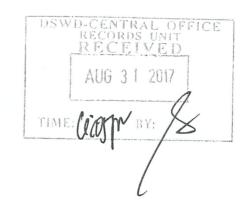


24 August 2017

SENATOR PANFILO M. LACSON

Chairperson Committee on Games and Amusement Senate of the Philippines Roxas Blvd., Pasay City



Dear Chairperson Lacson:

This has reference to the request of the Committee for our position paper on **Senate Bill No. 847** entitled: An Act Creating the Philippine Amusement and Gaming Commission (PAGCOM), Authorizing the Appropriation of Funds Therefor, and for Other Purposes, introduced by Senator Ralph G. Recto and **Senate Bill No. 1471**: An Act Amending Presidential Decree No. 1869 as Amended by Republic Act No. 9487, Otherwise Known as the PAGCOR Charter, introduced by the Chairperson.

To contribute to the bills' enhancement, may we share the following comments:

- 1. To consolidate the two (2) bills into one.
- 2. On SB No. 847
 - 2.1 Sec. 9 Registration and Licensing of Gaming Operators

We believe that the provision which requires gaming operators to collect an entrance fee of not less than Php1,000.00 for local players will not discourage them from patronizing or playing in the casino.

What we would recommend instead is the inclusion of a Section for the rehabilitation of local players who have been addicted to gambling casinos.

2.2 Sec. 10 - Special Condition on License-Holders

The establishment and operation of rehabilitation centers for all forms of addictions including compulsive gambling, drug dependency and alcoholism is not within the mandate of the DSWD. Thus, instead of the DSWD, the Department of Health (DOH) is the right agency to supervise and manage the establishment and operation of rehabilitation centers because the latter is mandated to lead in the primary, secondary, and tertiary prevention of drug abuse in the country through the Dangerous Drugs Abuse Prevention and Treatment Program.

3. On Sec. 17 (Definition of Terms) of SB No. 1471

To place this Section after the Declaration of Policy.

To provide an overview of the priority programs that PAGCOR will fund.

Thank you.

Very truly yours,

EMMANUEL A. LEYCO

Officer-in-Charge