INTRODUCTION TO THE NAVY TRADES

If you want to learn a trade, and get paid well above civilian apprenticeship wages, then you’ve come to the right place. When you join the Navy, you’ll not only learn all the aspects of your trade and work with the latest technology, you could also get the opportunity to work on an exciting and diverse range of platforms and projects.

Take up a trade career in the Navy and you’ll find yourself working with like-minded individuals in a team environment. The valuable skills you learn in the Navy will benefit you for life and you’ll probably find the friends you make will turn into life long friendships.

You’ll also receive an excellent training wage and once you are qualified, enjoy an amazing salary. Not to mention the nationally recognised qualifications you gain which will stand you in good stead no matter where your trade career takes you.

After your world-class training, you’ll get to practice your skills on some of the most technically advanced hardware in the world. Imagine doing your apprenticeship on an ANZAC Frigate, a Collins Class Submarine, a Seahawk Helicopter or one of the new Air Warfare Destroyers that is currently in build. A trade in the Navy really is an exciting career.

Where else can you find an employer who offers you all this, and provides free health and dental care, subsidised military or civilian accommodation and an unprecedented 18% superannuation contribution upon joining?
MORE THAN JUST WORKING ON A SHIP OR SUBMARINE

A trade career in the Navy could take you to places that you’d rarely see if you were working in the civilian world. You could be part of a team undertaking peacekeeping efforts in locations such as East Timor, delivering humanitarian aid in the Solomon Islands or performing rescue missions off the Australian coast. In addition to your primary trade role, you could be involved in other very different roles such as first aid, general seamanship duties, firefighting or boarding party operations intercepting illegal fishing boats or suspicious vessels.

These are all real world opportunities that you could experience as a Navy tradesperson. So as you can see, working in the Navy offers plenty of diversity. You’ll also receive training in personal development and will be provided with opportunities to continually further your training including tertiary studies during your career. For a Navy tradesperson, it’s about getting out there and using the skills that you’ve been trained in.

The Navy will teach you everything you need to know from the beginning. If you possess a willingness to lend a hand, have a keen sense of adventure and are a strong team player, then you can be a part of something greater than you could ever imagine.

A UNIQUE TASK

With Australia’s uniquely large coastline, the Navy operates a wide range of vessels to cover the many and varied roles involved in defending Australia’s territorial waters and participating in international missions. From advanced long-range patrol boats across our northern seas, to modern frigates and support vessels assisting in international operations, life aboard one of the Navy’s ships or Submarines can take you almost anywhere in the world.

TRADE JOBS IN THE NAVY

There are three trade categories you can choose from in the Navy, Electronics Technicians, Marine Technicians or Aviation Technicians.

You can also become an Electronics Technician or Marine Technician onboard a Submarine. If you think working up to 200 metres below the sea is for you, then take a look at the Submariner Jobs section in this manual.

As a tradesperson in the Navy you’ll join as a Sailor where you’ll operate in a fleet unit or at a shore establishment on a rotational basis.
The Australian Navy operates some of the most sophisticated helicopters designed for use in a Maritime environment and in Naval Warfare. The safe and efficient operation of these aircraft requires the skills of an Aviation Technician Aircraft to maintain their modern technology and ensure they operate in peak condition.

As an Aviation Technician Aircraft (ATA) sailor you’ll be responsible for the maintenance, repair and overhaul of aircraft systems and components, such as:

• Helicopter transmissions and power train
• Fluid power systems
• Condition monitoring systems
• Engine systems and controls
• Auxiliary systems
• Flight control systems
• Environmental systems
• Aircraft structures and aircraft finishes
• Ground support equipment
• Landing gear
• Aviation safety equipment.

You’ll also:
• Service complex aircraft mechanical systems and related ground support equipment
• Maintain a professional standard that complies with specific technical airworthiness procedures
• Apply sound engineering principles and knowledge in support of technical airworthiness decisions
• Become the subject matter expert on all items of equipment within your area of responsibility
• Apply a solid understanding of aircraft operations and a high level of knowledge of aircraft systems and integrated technical support.
AVIATION TECHNICIAN AIRCRAFT AT A GLANCE

<table>
<thead>
<tr>
<th>Training</th>
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| Pay            | Salary while undertaking Navy Recruit Training: $1,138 per fortnight ($29,670 per year).*  
Salary while undertaking Employment Training: $33,909 per year.*  
Salary (excluding allowances) on completion of Employment Training: $45,240 per year.* |
| Allowances     | In addition to your base salary you will receive the following allowances to compensate for the unique requirements that service life may impose on you or your family;  
• a Trainee Allowance of $8,224 per year will be paid to you whilst undertaking Recruitment and Employment training  
• a Service Allowance of $10,971 per year is paid once you have completed Recruit and Employment training  
• a Seagoing Allowance starting at $10,637 per year when posted to a Seagoing Unit  
• a Uniform Allowance of $419 per year to assist you in maintaining your uniforms in good order and condition. |
| Superannuation | The Navy’s superannuation employer contribution ranges between 18% p.a. and 28% p.a. of your salary, averaged out over your last three years of service. |
| Job security   | Guaranteed |
| Qualified Entry| Available |

*For further information turn to page 30.
AVIATION TECHNICIAN AVIONICS

Naval Aviation Technician Avionics (ATV) are primarily concerned with the avionics aspects of Helicopter maintenance operations, although there are crossovers into the mechanical and weapons aspects.

The Aviation Technician-Avionics (ATV) sailor is responsible for the maintenance and repair of aircraft (mainly helicopter) systems and components, such as:

• Aircraft electrical systems, DC/AC power operation and distribution
• Anti submarine systems (ASW), flight director and systems
• Flight instruments, systems integration, navigational systems
• Ground support equipment, radar/sonar/Doppler systems
• Automatic flight control systems, communication systems
• Environmental systems, air weapon systems
• Aircraft weapons/armament
• Aviation safety equipment
• Aviation survival equipment.

You’ll also:
• Service complex aircraft avionics systems and related avionics support equipment
• Maintain a professional standard that complies with specific technical airworthiness procedures
• Apply sound engineering principles and knowledge in support of technical airworthiness decisions
• Become the subject matter expert on all items of equipment within your area of responsibility
• Apply a solid understanding of aircraft operations and a high level of knowledge of aircraft systems and integrated technical support.
# AVIATION TECHNICIAN AVIONICS AT A GLANCE

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| Job security   | Guaranteed |
| Qualified Entry| Available |

*For further information turn to page 30.
COMMUNICATIONS AND IT ARE VITAL FOR THE NAVY TO PERFORM

From ultra-long range radar systems to integrated satellite communications, the Navy operates some of the most advanced IT systems in the world. When the Navy is operating across the oceans of the world, and possibly in hostile situations, it relies on advanced equipment to keep in contact and control. If this is an area you’re interested in, the role of an Electronics Technician could be for you.
JOBS IN THE NAVY

BASE LOCATIONS
VESSELS
TRAINING
LIFESTYLE
HOW TO APPLY
ELECTRONICS TECHNICIAN [ET]

As an Electronics Technician [ET] you’ll operate, service and repair all combat data and communications equipment, electronic, hydraulic and mechanical systems associated with guns, missiles, radar, sonar and navigation. Your specialisation will be electronic comptorary, systems operation and maintenance.

You’ll be operating, monitoring and maintaining equipment in a diverse range of platforms both in a seagoing and shore-based environment. As a maintainer and operator, you’ll also identify trends which have the potential to impact on the operational capability of a ship and initiate corrective action when required. As part of your maintenance function, you’ll be required to conduct routine maintenance, attend to breakdown maintenance, and assist contractors in higher level maintenance.

An Electronics Technician sailor is responsible for the operation and maintenance of various machinery and associated systems throughout the ship including, but not limited to:

- RADAR systems and Displays
- Navigation Aids (gyro-compasses, Inertial Navigation systems)
- Weapons systems (Guns, Missile systems)
- Fire Control Systems
- Satellite equipment (GPS, SATCOM)
- Communications systems (HF, VHF, UHF)
- Electronic Warfare systems
- Underwater systems (SONAR, Echo Sounders, Torpedo Countermeasures).

Maintenance activities routinely require the use of a wide range of skills including mechanical, electrical, and electronics. So you’ll be trained to be multi-skilled and competent to undertake the role as a maintainer operator.

Once you’ve achieved competence through on-the-job experience and completion of competency elements, you’ll be able to undertake maintenance activities under limited supervision.

Following trade completion and the award of Certificate III in Engineering – Electrical / Electronic Trade and dependant on your aptitude for a higher skill set, you’ll be placed on an Applied Skills and Technology Course (ASTC) or Equipment Application Course (EAC).

On completion of this training, you’ll return to the ship or establishment and undertake maintenance duties relating to a specific system or skill set.

On completion of the associated ASTC competency task journal, you’ll be awarded a Certificate IV in Engineering for the relevant specialisation.
**ELECTRONICS TECHNICIAN AT A GLANCE**

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<th>Training</th>
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| Pay               | Salary while undertaking Recruit Training: $1,138 per fortnight $29,670 per year.*  
Salary while undertaking Employment Training: $33,909 per year.*  
Salary (excluding allowances) on completion of Employment Training: $42,386 per year.* |
| Allowances        | In addition to your base salary you will receive the following allowances to compensate for the unique requirements that service life may impose on you or your family;  
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• a Uniform Allowance of $419 per year to assist you in maintaining your uniforms in good order and condition. |
| Superannuation    | The Navy’s superannuation employer contribution range ranges between 18% p.a. and 28% p.a. of your salary, averaged out over your last three years of service. |
| Job security      | Guaranteed |
| Qualified Entry   | Available |

*For further information turn to page 30.*
The Navy operates some of the most advanced marine hardware in the world. From its Frigates to high speed Patrol Boats. Keeping the Navy’s vessels in first class condition is paramount to protecting our nation and maintaining successful operations. If training on high-tech equipment and being multi-skilled in areas of maintenance and operation sounds like something you would enjoy doing, you should consider a role as a Marine Technician.
**MARINE TECHNICIAN**

As a Marine Technician you’ll operate, service and repair the ship’s machinery, gas turbines, diesels, ventilation, as well as power generation and distribution, and electrical control systems.

You’ll specialise in engineering systems operation and maintenance so you’ll be operating, monitoring and repairing equipment in a wide range of platforms both in a seagoing and shore-based environment.

You’ll be responsible for the operation and maintenance of various machinery and associated systems throughout the ship including, but not limited to:

- The ship’s main propulsion machinery (gas turbine and/or diesel/diesel electric plants)
- Associated propulsion control and monitoring systems
- Electrical power generation and distribution including high power (33 Kv, 440v), domestic power (110-240 Volts), low voltage (24 volts and below), and milli volt control systems
- Auxiliary systems including air conditioning, ventilation, refrigeration and davits
- Liquid and cargo handling systems
- Hull structures and fittings
- Ship’s boats
- Basic fault finding and diagnostics on all aforementioned systems including control circuits, 110, 240, 440 V power supplies
- In situ repair and component change out of pumps, motors and ancillary system equipment
- Manufacture/supply/install components to systems as part of a Fleet Support Unit work team.

Maintenance activities regularly require the use of a wide range of skills including mechanical, electrical, hull, fluid power and electronics. So you’ll be trained to be multi-skilled and competent in undertaking the role as a maintainer/operator. Once you achieve competence through on-the-job experience and completion of competency elements you’ll be able to undertake servicing activities under limited supervision.

Following trade completion and the award of Certificate III in Engineering – Mechanical Trade and dependant on aptitude for a higher skill set, you may be placed on an Applied Skills and Technology Course (ASTC) or Equipment Application Course (EAC). On completion of this training, you’ll return to the ship or establishment and perform maintenance duties relating to a specific system or skill set.

ASTC examples include diesels, refrigeration and air conditioning, fabrication, turning, fluid power (hydraulics), electrical (high power), welding, GRP (fibreglass) and electronics. Completion of the associated ASTC competency task journal will award you with a ‘Certificate IV in Engineering’ for the relevant specialisation.
# MARINE TECHNICIAN AT A GLANCE

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                  • A Uniform Allowance of $419 per year to assist you in maintaining your uniforms in good order and condition. |
| Superannuation | The Navy’s superannuation employer contribution ranges between 18% p.a. and 28% p.a. of your salary, averaged out over your last three years of service. |
| Job security   | Guaranteed |
| Qualified Entry| Available |

*For further information turn to page 30.
SUBMARINES

SUBMARINER
A Submariner has one of the most mysterious jobs in the world. Imagine a Submarine as a spaceship, a complex, self-contained hi-tech environment in which inter-linked systems and people function to achieve their shared goals.

ON A MISSION
Submarines are highly efficient Naval vessels and perform a wide range of roles including; controlling areas of sea, detecting and destroying hostile submarines and surface vessels, gathering information from communications and landing and retrieving Special Forces teams.

SUBMARINER TRADE JOBS
Take your trade into a whole new sphere. As an Electronics Technician you’ll operate and repair electronic, hydraulic and mechanical systems, work with high tech machinery and monitor equipment performance. Or if you like hands-on experience and understanding how and why things work, a job as a Marine Technician could be for you. You’ll have the responsibility of monitoring a diverse range of cutting edge equipment and machinery onboard the Submarine. As you travel throughout Australia and overseas you’ll work on a range of equipment including propulsion machinery and powerful gas turbine engines. You’ll diagnose any problems as they occur and work out solutions for getting them up and running again.
### SUBMARINER ELECTRONICS TECHNICIAN AT A GLANCE

| Training | 11 weeks Navy Recruit Training + 38 weeks Employment Training  
Initial Collins Class Course (ICCC) Duration: 5 weeks  
MTSM Training Duration: 6 months |
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| Allowances | In addition to your base salary you will receive the following allowances in recognition of the specialist skills required of Submariners and to compensate for the unique requirements that service life may impose on you or your family;  
  - a Trainee Allowance of $8,224 per year will be paid to you whilst undertaking Recruitment and Employment training  
  - a Service Allowance of $10,971 per year is paid once you have completed Recruit and Employment training  
  - a Submariner Allowance of $15,953 per year is paid once you have your Dolphins and are posted to a Seagoing Unit  
  - a Uniform Allowance of $419 per year to assist you in maintaining your uniforms in good order and condition. |
| Superannuation | The Navy’s superannuation employer contribution ranges between 18% p.a. and 28% p.a. of your salary, averaged out over your last three years of service. |
| Job security | Guaranteed |
| Qualified Entry | Available |

*For further information turn to page 30.*
## SUBMARINER MARINE TECHNICIAN AT A GLANCE

### Training
- 11 weeks Navy Recruit Training + 38 weeks Employment Training
- Initial Collins Class Course (ICCC) Duration: 5 weeks
- MTSM Training Duration: 6 months

### Qualification
On completion of RAN training you will receive Certificate III in Engineering - Mechanical Trade.

### Pay
Base Salary – you will receive a base salary of $51,650* per year depending on your specific category and rank.

### Allowances
In addition to your base salary you will receive the following allowances in recognition of the specialist skills required of Submariners and to compensate for the unique requirements that service life may impose on you or your family;
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### Superannuation
The Navy’s superannuation employer contribution ranges between 18% p.a. and 28% p.a. of your salary, averaged out over your last three years of service.

### Job security
Guaranteed

### Qualified Entry
Available

*For further information turn to page 30.
LIFE ABOARD
You’ll work in watches doing your job and other interesting secondary duties and spend time off duty—off duty there’s plenty of sleeping, studying, TV/recreation, games and exercise to do plus four cooked meals a day and lots of snacks to enjoy. There’s also gym equipment for keeping fit including rowing machines and free weights.

LIFE ABOVE THE SURFACE
Most people don’t realise that you’re not always at sea as a Submariner. While you’ll do your job as a member of a close-knit team at sea, you’ll also spend time working ashore at a Navy base, carrying out advanced training or project work. You will also travel to many ports around Australia and the world. Submariners also accrue six weeks of paid leave annually. HMAS Stirling at Garden Island is located one hour south of Perth and is the spectacular home to Australia’s Submarine fleet. When ashore at HMAS Stirling you’ll operate within normal working hours leaving plenty of time when you knock off to visit friends, shop, swim, surf and spend your free time just as you would in any other job.

GETTING YOUR DOLPHINS
It takes something special to be a Submariner. Once you’re there, you’ll wear the privileged Dolphins emblem and form a special bond between you and the other men and women who have achieved this goal. Training is challenging, demanding and also fun.

ENTRY REQUIREMENTS
You must be between 17 and 53 years of age and have a minimum of Year 10 education with passes in Maths, Science, English and one other subject. You must also be an Australian Citizen or hold permanent residency status.
ENTRY REQUIREMENTS

GENERAL ENTRY

General Entry (Technical Trades) is the term used to describe the technical jobs available to people entering the Navy as Sailors (non-Officer entry) and all trade training is provided.

Each Technical Trade Sailor job in the Navy is referred to as a category; for example, Aviation Technician Aircraft is a category.

Technical Trade Sailors, such as an Electronics Technician, perform a wide range of maintenance tasks on very sophisticated electronic and mechanical systems.

General Entry (Technical Trades) Sailors graduate from Navy Recruit training with the rank of Seaman and generally progress to Able Seaman after 12 months of effective service following completion of trade training.

Further promotion to Leading Seaman, Petty Officer, Chief Petty Officer and Warrant Officer is based on merit and takes into consideration performance, time in rank and vacancies.
CAREER PROGRESSION
As a general guide, the following minimum times are spent in each rank:

- **Chief Petty Officer to Warrant Officer**
  - minimum of 4 years

- **Petty Officer to Chief Petty Officer**
  - minimum of 4 years

- **Leading Seaman to Petty Officer**
  - minimum of 4 years

- **Able Seaman to Leading Seaman**
  - minimum of 2 years

- **Seaman to Able Seaman**
  - 12 months after completion of employment training course

- **Seaman (Unqualified) to Seaman**
  - Length of Employment Training course

- **Recruit to Seaman (Unqualified)**
  - 11 weeks (length of Navy Recruit Training course)

Leading Seamen are Junior Non-Commissioned Officers. They are the first line of supervisors in the chain of command and have an important role in the maintenance of good order and discipline among their fellow Junior Sailors.

Petty Officers are Senior Sailors. Petty Officers perform management and technical specialist duties within their category. Their positions will involve personal accountability.

Chief Petty Officers are also Senior Sailors and are required to demonstrate a well developed capacity for self directed work and a high degree of applied professional theoretical knowledge and well developed supervisory competence.

Warrant Officers are the highest Senior Sailor rank. They are required to possess superior leadership and professional qualities. Warrant Officers may undertake planning, creative research and problem solving activities. Their positions often involve a significant degree of personal accountability.

The opportunity to transfer to Commissioned Officer is open to all sailors of Able Seaman rank and above who possess the necessary educational qualifications and personal attributes.

Pay and allowances also increase on promotion and time at sea.

Recruit to Seaman (Unqualified) - 11 weeks (length of Navy Recruit Training course)
NAVY RECRUIT TRAINING
Duration: 11 weeks
Location: Crib Point, Victoria
The Recruit School at HMAS CERBERUS is situated on Western Port Bay, Victoria about 70 kilometers south east of Melbourne. The school has its own administration building, accommodation blocks and classrooms and operates as an independent unit within the greater training environment of HMAS CERBERUS.

The eleven-week Initial Recruit Course is designed to give you sufficient knowledge and skills on which to base your Navy career. The course includes classroom and practical activities. Most subjects are individually tested. Examinations are set to ensure Recruits are sufficiently prepared to undertake further specialist training at category schools. Private study areas are available in the school and a Duty Instructor is available for assistance during non-instructional hours.

When you are offered a General Entry job in the Navy, you will receive Joining Instructions for the Recruit Training Course. These instructions will provide you with a good indication of the daily routine while at the Recruit School and what will be expected of you during your training. This information is also available by accessing the Navy Recruit School website http://www.navy.gov.au/Recruit_School.

Recruits who successfully complete the course, will participate in a Graduation Parade, which is normally held on the Friday of the last week of training. Recruits have the opportunity to invite family and friends to view the parade.

After Graduation Electronics and Marine Technician sailors will be posted to category schools at HMAS CERBERUS or RAAF Base Wagga for Aviation Technical sailors.

During Naval (Initial Recruit) Training and (Initial) Employment Training, members may be required to pay a small contribution towards meals, accommodation and utilities, depending on a number of factors.
NAVY LIFESTYLE
Navy life is characterised by two distinct periods: life at sea and life ashore. Depending on your job, you’ll probably spend about equal time at both.

While working in a shore establishment, in addition to your normal day-to-day employment, all sailors will perform Duty Watch on a roster basis. This will require you to be a member of the overnight security, fire fighting and emergency party (including first aid) on a roster basis.

SPORT
Sport promotes team work and fitness. So not surprisingly it is an integral part of Navy life. You can take part in your favourite team sports such as netball, touch football, basketball and tennis to name a few. We also have clubs representing just about every sport you can imagine from triathlons to squash. All Navy warships are equipped with state-of-the-art gym equipment and you’ll have access to fantastic recreational facilities. Sport believe it or not is also played on the flight deck or in the hanger of the ship.

ACCOMMODATION
The Navy has some fantastic benefits available to its members.

This may surprise you, but many Navy personnel actually live off base in their own private accommodation. In fact the Navy encourages its members to do this by offering various forms of housing assistance from renting to buying your own home.

If you wish to live off base in rental accommodation, the Navy will offer you rental assistance. It’s a subsidy, so you’ll have to pay a partial contribution towards the cost of your accommodation. These rates of contribution are set so that you pay the same for a given level of accommodation wherever you are posted. Your spouse or any independents you may have can also live in this subsidised accommodation.
LIFE ASHORE
You might be posted at different times throughout your career to one of our many Navy bases throughout Australia. These bases are designed in part to replicate sea going vessels. Many people are posted to shore establishments to work a normal day-to-day job or to undertake study or courses. If living in the shore establishment either for training or out of choice, personnel are typically housed in comfortable cabins complete with a bed, built-in wardrobes and built-in desk/study areas. Some may also have a fridge and a sink. There will be a common room with a TV, radio and DVD, fridge and kettle. You can also make use of the extensive recreational facilities that exist like the Aquatic Centre, Reading Room, Cable TV (Foxtel) and Gymnasium. All the latest games are available too. You’ll eat delicious meals in the Mess (similar to a restaurant) which also has a bar with cost price beverages.

SHORE ESTABLISHMENTS
Being posted doesn’t necessarily mean that you’re out at sea though; it just means that the ship or submarine is the place of work.

When posted to a shore establishment, you’ll do the same job that you do onboard a ship as there are many ships and submarines in port that need to be repaired and maintained. You may also find yourself doing some jobs that entail more office-orientated work environment that will benefit you in developing broad management experience.

Navy personnel often undertake further study or training whilst ashore. You can place preferences for the type of Navy ships you’d like to work on such as a Frigate, Submarine, Landing Craft, Replenishment Ship, Patrol Boat or Mine Hunter, based on your qualifications, and preference for location.

The Navy will always try to post you to your preferred location and takes family and partners into consideration. Postings are generally for two to three years, but can be longer as you progress up through the ranks.

On a base, you can make use of the aquatic centre or gym. There is also what we call a ‘Mess’ with great cheap meals, drinks, and a BBQ area. It’s a great place to meet up with your mates and relax over a drink.

LIFE ONBOARD THE SHIP
It’s on the ship that all your training and teamwork pays off, and you can’t help but get caught up in the constant whirl of activity onboard. The work involved in maintaining the ship, protecting it and keeping it on course will develop an incredibly close-knit crew and many of you will be friends for life. Irrespective of category, sailors’ duties are just as important as specialist (trade) duties.
Therefore on a ship, all sailors will perform:

**Fire Fighting** - containment and extinguishing of all types of fires

**First Aid** - knowledge and application of basic first-aid medical skills

**Duty Watch** - member of the security, fire fighting and emergency party

**Communal Duties** - working in teams to help clean and maintain all work and living areas

**Damage Control** - assisting with ship damage emergency repairs

**Ship Husbandry** - maintenance and upkeep of ships’ surfaces, fittings and equipment

**Physical Fitness** – you’ll be required to maintain an appropriate level of physical fitness and will be tested annually.

It’s not all just work onboard a ship. There’s plenty of room for fun in the Navy. As well as socialising, you’ll have access to XBOXs and the latest games. Some ships have a resident band. You can watch the ship’s CCTV (Closed Circuit Television), play cards, chess or read magazines in the Mess, or even join a team for a trivia night. You can even store your bicycle on the ship if there’s room, so you can use it when in port.

In most cases, when in an Australian or overseas port, you’ll be there for a few days, so when you’re not on duty you can spend your free time exploring, shopping or just relaxing with friends.

**ADDITIONAL TRAINING**

There are some amazing sponsored study schemes and further study opportunities through alliances with Australian civilian tertiary institutions that you can take up. You can study on the ship or ashore. The Navy encourages professional development at all times, and you’ll be paid to undertake further training and study if that’s something that interests you.
**BASE LOCATIONS**

**Australian Capital Territory**
- Navy Headquarters
- Systems Command
- HMAS Harman

**New South Wales**
- Fleet Headquarters
  - HMAS Kuttabul – Potts Point, Sydney
  - HMAS Albatross - Nowra
  - HMAS Creswell – Jervis Bay
  - HMAS Penguin – Balmoral, Sydney
  - HMAS Waterhen – Waverton, Sydney
  - HMAS Watson – Watsons Bay, Sydney

**Northern Territory**
- HMAS Coonawarra – Darwin

**Queensland**
- HMAS Cairns – Cairns
- Naval Headquarters South Queensland – Brisbane

**South Australia**
- Navy Headquarters South Australia – Adelaide

**Tasmania**
- Navy Headquarters Tasmania – Hobart

**Victoria**
- HMAS Cerberus – Mornington Penninsula

**Western Australia**
- HMAS Stirling- Perth

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**Naval Headquarters South Queensland**

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**Fleet Headquarters**
- HMAS Kuttabul
- HMAS Albatross
- HMAS Creswell
- HMAS Penguin
- HMAS Waterhen
- HMAS Watson

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**HMAS Coonawarra**

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**HMAS Cairns**

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**HMAS Stirling**
ANZAC Class Frigates
ANZAC Frigates (FFH) are long-range escorts with roles including air defence, anti-submarine warfare, surveillance, reconnaissance and interdiction.

Patrol Boats
Armidale Class Patrol Boats (ACPB) provide the Navy with an improved capability to intercept and apprehend vessels in a greater range of sea conditions.

Guided Missile Frigates
The Adelaide Class Guided Missile Frigate (FFG) is a long-range escort ship with roles including air defence, anti-submarine warfare, surveillance, interdiction and reconnaissance. The ship is capable of countering simultaneous threats from the air, surface and sub-surface.

Amphibious Landing Platforms
The Kanimbla Class Amphibious Landing Platform (LPA) can transport, lodge ashore, and support an Army contingent of 450 troops, their vehicles and equipment and are fitted with helicopter hangers capable of supporting between two to four Army Blackhawk.
**Landing Ships**
The Landing Ship Heavy (LSH) is a multi purpose troop roll-on/roll-off, heavy vehicle carrier. Landing Craft Heavy (LCH) are capable of moving large amounts of cargo, personnel and equipment from larger ships to shore. A very shallow draft allows these ships to deliver troops and equipment to areas otherwise unreachable.

**Mine Countermeasure Vessels**
Mine Countermeasure vessels such as the Huon Class Minehunter (MHC) feature a unique hull design, outstanding shock resistance and an inherently low magnetic signature, allowing the ships to operate in hostile mine environments.

**Survey Vessels**
The Leeuwin Class Survey vessel (AGS) has the responsibility for charting more than one eighth of the world’s surface, stretching as far west as Cocos Island in the Indian Ocean, east to the Solomon Islands, and from the Equator to the Antarctic.

**Survey Motor Launch**
Survey Motor Launch (SML) vessels generally operate in pairs and are designed for operations in the shallow waters of northern Australia. Their twin hulls provide good stability in heavy conditions, along with good living room and space below the main deck.
Replenishment
The Auxillary Replenishment ships provide operational support for the rest of the fleet by providing fuel, food, stores and ammunition, thus significantly extending the Navy's reach and endurance at sea.

Collins Class Submarine
The Collins Class Submarine is one of the first Submarines to be totally designed by computers. These Submarines boast a vast range of features including a high-performance hull form, highly automated controls, low indiscretion rates, high shock resistance, optimal noise suppression, efficient weapons handling and discharge. The single propeller of the Collins Class Submarine ensures it moves silently on electric power supplied to the propulsion motor by banks of batteries. The batteries are recharged by three diesel generator sets.
**Navy Aircraft**
Maintaining an aircraft in the Navy can mean working in extreme conditions. Located aboard the Navy’s ships, these helicopters must be able to handle rain and high seas, night operations and high winds. The Navy’s Fleet of aircraft extends to such roles as search and rescue, training, over-sea transport, surface and submarine warfare.

The Navy operates:
- Seahawk
- Seaking
- Augusta 109e
- Squirrel.
WHY JOIN THE NAVY?
You can earn a salary in the Navy that compares extremely favorably to rates in the civilian world, and there are endless opportunities to improve your base salary with many financial incentives which we offer you along the way. The longer you stay with us, the greater your potential to be earning some really amazing money for your efforts.

For a young person leaving school, there aren’t many jobs that pay as well as the Navy. Equally, if you’re a professional looking for a change of pace, wages in the Navy are very competitive compared with similar jobs in the civilian world.

When you join the Navy, your salary will continue to increase based on competency level, rank and years of service. By gaining additional skills and undertaking further study it could place you in a higher pay group regardless of your rank and years of service.

But it’s the extras that really make the difference. You’ll get full medical and dental cover, travel and leave entitlements, rental assistance and we can even give you money to help you buy your own home! We offer you all of this in recognition of the part you play in protecting our nation. There’s lots of leave in the Navy. You’re entitled to a basic leave amount of four weeks per year. This increases to six if you are posted to a sea going vessel. If you spend time carrying out official duties overnight or on weekends you may also receive five extra days recreational leave. Compassionate leave is granted in certain circumstances. After ten years service you’re entitled to three months long service leave on top of your standard 20 days per year recreation leave.

One of the great benefits of a career in the Navy is all of the opportunities to travel. During your career you will get to see more of the country than most others would in a lifetime. You could be deployed overseas or within Australia and there are also opportunities to be posted abroad.

You will find that the superannuation package that Defence offers is better than that of any other employer in Australia. Navy members are required to contribute 5% of their salary to the Military Superannuation and Benefits Scheme, but Defence funds these contributions so they can earn additional interest. This interest accumulates in a separate account to that of your own payments. Any fees associated with your contributions are met by Defence. The Navy’s contribution ranges between 18% p.a. and 28% p.a. of your salary (depending upon the number of years you have served), averaged out over your last three years of service.

Above all, when you join the Navy, it’s not all about the wage you earn. It’s about being a member of an organisation that’s responsible for protecting our nation, that plays a major part in world events and helps change the lives of others. You’ll be a team member performing a rewarding and worthwhile role and many of your team mates will become friends for life.
FURTHER INFORMATION

Navy training isn’t just about equipping you with the skills necessary to perform your trade. It’s also about preparing you with life skills and a range of exciting and unmatched opportunities to use them.

To find out more about a trades career in the Navy call 13 19 01 or visit www.defencejobs.gov.au/navy

Get your free interactive DVD and you can learn more about Trades and Apprenticeships in the Navy. You’ll get the inside information on the tools, equipment and hardware that you’ll be working with. You’ll also be able to watch interviews featuring a range of current Navy Tradespeople. To order your copy go to www.defencejobs.gov.au

* These figures do not include compulsory deductions for taxation, meals, accommodation and utilities (as applicable); or superannuation.

Some positions in this manual are also available as a reservist for those who have relevant qualifications. Visit defencejobs.com.au to find out more.

If you already have a trade qualification, opportunities could exist for you. Depending on the qualifications you currently have, the Navy will assess your knowledge and identify any competencies you don’t have – and provide appropriate further training to convert your skills to work on Navy equipment.
Information contained in this brochure is correct at time of printing (April 2009). Information is subject to change. For the most up to date information please visit www.defencejobs.gov.au/navy

Models covered by this manual:
- Anzac Frigates (FFH)
- Collins Class Submarine
- Seahawk Helicopter
- Seaking Helicopter
- Kanimbla Class Amphibious Landing Platform (LPA)
- Houn Class Minehunter (MHC)
- Leeuwin Class Survey Vessels (AGS)
- Guided Missile Frigates (FFG)
- Armidale Class Patrol Boats (ACPB).

Technical trades manual includes:
- Up-to-date trades available
- Comprehensive instructions
- Full colour illustrations
- At a glance job descriptions
- Easy to find tabbed reference sections.