from Sale of Investment Assets and Marketable Securities	Others
		(5)	(6)	(7)
	IVA - CALABARZON	36,237	-	114,911
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	603
R920	Gambling and betting activities	13,849	-	63,523
R931	Sports activities	22,388	-	47,356
R932	Other amusement and recreation activities	-	-	3,429
	IVB - MIMAROPA	-	-	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	V - Bicol	s	s	s
R900	Creative, arts and entertainment activities	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	VI - Western Visayas	518	-	1,508
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	-	-	1,114
R931	Sports activities	518	-	342
R932	Other amusement and recreation activities	s	s	s
	VII - Central Visayas	238	-	58,382
R910	Libraries, archives, museums and other cultural activities	-	-	21
R920	Gambling and betting activities	238	-	53,736
R931	Sports activities	-	-	4,524
R932	Other amusement and recreation activities	-	-	101
	VIII - Eastern Visayas	s	s	s
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s

Continued

TABLE 5a.6 -- *Concluded*

2009 PSIC Code	Industry Description	Other Expense		
		Bad and Doubtful Debts	Loss from Sale of Investment Assets and Marketable Securities	Others
		(5)	(6)	(7)
	IX - Zamboanga Peninsula	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	X - Northern Mindanao	-	-	4,467
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	-	-	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	-	-	923
	XI - Davao	1	-	1,541
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	1	-	474
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	-	-	-
	XIII - Caraga	s	s	s
R932	Other amusement and recreation activities	s	s	s

TABLE 6a Number of Establishments and Capital Expenditures by Type of Tangible Fixed Assets for Arts, Entertainment and Recreation
Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Tangible Fixed Assets				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
	PHILIPPINES	319	42,951,737	168,243	37,559,833	407,044	576,401
R900	Creative, arts and entertainment activities	20	112,641	-	21,937	19,137	6,044
R910	Libraries, archives, museums and other cultural activities	20	49,094	1,906	11,584	-	911
R920	Gambling and betting activities	91	41,694,423	-	36,767,044	364,956	552,423
R931	Sports activities	80	878,298	86,584	705,112	20,016	10,434
R932	Other amusement and recreation activities	108	217,282	79,752	54,156	2,936	6,590
	NCR	91	41,791,871	-	36,814,689	348,815	539,962
R900	Creative, arts and entertainment activities	6	112,497	-	21,919	19,137	6,044
R910	Libraries, archives, museums and other cultural activities	4	45,357	-	10,193	-	721
R920	Gambling and betting activities	34	41,552,192	-	36,746,351	329,008	528,895
R931	Sports activities	22	48,137	-	29,882	98	1,209
R932	Other amusement and recreation activities	25	33,689	-	6,344	572	3,093
	CAR	3	-	-	-	-	-
R932	Other amusement and recreation activities	3	-	-	-	-	-
	I - Ilocos	13	2,347	-	19	-	625
R900	Creative, arts and entertainment activities	5	144	-	19	-	-
R920	Gambling and betting activities	3	2,203	-	-	-	625
R932	Other amusement and recreation activities	5	-	-	-	-	-
	II - Cagayan Valley	5	-	-	-	-	-
R920	Gambling and betting activities	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s
	III - Central Luzon	50	223,681	70,954	34,866	14,350	12,532
R900	Creative, arts and entertainment activities	4	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	-	-	-	-	-
R920	Gambling and betting activities	10	60,754	-	-	7,110	8,483
R931	Sports activities	11	20,607	614	7,993	4,875	552
R932	Other amusement and recreation activities	22	142,320	70,340	26,873	2,364	3,497

Continued

TABLE 6a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Tangible Fixed Assets				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
			(1)	(2)	(3)	(4)	(5)
	IVA - CALABARZON	60	160,803	15,238	50,297	40,719	12,547
R900	Creative, arts and entertainment activities	4	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-	-	-
R920	Gambling and betting activities	19	68,073	-	18,165	28,837	7,143
R931	Sports activities	20	68,158	7,056	23,445	11,882	5,404
R932	Other amusement and recreation activities	13	24,571	8,182	8,687	-	-
	IVB - MIMAROPA	5	-	-	-	-	-
R931	Sports activities	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s
	V - Bicol	s	s	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s	s
R931	Sports activities	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s
	VI - Western Visayas	21	734,254	78,914	638,918	3,142	8,412
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s	s
R920	Gambling and betting activities	7	5,497	-	-	-	5,144
R931	Sports activities	7	728,757	78,914	638,918	3,142	3,269
R932	Other amusement and recreation activities	s	s	s	s	s	s
	VII - Central Visayas	35	22,170	-	10,348	18	477
R910	Libraries, archives, museums and other cultural activities	3	-	-	-	-	-
R920	Gambling and betting activities	4	3,311	-	2,475	-	477
R931	Sports activities	15	12,639	-	4,874	18	-
R932	Other amusement and recreation activities	13	6,220	-	3,000	-	-

Continued

TABLE 6a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Tangible Fixed Assets				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
		(1)	(2)	(3)	(4)	(5)	(6)
	VIII - Eastern Visayas	S	S	S	S	S	S
R920	Gambling and betting activities	S	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S	S
	IX - Zamboanga Peninsula	S	S	S	S	S	S
R931	Sports activities	S	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S	S
	X - Northern Mindanao	12	1,977	1,230	-	-	747
R910	Libraries, archives, museums and other cultural activities	S	S	S	S	S	S
R920	Gambling and betting activities	4	747	-	-	-	747
R931	Sports activities	S	S	S	S	S	S
R932	Other amusement and recreation activities	5	1,230	1,230	-	-	-
	XI - Davao	12	5,334	1,906	1,443	-	1,071
R910	Libraries, archives, museums and other cultural activities	S	S	S	S	S	S
R920	Gambling and betting activities	5	1,596	-	53	-	880
R931	Sports activities	S	S	S	S	S	S
R932	Other amusement and recreation activities	4	-	-	-	-	-
	XIII - Caraga	S	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S	S

Continued

TABLE 6a -- *Continued*

2009 PSIC Code	Industry Description	Capital Expenditures for Tangible Fixed Assets				
		Specialized Industrial Machineries	General Industrial Machineries	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(11)	(12)
	PHILIPPINES	1,391,122	1,576,808	86,457	49,553	1,136,276
R900	Creative, arts and entertainment activities	-	699	25,310	28,649	10,864
R910	Libraries, archives, museums and other cultural activities	-	3,032	9,050	20,800	1,810
R920	Gambling and betting activities	1,342,241	1,555,371	30,341	104	1,081,944
R931	Sports activities	1,332	13,582	16,305	-	24,933
R932	Other amusement and recreation activities	47,549	4,124	5,451	-	16,725
	NCR	1,365,797	1,542,107	38,902	49,553	1,092,045
R900	Creative, arts and entertainment activities	-	699	25,185	28,649	10,864
R910	Libraries, archives, museums and other cultural activities	-	2,782	9,050	20,800	1,810
R920	Gambling and betting activities	1,342,191	1,538,261	442	104	1,066,939
R931	Sports activities	1,287	365	4,225	-	11,070
R932	Other amusement and recreation activities	22,319	-	-	-	1,361
	CAR	-	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-	-
	I - Ilocos	-	1,275	125	-	303
R900	Creative, arts and entertainment activities	-	-	125	-	-
R920	Gambling and betting activities	-	1,275	-	-	303
R932	Other amusement and recreation activities	-	-	-	-	-
	II - Cagayan Valley	-	-	-	-	-
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	III - Central Luzon	25,238	9,428	32,160	-	24,154
R900	Creative, arts and entertainment activities	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	8	3,553	29,898	-	11,703
R931	Sports activities	-	3,261	2,262	-	1,050
R932	Other amusement and recreation activities	25,230	2,615	-	-	11,401

Continued

TABLE 6a -- *Continued*

2009 PSIC Code	Industry Description	Capital Expenditures for Tangible Fixed Assets				
		Specialized Industrial Machineries	General Industrial Machineries	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(11)	(12)
	IVA - CALABARZON	42	19,235	11,397	-	11,326
R900	Creative, arts and entertainment activities	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	42	11,272	-	-	2,613
R931	Sports activities	-	7,963	5,945	-	6,462
R932	Other amusement and recreation activities	-	-	5,451	-	2,251
	IVB - MIMAROPA	-	-	-	-	-
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	V - Bicol	s	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	VI - Western Visayas	45	1,874	-	-	2,948
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	-	-	-	-	353
R931	Sports activities	45	1,874	-	-	2,595
R932	Other amusement and recreation activities	s	s	s	s	s
	VII - Central Visayas	-	1,982	3,873	-	5,472
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	-	355	-	-	4
R931	Sports activities	-	118	3,873	-	3,756
R932	Other amusement and recreation activities	-	1,508	-	-	1,711
	VIII - Eastern Visayas	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s

Continued

TABLE 6a -- *Concluded*

2009 PSIC Code	Industry Description	Capital Expenditures for Tangible Fixed Assets				
		Specialized Industrial Machineries	General Industrial Machineries	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(11)	(12)
	IX - Zamboanga Peninsula	\$	\$	\$	\$	\$
R931	Sports activities	\$	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$	\$
	X - Northern Mindanao	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$	\$
R920	Gambling and betting activities	-	-	-	-	-
R931	Sports activities	\$	\$	\$	\$	\$
R932	Other amusement and recreation activities	-	-	-	-	-
	XI - Davao	-	906	-	-	8
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$	\$
R920	Gambling and betting activities	-	655	-	-	8
R931	Sports activities	\$	\$	\$	\$	\$
R932	Other amusement and recreation activities	-	-	-	-	-
	XIII - Caraga	\$	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$	\$

TABLE 6a.2 Number of Establishments and Capital Expenditures for Tangible Fixed Assets by Mode of Acquisition for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Tangible Fixed Assets by Mode of Acquisition	
			Total	New Tangible Fixed Assets
		(1)	(2)	(3)
PHILIPPINES		319	42,951,737	41,987,601
R900	Creative, arts and entertainment activities	20	112,641	112,290
R910	Libraries, archives, museums and other cultural activities	20	49,094	45,797
R920	Gambling and betting activities	91	41,694,423	41,619,927
R931	Sports activities	80	878,298	116,912
R932	Other amusement and recreation activities	108	217,282	92,674
NCR		91	41,791,871	41,711,761
R900	Creative, arts and entertainment activities	6	112,497	112,165
R910	Libraries, archives, museums and other cultural activities	4	45,357	45,357
R920	Gambling and betting activities	34	41,552,192	41,498,327
R931	Sports activities	22	48,137	22,224
R932	Other amusement and recreation activities	25	33,689	33,689
CAR		3	-	-
R932	Other amusement and recreation activities	3	-	-
I - Ilocos		13	2,347	2,328
R900	Creative, arts and entertainment activities	5	144	125
R920	Gambling and betting activities	3	2,203	2,203
R932	Other amusement and recreation activities	5	-	-
II - Cagayan Valley		5	-	-
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
III - Central Luzon		50	223,681	122,965
R900	Creative, arts and entertainment activities	4	-	-
R910	Libraries, archives, museums and other cultural activities	3	-	-
R920	Gambling and betting activities	10	60,754	60,754
R931	Sports activities	11	20,607	11,896
R932	Other amusement and recreation activities	22	142,320	50,315

Continued

TABLE 6a.2 --Continued

2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Tangible Fixed Assets by Mode of Acquisition	
			Total	New Tangible Fixed Assets
		(1)	(2)	(3)
	IVA - CALABARZON	60	160,803	116,523
R900	Creative, arts and entertainment activities	4	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-
R920	Gambling and betting activities	19	68,073	49,969
R931	Sports activities	20	68,158	61,102
R932	Other amusement and recreation activities	13	24,571	5,451
	IVB - MIMAROPA	5	-	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	V - Bicol	s	s	s
R900	Creative, arts and entertainment activities	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	VI - Western Visayas	21	734,254	16,456
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	7	5,497	5,497
R931	Sports activities	7	728,757	10,959
R932	Other amusement and recreation activities	s	s	s
	VII - Central Visayas	35	22,170	14,787
R910	Libraries, archives, museums and other cultural activities	3	-	-
R920	Gambling and betting activities	4	3,311	836
R931	Sports activities	15	12,639	10,731
R932	Other amusement and recreation activities	13	6,220	3,220
	VIII - Eastern Visayas	s	s	s
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s

Continued

TABLE 6a.2 --Continued

2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Tangible Fixed Assets by Mode of Acquisition	
			Total	New Tangible Fixed Assets
		(1)	(2)	(3)
	IX - Zamboanga Peninsula	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	X - Northern Mindanao	12	1,977	747
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	4	747	747
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	5	1,230	-
	XI - Davao	12	5,334	1,984
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	5	1,596	1,544
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	4	-	-
	XIII - Caraga	s	s	s
R932	Other amusement and recreation activities	s	s	s

Continued

TABLE 6a.2 -- *Continued*

2009 PSIC Code	Industry Description	Capital Expenditures for Tangible Fixed Assets by Mode of Acquisition		
		Major Alterations and Improvements on Tangible Fixed Assets	Land and Used Tangible Fixed Assets	Tangible Fixed Assets Produced on Own Account
		(4)	(5)	(6)
	PHILIPPINES	763,150	194,469	6,518
R900	Creative, arts and entertainment activities	350	-	-
R910	Libraries, archives, museums and other cultural activities	1,391	1,906	-
R920	Gambling and betting activities	74,496	-	-
R931	Sports activities	674,661	86,584	141
R932	Other amusement and recreation activities	12,252	105,978	6,377
	NCR	80,109	-	-
R900	Creative, arts and entertainment activities	332	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	53,865	-	-
R931	Sports activities	25,913	-	-
R932	Other amusement and recreation activities	-	-	-
	CAR	-	-	-
R932	Other amusement and recreation activities	-	-	-
	I - Ilocos	19	-	-
R900	Creative, arts and entertainment activities	19	-	-
R920	Gambling and betting activities	-	-	-
R932	Other amusement and recreation activities	-	-	-
	II - Cagayan Valley	-	-	-
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	III - Central Luzon	7,956	86,242	6,518
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	-
R931	Sports activities	7,956	614	141
R932	Other amusement and recreation activities	-	85,628	6,377

Continued

TABLE 6.2 -- *Continued*

2009 PSIC Code	Industry Description	Capital Expenditures for Tangible Fixed Assets by Mode of Acquisition		
		Major Alterations and Improvements on Tangible Fixed Assets	Land and Used Tangible Fixed Assets	Tangible Fixed Assets Produced on Own Account
		(4)	(5)	(6)
	IVA - CALABARZON	18,104	26,176	-
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	18,104	-	-
R931	Sports activities	-	7,056	-
R932	Other amusement and recreation activities	-	19,120	-
	IVB - MIMAROPA	-	-	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	V - Bicol	s	s	s
R900	Creative, arts and entertainment activities	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	VI - Western Visayas	638,883	78,914	-
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	-	-	-
R931	Sports activities	638,883	78,914	-
R932	Other amusement and recreation activities	s	s	s
	VII - Central Visayas	7,383	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	2,475	-	-
R931	Sports activities	1,908	-	-
R932	Other amusement and recreation activities	3,000	-	-

Continued

TABLE 6.2 -- *Concluded*

2009 PSIC Code	Industry Description	Capital Expenditures for Tangible Fixed Assets by Mode of Acquisition		
		Major Alterations and Improvements on Tangible Fixed Assets	Land and Used Tangible Fixed Assets	Tangible Fixed Assets Produced on Own Account
		(4)	(5)	(6)
	VIII - Eastern Visayas	s	s	s
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	IX - Zamboanga Peninsula	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	X - Northern Mindanao	-	1,230	-
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	-	-	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	-	1,230	-
	XI - Davao	1,443	1,906	-
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	53	-	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	-	-	-
	XIII - Caraga	s	s	s
R932	Other amusement and recreation activities	s	s	s

TABLE 7a Number of Establishments and Capital Expenditures for Intangible Assets by Type for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Intangible Assets		
			Total	Intangible Non-produced Assets	Computer Software and Databases
			(1)	(2)	(3)
	PHILIPPINES	319	502,631	-	500,869
R900	Creative, arts and entertainment activities	20	-	-	-
R910	Libraries, archives, museums and other cultural activities	20	19	-	19
R920	Gambling and betting activities	91	500,912	-	499,938
R931	Sports activities	80	143	-	33
R932	Other amusement and recreation activities	108	1,557	-	879
	NCR	91	502,469	-	500,817
R900	Creative, arts and entertainment activities	6	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-
R920	Gambling and betting activities	34	500,912	-	499,938
R931	Sports activities	22	-	-	-
R932	Other amusement and recreation activities	25	1,557	-	879
	CAR	3	-	-	-
R932	Other amusement and recreation activities	3	-	-	-
	I - Ilocos	13	-	-	-
R900	Creative, arts and entertainment activities	5	-	-	-
R920	Gambling and betting activities	3	-	-	-
R932	Other amusement and recreation activities	5	-	-	-
	II - Cagayan Valley	5	-	-	-
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	50	-	-	-
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	-	-	-
R920	Gambling and betting activities	10	-	-	-
R931	Sports activities	11	-	-	-
R932	Other amusement and recreation activities	22	-	-	-

Continued

TABLE 7a -- Continued

2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Intangible Assets		
			Total	Intangible Non-produced Assets	Computer Software and Databases
		(1)	(2)	(3)	(4)
	IVA - CALABARZON	60	-	-	-
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-
R920	Gambling and betting activities	19	-	-	-
R931	Sports activities	20	-	-	-
R932	Other amusement and recreation activities	13	-	-	-
	IVB - MIMAROPA	5	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	21	-	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7	-	-	-
R931	Sports activities	7	-	-	-
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	35	143	-	33
R910	Libraries, archives, museums and other cultural activities	3	-	-	-
R920	Gambling and betting activities	4	-	-	-
R931	Sports activities	15	143	-	33
R932	Other amusement and recreation activities	13	-	-	-
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 7a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Intangible Assets		
			Total	Intangible Non-produced Assets	Computer Software and Databases
		(1)	(2)	(3)	(4)
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	12	-	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	4	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	5	-	-	-
	XI - Davao	12	19	-	19
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	4	-	-	-
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 7a -- *Continued*

2009 PSIC Code	Industry Description	Capital Expenditures for Intangible Assets		
		Entertainment, Literary and Artistic Originals	Research and Development	Other Intangible Assets
		(5)	(6)	(7)
	PHILIPPINES	777	-	985
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	974
R931	Sports activities	99	-	11
R932	Other amusement and recreation activities	678	-	-
	NCR	678	-	974
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	974
R931	Sports activities	-	-	-
R932	Other amusement and recreation activities	678	-	-
	CAR	-	-	-
R932	Other amusement and recreation activities	-	-	-
	I - Ilocos	-	-	-
R900	Creative, arts and entertainment activities	-	-	-
R920	Gambling and betting activities	-	-	-
R932	Other amusement and recreation activities	-	-	-
	II - Cagayan Valley	-	-	-
R920	Gambling and betting activities	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$
	III - Central Luzon	-	-	-
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	-
R931	Sports activities	-	-	-
R932	Other amusement and recreation activities	-	-	-

Continued

Table 7a -- Continued

2009 PSIC Code	Industry Description	Capital Expenditures for Intangible Assets		
		Entertainment, Literary and Artistic Originals	Research and Development	Other Intangible Assets
		(5)	(6)	(7)
	IVA - CALABARZON	-	-	-
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	-
R931	Sports activities	-	-	-
R932	Other amusement and recreation activities	-	-	-
	IVB - MIMAROPA	-	-	-
R931	Sports activities	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$
	V - Bicol	\$	\$	\$
R900	Creative, arts and entertainment activities	\$	\$	\$
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$
R931	Sports activities	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$
	VI - Western Visayas	-	-	-
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$
R920	Gambling and betting activities	-	-	-
R931	Sports activities	-	-	-
R932	Other amusement and recreation activities	\$	\$	\$
	VII - Central Visayas	99	-	11
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	-
R931	Sports activities	99	-	11
R932	Other amusement and recreation activities	-	-	-
	VIII - Eastern Visayas	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$

Continued

Table 7a -- Concluded

2009 PSIC Code	Industry Description	Capital Expenditures for Intangible Assets		
		Entertainment, Literary and Artistic Originals	Research and Development	Other Intangible Assets
		(5)	(6)	(7)
	IX - Zamboanga Peninsula	\$	\$	\$
R931	Sports activities	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$
	X - Northern Mindanao	-	-	-
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$
R920	Gambling and betting activities	-	-	-
R931	Sports activities	\$	\$	\$
R932	Other amusement and recreation activities	-	-	-
	XI - Davao	-	-	-
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$
R920	Gambling and betting activities	-	-	-
R931	Sports activities	\$	\$	\$
R932	Other amusement and recreation activities	-	-	-
	XIII - Caraga	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$

TABLE 8a Number of Establishments and Gross Additions to Tangible Fixed Assets for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Gross Additions to Tangible Fixed Assets	Capital Expenditures	Sale of Tangible Fixed Assets
		(1)	(2)	(3)	(4)
	PHILIPPINES	319	42,259,948	42,951,737	691,789
R900	Creative, arts and entertainment activities	20	112,641	112,641	-
R910	Libraries, archives, museums and other cultural activities	20	49,094	49,094	-
R920	Gambling and betting activities	91	41,115,038	41,694,423	579,385
R931	Sports activities	80	766,318	878,298	111,980
R932	Other amusement and recreation activities	108	216,857	217,282	425
	NCR	91	41,210,231	41,791,871	581,640
R900	Creative, arts and entertainment activities	6	112,497	112,497	-
R910	Libraries, archives, museums and other cultural activities	4	45,357	45,357	-
R920	Gambling and betting activities	34	40,973,347	41,552,192	578,845
R931	Sports activities	22	45,542	48,137	2,595
R932	Other amusement and recreation activities	25	33,489	33,689	199
	CAR	3	-	-	-
R932	Other amusement and recreation activities	3	-	-	-
	I - Ilocos	13	2,347	2,347	-
R900	Creative, arts and entertainment activities	5	144	144	-
R920	Gambling and betting activities	3	2,203	2,203	-
R932	Other amusement and recreation activities	5	-	-	-
	II - Cagayan Valley	5	-	-	-
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	50	223,456	223,681	225
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	-	-	-
R920	Gambling and betting activities	10	60,754	60,754	-
R931	Sports activities	11	20,607	20,607	-
R932	Other amusement and recreation activities	22	142,095	142,320	225

Continued

TABLE 8a -- Continued

2009 PSIC Code	Industry Description	Number of Establishments	Gross Additions to Tangible Fixed Assets	Capital Expenditures	Sale of Tangible Fixed Assets
		(1)	(2)	(3)	(4)
	IVA - CALABARZON	60	50,955	160,803	109,848
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-
R920	Gambling and betting activities	19	67,534	68,073	540
R931	Sports activities	20	(41,150)	68,158	109,309
R932	Other amusement and recreation activities	13	24,571	24,571	-
	IVB - MIMAROPA	5	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	21	734,254	734,254	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7	5,497	5,497	-
R931	Sports activities	7	728,757	728,757	-
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	35	22,094	22,170	76
R910	Libraries, archives, museums and other cultural activities	3	-	-	-
R920	Gambling and betting activities	4	3,311	3,311	-
R931	Sports activities	15	12,563	12,639	76
R932	Other amusement and recreation activities	13	6,220	6,220	-
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 8a -- *Concluded*

2009 PSIC Code	Industry Description	Number of Establishments	Gross Additions to Tangible Fixed Assets	Capital Expenditures	Sale of Tangible Fixed Assets
		(1)	(2)	(3)	(4)
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	12	1,977	1,977	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	4	747	747	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	5	1,230	1,230	-
	XI - Davao	12	5,334	5,334	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5	1,596	1,596	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	4	-	-	-
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

TABLE 8a.1 Number of Establishments and Sale of Tangible Fixed Assets by Type for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Sale of Tangible Fixed Assets		
			Total	Land	Buildings, Other Structures and Land Improvements
		(1)	(2)	(3)	(4)
	PHILIPPINES	319	691,789	-	313,727
R900	Creative, arts and entertainment activities	20	-	-	-
R910	Libraries, archives, museums and other cultural activities	20	-	-	-
R920	Gambling and betting activities	91	579,385	-	313,727
R931	Sports activities	80	111,980	-	-
R932	Other amusement and recreation activities	108	425	-	-
	NCR	91	581,640	-	313,727
R900	Creative, arts and entertainment activities	6	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-
R920	Gambling and betting activities	34	578,845	-	313,727
R931	Sports activities	22	2,595	-	-
R932	Other amusement and recreation activities	25	199	-	-
	CAR	3	-	-	-
R932	Other amusement and recreation activities	3	-	-	-
	I - Ilocos	13	-	-	-
R900	Creative, arts and entertainment activities	5	-	-	-
R920	Gambling and betting activities	3	-	-	-
R932	Other amusement and recreation activities	5	-	-	-
	II - Cagayan Valley	5	-	-	-
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	50	225	-	-
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	-	-	-
R920	Gambling and betting activities	10	-	-	-
R931	Sports activities	11	-	-	-
R932	Other amusement and recreation activities	22	225	-	-

Continued

TABLE 8a.1 -- Continued

2009 PSIC Code	Industry Description	Number of Establishments	Sale of Tangible Fixed Assets		
			Total	Land	Buildings, Other Structures and Land Improvements
		(1)	(2)	(3)	(4)
	IVA - CALABARZON	60	109,848	-	-
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-
R920	Gambling and betting activities	19	540	-	-
R931	Sports activities	20	109,309	-	-
R932	Other amusement and recreation activities	13	-	-	-
	IVB - MIMAROPA	5	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	21	-	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7	-	-	-
R931	Sports activities	7	-	-	-
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	35	76	-	-
R910	Libraries, archives, museums and other cultural activities	3	-	-	-
R920	Gambling and betting activities	4	-	-	-
R931	Sports activities	15	76	-	-
R932	Other amusement and recreation activities	13	-	-	-
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 8a.1 -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Sale of Tangible Fixed Assets		
			Total	Land	Buildings, Other Structures and Land Improvements
		(1)	(2)	(3)	(4)
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	12	-	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	4	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	5	-	-	-
	XI - Davao	12	-	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	4	-	-	-
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 8a.1 -- *Continued*

2009 PSIC Code	Industry Description	Sale of Tangible Fixed Assets			
		Transport Equipment	ICT Machinery and Equipment	Specialized Industrial Machinery	General Industrial Machinery
		(5)	(6)	(7)	(8)
	PHILIPPINES	232,738	-	313	120,693
R900	Creative, arts and entertainment activities	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-
R920	Gambling and betting activities	226,178	-	-	17,761
R931	Sports activities	6,453	-	-	102,932
R932	Other amusement and recreation activities	108	-	313	-
	NCR	225,689	-	147	17,761
R900	Creative, arts and entertainment activities	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-
R920	Gambling and betting activities	225,638	-	-	17,761
R931	Sports activities	-	-	-	-
R932	Other amusement and recreation activities	51	-	147	-
	CAR	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-
	I - Ilocos	-	-	-	-
R900	Creative, arts and entertainment activities	-	-	-	-
R920	Gambling and betting activities	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-
	II - Cagayan Valley	-	-	-	-
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	57	-	166	-
R900	Creative, arts and entertainment activities	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-
R920	Gambling and betting activities	-	-	-	-
R931	Sports activities	-	-	-	-
R932	Other amusement and recreation activities	57	-	166	-
	IVA - CALABARZON	6,917	-	-	102,932
R900	Creative, arts and entertainment activities	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-
R920	Gambling and betting activities	540	-	-	-
R931	Sports activities	6,377	-	-	102,932
R932	Other amusement and recreation activities	-	-	-	-
	IVB - MIMAROPA	-	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 8a.1 -- *Continued*

2009 PSIC Code	Industry Description	Sale of Tangible Fixed Assets			
		Transport Equipment	ICT Machinery and Equipment	Specialized Industrial Machinery	General Industrial Machinery
		(5)	(6)	(7)	(8)
V - Bicol		\$	\$	\$	\$
R900	Creative, arts and entertainment activities	\$	\$	\$	\$
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$	\$
R931	Sports activities	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$
VI - Western Visayas		-	-	-	-
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$
R920	Gambling and betting activities	-	-	-	-
R931	Sports activities	-	-	-	-
R932	Other amusement and recreation activities	\$	\$	\$	\$
VII - Central Visayas		76	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-
R920	Gambling and betting activities	-	-	-	-
R931	Sports activities	76	-	-	-
R932	Other amusement and recreation activities	-	-	-	-
VIII - Eastern Visayas		\$	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$
IX - Zamboanga Peninsula		\$	\$	\$	\$
R931	Sports activities	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$
X - Northern Mindanao		-	-	-	-
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$
R920	Gambling and betting activities	-	-	-	-
R931	Sports activities	\$	\$	\$	\$
R932	Other amusement and recreation activities	-	-	-	-
XI - Davao		-	-	-	-
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$
R920	Gambling and betting activities	-	-	-	-
R931	Sports activities	\$	\$	\$	\$
R932	Other amusement and recreation activities	-	-	-	-
XIII - Caraga		\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$

Continued

TABLE 8a.1 -- *Continued*

2009 PSIC Code	Industry Description	Sale of Tangible Fixed Assets		
		Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(9)	(10)	(11)
	PHILIPPINES	-	-	24,318
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	21,719
R931	Sports activities	-	-	2,595
R932	Other amusement and recreation activities	-	-	4
	NCR	-	-	24,316
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	21,719
R931	Sports activities	-	-	2,595
R932	Other amusement and recreation activities	-	-	2
	CAR	-	-	-
R932	Other amusement and recreation activities	-	-	-
	I - Ilocos	-	-	-
R900	Creative, arts and entertainment activities	-	-	-
R920	Gambling and betting activities	-	-	-
R932	Other amusement and recreation activities	-	-	-
	II - Cagayan Valley	-	-	-
R920	Gambling and betting activities	S	S	S
R932	Other amusement and recreation activities	S	S	S
	III - Central Luzon	-	-	2
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	-
R931	Sports activities	-	-	-
R932	Other amusement and recreation activities	-	-	2

Continued

TABLE 8a.1 -- *Continued*

2009 PSIC Code	Industry Description	Sale of Tangible Fixed Assets		
		Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(9)	(10)	(11)
	IVA - CALABARZON	-	-	-
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	-
R931	Sports activities	-	-	-
R932	Other amusement and recreation activities	-	-	-
	IVB - MIMAROPA	-	-	-
R931	Sports activities	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$
	V - Bicol	\$	\$	\$
R900	Creative, arts and entertainment activities	\$	\$	\$
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$
R931	Sports activities	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$
	VI - Western Visayas	-	-	-
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$
R920	Gambling and betting activities	-	-	-
R931	Sports activities	-	-	-
R932	Other amusement and recreation activities	\$	\$	\$
	VII - Central Visayas	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	-
R931	Sports activities	-	-	-
R932	Other amusement and recreation activities	-	-	-
	VIII - Eastern Visayas	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$

Continued

TABLE 8a.1 -- *Concluded*

2009 PSIC Code	Industry Description	Sale of Tangible Fixed Assets		
		Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(9)	(10)	(11)
	IX - Zamboanga Peninsula	S	S	S
R931	Sports activities	S	S	S
R932	Other amusement and recreation activities	S	S	S
	X - Northern Mindanao	-	-	-
R910	Libraries, archives, museums and other cultural activities	S	S	S
R920	Gambling and betting activities	-	-	-
R931	Sports activities	S	S	S
R932	Other amusement and recreation activities	-	-	-
	XI - Davao	-	-	-
R910	Libraries, archives, museums and other cultural activities	S	S	S
R920	Gambling and betting activities	-	-	-
R931	Sports activities	S	S	S
R932	Other amusement and recreation activities	-	-	-
	XIII - Caraga	S	S	S
R932	Other amusement and recreation activities	S	S	S

TABLE 8a.2 Number of Establishments and Losses and Damages to Tangible Fixed Assets by Type for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Losses and Damages				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
	PHILIPPINES	319	889	-	32	56	41
R900	Creative, arts and entertainment activities	20	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	20	-	-	-	-	-
R920	Gambling and betting activities	91	-	-	-	-	-
R931	Sports activities	80	127	-	-	56	-
R932	Other amusement and recreation activities	108	762	-	32	-	41
	NCR	91	358	-	15	-	19
R900	Creative, arts and entertainment activities	6	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-	-	-
R920	Gambling and betting activities	34	-	-	-	-	-
R931	Sports activities	22	-	-	-	-	-
R932	Other amusement and recreation activities	25	358	-	15	-	19
	CAR	3	-	-	-	-	-
R932	Other amusement and recreation activities	3	-	-	-	-	-
	I - Ilocos	13	-	-	-	-	-
R900	Creative, arts and entertainment activities	5	-	-	-	-	-
R920	Gambling and betting activities	3	-	-	-	-	-
R932	Other amusement and recreation activities	5	-	-	-	-	-
	II - Cagayan Valley	5	-	-	-	-	-
R920	Gambling and betting activities	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s
	III - Central Luzon	50	531	-	17	56	22
R900	Creative, arts and entertainment activities	4	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	-	-	-	-	-
R920	Gambling and betting activities	10	-	-	-	-	-
R931	Sports activities	11	127	-	-	56	-
R932	Other amusement and recreation activities	22	404	-	17	-	22

Continued

TABLE 8a.2 -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Losses and Damages				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
		(1)	(2)	(3)	(4)	(5)	(6)
	IVA - CALABARZON	60	-	-	-	-	-
R900	Creative, arts and entertainment activities	4	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-	-	-
R920	Gambling and betting activities	19	-	-	-	-	-
R931	Sports activities	20	-	-	-	-	-
R932	Other amusement and recreation activities	13	-	-	-	-	-
	IVB - MIMAROPA	5	-	-	-	-	-
R931	Sports activities	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s
	V - Bicol	s	s	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s	s
R931	Sports activities	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s
	VI - Western Visayas	21	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s	s
R920	Gambling and betting activities	7	-	-	-	-	-
R931	Sports activities	7	-	-	-	-	-
R932	Other amusement and recreation activities	s	s	s	s	s	s
	VII - Central Visayas	35	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	-	-	-	-	-
R920	Gambling and betting activities	4	-	-	-	-	-
R931	Sports activities	15	-	-	-	-	-
R932	Other amusement and recreation activities	13	-	-	-	-	-
	VIII - Eastern Visayas	s	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s

Continued

TABLE 8a.2 -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Losses and Damages				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
		(1)	(2)	(3)	(4)	(5)	(6)
IX - Zamboanga Peninsula		S	S	S	S	S	S
R931	Sports activities	S	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S	S
X - Northern Mindanao		12	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	S	S	S	S	S	S
R920	Gambling and betting activities	4	-	-	-	-	-
R931	Sports activities	S	S	S	S	S	S
R932	Other amusement and recreation activities	5	-	-	-	-	-
XI - Davao		12	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	S	S	S	S	S	S
R920	Gambling and betting activities	5	-	-	-	-	-
R931	Sports activities	S	S	S	S	S	S
R932	Other amusement and recreation activities	4	-	-	-	-	-
XIII - Caraga		S	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S	S

Continued

TABLE 8a.2 -- Continued

2009 PSIC Code	Industry Description	Losses and Damages				
		Specialized Industrial Machinery	General Industrial Machinery	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(10)	(11)
	PHILIPPINES	681	70	-	-	8
R900	Creative, arts and entertainment activities	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-
R931	Sports activities	-	70	-	-	-
R932	Other amusement and recreation activities	681	-	-	-	8
	NCR	320	-	-	-	4
R900	Creative, arts and entertainment activities	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-
R931	Sports activities	-	-	-	-	-
R932	Other amusement and recreation activities	320	-	-	-	4
	CAR	-	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-	-
	I - Ilocos	-	-	-	-	-
R900	Creative, arts and entertainment activities	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-	-
	II - Cagayan Valley	-	-	-	-	-
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	III - Central Luzon	361	70	-	-	4
R900	Creative, arts and entertainment activities	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-
R931	Sports activities	-	70	-	-	-
R932	Other amusement and recreation activities	361	-	-	-	4

Continued

TABLE 8a.2 -- *Continued*

2009 PSIC Code	Industry Description	Losses and Damages				
		Specialized Industrial Machinery	General Industrial Machinery	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(10)	(11)
	IVA - CALABARZON	-	-	-	-	-
R900	Creative, arts and entertainment activities	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-
R931	Sports activities	-	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-	-
	IVB - MIMAROPA	-	-	-	-	-
R931	Sports activities	\$	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$	\$
	V - Bicol	\$	\$	\$	\$	\$
R900	Creative, arts and entertainment activities	\$	\$	\$	\$	\$
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$	\$	\$
R931	Sports activities	\$	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$	\$
	VI - Western Visayas	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$	\$
R920	Gambling and betting activities	-	-	-	-	-
R931	Sports activities	-	-	-	-	-
R932	Other amusement and recreation activities	\$	\$	\$	\$	\$
	VII - Central Visayas	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-
R931	Sports activities	-	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-	-
	VIII - Eastern Visayas	\$	\$	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$	\$

Continued

TABLE 8a.2 -- *Concluded*

2009 PSIC Code	Industry Description	Losses and Damages				
		Specialized Industrial Machinery	General Industrial Machinery	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(10)	(11)
	IX - Zamboanga Peninsula	\$	\$	\$	\$	\$
R931	Sports activities	\$	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$	\$
	X - Northern Mindanao	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$	\$
R920	Gambling and betting activities	-	-	-	-	-
R931	Sports activities	\$	\$	\$	\$	\$
R932	Other amusement and recreation activities	-	-	-	-	-
	XI - Davao	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$	\$	\$
R920	Gambling and betting activities	-	-	-	-	-
R931	Sports activities	\$	\$	\$	\$	\$
R932	Other amusement and recreation activities	-	-	-	-	-
	XIII - Caraga	\$	\$	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$	\$	\$

TABLE 9a Number of Establishments and Book Value of Tangible Fixed Assets by Type for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Book Value of Tangible Fixed Assets as of 31 December			
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment
		(1)	(2)	(3)	(4)	(5)
	PHILIPPINES	319	227,258,749	40,653,285	159,842,285	2,425,167
R900	Creative, arts and entertainment activities	20	1,353,681	805,012	241,888	32,485
R910	Libraries, archives, museums and other cultural activities	20	2,973,358	1,359,340	1,409,056	26,026
R920	Gambling and betting activities	91	174,213,948	6,539,734	145,705,470	1,822,788
R931	Sports activities	80	42,979,695	30,287,080	10,491,754	433,431
R932	Other amusement and recreation activities	108	5,738,068	1,662,118	1,994,117	110,438
	NCR	91	173,249,209	9,001,490	145,214,760	1,599,373
R900	Creative, arts and entertainment activities	6	1,330,570	796,387	239,956	28,397
R910	Libraries, archives, museums and other cultural activities	4	1,509,353	50,116	1,312,677	339
R920	Gambling and betting activities	34	164,619,914	5,879,476	141,341,427	1,271,993
R931	Sports activities	22	5,325,194	2,237,139	2,293,892	281,973
R932	Other amusement and recreation activities	25	464,178	38,373	26,808	16,670
	CAR	3	30,861	1,200	6,927	803
R932	Other amusement and recreation activities	3	30,861	1,200	6,927	803
	I - Ilocos	13	2,576,068	5,279	2,061,253	4,348
R900	Creative, arts and entertainment activities	5	4,248	279	306	538
R920	Gambling and betting activities	3	2,550,328	-	2,051,275	3,709
R932	Other amusement and recreation activities	5	21,493	5,000	9,672	101
	II - Cagayan Valley	5	296,923	215,232	42,946	14,012
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	III - Central Luzon	50	9,267,294	2,849,927	3,437,215	216,657
R900	Creative, arts and entertainment activities	4	18,650	8,347	1,626	3,550
R910	Libraries, archives, museums and other cultural activities	3	1,358,846	1,295,852	41,025	11,797
R920	Gambling and betting activities	10	2,323,409	-	504,922	129,995
R931	Sports activities	11	4,051,466	1,436,295	1,958,769	24,034
R932	Other amusement and recreation activities	22	1,514,923	109,433	930,872	47,282

Continued

TABLE 9a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Book Value of Tangible Fixed Assets as of 31 December			
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment
		(1)	(2)	(3)	(4)	(5)
	IVA - CALABARZON	60	32,191,186	24,065,647	5,981,070	191,343
R900	Creative, arts and entertainment activities	4	213	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	4,691	-	3,290	71
R920	Gambling and betting activities	19	2,538,305	450,182	1,388,021	79,559
R931	Sports activities	20	26,457,371	22,358,960	3,767,480	79,630
R932	Other amusement and recreation activities	13	3,190,606	1,256,505	822,278	32,083
	IVB - MIMAROPA	5	89	-	-	-
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	V - Bicol	s	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	VI - Western Visayas	21	3,661,291	2,433,990	1,131,365	16,316
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	7	24,971	-	7,623	-
R931	Sports activities	7	3,575,938	2,415,990	1,092,009	14,294
R932	Other amusement and recreation activities	s	s	s	s	s
	VII - Central Visayas	35	5,337,332	1,834,388	1,741,890	360,266
R910	Libraries, archives, museums and other cultural activities	3	5,366	1,066	1,381	2,835
R920	Gambling and betting activities	4	1,816,675	8,432	401,231	321,700
R931	Sports activities	15	3,451,936	1,817,122	1,306,650	31,053
R932	Other amusement and recreation activities	13	63,354	7,769	32,627	4,679
	VIII - Eastern Visayas	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s

Continued

TABLE 9a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Book Value of Tangible Fixed Assets as of 31 December			
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment
		(1)	(2)	(3)	(4)	(5)
	IX - Zamboanga Peninsula	s	s	s	s	s
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s
	X - Northern Mindanao	12	245,238	163,921	43,107	10,132
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	4	2,651	-	-	-
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	5	169,661	153,921	12,699	856
	XI - Davao	12	218,652	46,937	68,418	4,144
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s
R920	Gambling and betting activities	5	107,110	15,566	813	2,330
R931	Sports activities	s	s	s	s	s
R932	Other amusement and recreation activities	4	86,711	27,099	49,927	630
	XIII - Caraga	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	

Continued

TABLE 9a -- Continued

2009 PSIC Code	Industry Description	Book Value of Tangible Fixed Assets as of 31 December			
		ICT Machinery and Equipment	Specialized Industrial Machinery	General Industrial Machinery	Other Machinery and Equipment
		(6)	(7)	(8)	(9)
	PHILIPPINES	4,612,952	5,700,984	5,247,403	2,943,706
R900	Creative, arts and entertainment activities	20,036	-	39,280	63,582
R910	Libraries, archives, museums and other cultural activities	6,945	61	40,962	31,851
R920	Gambling and betting activities	3,706,004	4,912,208	4,746,966	1,680,699
R931	Sports activities	421,532	15,769	324,463	710,512
R932	Other amusement and recreation activities	458,435	772,945	95,732	457,063
	NCR	1,926,632	4,785,742	4,482,809	1,232,841
R900	Creative, arts and entertainment activities	19,645	-	36,992	59,419
R910	Libraries, archives, museums and other cultural activities	1,199	-	38,959	24,924
R920	Gambling and betting activities	1,383,331	4,736,282	4,350,577	1,072,619
R931	Sports activities	213,866	8,480	48,709	64,778
R932	Other amusement and recreation activities	308,590	40,980	7,571	11,101
	CAR	3,169	-	-	18,751
R932	Other amusement and recreation activities	3,169	-	-	18,751
	I - Ilocos	201,602	-	9,349	8,624
R900	Creative, arts and entertainment activities	-	-	-	3,125
R920	Gambling and betting activities	201,392	-	9,111	-
R932	Other amusement and recreation activities	210	-	238	5,499
	II - Cagayan Valley	18,121	-	2,637	150
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	1,220,142	46,339	168,294	1,249,778
R900	Creative, arts and entertainment activities	391	-	2,287	824
R910	Libraries, archives, museums and other cultural activities	5,030	-	543	3,181
R920	Gambling and betting activities	1,169,726	15	24,536	480,320
R931	Sports activities	26,551	-	85,294	515,473
R932	Other amusement and recreation activities	18,443	46,325	55,633	249,980
	IVA - CALABARZON	238,568	851,860	384,048	343,088
R900	Creative, arts and entertainment activities	-	-	-	213
R910	Libraries, archives, museums and other cultural activities	300	-	300	-
R920	Gambling and betting activities	30,756	167,210	320,685	75,669
R931	Sports activities	84,958	-	59,808	96,623
R932	Other amusement and recreation activities	122,554	684,650	3,255	170,584
	IVB - MIMAROPA	11	-	-	78
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	

Continued

TABLE 9a -- Continued

2009 PSIC Code	Industry Description	Book Value of Tangible Fixed Assets as of 31 December			
		ICT Machinery and Equipment	Specialized Industrial Machinery	General Industrial Machinery	Other Machinery and Equipment
		(6)	(7)	(8)	(9)
V - Bicol		s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
VI - Western Visayas		16,872	11,413	22,337	8,279
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7,204	4,123	3,205	1,831
R931	Sports activities	9,045	7,289	15,090	6,448
R932	Other amusement and recreation activities	s	s	s	s
VII - Central Visayas		960,741	401	148,805	16,096
R910	Libraries, archives, museums and other cultural activities	24	-	32	-
R920	Gambling and betting activities	875,320	401	26,459	-
R931	Sports activities	83,905	-	109,882	15,381
R932	Other amusement and recreation activities	1,492	-	12,431	715
VIII - Eastern Visayas		s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
IX - Zamboanga Peninsula		s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
X - Northern Mindanao		4,784	4	4,078	3,766
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	1,984	-	667	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	605	4	846	39
XI - Davao		19,200	5,225	15,896	50,425
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	18,542	4,178	11,676	50,259
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	241	987	3,021	165
XIII - Caraga		s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 9a -- *Continued*

2009 PSIC Code	Industry Description	Book Value of Tangible Fixed Assets as of 31 December	
		Valuables	Other Tangible Fixed Assets
		(10)	(11)
	PHILIPPINES	104,650	5,728,318
R900	Creative, arts and entertainment activities	50,720	100,678
R910	Libraries, archives, museums and other cultural activities	52,998	46,119
R920	Gambling and betting activities	482	5,099,597
R931	Sports activities	-	295,154
R932	Other amusement and recreation activities	450	186,770
	NCR	102,775	4,902,787
R900	Creative, arts and entertainment activities	50,720	99,053
R910	Libraries, archives, museums and other cultural activities	51,573	29,566
R920	Gambling and betting activities	482	4,583,726
R931	Sports activities	-	176,357
R932	Other amusement and recreation activities	-	14,086
	CAR	-	11
R932	Other amusement and recreation activities	-	11
	I - Ilocos	-	285,614
R900	Creative, arts and entertainment activities	-	-
R920	Gambling and betting activities	-	284,841
R932	Other amusement and recreation activities	-	773
	II - Cagayan Valley	450	3,376
R920	Gambling and betting activities	s	s
R932	Other amusement and recreation activities	s	s
	III - Central Luzon	425	78,518
R900	Creative, arts and entertainment activities	-	1,625
R910	Libraries, archives, museums and other cultural activities	425	994
R920	Gambling and betting activities	-	13,894
R931	Sports activities	-	5,050
R932	Other amusement and recreation activities	-	56,955

Continued

TABLE 9a -- Continued

2009 PSIC Code	Industry Description	Book Value of Tangible Fixed Assets as of 31 December	
		Valuables	Other Tangible Fixed Assets
		(10)	(11)
	IVA - CALABARZON	-	135,562
R900	Creative, arts and entertainment activities	-	-
R910	Libraries, archives, museums and other cultural activities	-	730
R920	Gambling and betting activities	-	26,223
R931	Sports activities	-	9,912
R932	Other amusement and recreation activities	-	98,697
	IVB - MIMAROPA	-	-
R931	Sports activities	s	s
R932	Other amusement and recreation activities	s	s
	V - Bicol	s	s
R900	Creative, arts and entertainment activities	s	s
R910	Libraries, archives, museums and other cultural activities	s	s
R920	Gambling and betting activities	s	s
R931	Sports activities	s	s
R932	Other amusement and recreation activities	s	s
	VI - Western Visayas	1,000	19,720
R910	Libraries, archives, museums and other cultural activities	s	s
R920	Gambling and betting activities	-	984
R931	Sports activities	-	15,773
R932	Other amusement and recreation activities	s	s
	VII - Central Visayas	-	274,746
R910	Libraries, archives, museums and other cultural activities	-	28
R920	Gambling and betting activities	-	183,133
R931	Sports activities	-	87,944
R932	Other amusement and recreation activities	-	3,642
	VIII - Eastern Visayas	s	s
R920	Gambling and betting activities	s	s
R932	Other amusement and recreation activities	s	s

Continued

TABLE 9a -- *Concluded*

2009 PSIC Code	Industry Description	Book Value of Tangible Fixed Assets as of 31 December	
		Valuables	Other Tangible Fixed Assets
		(10)	(11)
	IX - Zamboanga Peninsula	s	s
R931	Sports activities	s	s
R932	Other amusement and recreation activities	s	s
	X - Northern Mindanao	-	15,446
R910	Libraries, archives, museums and other cultural activities	s	s
R920	Gambling and betting activities	-	-
R931	Sports activities	s	s
R932	Other amusement and recreation activities	-	690
	XI - Davao	-	8,407
R910	Libraries, archives, museums and other cultural activities	s	s
R920	Gambling and betting activities	-	3,746
R931	Sports activities	s	s
R932	Other amusement and recreation activities	-	4,641
	XIII - Caraga	s	s
R932	Other amusement and recreation activities	s	s

TABLE 10a Number of Establishments and Book Value of Intangible Assets by Type for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

Values are in thousand pesos, except for number of establishments. Details may not add up to total due to rounding and/or statistical disclosure control.

2009 PSIC Code	Industry Description	Number of Establishments	Book Value of Intangible Assets as of 31 December		
			Total	Intangible Non- Produced Assets	Computer Software and Databases
		(1)	(2)	(3)	(4)
PHILIPPINES		319	2,612,072	1,035,753	1,458,841
R900	Creative, arts and entertainment activities	20	-	-	-
R910	Libraries, archives, museums and other cultural activities	20	94	-	94
R920	Gambling and betting activities	91	2,592,078	1,034,487	1,441,622
R931	Sports activities	80	7,735	1,215	6,057
R932	Other amusement and recreation activities	108	12,165	50	11,069
NCR		91	1,811,517	814,226	984,900
R900	Creative, arts and entertainment activities	6	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	37	-	37
R920	Gambling and betting activities	34	1,797,201	814,226	971,630
R931	Sports activities	22	2,164	-	2,164
R932	Other amusement and recreation activities	25	12,115	-	11,069
CAR		3	-	-	-
R932	Other amusement and recreation activities	3	-	-	-
I - Ilocos		13	-	-	-
R900	Creative, arts and entertainment activities	5	-	-	-
R920	Gambling and betting activities	3	-	-	-
R932	Other amusement and recreation activities	5	-	-	-
II - Cagayan Valley		5	-	-	-
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
III - Central Luzon		50	679,470	214,126	371,342
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	-	-	-
R920	Gambling and betting activities	10	675,074	212,911	368,162
R931	Sports activities	11	4,396	1,215	3,181
R932	Other amusement and recreation activities	22	-	-	-

Continued

TABLE 10a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Book Value of Intangible Assets as of 31 December		
			Total	Intangible Non- Produced Assets	Computer Software and Databases
			(1)	(2)	(3)
	IVA - CALABARZON	60	25,028	-	25,028
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-
R920	Gambling and betting activities	19	24,573	-	24,573
R931	Sports activities	20	455	-	455
R932	Other amusement and recreation activities	13	-	-	-
	IVB - MIMAROPA	5	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	21	22,438	-	22,438
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7	22,438	-	22,438
R931	Sports activities	7	-	-	-
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	35	66,162	-	55,076
R910	Libraries, archives, museums and other cultural activities	3	-	-	-
R920	Gambling and betting activities	4	65,441	-	54,819
R931	Sports activities	15	721	-	258
R932	Other amusement and recreation activities	13	-	-	-
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 10a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Book Value of Intangible Assets as of 31 December		
			Total	Intangible Non- Produced Assets	Computer Software and Databases
		(1)	(2)	(3)	(4)
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	12	-	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	4	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	5	-	-	-
	XI - Davao	12	7,408	7,351	57
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5	7,351	7,351	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	4	-	-	-
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 10a -- *Continued*

2009 PSIC Code	Industry Description	Book Value of Intangible Assets as of 31 December		
		Entertainment, Library and Artistic Originals	Research and Development	Other Intangible Assets
		(5)	(6)	(7)
	PHILIPPINES	1,463	-	116,015
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	115,969
R931	Sports activities	417	-	46
R932	Other amusement and recreation activities	1,046	-	-
	NCR	1,046	-	11,346
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	11,346
R931	Sports activities	-	-	-
R932	Other amusement and recreation activities	1,046	-	-
	CAR	-	-	-
R932	Other amusement and recreation activities	-	-	-
	I - Ilocos	-	-	-
R900	Creative, arts and entertainment activities	-	-	-
R920	Gambling and betting activities	-	-	-
R932	Other amusement and recreation activities	-	-	-
	II - Cagayan Valley	-	-	-
R920	Gambling and betting activities	S	S	S
R932	Other amusement and recreation activities	S	S	S
	III - Central Luzon	-	-	94,001
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	94,001
R931	Sports activities	-	-	-
R932	Other amusement and recreation activities	-	-	-

Continued

TABLE 10a -- *Continued*

2009 PSIC Code	Industry Description	Book Value of Intangible Assets as of 31 December		
		Entertainment, Library and Artistic Originals	Research and Development	Other Intangible Assets
		(5)	(6)	(7)
	IVA - CALABARZON	-	-	-
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	-
R931	Sports activities	-	-	-
R932	Other amusement and recreation activities	-	-	-
	IVB - MIMAROPA	-	-	-
R931	Sports activities	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$
	V - Bicol	\$	\$	\$
R900	Creative, arts and entertainment activities	\$	\$	\$
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$
R931	Sports activities	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$
	VI - Western Visayas	-	-	-
R910	Libraries, archives, museums and other cultural activities	\$	\$	\$
R920	Gambling and betting activities	-	-	-
R931	Sports activities	-	-	-
R932	Other amusement and recreation activities	\$	\$	\$
	VII - Central Visayas	417	-	10,669
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	10,622
R931	Sports activities	417	-	46
R932	Other amusement and recreation activities	-	-	-
	VIII - Eastern Visayas	\$	\$	\$
R920	Gambling and betting activities	\$	\$	\$
R932	Other amusement and recreation activities	\$	\$	\$

Continued

TABLE 10a -- *Concluded*

2009 PSIC Code	Industry Description	Book Value of Intangible Assets as of 31 December		
		Entertainment, Library and Artistic Originals	Research and Development	Other Intangible Assets
		(5)	(6)	(7)
	IX - Zamboanga Peninsula	S	S	S
R931	Sports activities	S	S	S
R932	Other amusement and recreation activities	S	S	S
	X - Northern Mindanao	-	-	-
R910	Libraries, archives, museums and other cultural activities	S	S	S
R920	Gambling and betting activities	-	-	-
R931	Sports activities	S	S	S
R932	Other amusement and recreation activities	-	-	-
	XI - Davao	-	-	-
R910	Libraries, archives, museums and other cultural activities	S	S	S
R920	Gambling and betting activities	-	-	-
R931	Sports activities	S	S	S
R932	Other amusement and recreation activities	-	-	-
	XIII - Caraga	S	S	S
R932	Other amusement and recreation activities	S	S	S

**TABLE 11a Number of Establishments and Value of Inventories for Arts, Entertainment and Recreation Establishments
with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Value of Inventories as of 1 January		
			Total	Materials and Supplies	Fuels, Lubricants, Oils and Greases
		(1)	(2)	(3)	(4)
	PHILIPPINES	319	2,693,719	1,048,551	9,077
R900	Creative, arts and entertainment activities	20	12,236	6,025	-
R910	Libraries, archives, museums and other cultural activities	20	15,119	11,314	-
R920	Gambling and betting activities	91	2,466,887	895,007	1,859
R931	Sports activities	80	99,878	84,948	6,833
R932	Other amusement and recreation activities	108	99,599	51,257	384
	NCR	91	1,045,284	803,458	168
R900	Creative, arts and entertainment activities	6	6,600	6,022	-
R910	Libraries, archives, museums and other cultural activities	4	7,914	7,914	-
R920	Gambling and betting activities	34	999,331	763,946	-
R931	Sports activities	22	14,412	11,226	168
R932	Other amusement and recreation activities	25	17,028	14,352	-
	CAR	3	1,007	9	-
R932	Other amusement and recreation activities	3	1,007	9	-
	I - Ilocos	13	14,233	10,442	-
R900	Creative, arts and entertainment activities	5	-	-	-
R920	Gambling and betting activities	3	13,500	10,241	-
R932	Other amusement and recreation activities	5	733	201	-
	II - Cagayan Valley	5	175	-	-
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	III - Central Luzon	50	147,518	99,326	1,876
R900	Creative, arts and entertainment activities	4	5,636	3	-
R910	Libraries, archives, museums and other cultural activities	3	2,201	2,201	-
R920	Gambling and betting activities	10	57,652	47,364	1,859
R931	Sports activities	11	25,555	24,788	17
R932	Other amusement and recreation activities	22	56,474	24,970	-

Continued

TABLE 11a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Value of Inventories as of 1 January		
			Total	Materials and Supplies	Fuels, Lubricants, Oils and Greases
		(1)	(2)	(3)	(4)
	IVA - CALABARZON	60	1,401,448	70,150	6,361
R900	Creative, arts and entertainment activities	4	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	-	-	-
R920	Gambling and betting activities	19	1,342,287	22,915	-
R931	Sports activities	20	51,912	43,668	6,361
R932	Other amusement and recreation activities	13	7,249	3,567	-
	IVB - MIMAROPA	5	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	V - Bicol	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	VI - Western Visayas	21	22,788	15,248	286
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	7	10,874	7,920	-
R931	Sports activities	7	440	220	220
R932	Other amusement and recreation activities	s	s	s	s
	VII - Central Visayas	35	30,806	28,757	6
R910	Libraries, archives, museums and other cultural activities	3	22	22	-
R920	Gambling and betting activities	4	23,745	23,745	-
R931	Sports activities	15	6,725	4,940	-
R932	Other amusement and recreation activities	13	314	50	6
	VIII - Eastern Visayas	s	s	s	s
R920	Gambling and betting activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 11a -- *Continued*

2009 PSIC Code	Industry Description	Number of Establishments	Value of Inventories as of 1 January		
			Total	Materials and Supplies	Fuels, Lubricants, Oils and Greases
		(1)	(2)	(3)	(4)
	IX - Zamboanga Peninsula	s	s	s	s
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s
	X - Northern Mindanao	12	6,662	2,035	165
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	4	-	-	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	5	1,219	1,053	165
	XI - Davao	12	22,133	18,982	62
R910	Libraries, archives, museums and other cultural activities	s	s	s	s
R920	Gambling and betting activities	5	19,498	18,877	-
R931	Sports activities	s	s	s	s
R932	Other amusement and recreation activities	4	2,464	-	-
	XIII - Caraga	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s

Continued

TABLE 11a -- *Continued*

2009 PSIC Code	Industry Description	Value of Inventories as of 1 January		
		Goods for Resale	Real Estate for Sale	Other Inventories
		(5)	(6)	(7)
	PHILIPPINES	311,927	1,319,372	4,792
R900	Creative, arts and entertainment activities	6,211	-	-
R910	Libraries, archives, museums and other cultural activities	3,805	-	-
R920	Gambling and betting activities	245,860	1,319,372	4,788
R931	Sports activities	8,093	-	4
R932	Other amusement and recreation activities	47,958	-	-
	NCR	236,869	-	4,788
R900	Creative, arts and entertainment activities	578	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	230,597	-	4,788
R931	Sports activities	3,018	-	-
R932	Other amusement and recreation activities	2,676	-	-
	CAR	999	-	-
R932	Other amusement and recreation activities	999	-	-
	I - Ilocos	3,791	-	-
R900	Creative, arts and entertainment activities	-	-	-
R920	Gambling and betting activities	3,259	-	-
R932	Other amusement and recreation activities	532	-	-
	II - Cagayan Valley	175	-	-
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	III - Central Luzon	46,316	-	-
R900	Creative, arts and entertainment activities	5,633	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	8,429	-	-
R931	Sports activities	750	-	-
R932	Other amusement and recreation activities	31,504	-	-
	IVA - CALABARZON	5,565	1,319,372	-
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	1,319,372	-
R931	Sports activities	1,883	-	-
R932	Other amusement and recreation activities	3,682	-	-
	IVB - MIMAROPA	-	-	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s

Continued

TABLE 11a -- *Continued*

2009 PSIC Code	Industry Description	Value of Inventories as of 1 January		
		Goods for Resale	Real Estate for Sale	Other Inventories
		(5)	(6)	(7)
	V - Bicol	s	s	s
R900	Creative, arts and entertainment activities	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	VI - Western Visayas	7,254	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	2,954	-	-
R931	Sports activities	-	-	-
R932	Other amusement and recreation activities	s	s	s
	VII - Central Visayas	2,043	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	-
R931	Sports activities	1,786	-	-
R932	Other amusement and recreation activities	258	-	-
	VIII - Eastern Visayas	s	s	s
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	IX - Zamboanga Peninsula	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	X - Northern Mindanao	4,462	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	-	-	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	-	-	-
	XI - Davao	3,085	-	4
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	621	-	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	2,464	-	-
	XIII - Caraga	s	s	s
R932	Other amusement and recreation activities	s	s	s

Continued

TABLE 11a -- *Continued*

2009 PSIC Code	Industry Description	Value of Inventories as of 31 December		
		Total	Materials and Supplies	Fuels, Lubricants, Oils and Greases
		(8)	(9)	(10)
	PHILIPPINES	2,761,546	888,624	9,374
R900	Creative, arts and entertainment activities	17,575	9,153	
R910	Libraries, archives, museums and other cultural activities	13,217	10,381	-
R920	Gambling and betting activities	2,567,638	741,847	587
R931	Sports activities	98,012	80,196	6,735
R932	Other amusement and recreation activities	65,103	47,046	2,052
	NCR	997,223	660,679	175
R900	Creative, arts and entertainment activities	10,234	9,149	-
R910	Libraries, archives, museums and other cultural activities	6,973	6,973	-
R920	Gambling and betting activities	948,750	617,316	-
R931	Sports activities	15,691	13,003	175
R932	Other amusement and recreation activities	15,575	14,237	-
	CAR	354	9	-
R932	Other amusement and recreation activities	354	9	-
	I - Ilocos	16,284	12,333	-
R900	Creative, arts and entertainment activities	-	-	-
R920	Gambling and betting activities	14,706	11,966	-
R932	Other amusement and recreation activities	1,579	366	-
	II - Cagayan Valley	247	-	-
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	III - Central Luzon	105,631	88,814	513
R900	Creative, arts and entertainment activities	7,341	4	-
R910	Libraries, archives, museums and other cultural activities	2,290	2,290	-
R920	Gambling and betting activities	55,059	47,146	499
R931	Sports activities	19,544	18,651	14
R932	Other amusement and recreation activities	21,397	20,722	-
	IVA - CALABARZON	1,553,107	60,483	6,300
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	1,496,446	15,867	-
R931	Sports activities	48,835	40,635	6,300
R932	Other amusement and recreation activities	7,826	3,981	-
	IVB - MIMAROPA	-	-	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	

Continued

TABLE 11a -- *Continued*

2009 PSIC Code	Industry Description	Value of Inventories as of 31 December		
		Total	Materials and Supplies	Fuels, Lubricants, Oils and Greases
		(8)	(9)	(10)
	V - Bicol	s	s	s
R900	Creative, arts and entertainment activities	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	VI - Western Visayas	23,542	15,466	236
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	11,463	8,522	-
R931	Sports activities	1,207	769	179
R932	Other amusement and recreation activities	s	s	s
	VII - Central Visayas	32,524	27,646	6
R910	Libraries, archives, museums and other cultural activities	34	34	-
R920	Gambling and betting activities	22,519	22,519	-
R931	Sports activities	9,607	4,911	-
R932	Other amusement and recreation activities	364	182	6
	VIII - Eastern Visayas	s	s	s
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	IX - Zamboanga Peninsula	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	X - Northern Mindanao	15,172	9,591	1,917
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	5,165	5,077	88
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	3,166	1,337	1,829
	XI - Davao	14,876	13,466	59
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	13,532	13,434	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	1,246	-	-
	XIII - Caraga	s	s	s
R932	Other amusement and recreation activities	s	s	s

Continued

TABLE 11a -- *Continued*

2009 PSIC Code	Industry Description	Value of Inventories as of 31 December		
		Goods for Resale	Real Estate for Sale	Other Inventories
		(11)	(12)	(13)
	PHILIPPINES	379,864	1,480,579	3,106
R900	Creative, arts and entertainment activities	8,422	-	-
R910	Libraries, archives, museums and other cultural activities	2,837	-	-
R920	Gambling and betting activities	341,527	1,480,579	3,099
R931	Sports activities	11,074	-	7
R932	Other amusement and recreation activities	16,005	-	-
	NCR	333,270	-	3,099
R900	Creative, arts and entertainment activities	1,085	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	328,335	-	3,099
R931	Sports activities	2,512	-	-
R932	Other amusement and recreation activities	1,338	-	-
	CAR	345	-	-
R932	Other amusement and recreation activities	345	-	-
	I - Ilocos	3,951	-	-
R900	Creative, arts and entertainment activities	-	-	-
R920	Gambling and betting activities	2,739	-	-
R932	Other amusement and recreation activities	1,212	-	-
	II - Cagayan Valley	247	-	-
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	III - Central Luzon	16,304	-	-
R900	Creative, arts and entertainment activities	7,337	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	7,414	-	-
R931	Sports activities	878	-	-
R932	Other amusement and recreation activities	674	-	-

Continued

TABLE 11a -- *Continued*

2009 PSIC Code	Industry Description	Value of Inventories as of 31 December		
		Goods for Resale	Real Estate for Sale	Other Inventories
		(11)	(12)	(13)
	IVA - CALABARZON	5,745	1,480,579	-
R900	Creative, arts and entertainment activities	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	1,480,579	-
R931	Sports activities	1,900	-	-
R932	Other amusement and recreation activities	3,845	-	-
	IVB - MIMAROPA	-	-	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	V - Bicol	s	s	s
R900	Creative, arts and entertainment activities	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	VI - Western Visayas	7,839	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	2,942	-	-
R931	Sports activities	259	-	-
R932	Other amusement and recreation activities	s	s	s
	VII - Central Visayas	4,872	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-
R920	Gambling and betting activities	-	-	-
R931	Sports activities	4,696	-	-
R932	Other amusement and recreation activities	176	-	-
	VIII - Eastern Visayas	s	s	s
R920	Gambling and betting activities	s	s	s
R932	Other amusement and recreation activities	s	s	s

Continued

TABLE 11a -- *Concluded*

2009 PSIC Code	Industry Description	Value of Inventories as of 31 December		
		Goods for Resale	Real Estate for Sale	Other Inventories
		(11)	(12)	(13)
	IX - Zamboanga Peninsula	s	s	s
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	s	s	s
	X - Northern Mindanao	3,664	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	-	-	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	-	-	-
	XI - Davao	1,343	-	7
R910	Libraries, archives, museums and other cultural activities	s	s	s
R920	Gambling and betting activities	97	-	-
R931	Sports activities	s	s	s
R932	Other amusement and recreation activities	1,246	-	-
	XIII - Caraga	s	s	s
R932	Other amusement and recreation activities	s	s	s

TABLE 12a Number of Reporting Establishments and Nationality with Highest Capital Participation Rate as of 31 December for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

(An establishment with equal capital participation rate may be reported several times)

2009 PSIC Code	Industry Description	Number of Reporting Establishments	Nationality with Highest Capital Participation Rate					
			Filipino	American	Australian	British	Chinese	German
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
PHILIPPINES		319	222	-	-	1	2	-
R900	Creative, arts and entertainment activities	20	18	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	20	18	-	-	-	-	-
R920	Gambling and betting activities	91	47	-	-	1	1	-
R931	Sports activities	80	61	-	-	-	-	-
R932	Other amusement and recreation activities	108	78	-	-	-	1	-
NCR		91	49	-	-	1	1	-
R900	Creative, arts and entertainment activities	6	5	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	4	-	-	-	-	-
R920	Gambling and betting activities	34	10	-	-	1	1	-
R931	Sports activities	22	15	-	-	-	-	-
R932	Other amusement and recreation activities	25	15	-	-	-	-	-
CAR		3	3	-	-	-	-	-
R932	Other amusement and recreation activities	3	3	-	-	-	-	-
I - Ilocos		13	12	-	-	-	-	-
R900	Creative, arts and entertainment activities	5	4	-	-	-	-	-
R920	Gambling and betting activities	3	3	-	-	-	-	-
R932	Other amusement and recreation activities	5	5	-	-	-	-	-
II - Cagayan Valley		5	5	-	-	-	-	-
R920	Gambling and betting activities	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s
III - Central Luzon		50	33	-	-	-	-	-
R900	Creative, arts and entertainment activities	4	4	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	3	-	-	-	-	-
R920	Gambling and betting activities	10	7	-	-	-	-	-
R931	Sports activities	11	7	-	-	-	-	-
R932	Other amusement and recreation activities	22	12	-	-	-	-	-

Continued

TABLE 12a -- *Continued*

2009 PSIC Code	Industry Description	Number of Reporting Establishments	Nationality with Highest Capital Participation Rate					
			Filipino	American	Australian	British	Chinese	German
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
	IVA - CALABARZON	60	40	-	-	-	1	-
R900	Creative, arts and entertainment activities	4	4	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	2	-	-	-	-	-
R920	Gambling and betting activities	19	9	-	-	-	-	-
R931	Sports activities	20	14	-	-	-	-	-
R932	Other amusement and recreation activities	13	11	-	-	-	1	-
	IVB - MIMAROPA	5	5	-	-	-	-	-
R931	Sports activities	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s
	V - Bicol	s	s	s	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s	s	s
R931	Sports activities	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s
	VI - Western Visayas	21	16	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s	s	s
R920	Gambling and betting activities	7	3	-	-	-	-	-
R931	Sports activities	7	7	-	-	-	-	-
R932	Other amusement and recreation activities	s	s	s	s	s	s	s
	VII - Central Visayas	35	26	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	3	-	-	-	-	-
R920	Gambling and betting activities	4	4	-	-	-	-	-
R931	Sports activities	15	13	-	-	-	-	-
R932	Other amusement and recreation activities	13	6	-	-	-	-	-
	VIII - Eastern Visayas	s	s	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s

Continued

TABLE 12a -- *Continued*

2009 PSIC Code	Industry Description	Number of Reporting Establishments	Nationality with Highest Capital Participation Rate					
			Filipino	American	Australian	British	Chinese	German
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
	IX - Zamboanga Peninsula	S	S	S	S	S	S	S
R931	Sports activities	S	S	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S	S	S
	X - Northern Mindanao	12	11	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	S	S	S	S	S	S	S
R920	Gambling and betting activities	4	3	-	-	-	-	-
R931	Sports activities	S	S	S	S	S	S	S
R932	Other amusement and recreation activities	5	5	-	-	-	-	-
	XI - Davao	12	10	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	S	S	S	S	S	S	S
R920	Gambling and betting activities	5	3	-	-	-	-	-
R931	Sports activities	S	S	S	S	S	S	S
R932	Other amusement and recreation activities	4	4	-	-	-	-	-
	XIII - Caraga	S	S	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S	S	S

Continued

TABLE 12a -- *Continued*

2009 PSIC Code	Industry Description	Nationality with Highest Capital Participation Rate					
		Japanese	Korean	Malaysian	Singaporean	Taiwanese	Other Nationalities
		(8)	(9)	(10)	(11)	(12)	(13)
	PHILIPPINES	2	3	-	2	-	4
R900	Creative, arts and entertainment activities	-	1	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-	-
R920	Gambling and betting activities	1	-	-	-	-	2
R931	Sports activities	1	2	-	-	-	1
R932	Other amusement and recreation activities	-	-	-	2	-	1
	NCR	1	1	-	1	-	1
R900	Creative, arts and entertainment activities	-	1	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-	-
R920	Gambling and betting activities	1	-	-	-	-	1
R931	Sports activities	-	-	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	1	-	-
	CAR	-	-	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-	-	-
	I - Ilocos	-	-	-	-	-	-
R900	Creative, arts and entertainment activities	-	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-	-	-
	II - Cagayan Valley	-	-	-	-	-	-
R920	Gambling and betting activities	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s
	III - Central Luzon	-	1	-	1	-	1
R900	Creative, arts and entertainment activities	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-	1
R931	Sports activities	-	1	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	1	-	-

Continued

TABLE 12a -- *Continued*

2009 PSIC Code	Industry Description	Nationality with Highest Capital Participation Rate					
		Japanese	Korean	Malaysian	Singaporean	Taiwanese	Other Nationalities
		(8)	(9)	(10)	(11)	(12)	(13)
	IVA - CALABARZON	-	-	-	-	-	-
R900	Creative, arts and entertainment activities	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-	-
R931	Sports activities	-	-	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-	-	-
	IVB - MIMAROPA	-	-	-	-	-	-
R931	Sports activities	S	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S	S
	V - Bicol	S	S	S	S	S	S
R900	Creative, arts and entertainment activities	S	S	S	S	S	S
R910	Libraries, archives, museums and other cultural activities	S	S	S	S	S	S
R920	Gambling and betting activities	S	S	S	S	S	S
R931	Sports activities	S	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S	S
	VI - Western Visayas	-	-	-	-	-	1
R910	Libraries, archives, museums and other cultural activities	S	S	S	S	S	S
R920	Gambling and betting activities	-	-	-	-	-	-
R931	Sports activities	-	-	-	-	-	-
R932	Other amusement and recreation activities	S	S	S	S	S	S
	VII - Central Visayas	1	1	-	-	-	1
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-	-
R931	Sports activities	1	1	-	-	-	1
R932	Other amusement and recreation activities	-	-	-	-	-	-
	VIII - Eastern Visayas	S	S	S	S	S	S
R920	Gambling and betting activities	S	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S	S

Continued

TABLE 12a -- *Concluded*

2009 PSIC Code	Industry Description	Nationality with Highest Capital Participation Rate					
		Japanese	Korean	Malaysian	Singaporean	Taiwanese	Other Nationalities
		(8)	(9)	(10)	(11)	(12)	(13)
	IX - Zamboanga Peninsula	S	S	S	S	S	S
R931	Sports activities	S	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S	S
	X - Northern Mindanao	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	S	S	S	S	S	S
R920	Gambling and betting activities	-	-	-	-	-	-
R931	Sports activities	S	S	S	S	S	S
R932	Other amusement and recreation activities	-	-	-	-	-	-
	XI - Davao	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	S	S	S	S	S	S
R920	Gambling and betting activities	-	-	-	-	-	-
R931	Sports activities	S	S	S	S	S	S
R932	Other amusement and recreation activities	-	-	-	-	-	-
	XIII - Caraga	S	S	S	S	S	S
R932	Other amusement and recreation activities	S	S	S	S	S	S

TABLE 13a Number of Reporting Establishments with E-Commerce Transactions for Arts, Entertainment and Recreation Establishments with Total Employment of 20 and Over by Region and Industry Group: Philippines, 2017

2009 PSIC Code	Industry Description	Number of Reporting Establishments	Number of Establishments without E-Commerce Transactions	Number of Establishments with E-Commerce Transactions						
				Total	1-9%	10-19%	20-29%	30-39%	40-49%	50% and over
		(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
PHILIPPINES		319	312	7	4	-	-	-	-	3
R900	Creative, arts and entertainment activities	20	20	-	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	20	19	1	1	-	-	-	-	-
R920	Gambling and betting activities	91	90	1	1	-	-	-	-	-
R931	Sports activities	80	80	-	-	-	-	-	-	-
R932	Other amusement and recreation activities	108	103	5	2	-	-	-	-	3
NCR		91	89	2	2	-	-	-	-	-
R900	Creative, arts and entertainment activities	6	6	-	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	3	1	1	-	-	-	-	-
R920	Gambling and betting activities	34	33	1	1	-	-	-	-	-
R931	Sports activities	22	22	-	-	-	-	-	-	-
R932	Other amusement and recreation activities	25	25	-	-	-	-	-	-	-
CAR		3	3	-	-	-	-	-	-	-
R932	Other amusement and recreation activities	3	3	-	-	-	-	-	-	-
I - Ilocos		13	13	-	-	-	-	-	-	-
R900	Creative, arts and entertainment activities	5	5	-	-	-	-	-	-	-
R920	Gambling and betting activities	3	3	-	-	-	-	-	-	-
R932	Other amusement and recreation activities	5	5	-	-	-	-	-	-	-
II - Cagayan Valley		5	5	-	-	-	-	-	-	-
R920	Gambling and betting activities	s	s	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s	s	s
III - Central Luzon		50	50	-	-	-	-	-	-	-
R900	Creative, arts and entertainment activities	4	4	-	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	3	3	-	-	-	-	-	-	-
R920	Gambling and betting activities	10	10	-	-	-	-	-	-	-
R931	Sports activities	11	11	-	-	-	-	-	-	-
R932	Other amusement and recreation activities	22	22	-	-	-	-	-	-	-

Continued

TABLE 13a -- *Continued*

2009 PSIC Code	Industry Description	Number of Reporting Establishments	Number of Establishments without E-Commerce Transactions	Number of Establishments with E-Commerce Transactions						
				Total	1-9%	10-19%	20-29%	30-39%	40-49%	50% and over
		(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
	IVA - CALABARZON	60	58	2	2	-	-	-	-	-
R900	Creative, arts and entertainment activities	4	4	-	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	4	4	-	-	-	-	-	-	-
R920	Gambling and betting activities	19	19	-	-	-	-	-	-	-
R931	Sports activities	20	20	-	-	-	-	-	-	-
R932	Other amusement and recreation activities	13	11	2	2	-	-	-	-	-
	IVB - MIMAROPA	5	5	-	-	-	-	-	-	-
R931	Sports activities	s	s	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s	s	s
	V - Bicol	s	s	s	s	s	s	s	s	s
R900	Creative, arts and entertainment activities	s	s	s	s	s	s	s	s	s
R910	Libraries, archives, museums and other cultural activities	s	s	s	s	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s	s	s	s	s
R931	Sports activities	s	s	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s	s	s
	VI - Western Visayas	21	21	-	-	-	-	-	-	-
	Libraries, archives, museums and other cultural									
R910	activities	s	s	s	s	s	s	s	s	s
R920	Gambling and betting activities	7	7	-	-	-	-	-	-	-
R931	Sports activities	7	7	-	-	-	-	-	-	-
R932	Other amusement and recreation activities	s	s	s	s	s	s	s	s	s
	VII - Central Visayas	35	32	3	-	-	-	-	-	3
R910	Libraries, archives, museums and other cultural activities	3	3	-	-	-	-	-	-	-
R920	Gambling and betting activities	4	4	-	-	-	-	-	-	-
R931	Sports activities	15	15	-	-	-	-	-	-	-
R932	Other amusement and recreation activities	13	10	3	-	-	-	-	-	3
	VIII - Eastern Visayas	s	s	s	s	s	s	s	s	s
R920	Gambling and betting activities	s	s	s	s	s	s	s	s	s
R932	Other amusement and recreation activities	s	s	s	s	s	s	s	s	s

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Statistical Tables

**For Establishments with Total
Employment of Less than 20**

National Tables

**TABLE 1b Summary Statistics for Arts, Entertainment and Recreation Establishments with Total Employment of Less than 20
by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments and employment. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Employment as of 15 November		Income	Expense		
			Total	Paid Workers		Total	Compensation	Other Expense
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
R	Arts, Entertainment and Recreation	2,749	20,107	19,196	19,923,032	16,997,176	2,641,761	14,355,415
R900	Creative, arts and entertainment activities	92	914	857	401,619	351,610	37,231	314,379
R910	Libraries, archives, museums and other cultural activities	25	225	158	68,885	92,847	20,179	72,667
R920	Gambling and betting activities	900	3,693	3,637	6,443,488	5,839,008	475,493	5,363,516
R931	Sports activities	503	3,944	3,437	3,415,915	2,737,681	563,823	2,173,858
R932	Other amusement and recreation activities	1,229	11,330	11,107	9,593,125	7,976,030	1,545,035	6,430,995

TABLE 1b -- Concluded

2009 PSIC Code	Industry Description	Value Added	Gross Additions to Tangible Fixed Assets	Change in Inventories	Subsidies	Sales from E-commerce
		(8)	(9)	(10)	(11)	(12)
R	Arts, Entertainment and Recreation	7,075,595	2,078,532	1,127,986	6,564	-
R900	Creative, arts and entertainment activities	101,928	263	9,059	5,000	-
R910	Libraries, archives, museums and other cultural activities	11,138	22,356	(3,570)	-	-
R920	Gambling and betting activities	1,358,787	927,264	4,066	-	-
R931	Sports activities	1,650,226	39,689	27,403	-	-
R932	Other amusement and recreation activities	3,953,515	1,088,960	1,091,028	1,564	-

**TABLE 2b Number of Establishments and Employment by Type and Sex for Arts, Entertainment and Recreation Establishments
with Total Employment of Less than 20 by Industry Group: Philippines, 2017**

(Details may not add up to total due to rounding and/or statistical disclosure control)

2009 PSIC Code	Industry Description	Number of Establishments	Employment as of 15 November					
			Total		Paid		Unpaid	
			Male	Female	Male	Female	Male	Female
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
R	Arts, Entertainment and Recreation	2,749	10,586	9,521	9,937	9,259	649	262
R900	Creative, arts and entertainment activities	92	608	306	568	290	41	17
R910	Libraries, archives, museums and other cultural activities	25	121	104	103	55	19	49
R920	Gambling and betting activities	900	1,495	2,199	1,495	2,142	-	56
R931	Sports activities	503	2,142	1,802	1,720	1,718	422	84
R932	Other amusement and recreation activities	1,229	6,219	5,111	6,052	5,055	167	56

**TABLE 2b.1 Number of Establishments and Research and Development (R&D) Personnel by Sex for Arts, Entertainment and Recreation
Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017**

(Details may not add up to total due to rounding and/or statistical disclosure control)

2009 PSIC Code	Industry Description	Number of Establishments	R & D Personnel as of 15 November		
			Total	Male	Female
		(1)	(2)	(3)	(4)
R	Arts, Entertainment and Recreation	2,749	7	5	2
R900	Creative, arts and entertainment activities	92	-	-	-
R910	Libraries, archives, museums and other cultural activities	25	7	5	2
R920	Gambling and betting activities	900	-	-	-
R931	Sports activities	503	-	-	-
R932	Other amusement and recreation activities	1,229	-	-	-

**TABLE 3b Number of Establishments and Compensation by Type for Arts, Entertainment and Recreation Establishments
with Total Employment of Less than 20 by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Compensation			
			Total	Gross Salaries and Wages	Separation, Retirement/ Terminal Pay, Gratuities, etc.	Total Employers' Contribution to SSS/GSIS, ECC, etc.
		(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	2,749	2,641,761	2,385,743	27,954	228,064
R900	Creative, arts and entertainment activities	92	37,231	35,048	100	2,082
R910	Libraries, archives, museums and other cultural activities	25	20,179	18,163	180	1,837
R920	Gambling and betting activities	900	475,493	448,806	-	26,686
R931	Sports activities	503	563,823	509,438	16,590	37,795
R932	Other amusement and recreation activities	1,229	1,545,035	1,374,288	11,083	159,665

TABLE 4b Number of Establishments and Income by Type for Arts, Entertainment and Recreation Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Income				
			Total	Income from Service Rendered	Real Estate Sales	Commissions and Fees Earned	Income from Renting and Leasing Services of Real Estate Properties (For real
			(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	2,749	19,923,032	17,709,890	-	-	-
R900	Creative, arts and entertainment activities	92	401,619	340,619	-	-	-
R910	Libraries, archives, museums and other cultural activities	25	68,885	64,235	-	-	-
R920	Gambling and betting activities	900	6,443,488	6,107,031	-	-	-
R931	Sports activities	503	3,415,915	2,391,674	-	-	-
R932	Other amusement and recreation activities	1,229	9,593,125	8,806,331	-	-	-

TABLE 4b -- Concluded

2009 PSIC Code	Industry Description	Income						
		Income from Non-Industrial Service Done for Others	Sale of Goods	Interest Income	Dividend Income	Royalty Income	Franchi se Income	Grants and Donati ons
		(7)	(8)	(9)	(10)	(11)	(12)	(13)
R	Arts, Entertainment and Recreation	347,430	1,666,221	6,272	-	57,792	-	1,192
R900	Creative, arts and entertainment activities	6,443	49,056	5	-	10	-	5,486
R910	Libraries, archives, museums and other cultural activities	3,091	163	109	-	-	-	1,192
R920	Gambling and betting activities	89,685	156,298	5,076	-	-	-	85,397
R931	Sports activities	91,663	931,699	599	-	-	-	281
R932	Other amusement and recreation activities	156,548	529,005	483	-	57,782	-	42,977

**TABLE 4b.1 Number of Establishments and Income from Service Rendered by Type of Transaction for Arts, Entertainment and Recreation
Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Income from Service Rendered		
			Total	Transactions Within the Country	Transactions Outside the Country
		(1)	(2)	(3)	(4)
R	Arts, Entertainment and Recreation	2,749	17,709,890	17,709,890	-
R900	Creative, arts and entertainment activities	92	340,619	340,619	-
R910	Libraries, archives, museums and other cultural activities	25	64,235	64,235	-
R920	Gambling and betting activities	900	6,107,031	6,107,031	-
R931	Sports activities	503	2,391,674	2,391,674	-
R932	Other amusement and recreation activities	1,229	8,806,331	8,806,331	-

TABLE 4b.3 Number of Establishments and Income from Non-Industrial Services Done for Others by Type for Arts, Entertainment and Recreation Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Income from Non-Industrial Services Done for Others		
			Total	Rent Income from Land	Rental Income from Buildings, Warehouses and Other Structures
			(1)	(2)	(3)
R	Arts, Entertainment and Recreation	2,749	347,430	-	5,290
R900	Creative, arts and entertainment activities	92	6,443	-	3,917
R910	Libraries, archives, museums and other cultural activities	25	3,091	-	57
R920	Gambling and betting activities	900	89,685	-	-
R931	Sports activities	503	91,663	-	-
R932	Other amusement and recreation activities	1,229	156,548	-	1,317

TABLE 4b.3 -- Concluded

2009 PSIC Code	Industry Description	Income from Non-Industrial Services Done for Others			
		Rental Income from Machinery and Transport Equipment	Rental Income from Office Equipment	Other Rental Income	Other Non-Industrial Services
		(5)	(6)	(7)	(8)
R	Arts, Entertainment and Recreation	128,273	-	126	213,741
R900	Creative, arts and entertainment activities	-	-	-	2,526
R910	Libraries, archives, museums and other cultural activities	-	-	-	3,034
R920	Gambling and betting activities	-	-	-	89,685
R931	Sports activities	-	-	-	91,663
R932	Other amusement and recreation activities	128,273	-	126	26,833

TABLE 4b.4 Number of Establishments and Other Income by Type for Arts, Entertainment and Recreation Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

(Values are in thousands pesos, except for number of establishments. Details may not add up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Other Income			
			Total	Foreign Exchange Gains	Gain from Sale of Investment and Marketable Securities	Others
		(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	2,749	134,236	274	5,080	128,882
R900	Creative, arts and entertainment activities	92	5,486	-	5,080	406
R910	Libraries, archives, museums and other cultural activities	25	95	-	-	95
R920	Gambling and betting activities	900	85,397	-	-	85,397
R931	Sports activities	503	281	274	-	7
R932	Other amusement and recreation activities	1,229	42,977	-	-	42,977

TABLE 5b Number of Establishments and Expense by Type for Arts, Entertainment and Recreation Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Expense				
			Total	Total Compensation	Materials and Supplies	Real Estate Sold	Fuels, Lubricants, Oils and Greases
		(1)	(2)	(3)	(4)	(5)	(6)
R	Arts, Entertainment and Recreation	2,749	16,997,176	2,641,761	992,961	-	136,132
R900	Creative, arts and entertainment activities	92	351,610	37,231	22,585	-	2,334
R910	Libraries, archives, museums and other cultural activities	25	92,847	20,179	4,898	-	400
R920	Gambling and betting activities	900	5,839,008	475,493	102,332	-	4,079
R931	Sports activities	503	2,737,681	563,823	27,498	-	12,422
R932	Other amusement and recreation activities	1,229	7,976,030	1,545,035	835,649	-	116,897

TABLE 5b -- Continued

2009 PSIC Code	Industry Description	Expense				
		Electricity	Water	Industrial Service Done by Others	Non-Industrial Service Done by Others	Cost of Goods Sold
		(7)	(8)	(9)	(10)	(11)
R	Arts, Entertainment and Recreation	1,062,291	164,433	1,315,030	5,160,628	1,244,285
R900	Creative, arts and entertainment activities	20,386	1,122	21,858	164,556	45,458
R910	Libraries, archives, museums and other cultural activities	10,296	462	7,203	37,682	141
R920	Gambling and betting activities	320,829	17,579	211,749	1,274,011	148,855
R931	Sports activities	134,114	19,689	349,290	597,653	592,413
R932	Other amusement and recreation activities	576,666	125,582	724,929	3,086,727	457,419

TABLE 5b -- Continued

2009 PSIC Code	Industry Description	Expense				
		Interest Expense	Taxes on Products and Other Taxes on Production	Research and Development	Environmental Protection Expense	Royalty Fee
		(12)	(13)	(14)	(15)	(16)
R	Arts, Entertainment and Recreation	15,572	561,241	653	609	22,498
R900	Creative, arts and entertainment activities	5,548	5,068	-	-	16,345
R910	Libraries, archives, museums and other cultural activities	39	377	653	187	-
R920	Gambling and betting activities	57	99,857	-	-	211
R931	Sports activities	-	359,360	-	422	5,941
R932	Other amusement and recreation activities	9,928	96,578	-	-	-

Table 5b -- Concluded

2009 PSIC Code	Industry Description	Expense				
		Franchise Fee	Payouts	Amortization	Depreciation	Other Expense
		(17)	(18)	(19)	(20)	(21)
R	Arts, Entertainment and Recreation	1,310,932	1,467,790	21,212	457,390	421,758
R900	Creative, arts and entertainment activities	-	-	45	2,772	6,304
R910	Libraries, archives, museums and other cultural activities	-	-	-	8,926	1,403
R920	Gambling and betting activities	1,310,932	1,467,790	1,222	185,469	218,544
R931	Sports activities	-	-	-	43,634	31,422
R932	Other amusement and recreation activities	-	-	19,946	216,589	164,085

TABLE 5b.2 Number of Establishments and Expense for Industrial Services Done by Others by Type for Arts, Entertainment and Recreation Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Value in thousand pesos. Details may not add-up to total due to rounding and/or statistical disclosure control)

2009 PSIC Code	Industry Description	Number of Establishments	Industrial Services Done by Others		
			Total	Contract and Commission Work Done by Others	Repairs, Maintenance and Installation
		(1)	(2)	(3)	(4)
R	Arts, Entertainment and Recreation	2,749	1,315,030	-	1,315,030
R900	Creative, arts and entertainment activities	92	21,858	-	21,858
R910	Libraries, archives, museums and other cultural activities	25	7,203	-	7,203
R920	Gambling and betting activities	900	211,749	-	211,749
R931	Sports activities	503	349,290	-	349,290
R932	Other amusement and recreation activities	1,229	724,929	-	724,929

TABLE 5b.3 Number of Establishments and Expense for Non-Industrial Services Done by Others by Type for Arts, Entertainment and Recreation Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

(Values are in thousand pesos, except for number of establishments. Details may not add up to total due to rounding and/or statistical disclosure control.)						
2009 PSIC Code	Industry Description	Number of Establishments	Non-Industrial Services Done by Others			
			Total	Rent Expense from Land	Rental Expense for Buildings, Warehouses and Other Structures	Rental Expense for Machinery and Transport Equipment
		(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	2,749	5,160,628	199,319	2,452,430	794,434
R900	Creative, arts and entertainment activities	92	164,556	1,350	19,532	576
R910	Libraries, archives, museums and other cultural activities	25	37,682	1,982	-	-
R920	Gambling and betting activities	900	1,274,011	1,353	295,337	784,720
R931	Sports activities	503	597,653	3,587	329,421	-
R932	Other amusement and recreation activities	1,229	3,086,727	191,047	1,808,139	9,137

TABLE 5b.3 -- Concluded

2009 PSIC Code	Industry Description	Non-Industrial Services Done by Others					
		Rental Expense for Office Equipment	Other Rental Expense	Communicatio n Expense	Insurance Expense	Transport Service Expense	Other Non- Industrial Service Done by Others
		(6)	(7)	(8)	(9)	(10)	(11)
R	Arts, Entertainment and Recreation	16	41,932	129,545	179,270	64,957	1,298,727
R900	Creative, arts and entertainment activities	16	41,418	1,864	1,502	15,416	82,879
R910	Libraries, archives, museums and other cultural activities	-	161	870	235	487	33,947
R920	Gambling and betting activities	-	352	50,990	10,363	1,583	129,311
R931	Sports activities	-	-	10,131	47,994	5,503	201,016
R932	Other amusement and recreation activities	-	-	65,689	119,175	41,967	851,572

**TABLE 5b.4 Number of Establishments and Cost of Goods Sold for Arts, Entertainment and Recreation Establishments
with Total Employment of Less than 20 by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Cost of Goods Sold	Goods for Resale Inventories, Beginning	Goods Purchased for Resale	Goods for Resale Inventories, Ending
		(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	2,749	1,244,285	1,042,913	2,336,037	2,134,664
R900	Creative, arts and entertainment activities	92	45,458	-	54,437	8,980
R910	Libraries, archives, museums and other cultural activities	25	141	142	126	127
R920	Gambling and betting activities	900	148,855	226	148,855	226
R931	Sports activities	503	592,413	760,309	619,833	787,729
R932	Other amusement and recreation activities	1,229	457,419	282,237	1,512,785	1,337,603

TABLE 5b.5 Number of Establishments and Taxes on Products and Other Taxes on Production for Arts, Entertainment and Recreation Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Taxes on Products and Other Taxes on Production		
			Total	Taxes on Products	Other Taxes on Production
		(1)	(2)	(3)	(4)
R	Arts, Entertainment and Recreation	2,749	561,241	-	561,241
R900	Creative, arts and entertainment activities	92	5,068	-	5,068
R910	Libraries, archives, museums and other cultural activities	25	377	-	377
R920	Gambling and betting activities	900	99,857	-	99,857
R931	Sports activities	503	359,360	-	359,360
R932	Other amusement and recreation activities	1,229	96,578	-	96,578

**TABLE 5b.6 Number of Establishments and Other Expense by Type for Arts, Entertainment and Recreation Establishments
with Total Employment of Less than 20 by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Other Expense		
			Total	Foreign Exchange Losses	Charitable Donations and Grants
		(1)	(2)	(3)	(4)
R	Arts, Entertainment and Recreation	2,749	421,758	19,095	2,463
R900	Creative, arts and entertainment activities	92	6,304	-	-
R910	Libraries, archives, museums and other cultural activities	25	1,403	-	150
R920	Gambling and betting activities	900	218,544	-	-
R931	Sports activities	503	31,422	-	2,170
R932	Other amusement and recreation activities	1,229	164,085	19,095	144

TABLE 5b.6 -- Concluded

2009 PSIC Code	Industry Description	Other Expense		
		Bad and Doubtful Debts	Loss from Sale of Investment Assets and Marketable Securities	Others
		(5)	(6)	(7)
R	Arts, Entertainment and Recreation	1,330	129	398,741
R900	Creative, arts and entertainment activities	-	129	6,175
R910	Libraries, archives, museums and other cultural activities	-	-	1,254
R920	Gambling and betting activities	-	-	218,544
R931	Sports activities	-	-	29,252
R932	Other amusement and recreation activities	1,330	-	143,517

TABLE 6b Number of Establishments and Capital Expenditures by Type of Tangible Fixed Assets for Arts, Entertainment and Recreation Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

(Values are in thousand pesos; except for number of establishments. Totals may not add up to total due to rounding and/or statistical disclosure control.)							
2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Tangible Fixed Assets				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
		(1)	(2)	(3)	(4)	(5)	(6)
R	Arts, Entertainment and Recreation	2,749	2,078,532	320,229	469,172	681,280	6,000
R900	Creative, arts and entertainment activities	92	263	-	-	-	194
R910	Libraries, archives, museums and other cultural activities	25	22,356	-	9,247	-	1,144
R920	Gambling and betting activities	900	927,264	-	103,236	290,427	-
R931	Sports activities	503	39,689	-	-	20,906	-
R932	Other amusement and recreation activities	1,229	1,088,960	320,229	356,688	369,947	4,662

TABLE 6b -- Concluded

2009 PSIC Code	Industry Description	Capital Expenditures for Tangible Fixed Assets				
		Specialized Industrial Machineries	General Industrial Machinerie s	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(10)	(11)
R	Arts, Entertainment and Recreation	-	408,818	31,755	-	161,278
R900	Creative, arts and entertainment activities	-	-	-	-	69
R910	Libraries, archives, museums and other cultural activities	-	-	11,427	-	537
R920	Gambling and betting activities	-	388,229	-	-	145,371
R931	Sports activities	-	1,855	2,890	-	14,039
R932	Other amusement and recreation activities	-	18,733	17,438	-	1,262

TABLE 6b.2 Number of Establishments and Capital Expenditures for Tangible Fixed Assets by Mode of Acquisition for Arts, Entertainment and Recreation Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

(Values are in thousand pesos, except for number of establishments. Details may not add up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Capital Expenditures for Tangible Fixed Assets by Mode of Acquisition				
			Total	New Tangible Fixed Assets	Major Alterations and Improvements on Tangible Fixed Assets	Land and Used Tangible Fixed Assets	Tangible Fixed Assets Produced on Own Account
		(1)	(2)	(3)	(4)	(5)	(6)
R	Arts, Entertainment and Recreation	2,749	2,078,532	1,393,307	15,245	320,229	349,750
R900	Creative, arts and entertainment activities	92	263	263	-	-	-
R910	Libraries, archives, museums and other cultural activities	25	22,356	19,379	2,977	-	-
R920	Gambling and betting activities	900	927,264	923,089	4,175	-	-
R931	Sports activities	503	39,689	39,689	-	-	-
R932	Other amusement and recreation activities	1,229	1,088,960	410,887	8,094	320,229	349,750

TABLE 7b Number of Establishments and Capital Expenditures for Intangible Assets by Type for Arts, Entertainment and Recreation Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

(Values are in thousand pesos, except for number of establishments. Totals may not add up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishment	Capital Expenditures for Intangible Assets					
			Total	Intangible Non- produced Assets	Computer Software and Databases	Entertainment, Literary and Artistic Originals	Research and Development	Other Intangible Assets
			(1)	(2)	(3)	(4)	(5)	(6)
R	Arts, Entertainment and Recreation	2,749	5,005	-	5,005	-	-	-
R900	Creative, arts and entertainment activities	92	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	25	-	-	-	-	-	-
R920	Gambling and betting activities	900	4,834	-	4,834	-	-	-
R931	Sports activities	503	171	-	171	-	-	-
R932	Other amusement and recreation activities	1,229	-	-	-	-	-	-

TABLE 8b Number of Establishments and Gross Additions to Tangible Fixed Assets for Arts, Entertainment and Recreation
Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Gross Additions to Tangible Fixed Assets	Capital Expenditures	Sale of Tangible Fixed Assets
		(1)	(2)	(3)	(4)
R	Arts, Entertainment and Recreation	2,749	2,078,532	2,078,532	-
R900	Creative, arts and entertainment activities	92	263	263	-
R910	Libraries, archives, museums and other cultural activities	25	22,356	22,356	-
R920	Gambling and betting activities	900	927,264	927,264	-
R931	Sports activities	503	39,689	39,689	-
R932	Other amusement and recreation activities	1,229	1,088,960	1,088,960	-

TABLE 8b.1 Number of Establishments and Sale of Tangible Fixed Assets by Type for Arts, Entertainment and Recreation
Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Sale of Tangible Fixed Assets				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
			(2)	(3)	(4)	(5)	(6)
R	Arts, Entertainment and Recreation	2,749	-	-	-	-	-
R900	Creative, arts and entertainment activities	92	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	25	-	-	-	-	-
R920	Gambling and betting activities	900	-	-	-	-	-
R931	Sports activities	503	-	-	-	-	-
R932	Other amusement and recreation activities	1,229	-	-	-	-	-

TABLE 8b.1 -- Concluded

2009 PSIC Code	Industry Description	Sale of Tangible Fixed Assets				
		Specialized Industrial Machinery	General Industrial Machinery	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(10)	(11)
R	Arts, Entertainment and Recreation	-	-	-	-	-
R900	Creative, arts and entertainment activities	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-
R931	Sports activities	-	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-	-

TABLE 8b.2 Number of Establishments and Losses and Damages to Tangible Fixed Assets by Type for Arts, Entertainment and Recreation Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

(Values are in thousand pesos, except for number of establishments. Details may not add up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Losses and Damages				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
			(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	2,749	-	-	-	-	-
R900	Creative, arts and entertainment activities	92	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	25	-	-	-	-	-
R920	Gambling and betting activities	900	-	-	-	-	-
R931	Sports activities	503	-	-	-	-	-
R932	Other amusement and recreation activities	1,229	-	-	-	-	-

TABLE 8b.2 -- Concluded

2009 PSIC Code	Industry Description	Losses and Damages				
		Specialized Industrial Machinery	General Industrial Machinery	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(10)	(11)
R	Arts, Entertainment and Recreation	-	-	-	-	-
R900	Creative, arts and entertainment activities	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-
R931	Sports activities	-	-	-	-	-
R932	Other amusement and recreation activities	-	-	-	-	-

TABLE 9b Number of Establishments and Book Value of Tangible Fixed Assets by Type for Arts, Entertainment and Recreation
Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

2009 PSIC Code	Industry Description	Number of Establishments	Book Value of Tangible Fixed Assets as of 31 December				
			Total	Land	Buildings, Other Structures and Land Improvements	Transport Equipment	ICT Machinery and Equipment
			(1)	(2)	(3)	(4)	(5)
R	Arts, Entertainment and Recreation	2,749	7,318,100	866,225	2,492,667	1,882,332	78,097
R900	Creative, arts and entertainment activities	92	20,105	-	2,306	110	9,729
R910	Libraries, archives, museums and other cultural activities	25	173,575	51,337	92,582	1,735	1,796
R920	Gambling and betting activities	900	1,929,889	16,915	504,001	471,119	39,304
R931	Sports activities	503	642,469	233,545	230,381	92,373	5,899
R932	Other amusement and recreation activities	1,229	4,552,062	564,428	1,663,396	1,316,995	21,369

TABLE 9b -- Concluded

2009 PSIC Code	Industry Description	Book Value of Tangible Fixed Assets as of 31 December				
		Specialized Industrial Machinery	General Industrial Machinery	Other Machinery and Equipment	Valuables	Other Tangible Fixed Assets
		(7)	(8)	(9)	(10)	(11)
R	Arts, Entertainment and Recreation	183	650,788	737,294	1,112	609,401
R900	Creative, arts and entertainment activities	133	154	5,602	-	2,070
R910	Libraries, archives, museums and other cultural activities	-	1,260	21,438	605	2,822
R920	Gambling and betting activities	-	570,047	2,933	-	325,569
R931	Sports activities	-	5,988	19,867	507	53,909
R932	Other amusement and recreation activities	50	73,340	687,454	-	225,030

TABLE 10b Number of Establishments and Book Value of Intangible Assets by Type for Arts, Entertainment and Recreation
Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

(values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)								
2009 PSIC Code	Industry Description	Number of Establishments	Book Value of Intangible Assets as of 31 December					
			Total	Intangible Non- Produced Assets	Computer Software and Databases	Entertainment, Library and Artistic Originals	Research and Development	Other Intangibl e Assets
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
R	Arts, Entertainment and Recreation	2,749	25,102	58	5,051	19,993	-	-
R900	Creative, arts and entertainment activities	92	106	58	-	47	-	-
R910	Libraries, archives, museums and other cultural activities	25	-	-	-	-	-	-
R920	Gambling and betting activities	900	4,889	-	4,889	-	-	-
R931	Sports activities	503	162	-	162	-	-	-
R932	Other amusement and recreation activities	1,229	19,946	-	-	19,946	-	-

**TABLE 11b Number of Establishments and Value of Inventories for Arts, Entertainment and Recreation Establishments
with Total Employment of Less than 20 by Industry Group: Philippines, 2017**

(Values are in thousand pesos, except for number of establishments. Details may not add-up to total due to rounding and/or statistical disclosure control.)

(Values are in thousands pesos, except for number of establishments. Details may not add up to total due to rounding and/or statistical disclosure control.)								
2009 PSIC Code	Industry Description	Number of Establishments	Value of Inventories as of 1 January					
			Total	Materials and Supplies	Fuels, Lubricants, Oils and Greases	Goods for Resale	Real Estate for Sale	Other Inventories
			(1)	(2)	(3)	(4)	(5)	(6)
R	Arts, Entertainment and Recreation	2,749	1,395,845	352,565	368	1,042,913	-	-
R900	Creative, arts and entertainment activities	92	175	175	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	25	4,005	3,860	4	142	-	-
R920	Gambling and betting activities	900	375	150	-	226	-	-
R931	Sports activities	503	760,333	24	-	760,309	-	-
R932	Other amusement and recreation activities	1,229	630,957	348,356	364	282,237	-	-

Table 11b -- Concluded

2009 PSIC Code	Industry Description	Value of Inventories as of 31 December					
		Total	Materials and Supplies	Fuels, Lubricants, Oils and Greases	Goods for Resale	Real Estate for Sale	Other Inventories
		(8)	(9)	(10)	(11)	(12)	(13)
R	Arts, Entertainment and Recreation	2,523,831	388,695	288	2,134,664	-	185
R900	Creative, arts and entertainment activities	9,234	70	-	8,980	-	185
R910	Libraries, archives, museums and other cultural activities	435	306	2	127	-	-
R920	Gambling and betting activities	4,441	4,215	-	226	-	-
R931	Sports activities	787,736	7	-	787,729	-	-
R932	Other amusement and recreation activities	1,721,986	384,096	286	1,337,603	-	-

TABLE 12b Number of Reporting Establishments and Nationality with Highest Capital Participation Rate as of 31 December for Arts, Entertainment and Recreation Establishments with Total Employment of Less than 20 by Industry Group: Philippines, 2017

(An establishment with equal capital participation rate may be reported several times)

* If establishment with equal capital participation rate may be reported several times								
2009 PSIC Code	Industry Description	Number of Reporting Establishments	Nationality with Highest Capital Participation Rate					
			Filipino	American	Australian	British	Chinese	German
		(1)	(2)	(3)	(4)	(5)	(6)	(7)
R	Arts, Entertainment and Recreation	2,749	96	-	-	-	1	
R900	Creative, arts and entertainment activities	92	23	-	-	-	-	
R910	Libraries, archives, museums and other cultural activities	25	9	-	-	-	-	
R920	Gambling and betting activities	900	16	-	-	-	-	
R931	Sports activities	503	17	-	-	-	-	
R932	Other amusement and recreation activities	1,229	31	-	-	-	1	

TABLE 12b -- Concluded

2009 PSIC Code	Industry Description	Nationality with Highest Capital Participation Rate					
		Japanese	Korean	Malaysian	Singaporean	Taiwanese	Other Nationalities
		(8)	(9)	(10)	(11)	(12)	(13)
R	Arts, Entertainment and Recreation	-	1	-	-	-	-
R900	Creative, arts and entertainment activities	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	-	-	-	-	-	-
R920	Gambling and betting activities	-	-	-	-	-	-
R931	Sports activities	-	-	-	-	-	-
R932	Other amusement and recreation activities	-	1	-	-	-	-

**TABLE 13b Number of Reporting Establishments with E-Commerce Transactions for Arts, Entertainment and Recreation Establishments
with Total Employment of Less than 20 by Industry Group: Philippines, 2017**

2009 PSIC Code	Industry Description	Number of Reporting Establishments	Number of Establishment s without E-Commerce Transactions	Number of Establishments with E-Commerce Transactions						
				Total	1-9%	10-19%	20-29%	30-39%	40-49%	50% and over
		(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
R	Arts, Entertainment and Recreation	2,749	2,749	-	-	-	-	-	-	-
R900	Creative, arts and entertainment activities	92	92	-	-	-	-	-	-	-
R910	Libraries, archives, museums and other cultural activities	25	25	-	-	-	-	-	-	-
R920	Gambling and betting activities	900	900	-	-	-	-	-	-	-
R931	Sports activities	503	503	-	-	-	-	-	-	-
R932	Other amusement and recreation activities	1,229	1,229	-	-	-	-	-	-	-

Appendices

Appendix 1

2017 Annual Survey of Philippine Business and Industry Questionnaire (ASPBI Form No. 7)



REPUBLIC OF THE PHILIPPINES
PHILIPPINE STATISTICS AUTHORITY

ASPBI Form 7
PSA Approval No. PSA-1812-07
Expires 31 March 2019

2017 ANNUAL SURVEY OF PHILIPPINE BUSINESS AND INDUSTRY

BUSINESS AND SERVICES

January – December 2017

Dear Sir/Madam:

The Philippine Statistics Authority (PSA) is conducting the **2017 Annual Survey of Philippine Business and Industry (ASPBI)**. The **2017 ASPBI** will provide key measures on the levels, structure, performance and trends of businesses and industries that will be used for planning and policy formulation by the government and private sectors.

This Office is authorized to collect information from businesses and industries under **Republic Act No. 10625 (RA 10625)**. Section 27 of the same law obliges the establishments to provide required data. The information collected shall be kept strictly confidential and shall not be used for purposes of taxation, investigation or regulation as provided under Article 55 of the Implementing Rules and Regulations of RA 10625.

We appreciate your utmost cooperation by accomplishing this questionnaire and providing PSA with a copy of the 2017 Financial Statement of your establishment. You may also accomplish the questionnaire online at PSA website (<https://aspbi.psa.gov.ph>).

Thank you very much.

Lisa Grace S. Bersales
LISA GRACE S. BERSALES, Ph.D.

Undersecretary
National Statistician and Civil Registrar General

For inquiries, contact:

Telephone Number: _____

E-mail Address: _____

or esss-rcu@psa.gov.ph

FOR PSA USE ONLY															
FN		QN	QS	QR	ECN										
IND				PROV-MUN				BGY			SZ	LO	EO		

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GENERAL INSTRUCTIONS

⇒ Provide best estimates if exact figures are not available in your records. Indicate N.A. for items not applicable.

⇒ Refer to the relevant explanatory notes and definitions provided in specific items when providing responses for each item.

⇒ Include only Philippine-based activities, including imports and exports, of this establishment.

⇒ Mark (✓) only one box, unless instructed otherwise.

GENERAL INFORMATION ABOUT THIS ESTABLISHMENT

1. Business and Registered Name in 2017, Business Address, Company Website and Establishment Tax Identification Number (TIN)

A. Business Name: _____

B. Registered Name: _____

C. Business Address: _____

Do Not Fill (For PSA Use Only)					
PROV	MUN	BGY			

D. Company Website: _____

E. Establishment TIN: _____

<p>2. Economic Activity or Business in 2017</p> <p>⇒ Describe in detail the main and other activities of this establishment.</p> <p>A. Main Activity <i>(Refers to the activity that contributes the biggest or major portion of the gross income or revenue of this establishment.)</i></p> <table border="1" style="float: right; margin-left: 20px;"> <tr> <th colspan="6">DO NOT FILL (For PSA Use Only)</th> </tr> <tr> <th>2009 PSIC</th> <th></th> <th></th> <th></th> <th></th> <th></th> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table> <p>_____</p> <p>A.1. Major products/goods produced or sold or type of service rendered <i>Specify:</i></p> <p>_____</p> <p>A.2. For establishments engaged in Business Process Management (BPM), please specify the kind of BPM activity:</p> <p>_____</p> <p>B. Secondary/Other Activities <i>(Refer to activities carried out by this establishment in addition to the main activity and in which the output, like that of the main activity, must be suitable for delivery outside this establishment.)</i></p> <table border="1" style="float: right; margin-left: 20px;"> <tr> <th colspan="6">DO NOT FILL (For PSA Use Only)</th> </tr> <tr> <th>2009 PSIC</th> <th></th> <th></th> <th></th> <th></th> <th></th> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table> <p>_____</p>	DO NOT FILL (For PSA Use Only)						2009 PSIC												DO NOT FILL (For PSA Use Only)						2009 PSIC												<p>LN NO</p> <p>01</p> <p>02</p> <p>03</p> <p>04</p>
DO NOT FILL (For PSA Use Only)																																					
2009 PSIC																																					
DO NOT FILL (For PSA Use Only)																																					
2009 PSIC																																					

3. Year Started Operation

⇒ Indicate the year when this establishment started operation regardless of its location in the Philippines.

--	--	--	--

4. Legal Organization in 2017

⇒ Mark (✓) the box corresponding to the best description of this establishment.

1 <input type="checkbox"/> Single Proprietorship	5 <input type="checkbox"/> Non-stock, Non-profit Corporation
2 <input type="checkbox"/> Partnership	6 <input type="checkbox"/> Cooperative
3 <input type="checkbox"/> Government Corporation	7 <input type="checkbox"/> Others, <i>specify:</i> _____
4 <input type="checkbox"/> Stock Corporation	

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GENERAL INFORMATION ABOUT THIS ESTABLISHMENT (cont.)

5. Economic Organization in 2017

⇒ Mark (✓) the box corresponding to the best description of this establishment.

1 ☐ Single Establishment

2 ☐ Branch only
⇒ Provide details of Main Office below

3 ☐ Establishment and main office
(both located in the same address and with branches elsewhere)
⇒ Provide details of branches in Item 21

4 ☐ Main Office only
⇒ Provide details of branches in Item 21

5 ☐ Ancillary unit other than Main Office
⇒ Provide details of Main Office below

Single Establishment is an establishment which has neither branch nor main office. It may have ancillary unit/s other than main office, located elsewhere.

Branch is an establishment which has a separate main office located elsewhere.

Main office is the unit which controls, supervises and directs one or more establishments of an enterprise.

Ancillary unit is the unit that operates primarily or exclusively for a related establishment or group of related establishments or its parent establishment and provides services that supports those establishments.

A. Registered Name of Main Office

DO NOT FILL (For PSA Use Only)

ECN

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

B. Address of Main Office

PROV	MUN	BGY

C. Contact Person in Main Office

(1) Name _____

(2) Title/Designation _____

(3) Tel. No. _____

(4) Fax No. _____

(5) E-mail Address _____

6. Capital Participation as of 31 December 2017

⇒ Indicate the percent share of the stockholders by nationality.

Capital participation refers to the claims of foreign and/or local investors against capital/equity.

1 Filipino _____%	5 Chinese _____%	9 Malaysian _____%
2 American _____%	6 German _____%	10 Singaporean _____%
3 Australian _____%	7 Japanese _____%	11 Taiwanese _____%
4 British _____%	8 Korean _____%	12 Others, specify: _____%

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EMPLOYMENT

7. Employment as of 15 November 2017

***Paid employees** are all full-time and part-time employees working in or for the establishment and receiving regular pay, as well as those working away from this establishment and paid by and under the control of this establishment.*

INCLUDE:

- ✓ Employees on sick or maternity leave
- ✓ Employees on paid vacation or holiday
- ✓ Employees on strike
- ✓ Directors of corporations working for pay
- ✓ Executives/managers and other officers of the same category
- ✓ Working owners receiving regular pay
- ✓ Apprentices and learners receiving regular pay
- ✓ Persons hired only during peak seasons
- ✓ Any other employee receiving regular pay not reported above

EXCLUDE:

- Directors paid solely for their attendance at meetings of Board of Directors
- Consultants
- Workers on indefinite leave
- Working owners who do not receive regular pay
- Homeworkers
- Workers receiving commissions only
- Other workers not in the payroll of this establishment

***Unpaid workers** are working owners who do not receive regular pay, apprentices and learners without regular pay, and persons working for at least 1/3 of the working time normal to this establishment without regular pay.*

EXCLUDE: Silent or inactive business partners

Type of Employment	Male (1)	Female (2)	Total (3)	LN NO
a. Paid Employees				01
b. Unpaid Workers				02
c. Total (sum of a and b)				03

RESEARCH AND DEVELOPMENT (R&D) PERSONNEL

8. R&D Personnel as of 15 November 2017

***Research and Development (R&D)** refers to creative work undertaken as a systematic basis in order to increase the stock of knowledge, including knowledge of man, culture and society, and the use of this stock of knowledge to devise new applications.*

***R&D personnel** are all persons employed directly on R&D as well as those providing direct services such as R&D managers, administrators and clerical staff. R&D personnel are classified into three categories: researchers, technicians and other personnel involved in R&D.*

	Male (1)	Female (2)	Total (3)	LN NO
R&D Personnel				01

PRODUCTION/CONSTRUCTION WORKERS AND HOURS WORKED

9. Number of Production/Construction Workers as of 15 November 2017 (Not Applicable)

10. Total Hours Worked by Production/Construction Workers in 2017 (Not Applicable)

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INCOME AND EXPENSE ACCOUNT			
11. Income in 2017			
TYPE OF INCOME		VALUE IN PESOS (Omit centavos)	LN NO
a. Income from service rendered (sum of 1 and 2) <i>Specify:</i> _____			01
1. Income from transactions within the country			02
2. Total income from transactions outside the country ⇒ Indicate the top five countries with the highest percentage share of income from transactions outside the country to total			03
a) _____ %			04
b) _____ %			05
c) _____ %			06
d) _____ %			07
e) _____ %			08
Total _____ %			09
b. Real estate sales (Real estate sales for land, residential and non-residential buildings, memorial lots and columbarium vaults.)			10
c. Commissions and fees earned			11
d. Income from renting and leasing services of real estate properties (For real estate activities)			12
e. Income from non-industrial service done for others (sum of 1 to 6)			13
1. Rent income from land			14
2. Rental income from building, warehouses and other structures			15
3. Rental income from machinery and transport equipment			16
4. Rental income from office equipment			17
5. Other rental income, <i>specify:</i> _____			18
6. Other non-industrial service done for others (sum of a and b) <i>Specify:</i>			19
a) _____			20
b) _____			21
f. Sale of goods (Income from goods sold in similar condition as purchased.)			22
g. Interest income (INCLUDE: Interest on finance leases; earnings on discounted bills; Interest from deposits in banks and other financial institutions; Interest/discounts on loans, deposit, financing, bonds, money market, etc.)			23
h. Dividend income			24
i. Royalty income (Income received for trademarks, copyrights and patents or secrecy.)			25
j. Franchise income (Income received for license to make, distribute or sell a product or service.)			26

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Page 6	PLEASE ENTER ON THE APPROPRIATE SPACE OR BOX THE DATA REQUESTED.	2017 ASPBI F7
INCOME AND EXPENSE ACCOUNT (cont.)		
11. Income in 2017		
TYPE OF INCOME	VALUE IN PESOS (Omit centavos)	LN NO
k. Grants and donations (<i>INCLUDE: Donations from abroad</i>)		27
l. Other income (sum of 1 to 3)		28
1. Foreign exchange gains		29
2. Gain from sale of investment and marketable securities		30
3. Others (sum of a to c) <i>Specify:</i>		31
a) _____		32
b) _____		33
c) _____		34
m. Total Income (sum of a to l)		35
12. Subsidies Received from the Government in 2017 <i>Subsidies refer to special grants received from the government in the form of financial assistance or tax exemption or tax privilege to aid and develop an industry.</i> <i>INCLUDE:</i> <div style="display: flex; justify-content: space-between;"> <div> <ul style="list-style-type: none"> ✓ Price support and price discount ✓ Interest rate subsidy ✓ Import subsidies ✓ Direct subsidies on export ✓ Subsidies resulting from multiple exchange rate </div> <div> <ul style="list-style-type: none"> ✓ Subsidies to public corporations and quasi-corporations ✓ Subsidies on products used domestically ✓ Subsidies on payroll or workforce ✓ Subsidies to reduce pollution </div> </div>	VALUE IN PESOS (Omit centavos)	LN NO
		01
13. Expense in 2017		
TYPE OF EXPENSE	VALUE IN PESOS (Omit centavos)	LN NO
a. Total Compensation (sum of 1 to 3)		01
1. Gross salaries and wages (Refers to payment in cash or in kind prior to any deductions for employee's contributions to SSS/GSIS, withholding tax, etc.)		02
2. Separation/retirement/terminal pay, gratuities, etc.		03
3. Total employers contribution to SSS/GSIS, ECC, etc. (<i>INCLUDE: Employer's contribution paid by this establishment to SSS/GSIS, Employees Compensation Commission (ECC), PhilHealth, PAG-IBIG, etc.</i>)		04
b. Materials and supplies (<i>INCLUDE: Office supplies; wrapping and packing materials; small tools and materials for repairs and maintenance; nondurable tools; working clothes; and other supplies.</i>)		05
c. Real estate sold (<i>For real estate activities; sum of 1 and 2 less 3</i>)		06
1. Real estate for sale inventories, beginning		07
2. Real estate purchased for sale		08
3. Real estate for sale inventories, ending		09
d. Fuels, lubricants, oils and greases		10

Continued on Page 7

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INCOME AND EXPENSE ACCOUNT (cont.)		
13. Expense in 2017		
TYPE OF EXPENSE	VALUE IN PESOS (Omit centavos)	LN NO
e. Electricity		11
f. Water		12
g. Industrial service done by others (sum of 1 and 2)		13
1. Contract and commission work done by others		14
2. Repairs, maintenance and installation		15
h. Non-industrial service done by others (sum of 1 to 9)		16
1. Rent expense for land		17
2. Rental expense for buildings, warehouses and other structures		18
3. Rental expense for machinery and transport equipment		19
4. Rental expense for office equipment		20
5. Other rental expense, <i>specify:</i> _____		21
6. Communication expense		22
7. Insurance expense		23
8. Transport service expense (<i>INCLUDE: Stevedoring, forwarding and freight charges.</i>)		24
9. Other non-industrial service done by others (<i>INCLUDE: Transportation and representation expense; bank charges; professional, business and other service fees; advertising and promotional expense; management fee; janitorial, security and messengerial service fee; etc.</i>)		25
i. Cost of goods sold (sum of 1 and 2 less 3)		26
1. Goods for resale inventories, beginning		27
2. Goods purchased for resale (<i>Acquisition cost of goods purchased for resale without transformation or processing.</i>)		28
3. Goods for resale inventories, ending		29
j. Interest expense (<i>Interest paid for loans obtained from banks and other financial institutions.</i>)		30
k. Taxes on products and other taxes on production (sum of 1 and 2)		31
1. Taxes on products (<i>Taxes paid on products by the producer or by the purchaser of the product. INCLUDE: Import tax, excise tax, value added tax, sales tax, gross receipts tax, etc.</i>)		32
2. Other taxes on production (<i>Taxes paid by the producer due to production. INCLUDE: Business licenses, real estate tax, road tax, environmental tax, etc. EXCLUDE: Income tax</i>)		33
l. Research and development (R&D) expense, <i>specify:</i> _____ (<i>Amount spent on any systematic, scientific and creative work undertaken to increase the stock of knowledge and the use of this knowledge to create new or improved products, processes, services, and other applications. EXCLUDE: Market research, testing analysis for quality control, minor alterations to existing products, legal and administrative work in connection with patent applications; R&D capitalized.</i>)		34

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Page 8	PLEASE ENTER ON THE APPROPRIATE SPACE OR BOX THE DATA REQUESTED.	2017 ASPBI F7
INCOME AND EXPENSE ACCOUNT (cont.)		
13. Expense in 2017		
TYPE OF EXPENSE	VALUE IN PESOS (Omit centavos)	LN NO
m. Environmental protection expense (Amount spent for the prevention, reduction and elimination of pollution as well as any degradation of the environment such as environmental protection services like wastewater treatment, reforestation, etc.)		35
n. Royalty fee (Expense for trademarks, copyrights, patents or secrecy.)		36
o. Franchise fee (Expense made for license to make, distribute or sell a product or service.)		37
p. Payouts (Amount expended as prize in gambling and betting operations.)		38
q. Amortization		39
r. Depreciation		40
s. Other expense (sum of 1 to 5)		41
1. Foreign exchange losses		42
2. Charitable donations and grants		43
3. Bad and doubtful debts (Report net of bad debts recovered.)		44
4. Loss from sale of investment assets and marketable securities		45
5. Others (sum of a to c) Specify:		46
a) _____		47
b) _____		48
c) _____		49
t. Total Expense (sum of a to s)		50
E-COMMERCE	PERCENT TO TOTAL INCOME	LN NO
14. Sales from E-Commerce Transactions in 2017 <i>E-Commerce refers to the selling of products or services over electronic systems such as the Internet Protocol-based networks and other computer networks, Electronic Data Interchange (EDI) network, or other on-line system.</i> EXCLUDE: Orders received via telephone, facsimile or e-mails	_____ %	01

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CAPITAL EXPENDITURES AND BOOK VALUE OF TANGIBLE FIXED ASSETS, INCLUDING LOSSES AND DAMAGES

15. Capital Expenditures, Sale and Book Value of Tangible Fixed Assets, Including Losses and Damages in 2017

Tangible Fixed Assets refer to physical assets (tangible) acquired and for use of this establishment and expected to have a productive life of more than one year. These include land; buildings, other structures and land improvements; transport equipment; machinery and equipment; sub-soil assets; and other fixed assets.

INCLUDE:

- ✓ Tangible fixed assets received from other establishments belonging to the same enterprise as this establishment should be valued as though purchased.
- ✓ Delivery charges and installation cost, taxes and other necessary fees (import duties, registration fees, etc.).

EXCLUDE:

- Financing cost

Capital expenditures for tangible fixed assets refer to the full value of fixed assets acquired in 2017 whether or not full payments have been made.

Sale of tangible fixed assets refer to the actual amount received/realized (not book value) from the sale of fixed assets during the year including the value of fixed assets transferred to other establishments of the same enterprise.

Losses and damages refer to the decrease in the book value of tangible fixed assets due to theft, major catastrophe, and other accidental destructions.

Book value refers to the initial or acquisition cost of tangible fixed assets less accumulated depreciation charges. Also include in Book Value as of 31 December the capital expenditures for the corresponding tangible fixed assets.

TYPE OF TANGIBLE FIXED ASSETS	VALUE IN PESOS (Omit centavos)					LN NO
	CAPITAL EXPENDITURES FOR TANGIBLE FIXED ASSETS		SALE OF TANGIBLE FIXED ASSETS	LOSSES AND DAMAGES	BOOK VALUE AS OF 31 DECEMBER 2017	
	TOTAL	PERCENT Directly Imported				
	(1)	(2)	(3)	(4)	(5)	
a. Land						01
b. Buildings, other structures and land improvements <i>(INCLUDE: Leasehold improvement; major repair; renovations and additions.)</i>						02
c. Transport equipment <i>(INCLUDE: Aircrafts; ships/vessels; trains; buses; cars; trucks; and other transport equipment.)</i>						03
d. Machinery and equipment <i>(sum of 1 to 4)</i>						04
1. ICT machinery and equipment <i>(INCLUDE: Computer and peripherals; telecommunications equipment and apparatus.)</i>						05
2. Specialized industrial machinery <i>(INCLUDE: Hospital equipment; aircraft launching gear; aircraft carrier catapults; bookbinding machinery and others.)</i>						06
3. General industrial machinery and equipment <i>(INCLUDE: Air-conditioning and refrigeration equipment; pumps and compressor; power generating equipment; electronic machinery and equipment other than telecommunications.)</i>						07
4. Other machinery and equipment <i>(INCLUDE: Amusement park equipment; professional and scientific and controlling instruments; photographic equipment and optical goods and others.)</i>						08
e. Valuables <i>(INCLUDE: Precious stones and metals; paintings; sculptures; antiques; etc.)</i>						09
f. Other tangible fixed assets <i>(INCLUDE: Furniture and fixtures and other fixed asset not specified above.)</i>						10
g. Total <i>(sum of a to f)</i>						11

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CAPITAL EXPENDITURES FOR ALL TANGIBLE FIXED ASSETS BY MODE OF ACQUISITION		
16. Capital Expenditures for All Tangible Fixed Assets by Mode of Acquisition in 2017 ⇒ Report the full value of all tangible fixed assets <u>acquired in 2017</u> by mode of acquisition. Total in this item should be equal to the Total reported in Item 15 column 1.		
<div style="border: 1px solid black; padding: 5px;"> <p><i>New tangible fixed assets refer to brand new tangible fixed assets acquired during the year, including directly/newly imported tangible fixed assets. Directly/newly imported tangible fixed assets are considered new whether or not they were used before they were imported.</i></p> <p><i>Major alterations and improvements on tangible fixed assets are done to increase the performance or capacity of existing tangible fixed assets or to significantly extend their expected service lives.</i></p> <p><i>Used tangible fixed assets refer to those that have been previously used within the country.</i></p> <p><i>Tangible fixed assets produced on own account refer to the physical assets produced by the establishment for its own use. It should be valued as the cost of all work put in place including overhead cost.</i></p> </div>		
MODE OF ACQUISITION	VALUE IN PESOS (Omit centavos)	LN NO
a. New tangible fixed assets		01
b. Major alteration and improvements on tangible fixed assets		02
c. Land and used tangible fixed assets		03
d. Tangible fixed assets produced on own account		04
e. Total (sum of a to d)		05

CAPITAL EXPENDITURES AND BOOK VALUE FOR INTANGIBLE ASSETS			
17. Capital Expenditures and Book Value for Intangible Assets in 2017 ⇒ Report the full value of all intangible fixed assets <u>acquired in 2017</u> and <u>book value as of 31 December 2017</u> .			
TYPE OF INTANGIBLE ASSETS	VALUE IN PESOS (Omit centavos)		LN NO
	CAPITAL EXPENDITURES (1)	BOOK VALUE AS OF 31 DECEMBER 2017 (2)	
a. Intangible non-produced assets <i>(INCLUDE: Purchased goodwill, patents, trademarks, franchises, licenses, processes, and copyrights, leases and other transferable contract.)</i>			01
b. Computer software and databases <i>(INCLUDE: Computer programs, systems and applications software purchased, computer software developed in-house, computer databases purchased, and computer databases developed in-house.)</i>			02
c. Entertainment, literary and artistic originals <i>(INCLUDE: Original films, sound recordings, manuscripts, tapes, models, etc., on which drama performances, radio and television programming, musical performances, sporting events, literary and artistic output, etc., are recorded.)</i>			03
d. Research and development			04
e. Other intangible assets			05
f. Total (sum of a to e)			06

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TOTAL ASSETS	VALUE IN PESOS (Omit centavos)	LN NO
18. Total Assets as of 31 December 2017 ⇒ Report the total assets of this establishment as of 31 December 2017. <i>Total assets are resources including land owned and/or controlled by the establishment as a result of past transactions and events from which future economic benefits are expected to flow to the establishment.</i>		01

CAPACITY UTILIZATION
19. Average Capacity Utilization Rate of this Establishment in 2017 (Not Applicable)

INVENTORIES
20. Inventories in 2017 <div style="border: 1px solid black; padding: 5px; margin-top: 5px;"> <i>Inventories refer to stocks of goods owned by or under the control of the establishment as of a fixed date, regardless of where the stocks are located.</i> <i>Stocks of raw materials, fuels and supplies should be valued at current replacement cost in purchaser prices at the indicated dates. Finished products, work-in-progress and goods for resale should be valued at producer prices.</i> <i>Replacement cost is the cost of an item in terms of its present price rather than its original price.</i> </div>

TYPE OF INVENTORIES	VALUE IN PESOS (Omit centavos)		LN NO
	As of 1 January 2017 (1)	As of 31 December 2017 (2)	
a. Materials and supplies			01
b. Fuels, lubricants, oils and greases			02
c. Goods for resale			03
d. Real estate for sale			04
e. Others, <i>specify:</i> _____			05
f. Total (sum of a to e)			06

21. Branches, Divisions, Plants Owned or Controlled (for Main Office) <div style="border: 1px solid black; padding: 5px; margin-top: 5px;"> ⇒ List name, address, main economic activity, total employment as of 15 November 2017 and year started operation of branches, divisions, plants, or other establishments that this establishment owns or controls. </div>

NAME OF BRANCH/DIVISION/ PLANT	ADDRESS	MAIN ECONOMIC ACTIVITY	TOTAL EMPLOY- MENT as of 15 November 2017	YEAR STARTED OPERA- TION	Do Not Fill (For PSA Use Only) PROV/MUN/BGY ECN
	(1)	(2)	(3)	(4)	(5)
1					
2					
3					

⇒ Please use additional sheets, if necessary.

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22. Remarks		
<div style="border: 1px solid black; width: 20px; height: 20px; margin-bottom: 5px;"></div>		
23. Certification		
I hereby certify that this report for the period _____ to _____ has been completed as accurately as the records of this establishment allow with the best estimates in some instances.		
Name _____		Signature _____
Title/Designation _____		Date _____
24. Contact Person		
Person to be contacted for queries regarding this form:		
Name _____		Address _____
Title/Designation _____		_____
Tel. No. _____	Fax. No. _____	E-mail Address _____

THANK YOU FOR ACCOMPLISHING THIS FORM!

25. Processing Information: Do Not Fill (For PSA Use Only)				
Activity	Name	Signature	Number of Items with Errors	Date
Field Office:				
Distributed by				/ /
Collected by				/ /
Field Edited by				/ /
Manually Processed by				/ /
Machine Processed by				/ /
Central Office:				
Validated by				/ /
				/ /

2017 ASPBI Sampling Rate by Section, Industry Sub-class and Employment Stratum

Section Industry Sub-class	Sampling Rate by Employment Stratum				
	1-9	10-19	20-49	50-99	100 & OVER
A - Agriculture, Forestry, and Fishing	10%	15%	25%	50%	100%
B - Mining and Quarrying	100%	100%	100%	100%	100%
C - Manufacturing					
C19200 - Manufacture of refined petroleum products	100%	100%	100%	100%	100%
C19900 - Manufacture of other fuel products	100%	100%	100%	100%	100%
C23940 - Manufacture of cement	100%	100%	100%	100%	100%
C26110 - Manufacture of electronic valves and tubes	100%	100%	100%	100%	100%
C26120 - Manufacture of semi-conductor devices and other electronic components	100%	100%	100%	100%	100%
C26200 - Manufacture of computers and peripheral equipment and accessories	100%	100%	100%	100%	100%
C26300 - Manufacture of communication equipment	100%	100%	100%	100%	100%
C26400 - Manufacture of consumer electronics	100%	100%	100%	100%	100%
C26800 - Manufacture of magnetic and optical media	100%	100%	100%	100%	100%
Other Industry	10%	15%	25%	50%	100%
D - Electricity, Gas, Steam, and Air Conditioning Supply	100%	100%	100%	100%	100%
E - Water Supply; Sewerage, Waste Management and Remediation Activities	10%	15%	25%	50%	100%
F - Construction	10%	15%	25%	50%	100%
G - Wholesale and Retail Trade; Repair of Motor Vehicles and Motorcycles					
G46510 - Wholesale of computers, computer peripheral equipment and software	100%	100%	100%	100%	100%
G46521 - Wholesale of electronic valves and tubes	100%	100%	100%	100%	100%
G46522 - Wholesale of semi-conductor devices	100%	100%	100%	100%	100%
G46523 - Wholesale of micro-chips and integrated circuits	100%	100%	100%	100%	100%
G46524 - Wholesale of printed circuits	100%	100%	100%	100%	100%
G46526 - Wholesale of telephone and communications equipment including parts and accessories	100%	100%	100%	100%	100%
G46527 - Wholesale of blank audio and video tapes and diskettes, magnetic and optical disks (cds, dvds)	100%	100%	100%	100%	100%
Other Industry	10%	15%	25%	50%	100%
H - Transport and Storage	10%	15%	25%	50%	100%
I - Accommodation and Food Service Activities	10%	15%	25%	50%	100%
J - Information and Communication	100%	100%	100%	100%	100%
K - Financial and Insurance Activities					
K64200 - Activities of holding companies	100%	100%	100%	100%	100%
Other Industry	10%	15%	25%	50%	100%
L - Real Estate Activities	10%	15%	25%	50%	100%
M - Professional, Scientific and Technical Activities	10%	15%	25%	50%	100%
N - Administrative and Support Service Activities					
N78103 - On-line employment placement agencies	100%	100%	100%	100%	100%

Continued

2017 ASPBI Sampling Rate by Section, Industry Sub-class and Employment Stratum

Section Industry Sub-class	Sampling Rate by Employment Stratum				
	1-9	10-19	20-49	50-99	100 & OVER
N82211 - Customer relationship management activities	100%	100%	100%	100%	100%
N82212 - Sales and marketing (including telemarketing) activities	100%	100%	100%	100%	100%
N82219 - Other call centers activities (voice), n.e.c.	100%	100%	100%	100%	100%
N82221 - Finance and accounting activities	100%	100%	100%	100%	100%
N82222 - Human resources and training activities	100%	100%	100%	100%	100%
N82223 - Administrative support activities	100%	100%	100%	100%	100%
N82224 - Document processes activities	100%	100%	100%	100%	100%
N82225 - Payroll maintenance and other transaction processing activities	100%	100%	100%	100%	100%
N82226 - Medical transcription activities	100%	100%	100%	100%	100%
N82227 - Legal services activities	100%	100%	100%	100%	100%
N82228 - Supply chain management activities	100%	100%	100%	100%	100%
N82229 - Other back office operations activities, n.e.c.	100%	100%	100%	100%	100%
N82291 - Engineering outsourcing activities	100%	100%	100%	100%	100%
N82292 - Product development activities	100%	100%	100%	100%	100%
N82293 - Publishing outsourcing activities	100%	100%	100%	100%	100%
N82294 - Research and analysis activities	100%	100%	100%	100%	100%
N82295 - Intellectual property research and documentation activities	100%	100%	100%	100%	100%
N82296 - Security outsourcing activities	100%	100%	100%	100%	100%
N82299 - Other non-voice related activities, n.e.c.	100%	100%	100%	100%	100%
Other Industry	10%	15%	25%	50%	100%
P - Education	10%	15%	25%	50%	100%
Q - Human Health and Social Work Activities	10%	15%	25%	50%	100%
R - Arts, Entertainment, and Recreation	10%	15%	25%	50%	100%
S - Other Service Activities					
S95110 - Repair of computers and peripheral equipment	100%	100%	100%	100%	100%
S95120 - Repair of communications equipment	100%	100%	100%	100%	100%
S95210 - Repair of consumer electronics	100%	100%	100%	100%	100%
Other Industry	10%	15%	25%	50%	100%

For Inquiries:

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