2019 ANNUAL BALLOT

Instructions: Please print a copy of this ballot, enter your contact information below, list the sanctioned battles you participated in, circle your choices, and sign it at the end. Per the Bylaws of the Club only those who have battled in a sanctioned event in the past 24 months may vote. Those who have battled in either the 2018 or 2019 Championship (Nats) will have their votes counted twice. Bylaws revisions and Rules revisions which receive 2/3 or more favorable votes shall be adopted and shall become effective on January 1, 2020. The Bylaws of the Club and the laws under which the Club is incorporated require that this ballot be returned BY MAIL. IT MAY NOT BE E-MAILED. **Please mail this ballot before 15-Nov-2019.**

Mail the completed ballot to:
Kevin Plumer
401 Holland Ln.
Apt 810
Alexandria, VA 22314

Name (Print):_____

E-mail:_____   Your phone: (_____)_____

Street address:_____

City/town_____,   State/Prov._____

ZIP/Postal Code _____

I have battled in the following IRCWCC sanctioned events in the past 24 months (no need to list all battles)
(List Nats 2018 or 2019 first if applicable):

_____

_____

Election of Member-at-Large

Comment: The Member at Large represents all the members of the IRCWCC on the E-board. The following individual(s) were nominated for Member-at- Large of the Executive Board. **Vote for one by circling that person's name.**

Tom Palmer   Brian Lamb

Site for the 2020 Annual Championship (Nats) (circle one):

Site	Site Host
Bradford, PA	Nate Graham
Saranac, MI	Kas Gaigalas

Date for the 2020 Annual Championship (Nats) (circle one):

June 21-26   July 12-17   July 19-24

Contest Director for the 2020 Annual Championship (Nats) (circle one):

Charley Stephens   Steve Andrews   Terry (Lee) McKinzie   Tyler Helland

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Please vote on the following rules proposals which passed the 2019 Rules Committee Meeting vote. See page 4 for rule proposal text.

Rule Proposal #2019.1 – Three Sidemounts for shorter BC's (circle one):

YAY - Change the length cutoff for allowing three sidemounts for BC's

NAY - Do not change this rule

Rule Proposal #2019.2 – Ram Damage 30 Second Inspection Limit (circle one):

YAY - Change this rule to impose 30 second time limit on ram inspection

NAY - Do not change this rule

Rule Proposal #2019.3 – Post Ram Inspection Return to Battle Penalty (circle one):

YAY - Add statement that failure to return to battle will be a declared sunk

NAY - Do not add this statement

Rule Proposal #2019.4 – Speed Testing / Transmitter Setpoints Clarification (circle one):

YAY - Add this clarification for not allowing transmitter adjustments

NAY - Do not add this statement

Rule Proposal #2019.5 – Secondary Ship Fleet Clarification (circle one):

      YAY - Add this clarification that secondary ship must be used on same fleet

      NAY - Do not add this statement

Rule Proposal #2019.6 – Defensive Unit Sink Multiplier (circle one):

      YAY - Change sink points to be based on the number of defensive units

      NAY - Do not change sink points

Signature:_____   **Date:**_____

Rule Proposal #2019.1 – Three Sidemounts for shorter BC's

Purpose: Generally people want to see different kinds of ships on the water. This change would make the four affected ships more useful in battle. Currently everyone uses the refit Kongo, I doubt this would change. Tiger and Lion are rarely seen on the water. We do have a couple Derflingers around. Adding a third sidemount would make each ship better, but not make any of them killers, putting more of them on the water. Each side gets something too. The Kongo, Tiger & Derflinger would all have the same gun layout. Kongo & Derfliger turn about the same. Tigers don't turn as well as either of those ships. Lion would be best set up with two bow sidemounts and a stern sidemount, not as good of a layout as the other ships, but more useful than its current layout. This also helps people who want to get out of the more complicated 5 & 6 units ships and go to a lighter, less cost, less maintenance BC, but still feel like they can be competitive on the water.

Existing
Part II – Construction, E. Cannons
11 b.   Any ship over 40,000 tons standard displacement or 60" scale length (in 1/144 scale) may have three (3) side firing cannons in separate turrets. When so equipped a ship may have no more than two side firing cannons covering the same side quadrant.

Proposed (additions in <u>underline</u>, deletions in ~~strikethrough~~)
Part II – Construction, E. Cannons
11 b   Any ship over 40,000 tons standard displacement or ~~60" scale length (in 1/144 scale)~~ <u>over 720' in length or battlecruisers over 688' in length</u> may have three (3) side firing cannons in separate turrets. When so equipped a ship may have no more than two side firing cannons covering the same side quadrant.

Note: 720' is equivalent to 60" scale length in 1/144 scale

Affected Ships: Derfflinger, Lion, Tiger, Queen Mary, Kongo (as built), Dunkerque

Rule Proposal #2019.2 – Ram Damage 30 Second Inspection Limit

Purpose: This rule is intended to limit the maximum amount of time any one ship can be removed from the active sortie. By imposing a 30-45 second inspection window the rammed ship is only removed from combat for a limited amount of time. In conjunction with the separate E.10 rule proposal, this limits the maximum amount of time a ship can be out of combat to roughly 90 seconds per sortie. This is not to punish legitimate rams but instead limit the usage of the ram rule to escape combat and pump out water. This fosters a more fair gaming environment, as ships that have not called ram are still in combat expending ammunition and taking damage, while the rammed ship is "Safe" from damage and also conserving its ammunition.

Existing
Part III – Battle, E – Ram Damage and Penalties
4. The captain of a ship which has been rammed must immediately make every effort to bring the ship to shore for determination of ram damage.

Proposed (additions in <u>underline</u>, deletions in ~~strikethrough~~)
Part III – Battle, E – Ram Damage and Penalties
4. The captain of a ship which has been rammed must immediately make every effort to bring the ship <u>directly</u> to shore for determination of ram damage. <u>Once the ship has been brought to shore, the captain has 30 seconds to identify the ram damage and declare his intent to repair it or, lacking ram damage, his return to combat. During the ram inspection process the rammed ship should suspend any currently active timers.</u>

Rule Proposal #2019.3 – Post Ram Inspection Return to Battle Penalty

Purpose: This change is mainly a clarification, adding the E.4 rules proposal language here. The only addition here is the penalty for failing to adhere to a reasonable time limit for the ram inspection process. The "scuttled" penalty in this proposal is to once again limit the amount of time a captain can be out of the active sortie. By adding a penalty there is an impetus to return the ship to the active sortie as quickly as possible or risk being declared sunk. This time limit is not designed to be overly specific, but every captain has a 30 second timer for the "Checking Moss" rule and 30-45 seconds is more than an adequate amount of time to check the small declared rammed area for damage. (Remember, ONLY the declared area should be being checked as per the current E.4.d rule.)

Existing
Part III – Battle, E – Ram Damage and Penalties
4.b - If no damage to the ship's watertight integrity or its combat serviceability is found by the captain, the ship shall immediately return to battle.

Proposed (additions in <u>underline</u>, deletions in ~~strikethrough~~)
Part III – Battle, E – Ram Damage and Penalties
4.b - If no damage to the ship's watertight integrity or its combat serviceability is found by the captain, the ship shall immediately return to battle. <u>If the ship is not immediately returned to battle it is considered to have withdrawn from combat voluntarily and is classified as "scuttled".</u>

Rule Proposal #2019.4 – Speed Testing / Transmitter Setpoints Clarification

Purpose: To clarify policy regarding adjusting speed settings after completing speed testing

Existing
Part III – Battle, H – Speed Testing
2. Speed testing at the Annual Championship shall be conducted under the direction of the Contest Director before the start of the first sortie of the first day. Speed testing for convoy ships shall be conducted the same day as the first campaign battle.

Proposed (additions in <u>underline</u>, deletions in ~~strikethrough~~)
Part III – Battle, H – Speed Testing
2. Speed testing at the Annual Championship shall be conducted under the direction of the Contest Director before the start of the first sortie of the first day. Speed testing for convoy ships shall be conducted the same day as the first campaign battle. <u>After the verification of ship speed, all transmitter values pertaining to ship speed or propeller thrust should be logged onto the ship check-in sheet. This includes but is not limited to throttle endpoints, pitch curves, throttle curves, or channel mixing functions. At no time at any point in the transmitter's throttle range adjustment should the ship exceed its maximum speed.</u>

Rule Proposal #2019.5 – Secondary Ship Fleet Clarification

Purpose: To clarify that a captain's secondary ship must fight on the same fleet as the primary ship

Existing
Part III – Battle, C - Battle
8.a. A captain whose ship is sunk by battle damage in the first sortie of a battle may use a secondary ship of Class 3 or below to reenter the battle at the beginning of a later sortie.

Proposed (additions in <u>underline</u>, deletions in ~~strikethrough~~)
Part III – Battle, C - Battle
8.a. A captain whose ship is sunk by battle damage in the first sortie of a battle may use a secondary ship of Class 3 or below to reenter the battle at the beginning of a later sortie. <u>The captain shall use the secondary ship to fight on the same fleet as the captain's primary ship.</u>

Rule Proposal #2019.6 – Defensive Unit Sink Multiplier

Purpose: To change sink points to be based on the number of defensive units used on a ship. Note that a ship cannot change the number of defensive units between sorties.

Existing
Part III – Battle, D - Scoring
   3. Points for the sinking of a ship shall be awarded as follows:

Ship Class	Sink Points
7	1100
6	1000
5	900
4	800
3	700
2	600
1	400

a.   Authorized exceptions: ships of the Iowa class and Yamato class are worth 1200 battle sink points.

Proposed (additions in <u>underline</u>, deletions in ~~strikethrough~~)
Part III – Battle, D - Scoring

3. Points for the sinking of a ship shall be awarded ~~as follows~~ <u>by multiplying the ship's defensive units by the following values</u>:

Ship Class	Sink Points
7	1100
6	1000
5	900
4	800
3	700
2	600
1	400

a.   Authorized exceptions: ships of the Iowa class and Yamato class are worth 1200 battle sink points.