



Victoria Government Gazette

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SPECIAL

Casino Control Act 1991 — section 60(1) CASINO RULES NOTICE NO. 9 OF 2000

Rules of the Game — Rapid Roulette

By this notice, the Victorian Casino and Gaming Authority substitutes for the rules in respect of the game “Rapid Roulette”¹ those rules set out in the Schedule.

This notice operates with effect from 4.00am on 23 May 2000.

Dated: 19 May 2000

BILL LAHEY
Director of Gaming and Betting
Director of Casino Surveillance

Schedule

RULES FOR RAPID ROULETTE

1. Definitions

1.1 In these rules —

“**ATS**” means an automated transaction station featuring a touch screen monitor —

- (a) designed to allow a player to place wagers on a virtual Roulette layout in accordance with these rules; and
- (b) approved as an item of gaming equipment;

“**ATS chip account**” means an account established under rule 6;

“**Dealer**” means that person, employed as a dealer by the casino operator, who is conducting the game;

“**Casino Supervisor**” means a person, other than the Game Supervisor or the Dealer, who is employed by the casino operator to be responsible for the supervision and management of gaming operations;

“**game hardware**” means all the computer equipment needed for the conduct of the game, including one or more ATSS, one or more printers, an SGC and routing, networking and communications devices and cabling;

“**Game Supervisor**” means that person, employed as a game supervisor by the casino operator, who is supervising the conduct of the game;

“**game system**” means the configuration of software and game hardware —

- (a) necessary to conduct the game at any time when it is not connected to a central monitoring system; and
- (b) approved as gaming equipment for the purposes of these rules —
but does not include a WND;

“**individual spin**” means a single spin;

“**SGC**” means a device in the nature of a streamlined game console —

- (a) designed to enable the Dealer to enter all information required for the operation of the game system, including player buy-in amounts and confirmations, player payouts, outcomes of spins, permissible wagers; and
- (b) designed to provide the Dealer with all information in the game system which the Dealer requires for the purpose of conducting the game; and
- (c) approved as an item of gaming equipment;

¹ The Game of **Rapid Roulette** and its rules were approved by Casino Rules Notice No. 20 of 1999 published in the Victoria Government Gazette on 5 October 1999 (S147).

“**tournament**” means a competition conducted in accordance with rule 9;

“**tournament conditions**” means the conditions approved for a tournament in accordance with rule 9;

“**Tournament Director**” means the person appointed under rule 9.1.2(a) or for the time being deputising for the purposes of rule 9.1.2(b);

“**tournament player**” means a player in a tournament;

“**wagering period**” means the period determined under rule 5.1 or applying by operation of rule 5.2;

“**WND**” means a device —

- (a) designed to display on a screen visible to all players at the gaming table the outcome of at least the most recent spin of the game; and
- (b) approved as an item of gaming equipment.

1.2 Unless a contrary intention appears, a Game Supervisor or a Casino Supervisor may perform any function or exercise any power of the Dealer.

1.3 A reference in these rules to the game is a reference to the game of Rapid Roulette played at a particular gaming table.

1.4 A reference in these rules —

- (a) to a bet is a reference to the contingency or outcome on which a player may place a wager; and
- (b) to a wager is to the money appropriated to such a bet in a particular case.

1.5 A reference in these rules to an open ATS is a reference to an ATS in respect of which an ATS chip account is active.

1.6 A rule which is expressed to impose an obligation or a prohibition on an ATS, the SGC or the game system must be regarded as imposing an obligation on the Dealer and the casino operator to ensure that the ATS, SGC or game system operates in the manner described.

2. **Equipment**

2.1 The display of the touch screen monitor of an open ATS —

- (a) must —
 - (i) contain all the elements of the design set out in Diagram A; and
 - (ii) contain any additional elements necessarily required by these rules; and
 - (iii) be of similar appearance to Diagram A; and
- (b) may include features in addition to those shown in Diagram A, if those features are not inconsistent with Diagram A or these rules.

2.2 A gaming table for Rapid Roulette is made up of the following equipment —

- (a) up to 12 ATSs; and
- (b) an SGC; and
- (c) a game system (other than an SCG and one or more ATSs); and
- (d) a WND; and
- (e) a roulette wheel; and
- (f) a ball.

2.3 The roulette wheel mentioned in rule 2.2(e) must have 37 equally spaced compartments around its perimeter, one being marked with the numeral “0” and coloured green and the others marked with the numerals from “1” to “36”, arranged and coloured red and black as shown in Diagram B.

2.4 A ball used for the game must be made completely of a non-metallic substance and must not be less than 17 millimetres and not more than 22 millimetres in diameter.

3. Placement of wagers

- 3.1 A wager in respect of an individual spin is placed by a person appropriating money standing to the credit of a player's ATS chip account to a particular bet (as specified in rule 7.1) in the manner shown in Diagram C prior to the end of the wagering period for that spin.
- 3.2 The method by which a person appropriates money standing to the credit of a player's ATS chip account is by touching the display of the ATS so as —
- (a) to make one or more chips appear to move from one part of the display to another; or
 - (b) to make one or more chips appear on, or disappear from, the display with a corresponding change being made to the amount shown as standing to the credit of the player's ATS chip account.
- 3.3 The player to whom the Dealer has given control of an ATS is solely responsible for the placement of the chips appearing on the ATS.
- 3.4 The wager or wagers placed on an ATS may only be settled in accordance with the appearance of the ATS at the time a wagering period expires.
- 3.5 An ATS must not allow a wager to be placed, changed or withdrawn after the expiry of the wagering period.
- 3.6 At the settlement of wagers for a spin, each open ATS must —
- (a) clear any losing wager, by causing the chips representing that wager to disappear from the display; and
 - (b) pay any winnings, by causing an appropriate number of chips to appear or by causing an appropriate adjustment to be made to the amount shown as standing to the credit of the player's ATS chip account.
- 3.7 Wagers may only be placed in accordance with rule 3.

4. Permissible Wagers

- 4.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which the casino operator is responsible under section 66(1)(d) and section 66(2) of the **Casino Control Act 1991**².
- 4.2 Each ATS is a location within the casino for the purposes of section 66(1)(d) and section 66(2) of the **Casino Control Act 1991**.
- 4.3 If —
- (a) a player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the ATS must not display any chips in respect of that wager; and
 - (b) a player attempts to place an individual wager —
 - (i) in a multiple over the minimum which is not permitted; or
 - (ii) which is greater than the permitted maximum wager —
 the ATS must display only so many chips or such denomination of chips as is the next lowest permitted wager; and
 - (c) by the end of the wagering period for an individual spin, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), those wagers must not be recognised by the ATS or the game system for the individual spin.

² Sections 66(1)(d) and 66(2) of the **Casino Control Act 1991** state:

66. Assistance to patrons

- (1) A casino operator must ensure that —

...

 - (d) there is prominently displayed at each gaming table or location related to the playing of a game a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.
 - (2) A casino operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.
- Penalty: 50 penalty units.

5. Dealing the Game

- 5.1 The casino operator must determine how long, at particular times, the wagering period will be for the game.
- 5.2 If the casino operator has not made a determination under rule 5.1, the wagering period is 30 seconds.
- 5.3 Each ATS must clearly display a countdown of the remaining portion of the wagering period for the next spin.
- 5.4 The Dealer —
- (a) may spin the ball at any time after the start of the wagering period, if the Dealer reasonably believes that the ball will only come to rest after the wagering period expires; and
 - (b) if the ball has not been spun before the end of the wagering period, must spin the ball as soon as practicable after the wagering period expires.
- 5.5 When, after the ball is spun, it comes to rest, the Dealer must —
- (a) announce the number of the compartment; and
 - (b) enter that outcome into the SGC.
- 5.6 When an outcome has been entered into the SGC, the game system must —
- (a) display the outcome of the spin on each open ATS; and
 - (b) in respect of the wager or wagers placed on an ATS —
 - (i) if an amount has been won, automatically calculate and display the amount; and
 - (ii) automatically calculate and display the balance of the ATS chip account as a result of the outcome —
- in accordance with these rules.
- 6. ATS Chip Accounts**
- 6.1 An open ATS must display the active ATS chip account for the ATS.
- 6.2 A person wishing to play the game must buy in by the tendering to the Dealer an amount of cash, vouchers, authorised tokens or chips.
- 6.3 If the Dealer accepts an amount tendered under rule 6.2, the Dealer —
- (a) must give the player control of an ATS; and
 - (b) must activate an ATS chip account in respect of the ATS by crediting it with the amount tendered, thereby causing chips to appear on the display of the ATS or that amount to be shown as standing to the credit of the ATS chip account; and
 - (c) must not allow the player to place a wager until the player has confirmed (whether or not through the ATS) that the amount tendered has been credited to the player's ATS chip account.
- 6.4 The person for the time being in control of an open ATS may at any time tender further amounts of cash, vouchers, authorised tokens or chips to the Dealer, who —
- (a) must, as soon as practicable, credit the amount tendered to the player's ATS chip account; and
 - (b) must not allow the person to place a further wager until he or she has confirmed (whether or not through the ATS) that the amount tendered has been credited to the player's ATS chip account.
- 6.5 A player —
- (a) may leave the game at any time; and
 - (b) must leave the game if the Dealer, having reasonably formed the opinion that the player's continued presence would disrupt the game and thereby compromise its integrity, directs the player to leave the game.

6.6 If a player leaves the game, the Dealer must —

- (a) pay out the full value of the player's ATS chip account balance by tendering chips; and
- (b) close the ATS chip account.

7. Settlement

7.1 The bets which can be placed in respect of an individual spin and the odds payable for them are —

<i>Name</i>	<i>Definition</i>	<i>Odds</i>
Straight-Up	The ball comes to rest in the compartment designated by a chip on that square	35 to 1
Split	The ball comes to rest in one of the two compartments designated by a chip on the line between adjacent squares	17 to 1
Street	The ball comes to rest in one of the three compartments designated by a chip on a street	11 to 1
Corner	The ball comes to rest in one of the four compartments designated by a chip on the point where four squares meet (or — in the case of 0, 1, 2, 3 — where 0, 1 and 1st 12 meet)	8 to 1
Six-Line	The ball comes to rest in one of the six compartments designated by a chip on the point where two streets meet	5 to 1
Column	The ball comes to rest in one of the twelve compartments designated by a chip on a column	2 to 1
Dozen	The ball comes to rest in one of the twelve compartments designated by the range 1-12, 13-24 or 25-36	2 to 1
Low	The ball comes to rest in one of the eighteen compartments designated by the range 1-18	1 to 1
High	The ball comes to rest in one of the eighteen compartments designated by the range 19-36	1 to 1
Even	The ball comes to rest in one of the eighteen compartments designated by an even number in the range 2-36	1 to 1
Odd	The ball comes to rest in one of the eighteen compartments designated by an odd number in the range 1-35	1 to 1
Red	The ball comes to rest in one of the eighteen compartments coloured red	1 to 1
Black	The ball comes to rest in one of the eighteen compartments coloured black	1 to 1

7.2 In rule 7.1 —

- (a) a reference to a square is a reference to an area on the layout marked with a number in the range 0-36;

- (b) a reference to a street is a reference to the groups of three squares marked with —
 - (i) the numbers 0, 1, 2; or
 - (ii) the numbers 0, 2, 3; or
 - (iii) any three consecutive numbers ending in a multiple of 3;
 - (c) a reference to a column is a reference to the groups of numbers —
 - (i) 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34;
 - (ii) 2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35;
 - (iii) 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36;
 - (d) a reference to a chip is a reference to a chip placed on the layout.
- 7.3 If the outcome of an individual spin is "0" —
- (a) only wagers placed on the bets of a Straight-Up on "0" or a Split, Street or Corner which involve a "0" and any of "1", "2" or "3" are winning wagers;
 - (b) all other wagers are losing wagers.
- 8. Irregularities**
- 8.1 The Dealer must call "no spin" if —
- (a) the wheel is not rotating at the time the ball is spun; or
 - (b) the ball is spun in the same direction as the wheel is rotating; or
 - (c) he or she reasonably forms the opinion that the ball will not, before it comes to rest in a compartment, complete four revolutions around the track of the wheel; or
 - (d) a foreign object enters the wheel prior to the ball coming to rest; or
 - (e) the ball is propelled or falls out of the wheel; or
 - (f) the ball comes to rest before the end of the wagering period; or
 - (g) a person interferes with the ball or the rotation of the wheel; or
 - (h) the Dealer reasonably forms the opinion that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring.
- 8.2 If the Dealer calls "no spin", he or she may attempt to prevent the ball from coming to rest in one of the compartments.
- 8.3 If the Dealer calls "no spin", that spin is of no effect, regardless of whether the ball comes to rest in one of the compartments.
- 8.4 If the Dealer reasonably forms the view that he or she has entered an incorrect outcome into the SGC, the Dealer must freeze all ATS chip accounts and cause the results to be recalculated based on the actual outcome.
- 8.5 If a player claims to the Dealer that an incorrect outcome has been entered into the SGC or that any part of the game system has malfunctioned, the Dealer must consider the claim and take whatever reasonable action is permitted by this rule.
- 8.6 The WND must be disregarded if the WND displays a number other than the actual outcome.
- 8.7 If an ATS experiences a malfunction —
- (a) prior to the expiry of the wagering period, the Dealer must treat as void all wagers placed on the ATS for the relevant spin; and
 - (b) on or after the expiry of the wagering period, the Dealer must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 8.8 If the game system (other than an ATS) experiences a malfunction (including by reason of physical damage) —

- (a) prior to the expiry of the wagering period, the Dealer must treat as void all wagers placed by all players for the relevant spin; and
 - (b) on or after the expiry of the wagering period, the Dealer must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 8.9 If the Dealer is unable, for the purposes of rules 8.7(b) and 8.8(b), to confirm the relevant wagers placed through the analysis of available records, the Dealer must void those wagers.

9. Tournament Play

9.1 General

- 9.1.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play Rapid Roulette with an equal chance.
- 9.1.2 The casino operator —
- (a) must appoint a person who is qualified to be a Game Supervisor to be responsible generally for each tournament; and
 - (b) may nominate one or more deputies (each of whom is qualified to be a Game Supervisor) to take that responsibility in the absence of the person nominated under paragraph (a).
- 9.1.3 A tournament may only be conducted if the conditions for the tournament, complying with these rules, have been approved in writing by the Director of Casino Surveillance.

9.2 Tournament conditions

- 9.2.1 The tournament conditions must include the following —
- (a) the amount of the entry fee, if any;
 - (b) the amount to be credited to ATS chip accounts at the start of each round or session in the tournament, the amount of any applicable buy-in and the disposition of ATS account balances at the end of each session or round;
 - (c) whether there is a minimum or compulsory wager for each spin in a session or round;
 - (d) the structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables or ATSS to be active in each round or session, the method of progression from round to round or session to session; repechage, catch-up or secondary rounds or sessions;
 - (e) whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
 - (f) in respect of eligibility for entry —
 - (i) a statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
 - (ii) if the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
 - (iii) if the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
 - (g) the terms of entry (including the period within which an applicant may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
 - (h) the basis on which a tournament player may be disqualified from the tournament or on which a tournament player may retire from the tournament and whether or not any entrance fee or buy in is refundable in whole or in part;

- (i) the consequences of late arrival or non-attendance for a round or session in the tournament;
 - (j) the prizes;
 - (k) a statement that the tournament is conducted by the Tournament Director in accordance with the tournament conditions and the applicable rules of Rapid Roulette and that, in the event of any inconsistency, the rules prevail.
- 9.2.2 The tournament conditions may exclude or modify the operation of rule 6.
- 9.2.3 Prior to the commencement of play in a tournament, the Tournament Director must brief the tournament players on the conditions of the tournament and be satisfied that they understand.
- 9.2.4 The Tournament Director may require each tournament player to sign a copy of the tournament conditions.
- 9.2.5 The Tournament Director must be present during the whole of each session or round of play in a tournament.
- 9.3 *Conduct of Play*
- 9.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.
- 9.3.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 9.3.1 is used exclusively for tournament play.
- 9.3.3 A tournament player may nominate, subject to the approval of the Tournament Director and any applicable tournament condition, a substitute player to take his or her allotted position during any session or round.
- 9.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.
- 9.3.5 The Tournament Director may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of spins or the scheduled completion time —
- (a) if the tournament player or players to progress to the following session from that gaming table or round have been determined; and
 - (b) if the tournament conditions provide for the disposition of ATS chip account balances in cash at the end of the session or round, if all the players at the gaming table agree.

DIAGRAM A

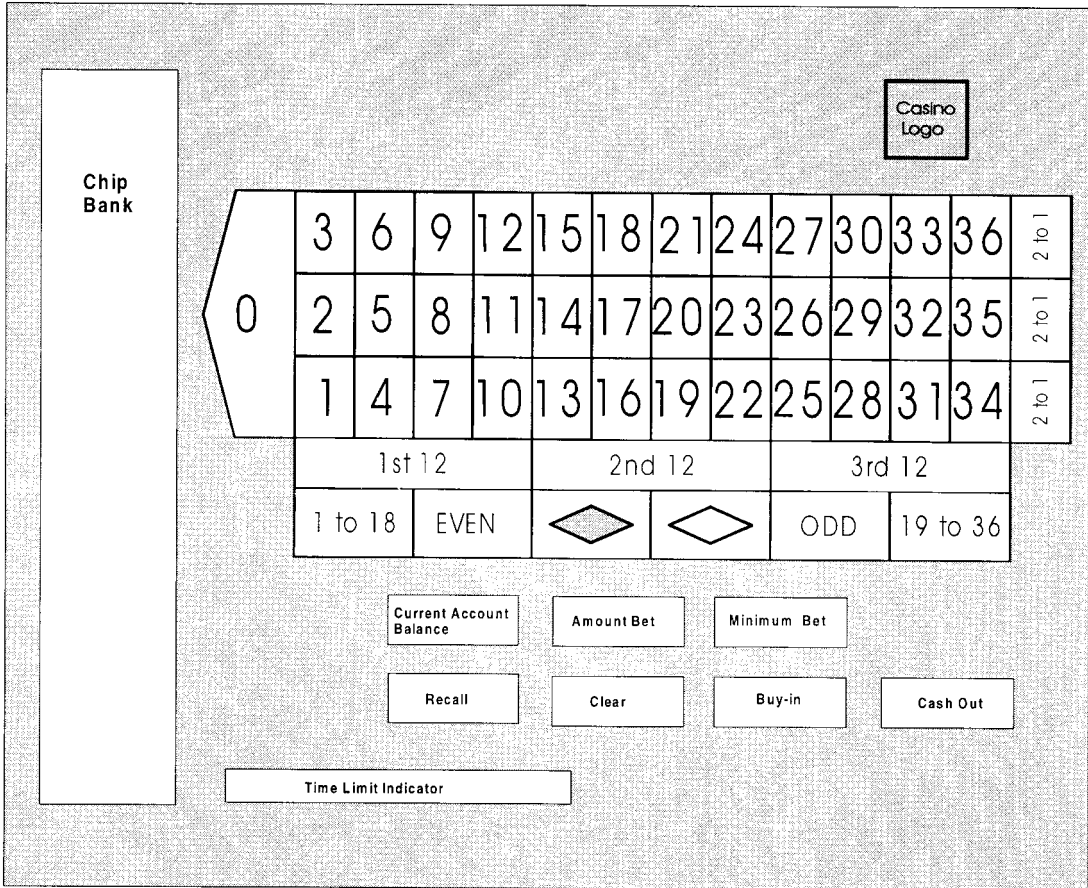





DIAGRAM B

LEGEND

-  Black
-  Red
-  Green

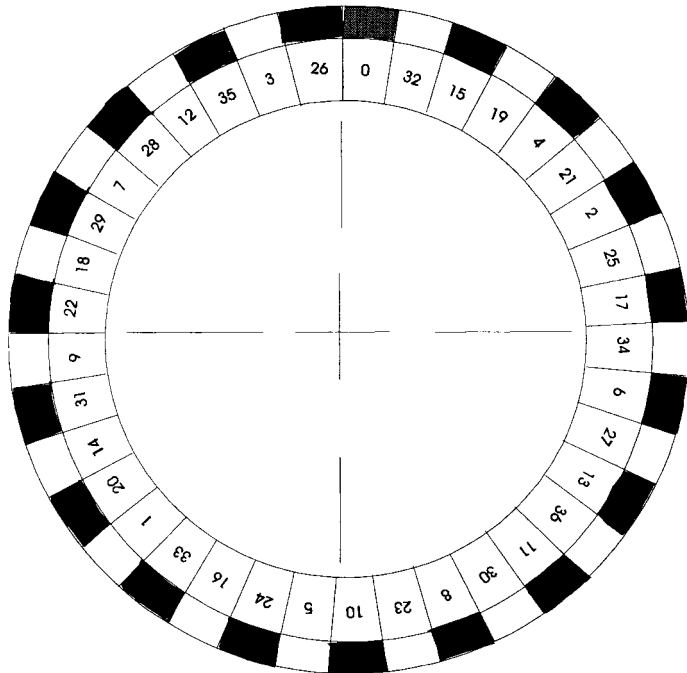
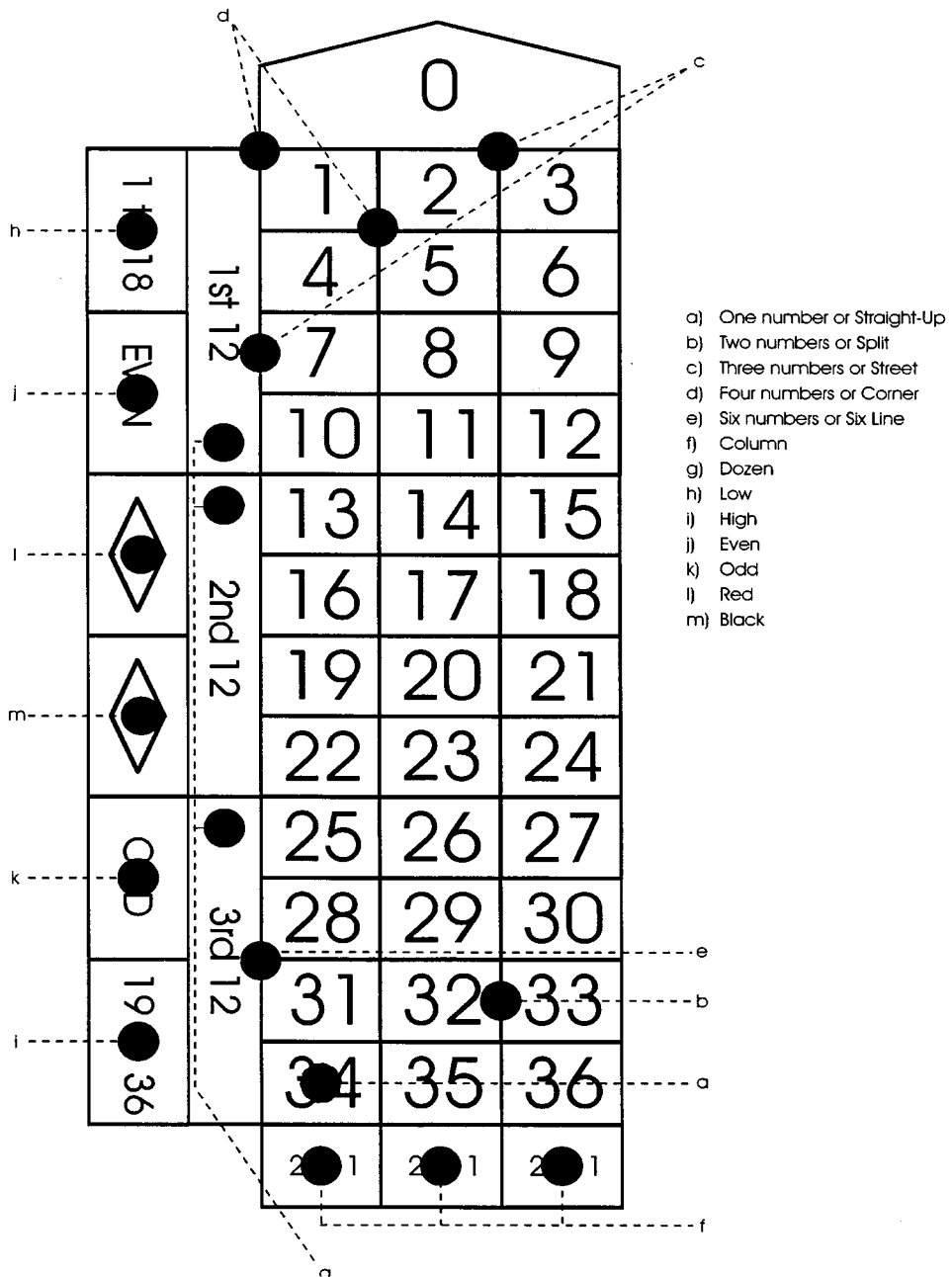


DIAGRAM C



Casino Control Act 1991 — section 60(1)
CASINO RULES NOTICE NO. 10 OF 2000

Rules of the Game — Blackjack

By this notice, the Victorian Casino and Gaming Authority amends the Rules in respect of the game “Blackjack”¹ as set out in the Schedule.

This notice operates with effect from 4.00am on 22 May 2000.

Dated: 19 May 2000

BILL LAHEY
Director of Gaming and Betting
Director of Casino Surveillance

Schedule

1. Number of tournament players to be variable

For rule 25.7.3, **substitute** —

“25.7.3 The eligible entrants as described in Table 1 will participate in a tournament with the respective prize pools as set out in Table 2.”.

2. Tournament process

For rules 25.7.5.1–25.7.5.8, **substitute** —

“25.7.5.1 At the commencement of each tournament each eligible entrant shall receive a bonus payment with a cash equivalent of \$770.

25.7.5.2 At the commencement of each heat or final each player will be allocated an equal amount of tournament chips.

25.7.5.3 The winner/s on each table/s will be the entrant/s with the highest chip count/s at the end of the specified number of shoes.

25.7.5.4 In the event of a tie for any of the heats, the winner will be determined by dealing additional hands until the tie is broken. Only those players who are tied will continue the contest and they shall continue wagering with their existing bank of chips. If the players’ bank of chips is under the table minimum each of the players will be allocated the same amount of tournament chips to play the additional hands.

25.7.5.5 In the event of a tie in the final, the first placegetter will be determined by a “play-off” over one shoe. Only those players who are tied will continue the contest and they shall continue wagering with their existing bank of chips. If the players’ bank of chips is under the table minimum each of the players will be allocated the same amount of tournament chips to play the additional shoe. Should the tie remain unbroken at the end of the shoe, rule 25.7.5.3 will be applied.

25.7.5.6 If a tie results for second, third place etc. procedure 25.7.5.3 will be applied.

25.7.5.7 All heats will consist of 7 players at the respective number of tables each playing three (3) shoes to determine the winner/s from each table.”.

¹ The Game of Blackjack and its rules were approved by notice published in the Victoria Government Gazette on 24 April 1997 (S44). The rules have subsequently been amended by —

- a notice dated 30 April 1998 (published in Victoria Government Gazette G17);
- Casino Rules Notice No. 1 of 1999 published on 18 March 1999 (S39);
- Casino Rules Notice No. 13 of 1999 published on 13 August 1999 (S121);
- Casino Rules Notice No. 23 of 1999 published on 22 October 1999 (S156);
- Casino Rules Notice No. 24 of 1999 published on 4 November 1999 (S161);
- Casino Rules Notice No. 3 of 2000 published on 17 March 2000 (S23).

3. Tournament schedule and prize poolsFor rule 25.7.6 and Table 2, **substitute** —

“25.7.6 The tournament schedules and total prize pools for the “Magnificent Sevens” tournaments will be as described in Table 2.

Table 2

<i>Magnificent Sevens tournament schedule</i>				
Eligible entrants	49	98	147	196
Tables	7	14	21	28
Heats	1	2	3	4
Progress/table	1	3	4	5
Other top chip holders to progress	0	7	14	7
Entrants in subsequent round	7	49	98	147
Tables	1	7	14	21
Heats	complete	1	2	3
Progress/table		1	3	4
Other top chip holders to progress		0	7	14
Entrants in subsequent round		7	49	98
Tables		1	7	14
Heats		complete	1	2
Progress/table			1	3
Other top chip holders to progress			0	7
Entrants in subsequent round			7	49
Tables			1	7
Heats			complete	1
Progress/table				1
Entrants in subsequent round				7
Tables				1
Progress/table				complete

<i>Magnificent Sevens Prize Pool</i>				
Prize pool	\$ 370,000	\$ 740,000	\$ 1,110,000	\$ 1,480,000
First	\$ 250,000	\$ 500,000	\$ 750,000	\$ 1,000,000
Second	\$ 50,000	\$ 100,000	\$ 150,000	\$ 200,000
Third	\$ 25,000	\$ 50,000	\$ 75,000	\$ 100,000
Fourth	\$ 15,000	\$ 30,000	\$ 45,000	\$ 60,000
Fifth	\$ 10,000	\$ 20,000	\$ 30,000	\$ 40,000
Sixth	\$ 10,000	\$ 20,000	\$ 30,000	\$ 40,000
Seventh	\$ 10,000	\$ 20,000	\$ 30,000	\$ 40,000

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