

Sport Satellite Accounts the example of Poland

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Sport Satellite Account for Poland

- Report commissioned by the Ministry of Sport and Tourism of the Republic of Poland
- Report prepared by the Institute of Official Statistics, Central Statistical Office, Poland
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Data

- Questionnaires of private and public sector economic entities
- Non-government organizations
- The Household Budget Survey and “Participation of Poles in Sports and Physical Recreation”
- The Labour Force Survey
- International trade databases INTRASTAT and EXTRASTAT
- The Ministry of Finance data
- Statistical reports of local administration units

Methodology of SSA

- First stage - identification of sports in a set of the SNA tables
- Identification of economic activities related to sport (NACE)
- Selection of groups of products related to sport (Polish Classification of Products and Services)

Methodology cont.

Based mainly on the supply and use tables for

58 types of activities

465 product groups / 43 product groups significantly related to sport

- Assessing the demand for sports related goods and services
- Assessing the sport's share in overall employment

SSA Results for Poland 2006

	Sport GDP (in PLN)	Sport Employment (in Heads)
Absolute value	20.7 bn	225 500
Share of total	1.96%	1.54%

Sport's GDP

Generated mainly by

- the households 41⁰%
- the public sector 21⁰%
- NPISH (sports organizations) 15⁰%
- exports 16⁰%
- Investment 7⁰%

Main activities involved in generating sport's GDP

- sports and recreation services
- education
- trade
- transport services
- manufacturing
- and construction

Sport's manufactured products

- metal industry
- sports equipment
- clothes and underwear
- pharmaceuticals

Employment in sports

- big share of the education sector
- sports and recreation services
- the wholesale trade
- retail trade
- transport
- industry manufacturing

Direct economic effects of sports

- The share of consumer expenditures on sports estimated at 1.2% of total households spending and at 2.1% of the expenditures of households and non-profit institutions
- The direct (primary) economic effects of demand for sports = the value added on sport in the total value added for the national economy amounts to 1.25%

Indirect economic effects of sports

- In order to account for the indirect (secondary) effects, the input-output methodology was applied with its Leontief's model as a main tool
- The aggregate share of the sport-generated value added is equal to 1.64%

Sport-generated value added

- Augmenting value added effects by appropriate values of taxes on products we obtain the share of the sport-generated value added approximately equal to the share of sport-related GDP in total GDP

NACE Sections	Structure of value added (%) Direct and indirect effects
Agriculture, hunting and forestry	0,6
Industry	16,9
mining and quarrying	1,0
manufacturing	14,0
electric, gas and water supply	1,9
Construction	4,7
Trade and repair	9,8
Hotels and restaurants	1,3
Transport, storage and communication	9,6
Financial intermediation	1,5
Real estate, renting and business activities	7,6
Public administration	0,6
Education	21,5
Health	0,1
Other community, social and personal service activities	25,7
TOTAL	100,0

Participation of Poles in sports and physical recreation

- 38% of Poles doing sports
- From the list of selected 32 sports disciplines respondents indicated mainly
 - cycling
 - swimming
 - football
 - walking
 - jogging

Doing sport

Differences in sports activity related to

- age
- education
- income
- place of residence
- gender

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