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NAA: A1336, 3368

Series number: A1336

Control symbol: 3368

Barcode: 3423240

Number of pages: 5

AUTHOR Francis James Shaw : ADDRESS Coburg, Vic : TITLE OF WORK White Australia Game : TYPE
OF WORK Game : APPLICANT Francis James Shaw : DATE OF APPLICATION 15 Apr 1914 : DATE
COPYRIGHT REGISTERED 30 Apr 1914 : WORK ENCLOSED? No

DEPARTMENT OF PATENTS—COPYRIGHT OFFICE.

APPLICATION FOR THE REGISTRATION OF

Copyright in a class of letterspress

No. *3368*

APPLICANT— *Francis James Shaw*

REPORT—

Submissions to Registrar—

.....Objection to Registration of Copyright

OTHER PROCEEDINGS.

Copy of work received.

F. C. B.

15-4-14.

Order of Registrar—

Register.....

Repts. and applicant info.

ready.

F. C. B.

30-4-14.

Date of Entry in Register.....

Certificate of Registration forwarded (Form No. 1).....

Registration of.....

notified in Official Journal.....

Entry in Register checked.....



Form B. 3368

COMMONWEALTH OF AUSTRALIA.

Copyright Act 1912.

APPLICATION FOR REGISTRATION OF COPYRIGHT IN AN UNPUBLISHED ORIGINAL LITERARY, DRAMATIC, MUSICAL, OR ARTISTIC WORK.

(By the Author or Authors, or his or their Assignee, Agent, or Attorney.)

G.B.P.

I, Francis James Shaw, of 23 White Street, Coburg, in the State of Victoria, Commonwealth of Australia, Agent hereby make application for the registration of the Copyright in a literary work, being a sheet of letterpress entitled "White Australia Game".

G.B.P.

I declare that I am the author of the said literary work, and at the time of the making thereof, viz. 1st April 1914, I or he was a British Subject resident at Coburg, aforesaid, a part of His Majesty's dominions to which the Act extends.

I do further declare that I am the owner of the Copyright in the said literary work.

And I make this declaration conscientiously believing the statements contained therein to be true in every particular.



Declared at Melbourne this fifteenth day of April 1914 before me G.C. Brown Commissioner for Declarations. To the Registrar of Copyrights, Commonwealth of Australia.

- (1). Name of Applicant (in full).
(2). Address.
(3). Occupation.
(4). State whether "Literary," "Dramatic," "Musical," or "Artistic" Work, as the case may be.
(5). State whether "Book," "Song," "Drama," "Painting," &c., as the case may be.
(6). State title of work in full, or description sufficient to identify it.
(7). Name and Address of the Author of the work, or the words "I am," or "we are," as the case requires.
(8). Fill in date of making of the negative in the case of a photograph.

- (9). "A British Subject," "Resident within a part of His Majesty's Dominions to which the Act extends," "a subject or citizen of a foreign country to which an Order in Council under the Act relates," or "Resident in a foreign country to which an Order in Council under the Act relates," as the case may be.
(10). Signature of Applicant.
(11). Signature of person before whom the Declaration is made.
NOTE.—Where the Applicant is the Assignee from the Author, the Applicant must forward with his application each assignment or instrument by virtue of which he derives his title, with an attested copy thereof.
* Strike out whichever is not needed.

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Form F.

COMMONWEALTH OF AUSTRALIA.

Copyrights.

Copyright Act 1912.

STATEMENT OF ADDRESS.

SIR,

I hereby authorize and request you to send all notices, requisitions, and communications in connexion with my application

for the registration of the Copyright in my ⁽¹⁾ literary work

entitled ⁽²⁾ "White Australia Game".

to ⁽³⁾ me at 23 White Street, Coburg, Victoria

Dated this 15th day of April A.D. 1914

⁽⁴⁾ J. Shaw

To the Registrar of Copyrights,
Commonwealth of Australia.

NOTE.—A particular address must be given. An address such as "General Post Office, Melbourne," will not be accepted.

(1) Here insert "Literary," "Dramatic," "Musical," "Artistic" work, or "Mechanical Musical Contrivance," as the case requires.

(2) Title of work.

(3) Here insert name and full address.

(4) Signature of applicant in full.

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WHITE AUSTRALIA GAME

(COPYRIGHT REGD.)

A NEW AUSTRALIAN GAME FOR NEW AND OLD AUSTRALIAN PEOPLE

INSTRUCTIONS FOR GAME

Place the Four Colored Men on the Circles in Australia, the Four White Men Outside, Centre Circle Vacant. A Circle must be skipped every move, and no back moves allowed except that any piece on the centre circle may also move to the circle next to it, either backward or forward. Moves can be made on top of your own or your opponents men, so that half-a-dozen pieces may be on top of one another—only the top piece is allowed to move. As long as a move is possible, it is compulsory. When one side has no more moves the game is over. Score is counted by the number you have in your opponents ground; thus if you have two men in the "1" circle and one in the "3" your score is five. If your opponents men cover any of your pieces, these do not count. Single games may be played or any number up. With several boards any number can play at once, the losers dropping out, the last two left in playing off. Or sides may be chosen, and the individual scores of each side totalled.



INSTRUCTIONS FOR WHITE AUSTRALIA PUZZLE

Place the Men the same as the "Game." The Puzzle is to make them change places, getting all the Colored Men Out, and all the White Men In to Australia. One man can jump over the other whenever there is a vacant space on the other side. Moving backward, or moving on top of other pieces is not allowed. Jumping over your own men is not allowed. Whenever the next circle ahead is vacant you can move into it.

White Australia Puzzle

Get the Coloured Men Out and the White Men In.

Sweet Fifteen Puzzle

Takes more than 15 minutes to do.
— Instructions on Envelope —

A New Game and 2 Puzzles for 6d.