

**PHILIPPINE GAMING INDUSTRY PERFORMANCE SCORECARD  
THUNDERBIRD LICENSEES  
2nd Quarter**

| COMPONENT   |  | Targets   | ERI (EAS)   | TPHRI (POR)                     | Total                                  | Total                                  | Total 2nd Quarter Rating                |                   |
|---|--|---|-------------|---------------------------------|--|--|---|-------------------|
| Objective/Measure   | Formula  | Weight  |             |                                 |  |  |   |                   |
| <b>SOCIAL IMPACT</b>  | <b>SO1 Increase Contribution to Nation Building Efforts</b>  |   |             |                                 |  |  |   |                   |
|   | SM1 % of collected Cultural Heritage Foundation Fund (CHFF) allocated with approved concept to previous year-end balance   | Amount allocated / total collection   | 12%         | 40% in June;<br>70% by December | 3,426,468.08<br>6,827,730.60<br>50.18% | 4,595,125.94<br>9,591,836.00<br>47.91% | 8,021,594.02<br>16,419,566.60<br>48.85% | 48.85%<br>12.00%  |
|   | SM2 % of local hires to total hires (*local hires shall mean employees from the region for Poro and from the region and MM for Rizal)  | Local hires / Total hires   | 8%          | 75%                             | 138<br>142<br>97.18%                   | 257<br>274<br>93.80%                   | 395<br>416<br>94.95%                    | 94.95%<br>8.00%   |
|   | <b>Sub-total</b>   |   | <b>20%</b>  |                                 |  |  |   | <b>20.00%</b>     |
|   | <b>SO2 Ensure a Conducive Business Environment within a Level Playing Field</b>  |   |             |                                 |  |  |   |                   |
| <b>CUSTOMER</b>   | SM3 No. of legitimate complaints of customers elevated to PAGCOR   | Absolute Number   | 4%          | <=5                             | 0                                      | 0                                      | -                                       | 4.00%             |
|   | SM4 % of compliance to annual Certificate of Inspection issued by Poro Point Management Corporation (under BCDA) for Poro Point and LGU for Rizal  | Number of tests and permits completed / Total number of tests and permits required                          | 8%          | 100%                            | 1<br>1<br>100.00%                      | 1<br>1<br>100.00%                      | 2<br>2<br>100.00%                       | 100.00%<br>8.00%  |
|   | SM5 % of security staff with 3 years employment who received security training   | Number of security staff with security training / Total Number of Security staff with 3 years of employment | 4%          | 100%                            | 5<br>5<br>100.00%                      | 15<br>15<br>100.00%                    | 20<br>20<br>100.00%                     | 100.00%<br>4.00%  |
|   | SM6 Licensee satisfaction index  | Average score on a scale from 1 to 5, 5 being the highest   | 4%          | 3                               |  |  |   |                   |
|   | <b>Sub-total</b>   |   | <b>20%</b>  |                                 |  |  |   | <b>16.00%</b>     |
| <b>SO3 Strengthen Compliance of Licensees to the Regulatory Manuals</b> |  |   |             |                                 |  |  |   |                   |
| <b>COMPLIANCE</b>   | SM7 % of notification forms (NF) submitted on time to PAGCOR<br>Notification forms:<br>1. Installation of additional gaming tables and EGMs (2/13)<br>2. Electronic Gaming Machines Game Conversion (11)<br>3. Marketing Promotion Form (33) | No. of NFs submitted on time / Total NFs  | 15%         | 100%                            | 2<br>2<br>100.00%                      | 5<br>5<br>100.00%                      | 7<br>7<br>100.00%                       | 100.00%<br>15.00% |
|   | SM8 % of Fiesta Licensees' employees (involved in gaming operations) with a valid gaming employment license (GEL) issued by PAGCOR   | No. of new hires and existing employees with GEL / total no. of employees in casino operations              | 15%         | 100%                            | 142<br>142<br>100.00%                  | 274<br>274<br>100.00%                  | 416<br>416<br>100.00%                   | 100.00%<br>15.00% |
|   | SM9 % of approved gaming tables capacity installed   | Number of gaming tables installed / Number of approved gaming tables capacity                               | 15%         | =<100%                          | 22<br>69<br>31.88%                     | 31<br>320<br>9.69%                     | 53<br>389<br>13.62%                     | 13.62%<br>15.00%  |
|   | SM10 % of approved EGM installed   | Number of EGMs installed / Number of approved EGMs capacity   | 15%         | =<100%                          | 242<br>470<br>51.49%                   | 317<br>1,968<br>16.11%                 | 559<br>2,438<br>22.93%                  | 22.93%<br>15.00%  |
|   | <b>Sub-total</b>   |   | <b>60%</b>  |                                 |  |  |   | <b>60.00%</b>     |
| <b>TOTAL</b>  |  |   | <b>100%</b> |                                 |  |  |   | <b>96.00%</b>     |