



ADG SNIPER

An Airfield Defence Guard sniper is a highly trained airman capable of undertaking specialist tasks, such as surveillance and reporting. They must maintain a very high standard of fieldcraft and marksmanship.

ADG ASSAULT PIONEER

Airfield Defence Guard Assault Pioneers are cross-trained in basic engineering skills, including the construction of field defences, obstacles and the operation of plant equipment.

ADG SIGNALLER

Airfield Defence Guard sections have at least one signaller. A signaller provides communications to enable highly dynamic, responsive command and control.

ADG CLOSE PERSONAL PROTECTION OPERATOR

As an Airfield Defence Guard you may have the opportunity to become qualified as a Close Personal Protection Operator (CPPOP). CPPOP's ensure the protection of VIPs and aircrew.



ADG AIRCRAFT SECURITY OPERATIONS

As an Airfield Defence Guard you will be trained in Aircraft Security Operations (ASO). The purpose of Aircraft Security Operations is to provide full force protection to aircraft, aircrew, evacuees and essential equipment, both in flight and on the ground within the confines of an airfield.

ADG PATROL AND SURVEILLANCE OPERATIONS

Airfields are highly vulnerable to reconnaissance and attack. Airfield Defence Guards are trained to conduct Patrol and Surveillance Operations (PSO) around potential approaches to airfields, thus providing early warning and protection to military assets and personnel.

ADG QUICK REACTION FORCE

As an Airfield Defence Guard you will be trained to undertake Quick Reaction Force (QRF) duties including: cordons and searches, clearances, vehicle and personnel checks, and lastly, convoy protection. You will normally operate out of the Bushmaster Protected Mobility Vehicle.



ADG URBAN OPERATIONS

A large airfield is best viewed as a small town. Thus, Airfield Defence Guards are trained to operate in an urban environment.

A TYPICAL DAY

There is no typical day for an ADG – it's always changing and that's the great thing. On base you have a fairly structured day with a finishing time that allows you to catch up with friends and family, or utilise the sports and recreation facilities available.

Most ADG units start the day with a workout, followed by training on tactics and techniques to maintain the skills required to be highly effective in combat and non-combat roles. Our instructors keep it fun and what other job pays to keep you fit?

It's off base though, where the fun really begins. You'll find all sorts of practical and real challenges that will test your skills and motivate you both physically and mentally.

ADGs regularly participate in Unit, Air Force, Joint and Coalition exercises that help validate and enhance your specialist skills. These exercises occur several times per year, and range from one to six weeks in duration. This prepares you for longer deployments within Australia or overseas where your daily routine will vary. Here you'll apply your skills in an even more challenging environment. ADGs are also on call and may be required to deploy at short notice.



TIME FOR FUN

There's plenty of time for fun in the Air Force. Once you've finished for the day you can take off or, if you want, stick around and take advantage of all the great sports and recreational facilities open to you. The base is also a great place to meet up with your mates and relax over a drink. You'll make great friends in the Air Force. Friends that will last a lifetime. Even people who've only been in the Air Force for a few weeks talk about the bond you form with your peers. It's one of the best parts of Air Force life.

SALARY

You'll be paid as you train. Then on completion you'll receive a competitive annual salary plus allowances and benefits.

BENEFITS

- Free healthcare
- Subsidised accommodation
- Up to 18% super
- Low interest loans
- Guaranteed job security
- Opportunity to travel

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AIRFIELD DEFENCE GUARD

The bodyguard for a 20-ton weapon





WHAT IS AN AIRFIELD DEFENCE GUARD?



An Airfield Defence Guard isn't just a security detail. In many ways it's our nation's last line of defence against a hostile invader.

Airfield Defence Guards (ADGs) are highly trained to deal with all sorts of situations; from assisting with natural disasters right through to infantry assault and rocket attacks.

They provide the specialist ground defence force required to protect air power assets from the effects of hostile action in and around Air Force Bases both in Australia and overseas. They form the backbone of the Air Force's ground combat force; protecting infrastructure and personnel against attack by enemy ground forces a number of kilometres from the airfield perimeter. They also instruct other Air Force personnel in relevant ground defence techniques.

ADGs live and work as a team, normally in tightly bonded groups of five to ten men. Some typical tasks performed by ADGs are: vehicle and foot patrols over extended periods in and around airfields, and through arduous, vegetated or urban terrain in all extremities of weather by day or night whilst individually carrying specified equipment loads to accomplish the mission.

ADGs also provide Aircraft Security Operations protection to both aircraft and infrastructure; construction of field defences, obstacles such as weapon pits and bunkers, fences and roadblocks. They also undertake search and clearance operations; man crew served



weapons such as machine guns and anti-armour weaponry and offer instruction on small arms such as rifles, shotguns and machine guns.

AN ELITE GROUP


The Airfield Defence Guards officially began duty during the Second World War. No 1 Airfield Defence Squadron formed at Livingston Airfield in the Northern Territory, on the 7th April 1945 and No 2 Airfield Defence Squadron formed on the 10th April 1945 on the island of Morotai.

ADGs (then known as Aerodrome Defence Guards) provided a mobile security detail available for any emergency. The ADGs were responsible for providing the operational air bases in Australia and in the South Pacific with trained and competent guards that could defend the bases against Japanese attacks.

Since the creation of the ADG, Guards have been deployed on active service throughout many parts of the world, such as Afghanistan, Cambodia, East Timor, Iraq, Vietnam, the Solomon Islands and Thailand. The most recent deployment has been to the Middle East Area of Operations (MEAO) from 2003.

TRAINING

On enlistment you will complete your initial military training at No. 1 Recruit Training Unit (1RTU), RAAF Base Wagga, NSW. Just over 10 weeks at 1RTU prepares you both physically and mentally for service in the Air Force.



On graduation from 1RTU you will undertake your initial employment training which is conducted at the RAAF Security and Fire School (RAAFSFS), RAAF Base Amberley, QLD. 14.4 weeks duration, the Airfield Defence Guard Basic Course provides students with training on: small arms weapons, high explosive weapons and explosive stores, radio communications, field engineering, battle-craft and tactics, map reading and navigation, nuclear, biological and chemical defence, first aid and casualty handling.

PHYSICAL FITNESS

The basic ADG course is physically very demanding and students need to have a very high level of physical fitness before commencing training.

Prior to enlistment candidates will be required to obtain a Level 7.5 on a Beep Test, which measures aerobic capacity. A Beep Test basically means you'll need to run to and fro along a 20-metre track while keeping up with a series of beeps. Candidates are also required to undertake 45 sit-ups and 15 push-ups prior to enlistment.

Students must also be able to perform chin-ups, sit-ups (3 second cadence, feet not held) and run 2.4 kilometres according to age group. For example, ADGs less than 25 years of age are required to perform 10 chin-ups, 45 sit-ups (feet not held), 15 push-ups and run 2.4 kilometres in 10 minutes or less.

ADGs are assessed twice yearly for physical fitness.

ENTRY REQUIREMENTS

Applicants must be at least 17 years of age and must have completed Year 10 with passes in English and Maths and be proficient in the areas of spelling and grammar. Alternatively, applicants must have sat an Alternative Education Equivalency (AEE) Assessment. Due to the direct combat nature of this role, applicants must be male.

ENTRY METHODS

General Entry (Non-Technical Trainee) is the term used to describe the large number of non-technical jobs available to people entering the Air Force for which training is provided.

ADG Reserve

Note: Applicants must live within 3 hours surface travelling time of an Airfield Defence Squadron or Rifle Flight.

Part time ADGs are a fundamental component of the Air Force's ground defence capability and can deploy on exercises and may apply for operational service overseas. Part time ADGs are utilised in areas of war-like operations and in backfill positions left vacant by other Air Force personnel who have deployed.

ADG ROLES

There is a range of exciting ADG roles available to suit everyone.

ADG RIFLEMAN

Riflemen form the basic building block of the Airfield Defence Guard. In general, all ADGs are trained to operate as riflemen. In an ADG section there are usually four riflemen. The primary weapon used by riflemen is the F88 Austeyr (with or without a grenade launcher).

ADG GUNNER

Airfield Defence Guard sections have up to two gunners. Their primary weapon is either a F89 Minimi or MAG 58 machine gun, which all ADGs are trained to operate. These weapons provide the majority of firepower for an ADG section.

