## REPUBLIC OF THE PHILIPPINES Office of the President

## PHILIPPINE CHARITY 5 SWEEPSTAKES OFFICE

Conservatory Shaw Plaza Building, 605 Shaw Boulevard, Mandaluyong City 1554 www.pcso.gov.ph

## ANNOUNCEMENT

Calling all PCSO Loterya ng Bayan (PLB) Applicants who have submitted their Letter of Intent to convert their application to the Expansion of Small Town Lottery (STL). Please be informed that the STL Supervision and Monitoring Group (STL-SMG) is in its final evaluation of your application for STL Operation. And as part of the STL-SMG evaluation, we have requested the following applicants to have their submitted documents updated thru letters dated February 23, 2015 and March 3, 2015:

	NAME OF CORPORATION	AREA OF APPLICATION
1.	Golden System Arcade Gaming Corporation	City of Zamboanga
2.	PF3 Games and Entertainment Corporation	3 <sup>rd</sup> District, Province of Bohol
3.	First Golden Fortune Leisure, Inc.	Province of Cebu
4.	Skyline Gaming Corporation	Province of Cagayan
5.	Musclewood Gaming Corporation	Province of Marinduque
6.	Provident Marketing and Mobile Enterprises, Inc.	City of Marikina
7.	K21 Amusement and Entertainment Management, Inc.	City of Valenzuela
8.	Timabu Amusement and Gaming Corporation	Province of Negros Oriental
9.	Friends at Play Online Games Corporation	City of Malabon

In this regard, kindly submit the updated and original/certified photocopies of the documents specified in the letters to the STL-SMG at G/F Conservatory Shaw Plaza Building, Mandaluyong City, on or before Friday, 13 March 2015. For further inquiries, you may call (02) 846-8766 and look for Ms. Christy Ebao or Ms. Ruby Lambengco.

Further, to those PLB Applicants who did not receive the letter from PCSO regarding the option to convert your application to STL, you may also update your previously submitted documents. Failure to inform the STL-SMG on or before Friday, 13 March 2015, will mean that you are no longer interested pursuing your agency application.

JOSE FERDINAND M. ROJAS II Acting Chairman and General Manager