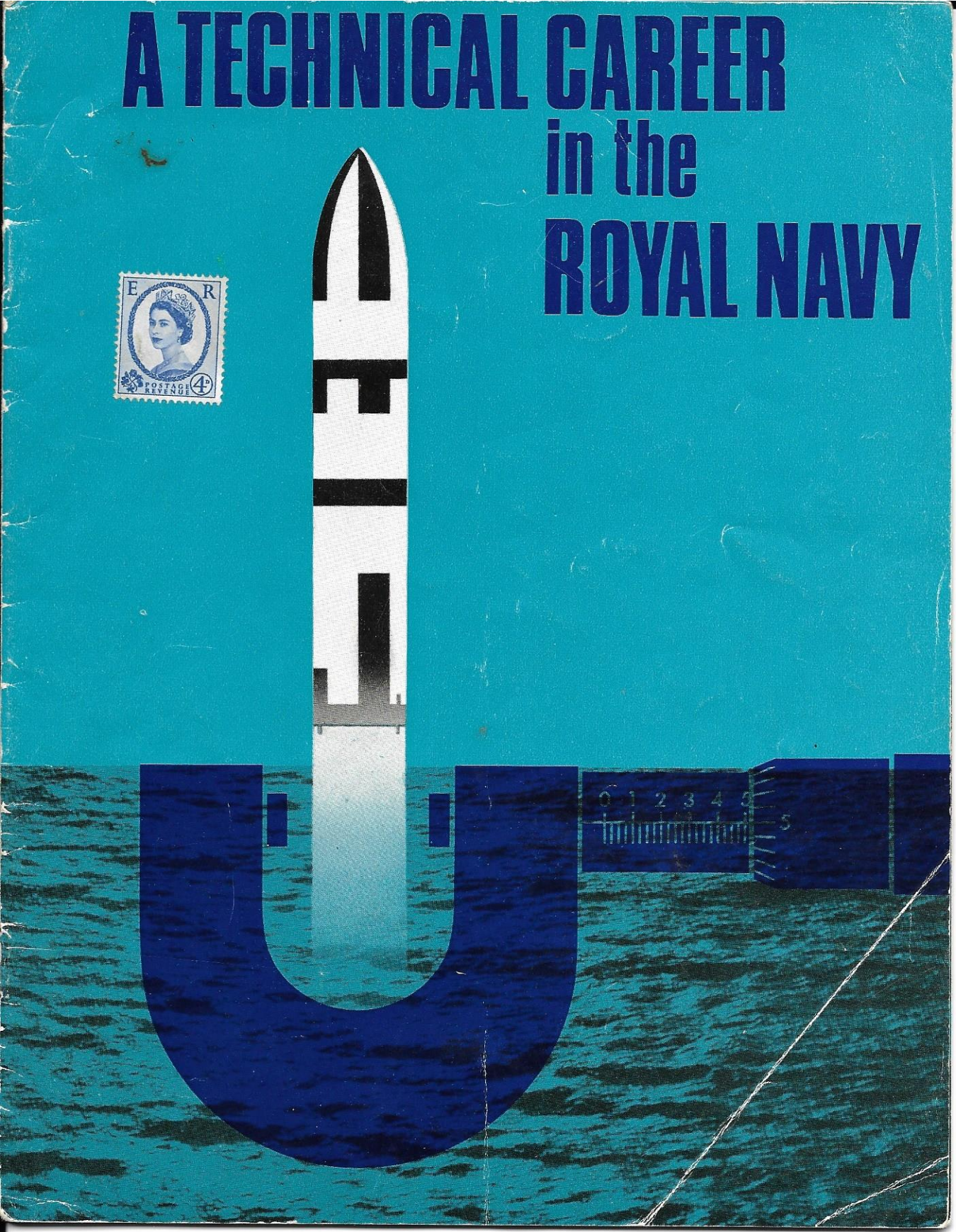
A TECHNICAL CAREER in the ROYAL NAVY



A TECHNICAL CAREER IN THE ROYAL NAVY

This booklet shows how a young man can get his foot on the first rung of an important ladder. It shows him a way to a career of great technical opportunity in the Royal Navy with chances of service at sea and on shore in many parts of the world.

THE DUTIES OF ARTIFICERS

Naval Artificers serve in one of seven categories. The duties in these categories are briefly as follows:

Engine Room Artificers

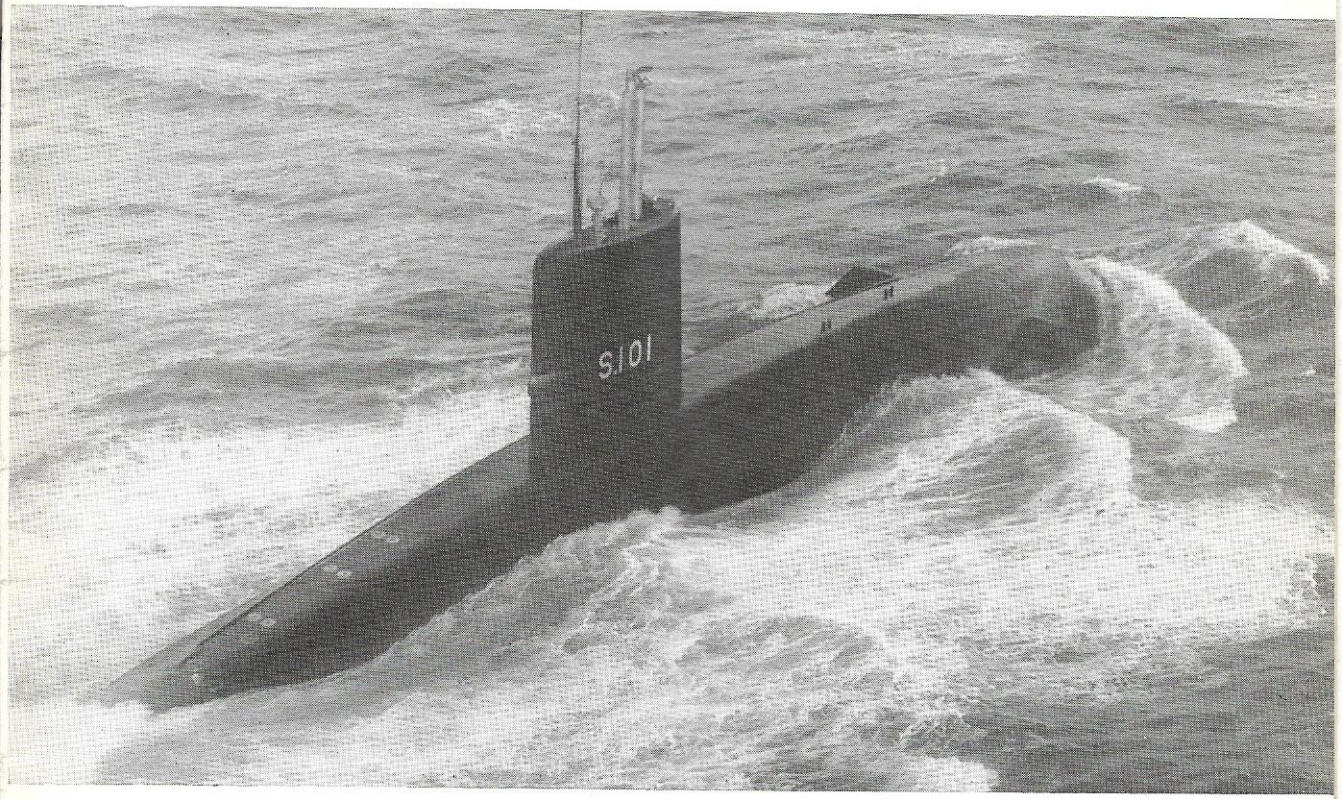
The most advanced types of marine steam and gas turbines and diesel engines for main propulsion and the most modern auxiliary machines are fitted in ships of the Royal Navy. This mechanical equipment may range in size from the 150,000 shaft horsepower main engines of an aircraft carrier to the 25 h.p. engine of a ship's boat. Engine Room Artificers are responsible for the maintenance of such machinery, for its control and operation, and they are highly experienced in Machine Shop and Trade Shop practice. They must also be able to trace faults quickly so as to anticipate trouble which is liable to impair running efficiency. This work calls for a high standard of technical education and craftsmanship, for wide knowledge of the construction and functioning of the many complex parts, and for cool thinking and quick action at the controls.

In small vessels which do not carry an Engineer Officer, the senior Engine Room Artificer is in charge of the whole Engineering Department and is directly responsible to the Captain. To perform her functions a ship must be able to move and to keep moving. This essential mobility is dependent largely on the skill, knowledge, initiative and pertinacity of the Engine Room Artificer.

Electrical Artificers (Air)

These men are responsible for the maintenance of the electrical equipment of aircraft. In modern naval aircraft many control systems, as well as the automatic pilot, gunsights, flying instruments and

H.M.S. *Dreadnought*, one of the Navy's nuclear-powered Fleet submarines. She has a complement of about 20 Artificers. The construction programme includes six more nuclear-propelled submarines—four Polaris-type and two Fleet type.



guided missiles, increasingly call for electronics and the skill to maintain such intricate equipment at an extremely high standard of performance. The need to reduce both the size and weight of equipment makes it necessary to use the most up-to-date techniques in miniaturisation, including transistors, magnetic amplifiers and storage systems, and in this field alone the Electrical Artificer (Air) finds most challenging and absorbing work.

Radio Electrical Artificers

They maintain the whole range of wireless and radar equipment in H.M. ships, including television, ultra high frequency transmitters and receivers, and radar devices used to control guided weapons. They are also concerned with the maintenance of certain aspects of anti-submarine equipment in ships. Again, the very latest techniques are constantly being incorporated and, to keep abreast of the times, the Radio Electrical Artificer is given every opportunity, after his initial training, to learn about the latest devices in use in the world of electronics.

Radio Electrical Artificers (Air)

Men who serve as REA(Air) have the important responsibility of maintaining all wireless and radar equipment in naval aircraft and naval air stations. They have to understand the latest techniques in the radio world and grapple with problems of servicing intricate equipment in confined spaces. Like all other Artificers they have to be alert, intelligent and capable of quick and accurate diagnosis of faults which could reduce fighting efficiency.

Control Artificers (Weapons)

This is a comparatively new category. Those who

serve in it are concerned with electrical and light mechanical engineering, mainly in connection with weapon control systems — both surface and underwater — including duties associated with guided weapons, system computers, the auto control of gun mountings and launchers, system alignment and gun direction. The testing and servicing of guided weapons and of the more complex ship-borne torpedoes and mine hunting equipment also come within the duties of Control Artificers (Weapons). The detection of faults in weapon machinery is highly specialised work calling for a wide field of knowledge.

Aircraft Artificers

The repair and maintenance of the Navy's aircraft and their weapons is the responsibility of the Aircraft Artificer. These aircraft include fighters powered by the most advanced jet engines in service and gas turbine driven turbo-prop fixed wing machines. Helicopters are also operated for a multitude of purposes and many people owe their lives to the fact that a serviceable helicopter was immediately available when an emergency arose. The work of Aircraft Artificers calls for a high sense of responsibility and technical knowledge since nothing but the best workmanship can be accepted in aircraft engineering. Anything less might lead to disaster. The pace of flying operations also calls for a sense of urgency.

The Aircraft Artificer must be capable of the clear and detailed original thought which rapid progress in aircraft engineering demands.

Shipwright Artificers

Shipwright Artificers are responsible for the soundness and watertightness of the hull of a ship and, when damage is suffered, for carrying out the kind of temporary repairs that have brought many a crippled ship safely to harbour. Shipwright Artificers work both in wood and in metal and receive an extensive training as welders. Like Engine Room Artificers, they are highly experienced in Machine Shop and Trade Shop practice. In a modern ship there are still wooden fittings, and some ships' boats are still made of wood, but glass fibre is now coming into use. There is an old naval saying that "a ship is known by her boats" and it is on the Shipwright that their smartness and seaworthiness largely depend.

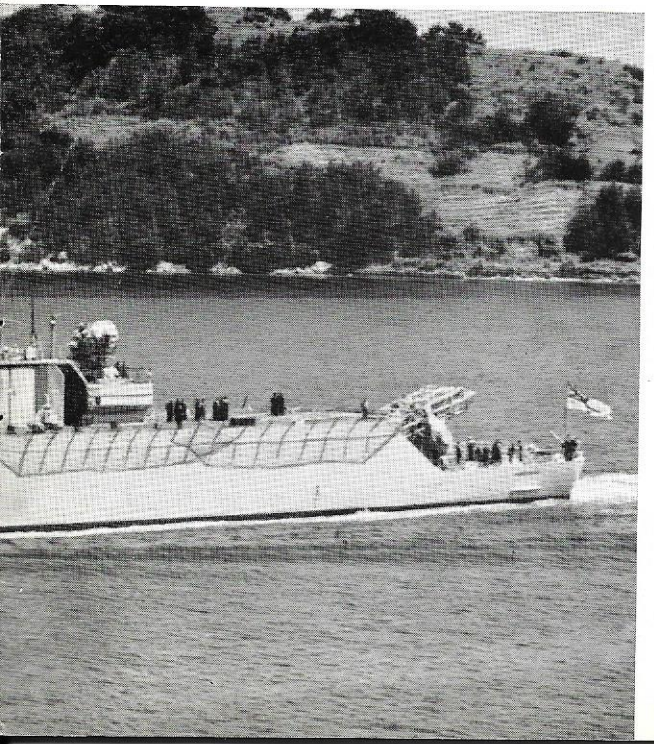
The responsibilities of the Shipwright also include the ventilation system and water services of a ship, the anchors, capstans and rudders. The work of these Artificers is very varied and, in addition to the foregoing, covers many aspects of hull and fittings repair which are vital to the comfort and well-being of a ship's company.

Above left: An Engineering Drawing Class

Above right: Apprentices on a shore leave excursion

H.M.S. *Hampshire*, a guided missile destroyer, visits Japan

HOW TO BECOME A NAVAL ARTIFICER



There are two ways of becoming an Artificer in the Royal Navy:

by entering for an apprentice training scheme;

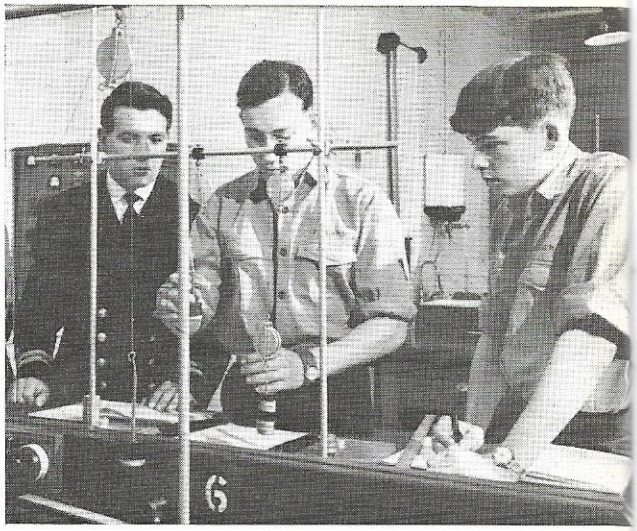
by joining after serving an engineering or electrical apprenticeship in civilian life, as described on page 20.

The apprenticeship training scheme provides most of the Navy's Artificers and this training is of a high quality. It has been described by the head of an important engineering company as "possibly the finest engineering training in the world", and is eagerly sought by many boys of school-leaving age. From a large number of applicants boys are selected for interviews and aptitude tests. There is also a medical examination, the standard for which can be ascertained in advance at any Naval Careers Office. Selections are made from among those recommended by schools or youth employment organisations who hold the General Certi icate of Education at "O" level or its equivalent* in mathe-

*Grade 1 passes in the Certificate of Secondary Education are accepted as one of the equivalents, on a subject-to-subject basis, to passes at "O" level of the G.C.E.

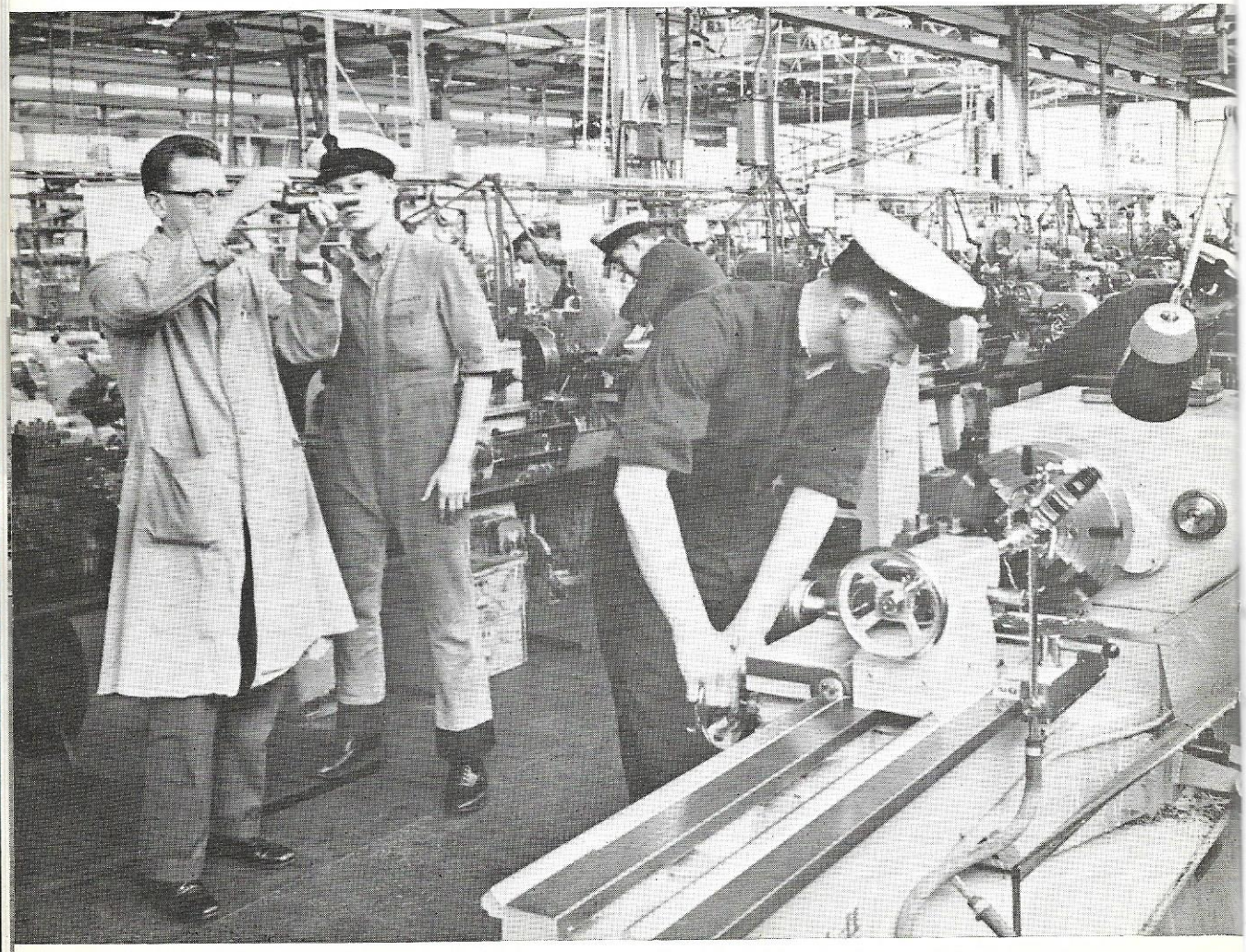
matics and a science subject; or from among those who pass an educational examination set by the Ministry of Defence and held locally three times a year. Applications are required in time to ensure that those who are eligible can enter the Artificer Training Establishment between the ages of $15\frac{1}{2}$ and $17\frac{1}{2}$. Those who complete a two-year course of further education and obtain appropriate G.C.E. "O" level passes may, however, be admitted up to the age of 17 years 10 months.

The interview and aptitude tests take place at a naval establishment and extend over two days. They are designed to assess a candidate's basic ability and practical aptitude. Full details of the regulations for entry, and the syllabus of the qualifying examination held for those who do not otherwise reach the necessary G.C.E. standard, are given in the leaflet CP9 "Regulations for Entry into the Royal Navy as an Artificer Apprentice".

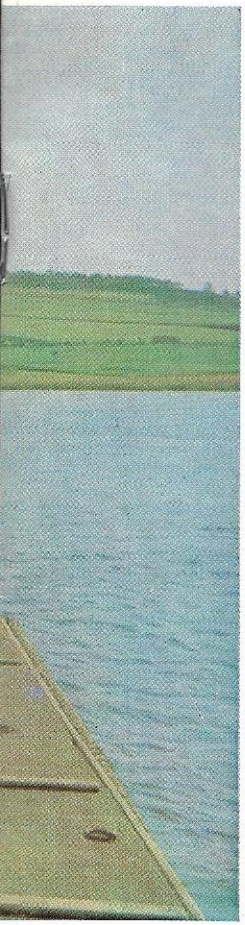


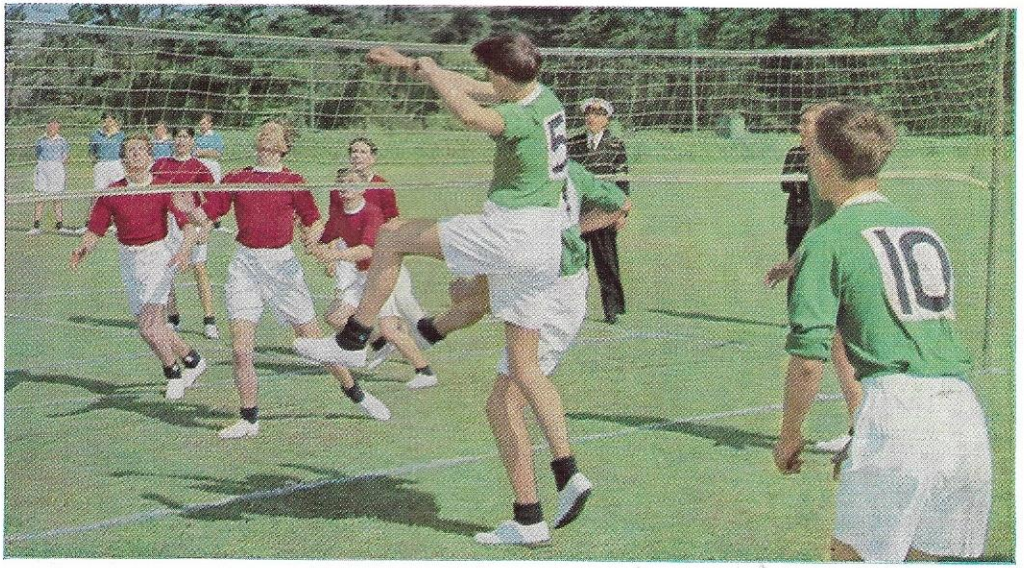
Above: Training in a laboratory

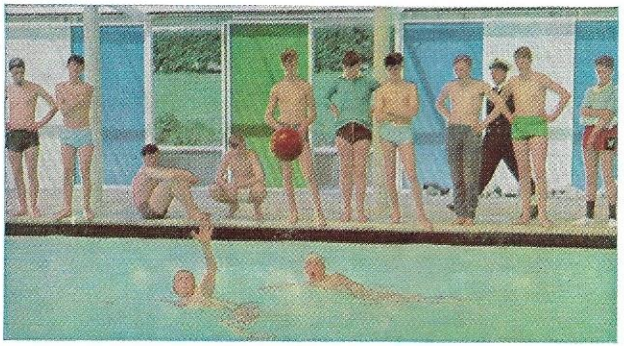
The Engineering workshop, H.M.S. *Fisgard*



During their first term Apprentices are given relatively simple tasks where they may see quick results and gain confidence in their skill of hand.
Approximately 19 hours each week are spent in the classroom where officers of the Instructor Branch teach mathematics, mechanical and electrical engineering science, engineering drawing and English. An establishment examination in these subjects is set in the middle of the second term and a Ministry of Defence examination at the end of the third term. The achievement of a satisfactory standard at the latter examination will qualify Apprentices to pursue a course of study during their training by which they have the opportunity of obtaining the award of the Ordinary National Certificate in mechanical engineering, electrical engineering or naval architecture, depending on the category for which they are trained.
While in H.M.S. *Fisgard*, Apprentices are also afforded special facilities to study on their own







There are many opportunities for sport and recreation in the Royal Navy. Illustrated on these pages are activities at Artificer Apprentice Training Establishments

initiative and to sit for the General Certificate of Education (Forces). *It should be noted, however, that boys wishing to obtain a General Certificate of Education are advised* (a) *to do so before leaving school or* (b) *to wait until they arrive in H.M.S.* Fisgard *before making their application.*

Other Instruction

The remaining 10 of the 47 hours' weekly instruction cover such subjects as current affairs, religious instruction, physical training, games and parade ground drill and character and leadership training. Apprentices whose academic standard on entry is equivalent to that required at the end of the third term are formed into an "accelerated" class. This class completes the workshop and other instruction in two terms, together with a modified academic syllabus.

Leadership

During training every effort is made to develop the power of leadership in boys. Chief Petty Officer, Petty Officer and Leading Apprentices are selected to carry out duties similar to those of school prefects.

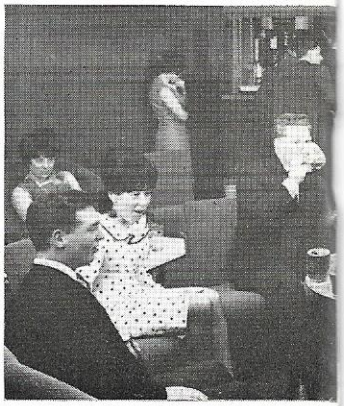
Training for Categories

The Navy endeavours to place Apprentices in categories of their choice. In the first month at H.M.S. *Fisgard* lectures on the duties of each category are given by Specialist Officers. In addition, Apprentices visit a weapon establishment near Plymouth and ships in Devonport dockyard and spend a day at a naval air station. Their preferences for future training are then ascertained. (See pages 4 to 6 for categories.)

It cannot be guaranteed that an Apprentice will subsequently be trained for the category he prefers, as suitability and the requirements of the Service have to be considered. Normally, however, about 85 per cent of Apprentices get what they want.

Recreation

H.M.S. *Fisgard* has facilities for almost all sports.



Football (rugby and association), cricket, hockey, tennis, squash, basketball, swimming, water polo, athletics, fencing, shooting, sailing and boxing all feature in the establishment's activities. H.M.S. *Fisgard* enjoys a good reputation in sport, both locally and in the Service, and has many long-standing fixtures with other training establishments and nearby schools. Every Apprentice is expected to represent his Division in some sport. Those not naturally gifted for games soon find a place in one or other of the teams and begin to enjoy games.

An Apprentice in H.M.S. *Fisgard* need never be at a loss for something to do in his spare time. Among the many activities in which he may join are:

HOBBIES CLUB (*including a Radio Section*)
MUSIC SOCIETY
DRAMA CLUB
AERO-MODELLING CLUB
CHESS SOCIETY
PHOTOGRAPHIC SOCIETY
CHURCH CHOIR
SUB-AQUA CLUB
SURF LIFE-SAVING CLUB
CANOE CLUB
ROCK-CLIMBING CLUB
MOUNTAINEERING CLUB

He may also compete for the Gold or Silver Award in the Duke of Edinburgh's Award Scheme in such categories as the following — first aid, life saving, exploration (on Dartmoor), photography, drawing, map making, shooting, sailing, fencing, marksmanship, music, ballroom dancing.

Billiards and table-tennis are also provided for and, in winter, dancing classes are held regularly. Camping in the summer months is always popular. There is a large N.A.A.F.I. canteen, which may be used during non-working hours.

Living Conditions

Apprentices sleep in dormitories. There are four dormitories in each Division, each housing about 20 boys, with a Petty Officer Apprentice (or prefect) in charge. The dormitories are light and airy and centrally heated. They are equipped with beds, not bunks, and have lockers for clothes.

Four meals a day are provided, cooked in modern kitchens. There is a large dining hall in which all the Apprentices can be seated at once and there are excellent cafeteria service arrangements with a choice of dishes at main meals.

Religion

There is a resident Church of England Chaplain in H.M.S. *Fisgard*, and Roman Catholic and Free Church Chaplains attend regularly. Church services are held every Sunday and preparation for Confirmation is made every term. Every boy meets the Chaplain for a short personal talk during his first three weeks in the establishment.

Health

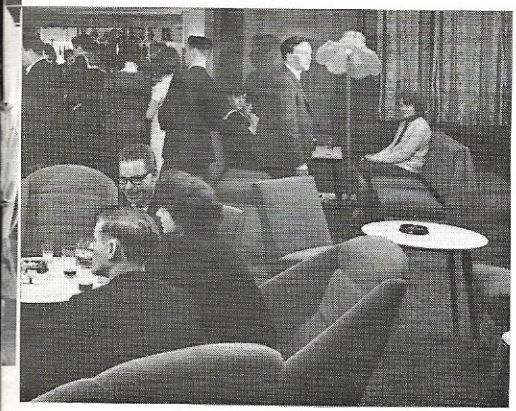
Both on selection and on joining, every Apprentice is given a thorough medical examination and thereafter a complete overhaul periodically. There is a Sick Bay in the establishment, with a resident Medical Officer in charge, and there are two Dental Surgeons. In case of serious illness, patients are transferred to the Naval hospital at Plymouth.

Reports to Parents

A report on progress is sent to parents half-way through the second and at the end of the third terms. Parents are informed immediately in case of sickness or of serious misconduct. The Captain corresponds direct with parents whenever he considers that a boy's interests will thus be served, and he welcomes letters from parents who may be in any way worried about the progress of their boys.

Visits to H.M.S. Fisgard

Visits by parents to the establishment are welcomed during the term, especially for Confirmation, Sports Day, Sunday Divisions and Church, and on any



Saturday to watch sports fixtures. Such visits are arranged by the Apprentice requesting his Divisional Officer for permission to bring his parents or friends into the establishment. With adequate notice, overnight accommodation can usually be arranged for parents, either locally or in nearby Plymouth.

Pay

Full details of pay are given in Pay and Pensions leaflets.

Leave

Apprentices are given one period of 26 days' leave and two periods of 19 days' leave each year during their training in the Apprentice Training Establishments. During this leave, in addition to their pay, they receive a Ration Allowance. They are also issued with a free return travel warrant. During terms, short leave is granted on Wednesday evenings and Saturday and Sunday afternoons, with week-end leave for Apprentices whose families live near the establishment or who have relations in the locality.

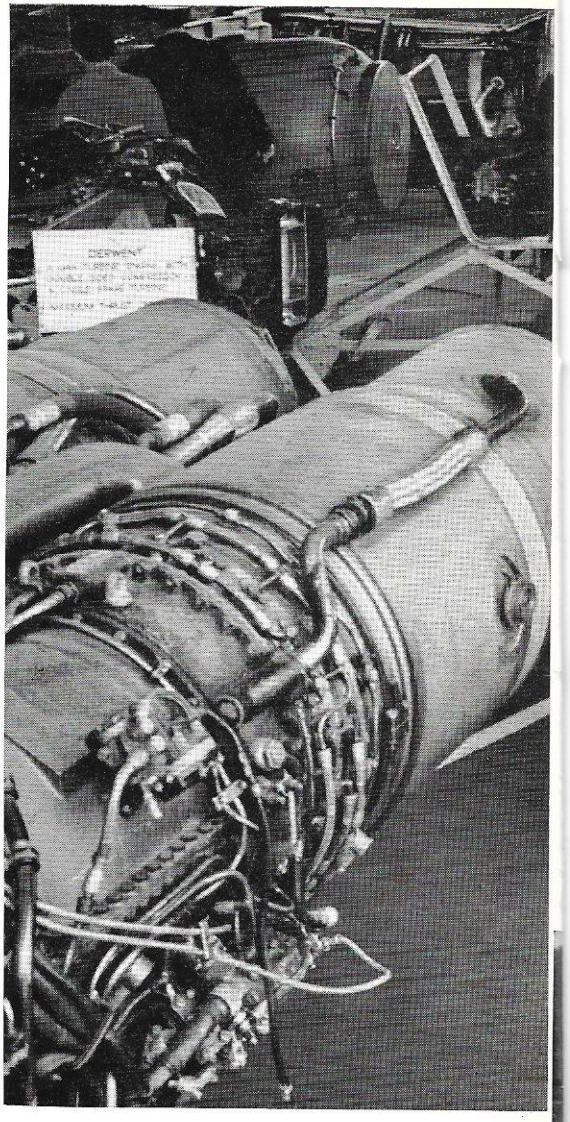
Uniform

Apprentices are given uniform clothing on first joining H.M.S. *Fisgard* and receive an allowance, paid in quarterly instalments, for its upkeep.

Pictures on these pages illustrate the breadth of training and recreational facilities at H.M.S. *Condor*

Apprentice receiving instruction at H.M.S. *Collingwood*

ADVANCED TRAINING OF ARTIFICER APPRENTICES



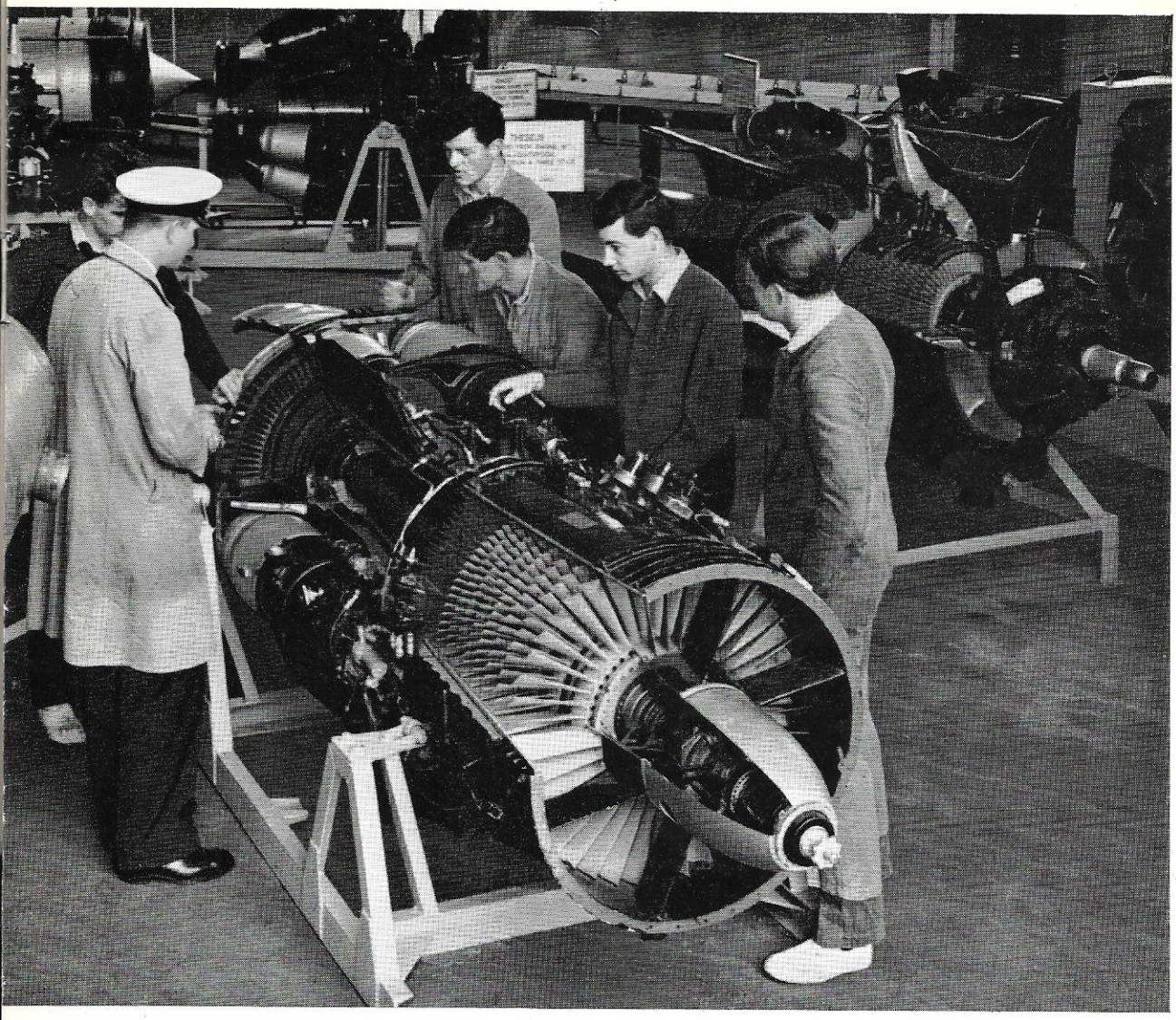
After their training in H.M.S. *Fisgard*, and following a period of long leave, Apprentices go to other naval establishments to continue their apprenticeships. Those to be Aircraft Artificers go to H.M.S. *Condor*, a naval air station at Arbroath on the east coast of Scotland; those to be Engine Room and Shipwright Artificers go to H.M.S. *Caledonia* at Rosyth on the Firth of Forth; those who are to become Control Artificers (Weapons) or Radio Electrical Artificers go to H.M.S. *Collingwood*, the R.N. Electrical, Weapons and Radio Engineering School near Fareham, Hants; and those who will become Electrical (Air) or Radio Electrical (Air) Artificers go to H.M.S. *Daedalus*, the R.N. Air Electrical School at Lee-on-Solent, Hants.

The training at these establishments falls broadly into four parts: craft, technical, academic and character. All these establishments have up-to-date workshop and laboratory facilities for the advanced training given to Apprentices. An important part of the instruction is in the operation and upkeep of the machinery and other equipment of the kind for which they will later be responsible. There is, for instance, lathe work; the stripping and assembling of engines and pumps, aircraft and electrical components; and lectures in which the functions of machinery are explained. H.M.S. *Collingwood* and H.M.S. *Daedalus* also teach the theory and practice of guided weapons.

All Apprentices do some of their advanced training at sea or at air stations.

Welfare

The well-being of the Apprentices is a primary con-



cern of these establishments as it is in H.M.S. *Fisgard*. There are excellent living conditions, and health and general welfare receive the closest attention, as they do throughout life in the Service. There are ample opportunities for recreational activities, the pursuit of hobbies and the playing of games. H.M.S. *Caledonia* has a very fine swimming bath. It also has nine soccer, five Rugby and four hockey pitches, seven cricket squares and a running track. H.M.S. *Condor* has a voluntary mountain rescue unit and Ski and Gliding Clubs and there are excellent opportunities for climbing in the Cairngorms. All establishments have good facilities for sailing.

Completion of Apprenticeship

While undergoing advanced training Apprentices have to achieve a satisfactory academic standard, pass practical tests and sit examinations dealing with the construction, maintenance, repair and functioning of equipment peculiar to their future categories. The training is recognised by the appropriate trade unions and Apprentices have the opportunity of obtaining the O.N.C. (see also page 10).

A jet turbine — an instructor explains its development and working at H.M.S. *Condor*

LIFE AS A NAVAL ARTIFICER

The Artificer spends part of his time at sea and part on shore, and some of this service is at home and some abroad. Every effort is made to ensure that all Artificers have their fair share of each. Aircraft, Electrical (Air) and Radio Electrical (Air) Artificers normally serve in Commando ships and carriers and at naval air stations at home and abroad. Other Artificers may expect to serve in all types of ships, including aircraft carriers, commando ships, cruisers, destroyers, frigates, depot ships, submarines and smaller vessels, and in a wide variety of shore establishments.

Working Afloat

Afloat, some Artificers have a particular duty station. In the case of an Engine Room Artificer, it may be in the ship's engine room or boiler room and if he holds a watch-keeping certificate, he takes his turn in charge of the Engine Room. An Aircraft Artificer may be in charge of some of the repair work in a carrier's hangar. Other Artificers are in charge of repair parties, and work in any part of the ship where their services are required. All H.M. ships have workshops and in these Artificers do skilled repair work themselves and also superintend the work of more junior ratings.

The Artificer on Shore

On shore, Artificers may work as members of teams at naval bases, ready to go to any ship in port which needs their services. Such teams are also responsible at some bases for repairs in small ships which are beyond the capacity of the ship's staff. Submarines are maintained in this manner. In a similar way, teams of Aircraft Artificers are responsible for the maintenance of aircraft based on shore. Control Artificers (Weapons) may be members of special teams testing and tuning the weapon control systems of the Fleet.

A large number of senior Artificers are also employed as instructors and lecturers in training establishments, where they play an important part in the technical training of men of various branches of the Navy.

Period of Service

An Artificer (Apprentice Entry) serves for 12 years from the age of 18 in addition to the period served before he reaches that age. He may then leave the Service, or, subject to his record and Service requirements, he may re-engage for a further period to complete 22 years' service, which will make him eligible for a pension. A large proportion of Artificers serve for the full 22 years and there is opportunity to remain on after that time. Additional service beyond 22 years earns a considerable increase in pension.

Trade Union Membership

Acting 2nd Class Artificers, and above — of all categories — are eligible for fully skilled membership of the appropriate trade unions. They must not, however, assume any obligation to the union beyond payment of subscription as long as they are subject to the Naval Discipline Act.

Leave

In the Fleet forty-two days' leave with pay and special leave allowance is granted each year to those serving in sea-going ships in home waters. In shore establishments leave scales are much the same. Fourteen days' leave, prior to going abroad, is given wherever possible, and while abroad leave can also be granted, enabling those who wish to visit places of interest. On return from abroad all ratings receive Foreign Service leave at the rate of two days for every month served overseas.

Recreation

Excellent facilities for most types of sport are available in all shore establishments. In ships, facilities are necessarily more restricted. Deck-hockey can, however, be played in larger ships and there are opportunities for sailing and rifle shooting. Sports fixtures are arranged on shore whenever possible. All ships have their own library and canteen and facilities for showing films.

Top: An Artificer working on a ship's master gyro compass

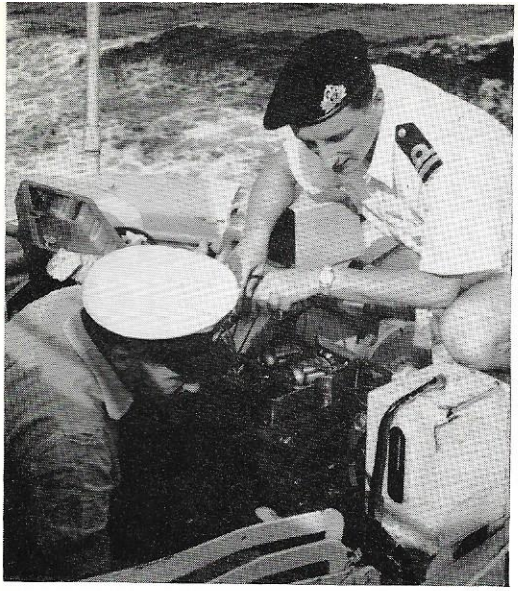
Left: The main machinery shop in H.M.S. *Eagle*

Above: Examining an electronic component of a guided missile

PROSPECTS OF ADVANCEMENT

Prospects of advancement are excellent for a good all-round Apprentice who is keen and willing to work hard.

Towards the end of his training an Apprentice is rated Artificer 3rd Class, which is equivalent to Leading Rating. After one year as an Artificer 3rd Class, during which time he undergoes further practical training at sea and/or on shore, according to his category allocation, he is advanced to Acting Artificer 2nd Class with the rating of Petty Officer, provided he has proved himself efficient and fit in all respects to carry out the duties of a Petty Officer. A man is normally confirmed 2nd Class after 12 months' acting time, subject



Left: A Control Artificer (Weapons) and an Engineer Officer checking the electrical alignment of a gunnery system

Below left: Air-lift for a frogman by a Commando ship helicopter

to his satisfactory progress.
After two to three years' qualifying service as Acting 2nd and 2nd Class (varying according to category), an Artificer who has continued to progress satisfactorily and is fully qualified according to the individual requirements of his category, is rated Artificer 1st Class and Chief Petty Officer. This is the senior Rating in the Royal Navy. It is usually achieved by Artificers at the age of 23 or 24.

Advancement to Chief Artificer
On completion of six years' qualifying service as 2nd Class Artificer and above, and on passing the prescribed general and technical examinations, the Artificer is eligible for advancement to Chief Artificer. There is an established number of Chief Artificers in each category and vacancies are filled by experienced Artificers.

Promotion to Officer Rank
In addition to these opportunities there are good chances of promotion to officer rank.
There are two methods by which suitably qualified Apprentices and Artificers may obtain a Commission:

by recommendation for promotion to Commissioned rank on the General List;

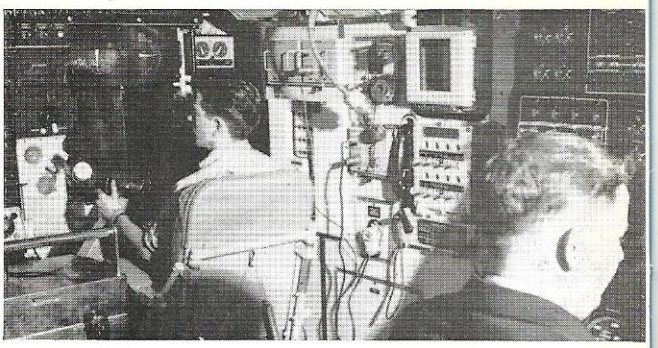
by examination and selection for promotion to Acting Sub-Lieutenant on the Special Duties List.

The first method offers the opportunity for promotion to the highest ranks in the Navy; the latter up to the rank of Commander.
It must be clearly understood, however, that there is no easy way of becoming an officer. Only those who are outstanding will "make the grade". To give some idea of the chances, it may be said that about 16 per cent of an original intake of Apprentices reach officer rank of one sort or another, and that 40 per cent of all the technical officers in the Navy will, in due course, be Special Duties List Officers (Ratings who secure commissioned rank).

Promotion to Commissioned Rank on the General List
Under an Upper Yardman Scheme, Artificers and Apprentices of all categories under 21 years of age are eligible for promotion to commissioned rank on the General List, which includes all cadet-entry officers.
Artificers who wish to be considered for this type of promotion must obtain certain educational qualifications under the State Examination system and be recommended by their Commanding Officers as candidates who possess potential officer-like qualities. They are interviewed and, if recommended, go to the Britannia Royal Naval College, Dartmouth, for special training for one term. They then appear before an Interview Board and, if successful, are promoted to Cadet and continue training at Dartmouth for a maximum of two years, by which time they are expected to have acquired the educational qualifications required for direct entry Cadets. On obtaining these qualifications they proceed to sea as Midshipmen. Their training thereafter is identical with that of direct entry officers. Grants for outfit are made on promotion to officer rank.

Promotion to the Special Duties List
Artificers with not less than five years' qualifying service as Artificers 2nd Class and above, and Chief Artificers, are eligible for selection for the Special Duties List if they have passed the required general educational and professional examinations and are recommended. Those selected are appointed Acting Sub-Lieutenants on this list, which offers opportunities of promotion up to the rank of Commander. On promotion a grant is made to cover the cost of outfit.

HOW TO BECOME AN ARTIFICER DIRECT FROM CIVILIAN LIFE



The control room of the nuclear submarine H.M.S. *Dreadnought*

Most Artificers now serving in the Royal Navy entered by way of the apprentice training scheme described in the foregoing pages. Men who have already served, or are serving, an engineering or electrical apprenticeship may, nevertheless, be considered for *direct entry* as an Artificer up to age 33. At the present time Direct Entry Artificers are accepted for Engine Room, Electrical or Radio Electrical duties.

Training

The young man who is accepted as a Direct Entry Artificer goes first to H.M.S. *Raleigh*, near Plymouth, for six weeks' basic naval training. After this he goes on to one of the Navy's specialist engineering schools for instruction associated with naval equipment and machinery for which he will be responsible in the Fleet. On completion of this training he is ready to join his first ship.

Advancement

For the keen man advancement is swift.

The Direct Entry Artificer enters as a Petty Officer (Acting Artificer 2nd Class). Subject to satisfactory progress he will be confirmed in this rank after a minimum of 12 months' service. Advancement to Chief Petty Officer generally occurs after two to three years' qualifying service as a Petty Officer, varying according to category and, again, subject to satisfactory progress. Advancement to Chief Artificer is by examination and selection.

Pay

Pay is the same as for Apprentice-entered Artificers (see leaflet CP15).

Length of Service

Direct Entry Artificers enter initially for nine years' service on the Active List, followed by three years on the Reserve. There are opportunities for re-engagement for further periods to complete 22 years' service and so qualify for a pension and terminal grant. There are also opportunities to re-engage for still further periods of service, to qualify for higher pensions and terminal grants.

Further Information

For further information about direct entry as an Artificer in the Royal Navy, write to: The Director, Royal Naval Careers Service, Old Admiralty Building, London, S.W.1.

Entry Requirements

Age

Under 33 years of age on the day of entry.

Qualification and experience

A minimum of two years' training in a technical college and a standard of technical education equivalent to O1 of the O.N.C. (or intermediate grade of a technical certificate of appropriate type), and

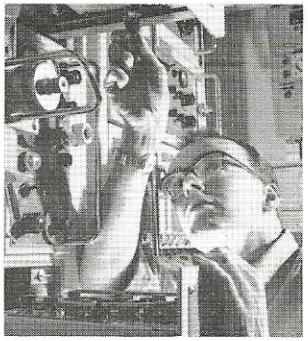
for entry as Engine Room Artificer—at least five years (including four years' civilian apprenticeship) as Fitter or Turner.

for entry into any one of the Electrical categories—at least five years (including four years' civilian

Mechanician Apprentice

Naval Air Mechanic

Engineering Mechanic



Electrical Mechanic

apprenticeship, in the electrical, electronic or radio industries) as Fitter, Fitter and Turner, or Instrument Maker.

Selection procedure includes a timed practical trade test carried out at H.M.S. *Sultan* at Gosport (for Engine Room Artificers), or at H.M.S. *Collingwood*, at Portsmouth (for the three Electrical Artificer categories).

RESETTLEMENT IN CIVILIAN LIFE

While many factors influence the question of resettlement in civilian life when a man completes his service in the Royal Navy, the Artificer, in general, can regard this problem with equanimity. If he has made normal progress, he will have knowledge and experience which, in this age, will be highly prized in industry. He will be a versatile, adaptable and well-trained man.

Ex-Naval Artificers have little difficulty in finding suitable civilian employment by their own initiative. There are also official schemes available if required to help them to get a start at an appropriate level. The Naval Resettlement Organisation provides up-to-date information about opportunities in industry. The Ministry of Labour and the National Association for the Employment of Regular Sailors, Soldiers and Airmen have special arrangements for placing Artificers and other ratings in a wide variety of commercial and public undertakings after they have left the Service.

See page 16 regarding trade union membership.

OTHER OPPORTUNITIES

For those seeking an apprenticeship who may not, because of age or other reasons, be fitted for entry as an Artificer Apprentice, there is another opportunity for apprenticeship training through a Mechanician Apprentice entry within the age group 17½—23. Men specialise in Electrical or Radio Electrical work, which includes work on weapons equipment. They receive training extending over several years and normally qualify for advancement to Petty Officers after five years' service. An educational standard equal in capacity to that required for the G.C.E. at "O" level in mathematics and English is needed.

There are also many other opportunities for technical careers in the Royal Navy.

These include:

Entry	*Age*
Engineering Mechanic	15—33
Electrical Mechanic	15—33
Naval Air Mechanic	15—33

For information about these and all semi-technical or non-technical opportunities enquire at your nearest Naval Careers Office for a copy of "The Royal Navy as a Career" (CP5). For those considering Mechanician Apprenticeships there is also a separate pamphlet "Mechanician Apprentice RN" (CP14).

The information contained in this booklet is extracted from the various Regulations, which are liable to alteration; no person has any right to pay, pension, gratuity or other advantage on account of apparent eligibility under the rules as herein published.