

PROHIBITED MILITARY LIKE ACTIVITIES

ADF Cadets do not participate in any activity that equips or trains them for actual offensive or defensive military capability. Consistent with this requirement, activities not to be undertaken by ADF Cadets include:

- bayonet training
- use of explosives
- any simulation or computer-based games depicting combat or combat related activities
- paintball games involving human or animal targets
- participation in opposed survival exercises
- aggressive unarmed combat (defensive martial arts is acceptable)
- activity involving the firing at (live, dry or simulated), or use of a weapon towards, any target (real or simulated) that resembles or represents a human or animal i.e. laser tag which may contain a human (e.g. tank, aircraft, building)
- use of grenades (live or practice) other than smoke grenades or signal flares used for training that is related to emergency situations such as casualty evacuations (casevacs), helicopter pickups and non-warlike MLA
- any activity that depicts or portrays violence or oppression towards an individual or group
- warlike or hostile tactics and drills, such as ambush techniques, attacks, battle scenarios, and mock killing or injuring
- any act (real or implied) that detains, incarcerates, imprisons or imposes any form of capture
- any scenario based on, or using, the terms 'enemy', 'combat', 'battle', 'war', 'aggression / aggressive', 'fight / fighting', or other words with similar intent.