

2020 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. For this year, the eBoard decided to extend this allowance to up to 36 months based on COVID-19. Those who have battled in either the 2018, 2019, or 2020 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, 2021. 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 13-Nov-2020.**

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 36 months (no need to list all battles)

(List Nats 2020, 2019, 2018 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

Site for the 2021 Annual Championship (Nats) (circle one):

<u>Site</u>	<u>Site Host</u>
Oakboro, NC	Rob Stalnaker
Saranac, MI	Kas Gaigalas

Date for the 2021 Annual Championship (Nats) (circle one):

June 20-25 July 11-16 July 18-23

Contest Director for the 2021 Annual Championship (Nats) (circle one):

Tim Beckett

Please vote on the following rules proposals which passed the 2020 Rules Committee Meeting vote. See page 5 for rule proposal text.

Rule Proposal #2020.1 – Class 2/3 Splitting Units Change (circle one):

YAY - Change the rule for splitting units for Class 2/3

NAY - Do not change this rule

Rule Proposal #2020.2 – Battlecruiser Class 6 Definition / Hood Exception (circle one):

YAY - Change this rule

NAY - Do not change this rule

Rule Proposal #2020.3 – Allow Ships that were not Completed (circle one):

YAY - Change the rule to allow ships that were not completed

NAY - Do not change this rule

Rule Proposal #2020.4 – Make all Destroyers 1.5 units (circle one):

YAY - Make all Destroyers 1.5 units

NAY - Do not change this rule

Rule Proposal #2020.5 – Light Cruiser Class 2 / Two Minute Rule Change (circle one):

YAY - Change light cruisers class 2 / two minute rule

NAY - Do not change this rule

Rule Proposal #2020.6 – Rudder Area Change (circle one):

YAY - Change rudder area to match combat units

NAY - Do not change this rule

Rule Proposal #2020.7 – Number of Campaign Battles (circle one):

YAY - Make 2 campaign battles mandatory

NAY - Do not change this rule

Rule Proposal #2020.8 – Campaign Base Setup Changes (circle one):

YAY - Change/clarify the rules for campaign base setup

NAY - Do not change this rule

Rule Proposal #2020.9 – Campaign Clarifications (circle one):

YAY - Clarify the campaign rules as proposed

NAY - Do not change this rule

Rule Proposal #2020.10 – Campaign Points and Major Changes (circle one):

YAY - Change the campaign points and other major changes

NAY - Do not change these rules

Rule Proposal #2020.11 – O Ships (circle one):

YAY - Make change to allow Q ships

NAY - Do not change this rule

Rule Proposal #2020.12 – Convoy No Touch / Attacker Rule (circle one):

YAY - Make changes to the no touch / single attacker rule

NAY - Do not change this rule

Rule Proposal #2020.13 – Reloading rule Change (circle one):

YAY - Change rule to remove reloading for class 4+ during campaign

NAY - Do not change this rule

Rule Proposal #2020.14 – Not having ships on water penalty change (circle one):

YAY - Change penalty for not having ships on the water

NAY - Do not change this rule

Rule Proposal #2020.15 – Shore batteries (circle one):

YAY - Remove rule that allows shore batteries

NAY - Do not change this rule

Signature: _____ **Date:** _____

Rule proposal text – not required to be mailed

Rule Proposal #2020.1 – Class 2/3 Splitting Units Change

Purpose: To both limit class 2 to only split 1 unit, and allow class 3 to split one unit as well. This will rectify the firepower difference between a 2.5 unit cruiser and a 3 unit cruiser. Currently, a 2.5 unit cruiser can mount 4x total guns, while a 3 unit cruiser can only mount 2x total guns and has to use a full unit on a pump. Splitting 1 unit will help the 3 unit cruisers, so they could use a half-unit pump and get another 25 bbs. Also changed limit on a single 75rd gun, which would help 3.5 unit cruisers if they want 75rd duals. No impact on Class 1.

Existing

Part II – Construction, E. Cannons

11.e. Ships in Class 2 or smaller may divide their battle units into one-half (1/2) unit increments for multiple 1/2 pumps, multiple 1/2 cannons or combinations of the two. Ships in Class 2 and smaller may also combine a 1/2 unit to a gun magazine to create a 1 1/2 unit single shot cannon as long as it is the only 1 1/2 unit cannon on the ship.

Proposed

Part II – Construction, E. Cannons

11.e Ships and Class 3 and smaller may divide one (1) battle unit into one-half (1/2) unit increments for multiple 1/2 pumps, multiple 1/2 cannons or combinations of the two. Ships in Class 3 and smaller may also combine a 1/2 unit to a gun magazine to create one or multiple 1 1/2 unit single shot cannons.

Affected Ships: Class 2 and 3

Rule Proposal #2020.2 – Battlecruiser Class 6 Definition / Hood Exception

Purpose: Currently, we have an exemption that makes HMS Hood a Class 6 with 6 units. This change allows for all battlecruisers greater than 40,000 tons to be classified as Class 6, 6 units. This removes the exemption for the HMS Hood, but it is still a Class 6, 6 units, and codifies that any battlecruiser over 40,000 tons would be also. This keeps with the practice of battlecruiser units being 1/2 unit less than a battleship of equal displacement.

Existing

Part II – Construction, H. Combat Ship Classes

2. Listed below are the authorized classes for combat ships and the total offensive/defensive units allowed. This list takes precedence over any entries shown in the Ship List.

CLASS 6	6 1/2 units	Battleships >= 40,000 tons to 43,999 tons.
	6 units	Battleships >= 33,000 tons to 39,999 tons.
CLASS 5	5 1/2 units	Battleships >= 27,000 tons to 32,999 tons.
		Battlecruisers >= 35,000 tons.
	5 units	Battleships >= 25,000 tons to 26,999 tons.
		Battlecruisers >= 30,000 tons to 34,999 tons.

3. Authorized exceptions:

c. HMS Hood is class 6 and shall have 6.0 units

Rule proposal text – not required to be mailed

Proposed

Part II – Construction, H. Combat Ship Classes

2. Listed below are the authorized classes for combat ships and the total offensive/defensive units allowed. This list takes precedence over any entries shown in the Ship List.

CLASS 6	6 1/2 units	Battleships >= 40,000 tons to 43,999 tons.
	6 units	Battleships >= 33,000 tons to 39,999 tons.
		Battlecruisers >= 40,000 tons
CLASS 5	5 1/2 units	Battleships >= 27,000 tons to 32,999 tons.
		Battlecruisers >= 35,000 tons to 39,999 tons
	5 units	Battleships >= 25,000 tons to 26,999 tons.
		Battlecruisers >= 30,000 tons to 34,999 tons.

3. Authorized exceptions:
c. Deleted

Affected Ships: None (no change in units to HMS Hood)

Rule Proposal #2020.3 – Allow ships that were not completed

Purpose: My proposal would only apply to ships that were actually laid down, which would indicate that they were intended to be completed. There were some of these that were actually launched, but that would limit the selection to only a few ships. My goal to provide options for proponents of all nations.

Some of these were completed as aircraft carriers (US Lexington class, IJN Akagi, IJN Kaga, HMS Eagle, for example). These could be modeled in either configuration. Some of the other examples are the WWI US South Dakota class battleships, the Lexington class battlecruiser, the IJN Amagi class battlecruisers, the IJN Tosa class battleships, the German Mackensen battlecruiser, the French Normandie class battleships, and the Italian Francesco Caracciolo battleship.

There were many classes of ships (the US Montana class for example) that never made it off the drawing boards. These are not included. Making parts isn't enough either. And just laying the keel isn't a guarantee either. There should have been noticeable construction (photos would prove that). If you think it should be included, please provide appropriate documentation.

Our hobby is about battling models. Very little is historically based, or historically accurate. Speed is determined by length, so a Nagato, which could only make 25-26 knots, has the same speed as an Iowa class, which could do over 30 knots.

Combat effectiveness is more related to turret quantity and location than actual lethality. An American battleship of WWII would easily defeat any Axis battleship in a one-on-one engagement (just ask the Kirishima). Better weapons and better technology would win every time, yet in our game, the Kirishima has the advantage (3-sidemounts verses 2 for a USS Washington).

Our combat style is more reminiscent of 17th, 18th and 19th century combat than 20th century combat. Two ships pull along side each other and blast away at each other, not hurling BB's over the horizon

There is documentation for many of these, and none of the documentation was written for the purpose of R/C warship combat. There are line drawings of many of these, some have construction photos. In my

Rule proposal text – not required to be mailed

opinion, there aren't any "super ships" that will transform our hobby. Anyone who builds one of these is doing so out of the love of the hobby, not to be king of the pond.

I am not advocating for anyone to build just anything and call it something that qualifies for this. Requiring the e-Board and the ship list committee to approve any additions allows for peer review prior to approval. This is to prove they have done their research and will build something true to the original intent.

Classes and units will be determined by using the published estimated Standard Load Displacement. Speed by length. Rudder by class.

Existing

Part II – Construction, H. Combat Ship Classes

1. Only combat ships which were launched between January 1, 1905 and December 31, 1946, and were completed, are approved for IRCWCC semi-scale model combat. Refer to the IRCWCC Ship List for a list of approved combat ships.

Proposed

Part II – Construction, H. Combat Ship Classes

1. Any combat ship that was laid down between January 1, 1905 and December 31, 1946 is approved for use in IRCWCC semi-scale model combat. Refer to the IRCWCC ship list for list of approved combat ships.

- a. If a ship you wish to model is not already included on the IRCWCC ship list, please provide appropriate documentation to e-Board and the ship list committee to have it approved.

Affected Ships: Ships laid down but not completed

Rule Proposal #2020.4 – Make all Destroyers 1.5 units

Purpose: With recent technology developments, Destroyers are coming in to more common use in Fleet and Campaign battles. In the interest of utilizing the concept of minimum quality/capability to be useful and fun to battle, I propose that all destroyers be made 1.5 units so they can get a full cannon and a half unit pump.

Existing

Part II – Construction, H. Combat Ship Classes

2. Listed below are the authorized classes for combat ships and the total offensive/defensive units allowed. This list takes precedence over any entries shown in the Ship List.

CLASS 1

1 1/2 unit

Monitors < 7000 tons.

Light cruisers built after 1922, < 4,500 tons.

Protected cruisers built before 1922.

Destroyers 2500 tons and above.

Submarines 2500 tons and above.

CVLs

1 unit

Destroyers < 2,499 tons.

Submarines < 2,499 tons.

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Gunboats, CVEs and all other ship types not listed above.

Proposed

Part II – Construction, H. Combat Ship Classes

2. Listed below are the authorized classes for combat ships and the total offensive/defensive units allowed. This list takes precedence over any entries shown in the Ship List.

CLASS 1

1 1/2 unit

Monitors < 7000 tons.

Light cruisers built after 1922, < 4,500 tons.

Protected cruisers built before 1922.

Destroyers.

Submarines 2500 tons and above.

CVLs

1 unit

Submarines < 2,499 tons.

Gunboats, CVEs and all other ship types not listed above.

Affected Ships: Destroyers with 1 unit

Rule Proposal #2020.5 – Light Cruiser Class 2 / Two Minute Rule Change

Purpose: Historically, light cruisers were more powerful and survivable than any destroyer and should all be given Class 2 status. With recent increased interest in smaller secondary ships as well as use by some as a primary, we should re-examine how we value these ships. The effected ships are of a size that they can be built to Class 2 level and would make these ships a little more viable and worth building; encouraging some variety.

This also allows ships in class 2 less than 40’ in length to use the 2 minute rule instead of the 5 minute rule

Existing

Part II – Construction, H. Combat Ship Classes

2. Listed below are the authorized classes for combat ships and the total offensive/defensive units allowed. This list takes precedence over any entries shown in the Ship List.

CLASS 2

2 units

Monitors >= 7000 tons.

Light cruisers built after 1922, 4,500 tons to 6,499 tons.

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CLASS 1

1 1/2 unit

Monitors < 7000 tons.

Light cruisers built after 1922, < 4,500 tons.

Protected cruisers built before 1922.

Destroyers 2500 tons and above.

Submarines 2500 tons and above.

CVLs

Part III – Battle, C. Battle

1. The 5 Minute Rule

a. A Captain may withdraw a ship from a sortie by announcing to all participants that “The [name of ship] is on five!” For ships in Class 1, the announcement shall be “The [name of ship] is on two!”

b. After invoking the Five Minute Rule (or Two Minute Rule) the captain shall start a timer, and the ship must remain in the battle for five minutes (two minutes for Class 1) before being touched by its captain or removed from the water. During that five minute (or two minute) period, the ship trying to withdraw shall not fire on opposing ships, but it may be fired upon by any other ship which is not also “on five” or “on two.”

3. Out of control

a. If a ship is out of control, a captain may announce “[Name of ship] Out of Control - Five Minutes” for ships in Classes 2 through 7, or “[Name of ship] Out of Control - Two Minutes” for ships in Class 1.

Proposed

Part II – Construction, H. Combat Ship Classes

2. Listed below are the authorized classes for combat ships and the total offensive/defensive units allowed. This list takes precedence over any entries shown in the Ship List.

CLASS 2

2 units

Monitors >= 7000 tons.

Light cruisers built after 1922, up to 6,499 tons.

CLASS 1

1 1/2 unit

Monitors < 7000 tons.

Protected cruisers built before 1922.

Destroyers 2500 tons and above.

Submarines 2500 tons and above.

CVLs

Part III – Battle, C. Battle

1. The 5 Minute Rule

a. A Captain may withdraw a ship from a sortie by announcing to all participants that “The [name of ship] is on five!” For ships in Class 2 with scale length less than 40” and Class 1, the announcement shall be “The [name of ship] is on two!”

b. After invoking the Five Minute Rule (or Two Minute Rule) the captain shall start a timer, and the ship must remain in the battle for five minutes (two minutes for Class 2 with scale

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length less than 40” and Class 1) before being touched by its captain or removed from the water. During that five minute (or two minute) period, the ship trying to withdraw shall not fire on opposing ships, but it may be fired upon by any other ship which is not also “on five” or “on two.”

3. Out of control

a. If a ship is out of control, a captain may announce "[Name of ship] Out of Control - Five Minutes" for ships in Classes 2 through 7, or "[Name of ship] Out of Control - Two Minutes" for ships in Class 2 with scale length less than 40” and Class 1.

Affected Ships: Tromp, Capitani, Yubari, other previously class 1 light cruisers, class 2 ships < 40”

Rule Proposal #2020.6 –Rudder size Changes

Purpose: To change rudder area to number of units. The following rule proposal changes the rudder specifications allowed for ship classes. If approved, the determination for allowed rudder area will be changed from ship classes to a ship's allowed offensive/defensive combat units.

The maximum movable rudder area allowed for a ship shall be determined by ship's allowed total offensive/defensive units. For each 1/2 unit, a ship will be allowed 1/2 sq. in of rudder area

Part II – Ship construction and classification, D. Rudders

Existing:

2. The maximum movable rudder area allowed for a ship shall be determined by class as follows:

Ship Class	Rudder Area (sq. in.)
7	6.00
6	6.00
5	4.50
4	3.75
3	3.00
2	2.63
1	2.25

Proposed:

2. The maximum movable rudder area allowed for a ship shall be determined by ship's allowed total offensive/defensive units. For each 1/2 unit, a ship will be allowed 1/2 sq. in of rudder area.

- a. Ships with 2 or less total offensive/defensive units, will be allowed 2 sq. in. rudder area.
- b. The following table list allowed rudder area per offensive/defensive combat units:

Combat Units	Rudder Area (sq. in.)
8	8.0
7.5	7.5
7	7.0
6.5	6.5

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6	6.0
5.5	5.5
5	5.0
4.5	4.5
4	4.0
3.5	3.5
3	3.0
2.5	2.5
2	2.0
1.5	2.0
1	2.0

Affected Ships – All except 3-unit ships

Rule Proposal #2020.7 –Number of Campaign Battles

Purpose: To make two campaign battles mandatory for Nats

Part V -Campaign, A. Summary:

Existing:

3. The number of Campaign Battles, their duration (length of time) and when the battles will take place shall be decided by the Captains present at the Sunday Captain’s Meeting before NATS.

Proposed:

3. There will be two Campaign Battles during the Annual Championship. The timing of the battles will be decided by a consensus vote of the Captains present at the Sunday Captain’s Meeting before the Annual Championship.

Rule Proposal #2020.8 –Campaign Base Setup

Purpose: To clarify the base arrangement used for Nats

Part V -Campaign, B. Preparation

Existing	Proposed
1. Standard setup	1. Standard setup
a. Each fleet shall have two bases at the beginning of Campaign: one home base, and one forward base.	a. Each fleet shall have two bases at the beginning of Campaign: one home base, and one forward base.

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<p>b. Forward bases for opposing fleets shall be located at least 50 feet apart. The home base of each fleet shall be located on the opposite side of the enemy's forward base, but in a position so that the distance each fleet must traverse between home and forward bases is equal. The supply routes shall thereby cross each other, making highly contested waters surrounding the forward bases.</p>	<p>b. Forward bases for opposing fleets shall be located at least 50 feet apart. The home base of each fleet shall be located on the opposite side of the enemy's forward base, but in a position so that the distance each fleet must traverse between home and forward bases is equal. The supply routes shall thereby cross each other, making highly contested waters surrounding the forward bases.</p>
<p>c. Two marker buoys ("Hayes buoys") shall be placed approximately 50 feet out from each home base. A line drawn between the Hayes buoys and running parallel to the shore shall establish the maximum distance a convoy ship may travel from shore.</p>	<p>(relocated)</p>
<p align="center">2. Alternate setup</p>	<p align="center">2. Alternate setup</p>
<p>a. In ponds which are too small or not otherwise conducive to "two base" combat, a single base shall be set up for each fleet and shall serve as both forward and home base.</p>	<p>a. In ponds which are too small or not otherwise conducive to "two base" combat, a single base shall be set up for each fleet and shall serve as both forward and home base.</p>
<p>b. Convoy ships shall be launched at the single base, circle a buoy or obstacle located somewhere distant from the base, and go back to the start point (marking their entry to the "forward" base).</p>	<p>b. Convoy ships shall be launched at the single base, circle a buoy or obstacle located somewhere distant from the base, and go back to the start point (marking their entry to the "forward" base).</p>
	<p>c. On large ponds at the discretion of the CD and admirals two marker buoys ("Hayes buoys") shall be placed approximately 70 feet out from each home base. A line drawn between the Hayes buoys and running parallel to the shore shall establish the maximum distance a convoy ship may travel from shore.</p>
<p align="center">3. Base construction</p>	<p align="center">3. Base construction</p>
<p>a. Home bases and forward bases shall have 10 to 12 feet of shore line marked off by stakes. Two square harbors (combat and convoy) shall be marked off by stakes some safe distance from each bombardment target frame. The Contest Director shall set the safe distance.</p>	<p>a. Home bases and forward bases shall have 10 to 12 feet of shore line 6' into the water marked off by stakes. The sides of the bases shall be enclosed to prevent entry from the side.</p>

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<p>b. A bombardment target frame upon which simulated supply and troop targets can be positioned shall be located at each forward base. The bombardment target frames shall be 15' x 1' x 1" boards floating in the water adjacent to but not in front of each forward base.</p> <p>c. A physical boundary shall be set up in the water to keep combat ships at least two (2) feet away from the bombardment target frame. This boundary shall be constructed low enough so that it does not prevent the shooting of simulated supply and troop targets by attacking combat ships.</p> <p>d. Ten "supply depot" targets and 10 "troop battalion" targets shall be placed on each target frame at the beginning of Campaign. These targets shall be equipped with small magnets to hold them in place but which permit them to be knocked over by ships' BB cannons. The depot targets shall be made of 1"round dowel or 1"square stock. Depot targets shall be 3" tall and troop battalions shall be 2" tall.</p>	<p>b. A bombardment target frame upon which simulated supply and troop targets can be positioned shall be located at each forward base. This shall be constructed via option 1 or 2 below.</p> <p>1) The bombardment target frames shall be 15' x 1' x 1" boards floating in the water adjacent to but not in front of each forward base.</p> <p>i) A physical boundary shall be set up in the water to keep combat ships at least two (2) feet away from the bombardment target frame. This boundary shall be constructed low enough so that it does not prevent the shooting of simulated supply and troop targets by attacking combat ships.</p> <p>ii) Ten "supply depot" targets and 10 "troop battalion" targets shall be placed on each target frame at the beginning of Campaign. These targets shall be equipped with small magnets to hold them in place but which permit them to be knocked over by ships' BB cannons. The depot targets shall be made of 1"round dowel or 1"square stock. Depot targets shall be 3" tall and troop battalions shall be 2" tall.</p> <p>2) The bombardment target frame is constructed of a large section of foam board and anchored to the bottom of the pond at a distance agreed to by the CD and admirals. The 20 targets simulating depots and troops will be manufactured breakable BB gun targets.</p>
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Rule proposal text – not required to be mailed

Rule Proposal #2020.9 –Campaign Clarifications

Purpose: To clarify several minor differences between the rules and typical practices

Part V -Campaign

Existing	Proposed
C.1 - A convoy ship may be any ship built or specifically refitted to transport supplies or troops.	C.1 - A convoy ship may be any ship built or specifically refitted to transport supplies or troops. These may include warships not normally used in fleet battles: aircraft carriers, submarines, small destroyers and patrol craft.
D.2 - Each convoy ship shall be given a 30 second grace period upon leaving its base to allow it to clear the shoreline. No combat ship may fire upon or impede its progress for 30 seconds.	D.2- Each convoy ship shall be given a 30 second grace period upon leaving its base to allow it to clear the shoreline. No combat ship may fire upon or impede its progress for 30 seconds. The 30 second grace period runs concurrently with the 5 minute timer.
D.4 - If one fleet has significantly more combat ships than the other, a transfer of combat ships to the undermanned fleet may be directed by the Contest Director in the interest of fair play. Such action is not mandatory.	D.4 - If one fleet has significantly more <u>combat or</u> convoy ships than the other, a transfer of ships to the undermanned fleet may be requested by the Contest Director with agreement of the captain and fleet admirals in the interest of fair play. Such action is not mandatory.
(none)	D.7 - Convoy ships are targets for cannon fire until they can fully enter a friendly port. Convoy ships that sink before being touched (by human hands) inside the safe harbor are considered to be combat sunk. Convoy ships that exit the water without reaching port, or before their 5 minute timer has expired are considered to be declared sunk.

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<p>G.2.c - Ram damage and penalties</p> <p>1) If a convoy ship is rammed its captain shall call ram and stop his timer. This shall not interfere with any other action being timed in the Campaign.</p> <p>2) Both ships involved in the ram shall come to shore. The convoy ship shall then be checked for ram damage. If there is no ram damage to the convoy ship then both parties shall return to sea. If ram damage is found in the hull of the convoy ship which affects the convoy ship's serviceability or its watertight integrity the following penalties shall be imposed:</p> <p>i) The convoy mission is deemed fully completed and the proper points shall be awarded, and</p> <p>ii) Ram damage to convoy ship hulls shall result in double penalty points being assessed.</p> <p>3) The ramming ship must remain off the water until the damaged convoy ship is seaworthy. The captain of the ramming ship may assist in any repairs to the damaged convoy ship to make the convoy ship seaworthy as quickly as possible.</p> <p>4) The captain of the convoy ship shall restart the 5 minute timer 30 seconds after leaving shore, and may move in any direction desired. The convoy ship shall not be a target for cannon fire for a period of 30 seconds after leaving the shore in order to give the convoy ship a chance to gain sea room.</p> <p>5) The ramming ship shall remain at the shore until the end of the 30 second grace period. The captain of the ramming ship shall time the 30 second grace period.</p> <p>6) If a convoy ship rams another ship, the convoy ship shall continue as usual and does</p>	<p>D.10 - All Fleet Battle Ram Rules apply to convoy ships with few exceptions. If a convoy ship is rammed its captain will call ram and stop his timer. This does not interfere with any other event being timed in the Campaign. Both ships involved in the ram will come to shore. The convoy ship will then be checked for ram damage. Careful examination to the ship must be done to prevent water from leaving the convoy's hull. If damage is found in the hull of the convoy ship, in the location of the called ram, several penalties will occur as follows.</p> <p>1) The convoy mission is deemed fully completed and the proper points shall be awarded</p> <p>2) Ram Damage Penalties on convoy ship hulls count double.</p> <p>3) The penalty for ram sinking a convoy ship shall be the run points being attempted at the time of the ram. This is in addition to counting the convoy run as complete.</p> <p>3) The ramming ship must stay off the water until the damaged convoy ship is seaworthy or 5 minutes pass. The offending ships captain may assist in any repairs to the damaged convoy ship to make it seaworthy as quickly as possible. If there is no ram damage to the convoy ship then both parties will return to sea. The convoy ship will reactivate his 5 minute timer after 30 seconds from leaving shore and may move in any direction desired. The convoy ship will not be a target for cannon fire for a grace period of 30 seconds after leaving the shore. This will give the convoy ship a chance to gain sea room. The ramming ship will remain at shore until the end of the 30 second grace period. The offending ramming captain times the 30 second grace</p>
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Rule proposal text – not required to be mailed

<p>not have to come off the water.</p> <p>7) If a convoy ship is rammed or ram sunk by a ship of its own fleet, the convoy ship's mission ends in failure. The opposing fleet shall be awarded double the amount of the completed run points which would have been earned by the convoy ship if it hadn't been sunk.</p>	<p>period. If a convoy ship rams another ship the convoy ship continues as usual and does not have to come off the water. If a ship in the same fleet as the convoy ship ram damages that causes the convoy to sink or ram sinks the convoy immediately the convoy mission ends in failure and is counted as a combat sink.</p> <p>4) Ram damage must be on the hull, either above or below the waterline. Damage to the superstructure or weight shifting does not constitute a damaging ram or give the ship a free run. Shift weight may be readjusted without removing water from the hull.</p> <p>5) If a convoy ship rams another ship, the convoy ship continues on its mission as usual; however ram damage penalty points are still counted, including the penalties listed above.</p>
<p>H.4 - No combat ship shall impede the progress of the convoy ship. No combat ship may push a convoy ship unless the convoy ship is disabled. A combat ship which does either of the foregoing shall be brought to shore at once and then begin a "time-out" period of 30 seconds, during which time shall take no part in the battle. It shall not fire or be fired upon. It shall not be declared to be "on five" and may not be removed from the water.</p>	<p>D.11 - No warship or convoy may impede the progress of any other convoy ship. This includes blocking the convoy from moving forward or reverse, pushing the ship on the sides of the hull with any part of a warship, or preventing the convoy from turning in any direction. If the warship does the above only the convoy captain will make a "push" call and the offending warship will come to shore at once for a period of 30 seconds during which it is no longer part of the battle. It may not fire or be fired upon. It cannot declare its 2/5 minute rule and may not be taken out of the water.</p>

Rule proposal text – not required to be mailed

<p>H.5 - If a ship is sunk or is out of control its captain shall not retrieve it if a convoy mission is then in progress. Sunken ships shall be retrieved after the convoy mission is complete. No additional convoy missions shall be started until all sunken or disabled ships have been recovered.</p> <p>H.6 - The campaign timer shall be stopped whenever "Man in the water!" is declared until the Contest Director announces that action may resume.</p>	<p>D.13 - When a ship is sunk or out of control its captain cannot retrieve it if a convoy mission is in progress. At the discretion of the CD a Campaign Time Out can be called to recover sunk and out of control ships. Each fleet admiral can request up to two (2) Time Outs per campaign battle. Once this time out is declared no more convoys maybe be launched and all convoy ships on the water will complete their current runs. Any warships that wish may call their 5. When the time out is active normal man in the water rules apply and the campaign battle timer will be stopped. Warships may come to shore and stay on the water and leave the water when off their 2/5. At the discretion of the CD sunken ships maybe removed from the water with a one foot wet recovery without a time out being declared.</p>
<p>F.3 - A Captain's primary ship may be replaced by that Captain's secondary ship if the primary ship has been sunk or has properly left the battle pursuant to the 5 minute rule or 2 minute rule, provided, however, that the Captain is permitted to rearm under the rules.</p>	<p>E.3 - A Captain's primary ship may be replaced by that Captain's secondary ship if the primary ship has been sunk or has properly left the battle pursuant to the 2/5 minute rule. A Captain may start the battle with either ship on the water. For example they may start with a Class 1-3 secondary and change to a 1-7 primary, then back to their secondary ship.</p>
<p>F.5 - Combat ships launched after the game has begun must be launched at a base (forward or home) and can then undertake any of the aforementioned missions. However, such combat ships shall have a grace period of only the customary time to gain "sea room" before being fired upon.</p>	<p>E.5 - Combat ships launched after the game has begun can be launched at any location and can then undertake any of the aforementioned missions. However, such combat ships shall have a grace period of only the customary time to gain "sea room" before being fired upon.</p>
<p>(none)</p>	<p>E.8 - If a warship is mossed during campaign but cannot make it into shore to remove the moss that ship shall be considered out of the battle and not be shot or fire its own cannons until a campaign time out is declared or it is assisted to shore by its own fleet. If the ship sinks during this time it will be counted as a sunk warship.</p>

Rule proposal text – not required to be mailed

<p>G.2.a - Exceptions and modifications</p> <p>a. The 5 minute rule - Combat ships shall sail immediately to either their fleet's home or forward base after their 5 minutes (or 2 minutes) have expired, shall not linger or take part in any fleet actions along the way, and shall not be removed from the water except at their fleet's home or forward base.</p>	<p>G.2.a - Exceptions and modifications</p> <p>a. The 2/5 minute rule - Combat ships shall sail immediately to shore, shall not linger or take part in any fleet actions along the way.</p>
<p>G.2.b - Sinks - Combat ships that sink before being touched by hand inside the safe harbor are considered to be combat sunk. Combat ships that are removed from the water before the end of the Campaign before reaching their fleet's home or forward base are considered to be combat sunk.</p>	<p>Deleted</p>
<p>H.3 - All ships shall be thoroughly tested and prepared before leaving their ports. Once a ship has exited the "safe harbor" area it cannot enter a harbor again until the end of a 5 minute rule or 2 minute rule.</p>	<p>Deleted (not needed)</p>
<p>K.6 - Each convoy ship captain is responsible for accurately recording a ship's completed number of runs.</p>	<p>I.6 - Each convoy ship captain is responsible for accurately recording a ship's completed number of runs. The admirals of each fleet shall have a debriefing meeting of their captains to tally convoy runs, sinks, rams and other points. The admirals, CD and score keeper shall than compare noted to come up with a final score.</p>

Rule proposal text – not required to be mailed

Rule Proposal #2020.10 - Campaign Points and Major Changes

Purpose: To make several changes in hopes of improving campaign

Part V -Campaign

Existing	Proposed																																																								
<p>C.6 - The maximum rudder area for a convoy ship shall be determined by the following table:</p> <table border="1" data-bbox="207 516 792 726"> <thead> <tr> <th><u>Length of Combat ship</u></th> <th><u>Size of Rudder</u></th> </tr> </thead> <tbody> <tr> <td>19.9" or under</td> <td>1.0 sq. in.</td> </tr> <tr> <td>20" to 34.9"</td> <td>1.5 sq. in.</td> </tr> <tr> <td>35" to 59.9"</td> <td>2.25 sq. in.</td> </tr> <tr> <td>60" and over</td> <td>3.0 sq. in.</td> </tr> </tbody> </table> <p>K.5 - Points shall be awarded for each trip, either from the home base to the forward base, or vice versa, completed by a convoy ship in accordance with the following schedule:</p> <table border="1" data-bbox="207 1083 792 1325"> <thead> <tr> <th><u>Length of combat ship</u></th> <th><u>Points for completion of run</u></th> </tr> </thead> <tbody> <tr> <td>19.9" or under</td> <td>125</td> </tr> <tr> <td>20" to 34.9"</td> <td>300</td> </tr> <tr> <td>35" to 59.9"</td> <td>550</td> </tr> <tr> <td>60" and over</td> <td>850</td> </tr> </tbody> </table>	<u>Length of Combat ship</u>	<u>Size of Rudder</u>	19.9" or under	1.0 sq. in.	20" to 34.9"	1.5 sq. in.	35" to 59.9"	2.25 sq. in.	60" and over	3.0 sq. in.	<u>Length of combat ship</u>	<u>Points for completion of run</u>	19.9" or under	125	20" to 34.9"	300	35" to 59.9"	550	60" and over	850	<p>C.7 - The class for a convoy ship shall be determined by the following table:</p> <table border="1" data-bbox="823 522 1414 1016"> <thead> <tr> <th><i>Size</i></th> <th><i>Rudder Area</i></th> <th><i>Sink Points</i></th> <th><i>Forward Value</i></th> <th><i>Return Value</i></th> <th><i>Weight Class</i></th> </tr> </thead> <tbody> <tr> <td>0" to 19.9"</td> <td>1 sq. in.</td> <td>50</td> <td>100</td> <td>200</td> <td>1</td> </tr> <tr> <td>20" to 34.9"</td> <td>1.5 sq. in.</td> <td>100</td> <td>200</td> <td>400</td> <td>2</td> </tr> <tr> <td>35" to 49.9"</td> <td>1.75 sq. in.</td> <td>200</td> <td>600</td> <td>1200</td> <td>6</td> </tr> <tr> <td>50" to 59.9"</td> <td>2.25 sq. in.</td> <td>500</td> <td>800</td> <td>1600</td> <td>8</td> </tr> <tr> <td>60" and over</td> <td>3 sq. in.</td> <td>1500</td> <td>1000</td> <td>2000</td> <td>10</td> </tr> </tbody> </table> <p>I.5 - Points shall be awarded for each trip, either from the home base to the forward base, or vice versa, completed by a convoy ship in accordance with the chart above.</p>	<i>Size</i>	<i>Rudder Area</i>	<i>Sink Points</i>	<i>Forward Value</i>	<i>Return Value</i>	<i>Weight Class</i>	0" to 19.9"	1 sq. in.	50	100	200	1	20" to 34.9"	1.5 sq. in.	100	200	400	2	35" to 49.9"	1.75 sq. in.	200	600	1200	6	50" to 59.9"	2.25 sq. in.	500	800	1600	8	60" and over	3 sq. in.	1500	1000	2000	10
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<p>D.1 - A convoy run shall be attempted by each fleet at least once in every 10 minute period of Campaign. Otherwise, the opposing fleet shall be awarded 500 points.</p>	<p>D.1 - 1. A convoy run (forward or home) shall be attempted by each fleet at least once in every 10 minute period of Campaign. Otherwise, the opposing fleet shall be awarded 500 points.</p>																																																								

Rule proposal text – not required to be mailed

<p>D.3 - There is no limit to the number of convoy runs which can be made during Campaign.</p>	<p>D.3 - Each fleet is allowed to attempt 120 "points" worth of forward runs, as measured by the convoy ship's weight class.</p> <p>a. For example: a fleet may attempt 120 forward runs with 15" convoy ships (at weight class 1), or 12 runs with 65" convoy ships (at weight class 10). Fleets may attempt convoy runs over the 120 point limit. Runs over the 120 point limit will not count toward that fleet's point total. Any convoy ships that are sunk over the 120 point limit will have their sink points counted in full. Ships will be counted in the order they are launched. If a ship is launched that partially exceeds the 120 point limit its run points will be applied proportionally based on the remaining 120 point limit. Example: A fleet has used 115 run points. It launches a Class 10 ship, only half of the points for this ship will be awarded. Sink points would still be counted at full value</p>
<p>D.5.d - Being declared scuttled. K.7 - A convoy ship declared sunk (or scuttled) shall result in 1000 points being awarded to the opposing fleet.</p>	<p>D.5.d - Being declared sunk. Note declaring a convoy sunk counts for double sink points.</p>
<p>None</p>	<p>D.8 - Once a ship makes a successful run to the forward base, it can then have the water removed, and a return run can be attempted, without being patched. A convoy ship must first make a successful run to the forward base before it can make a return run to the home base.</p>
<p>K.1 - No points shall be awarded for convoy ship sinks.</p>	<p>I.1 - Points shall be awarded for convoy ship sinks per the above chart.</p>
<p>L.2 - Life Line Award - This award shall be given to the captain who has completed the greatest number of successful convoy missions. In the case of a tie, the captain with the larger convoy ship is the winner. In case there is still a tie, both captains shall receive the award.</p>	<p>J.2 - 2. Life Line Award - This award shall be given to the captain who has completed the greatest number of successful convoy missions. In the case of a tie, the captain with more homeward runs is the winner. In case there is still a tie, both captains shall receive the award.</p>

Rule proposal text – not required to be mailed

Rule Proposal #2020.11 –Q ships

Purpose: To allow Q ships

Part V -Campaign

Existing	Proposed
None	C.6 - Each fleet is allowed one Q Ship. A Q Ship shall be a convoy ship that contains a single ½ pump. This ship cannot change from convoy to Q Ship or vice versa. During battle if the captain is asked if his convoy ship is a Q Ship he must answer truthfully. Ships with a warship classification such as carriers and subs will not count towards the Q Ship total. If asked during campaign battle if their ship is a warship or convoy the captain must answer truthfully. Ships with warship classes of 4 and above may not be used as a convoy ship.
F.2 - Each Captain may utilize two (2) combat ships during a Campaign. One (the “primary”) may be any combat ship in Classes 1 through 7. Another (the “secondary”) may be any combat ship in Classes 1 through 3.	E.2 - Each Captain may utilize two (2) combat ships during a Campaign. One (the “primary”) may be any combat ship in Classes 1 through 7. Another (the “secondary”) may be any combat ship in Classes 1 through 3. In this case a Q Ship will count as a secondary ship.

Rule proposal text – not required to be mailed

Rule Proposal #2020.12: Convoy touch / attacker rules

Purpose: To get rid of touch and single attacker rule so convoys can be easier to attack

Part V -Campaign

Existing	Proposed
<p data-bbox="203 422 683 453">E. ATTACKS ON CONVOY SHIPS</p> <p data-bbox="203 491 781 562">1. Convoy ships may be attacked in accordance with one of two alternative rules.</p> <p data-bbox="203 600 792 1073">a. The "no touch rule" - No combat ship may touch or be touched by a convoy ship during the convoy ship's transit. If the ships do touch during a Campaign the combat ship shall immediately be sailed to shore and then begin a 30 second "time out" period, after which time it may reenter Campaign. Note: a convoy ship may actively "hunt" a combat ship to affect the "touch," thereby sending the combat ship out of the battle for a 30 second penalty period. There shall be no limit on the number of combat ships which may attack a convoy ship or any other restrictions.</p> <p data-bbox="203 1110 797 1436">b. The "single attacker rule" - Only one combat ship attacker is allowed within 10 feet of the convoy ship at a time and NO defending combat ships shall be within 10 feet of the convoy ship at any time. Other combat ships can attack with long range cannons from outside the 10 foot circle provided there is never more than one combat ship within the 10 foot circle.</p> <p data-bbox="203 1474 776 1583">2. Prior to the start of Campaign, a vote shall be taken among all captains present to determine which rule shall be used.</p>	<p data-bbox="820 422 1414 636">D.12 - Convoy ships may not hunt warships by aggressively moving towards them with sudden changes of direction or clearing an area of warships via the push rule. Convoy ships are allowed to change direction into a warship to prevent an attack via the push rule.</p>

Rule proposal text – not required to be mailed

Rule Proposal #2020.13: Reloading rule change

Purpose: To get rid of reloading for class 4+ if targets are up

Part V -Campaign

Existing	Proposed
F.6 - All combat ships not sunk during battle may reenter the battle at will during a campaign. F.7 - A combat ship in Class 4 or above may rearm only if there are supply depots still standing on its fleet's bombardment target at the time it comes ashore. Class 3 ships and below may rearm regardless of the status of their fleet's supply depots.	E.6 - All class 1-3 combat ships not sunk during battle may reenter the battle following the 2/5 minute rule at will during a campaign, refilling BBs, CO2 and changing batteries as needed.

Rule proposal text – not required to be mailed

Rule Proposal #2020.14: Not having ships on water penalty change

Purpose: To change points for not having warship on water

Part V -Campaign

Existing	Proposed
F.8 - Each fleet must have a ship on the water at all times during campaign. If at any time the fleet does not have a ship on the water the opposing fleet will be awarded 1000 points.	E.9. Each fleet must have a warship on the water at all times during campaign. If at any time a fleet does not have a warship on the water campaign will be over. All convoys on the water for the fleet with no warships will be counted as sunk. All convoys on the water for the team with warships remaining will be counted as a completed forward and home runs. The fleet with warships remaining on the water will be awarded points based on the following. First 15 minutes 10,000 points, next 15 minutes 5,000 points, next 15 minutes 2,500 points, last 15 minutes 1,000 points. These points will be added to any points received during the shortened campaign battle.

Rule proposal text – not required to be mailed

Rule Proposal #2020.15 - Removing shore batteries

Purpose: Remove shore batteries since they have not been used in recent memory

Part V -Campaign

Existing	Proposed
<p>J. SHORE BATTERIES</p> <ol style="list-style-type: none">1. Each forward base may have one shore battery.2. Shore batteries shall be located on the forward base in the center of the target.3. Each shore battery is allowed one cannon with a 75 round BB magazine.4. Each battery must have a knock down target which shall disable the cannon if it is hit by cannon fire.	Deleted