# 2017 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 2016 or 2017 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 the January 1, 2018. 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 31-Oct-2017.**

Mail the completed ballot to:

Chris Kessler, Secretary 9 Calmwater Court

Greer, SC 29650

# -------------------------------------------------------------------------------------------------------------------------

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:

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# Election of Member-at-Large

Comment: The Member at Large represents all the members of the IRCWCC on the E-board. At the Annual Rules Meeting held in Ionia, MI the following individual(s) were nominated for Member-at- Large of the Executive Board. **Vote for one by circling that person’s name.**

Brandon Smith Kas Gaigalas

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# Site for the 2018 Annual Championship (Nats) (circle one):

Site Site Host

Lancing, TN Charley Stephens

Hagerstown, MD Steve Andrews

# Date for the 2018 Annual Championship (Nats) (circle one):

June 17-22 (either site) June 24-29 (either site) July 8-13 (only Maryland)

# Contest Director for the 2018 Annual Championship (Nats) (circle one):

Tim Beckett Brandon Smith

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Please vote on the following rules proposals which passed the 2017 Rules Committee Meeting vote.

# Rule Proposal #2017.1 – Light Cruiser and Destroyer Speed Increase

**Proposal: Make the following modifications to:**

**PART II – SHIP CONSTRUCTION AND CLASSIFICATION**

**Currently:**

1. **SPEED**

1. A combat ship’s maximum speed shall be determined from the table below:

|  |  |  |
| --- | --- | --- |
| Battleships | LOA >= 720' | 24 sec./100' |
| Battleships | LOA >= 600' | 26 sec./100' |
| Battleships | LOA < 600' | 28 sec./100' |
| Battlecruisers | LOA >= 650' | 24 sec./100' |
| Battlecruisers | LOA < 650' | 26 sec./100' |
| Predreadnought BBs |  | 28 sec./100' |
| Heavy Cruisers (After 1922) |  | 23 sec./100' |
| Armored Cruisers (Before 1922) |  | 26 sec./100' |
| Light Cruisers (After 1922) |  | 23 sec./100' |
| Protected Cruisers (Before 1922) |  | 24 sec./100' |
| Destroyers | LOA >= 300' | 22 sec./100' |
| Destroyers | LOA < 300' | 23 sec./100' |
| Submarines |  | 28 sec./100' |
| Convoy Ships |  | 34 sec./100' |
| Gunboats |  | 28 sec./100' |
| Monitors |  | 30 sec./100' |
| CVAs, CVLs, CVEs | LOA >= 740' | 24 sec./100' |
| CVAs, CVLs, CVEs | LOA >= 660' | 26 sec./100' |
| CVAs, CVLs, CVEs | LOA < 660' | 28 sec./100' |

**Modify to read:**

1. **SPEED**

1. A combat ship’s maximum speed shall be determined from the table below:

|  |  |  |
| --- | --- | --- |
| Battleships | LOA >= 720' | 24 sec./100' |
| Battleships | LOA >= 600' | 26 sec./100' |
| Battleships | LOA < 600' | 28 sec./100' |
| Battlecruisers | LOA >= 650' | 24 sec./100' |
| Battlecruisers | LOA < 650' | 26 sec./100' |
| Predreadnought BBs |  | 28 sec./100' |
| Heavy Cruisers (After 1922) |  | 23 sec./100' |
| Armored Cruisers (Before 1922) |  | 26 sec./100' |
| Light Cruisers (After 1922) |  | **22 sec./100'** |
| Protected Cruisers (Before 1922) |  | 24 sec./100' |
| Destroyers | LOA >= 300' | **21 sec./100'** |
| Destroyers | LOA < 300' | **22 sec./100'** |
| Submarines |  | 28 sec./100' |
| Convoy Ships |  | 34 sec./100' |
| Gunboats |  | 28 sec./100' |
| Monitors |  | 30 sec./100' |
| CVAs, CVLs, CVEs | LOA >= 740' | 24 sec./100' |
| CVAs, CVLs, CVEs | LOA >= 660' | 26 sec./100' |
| CVAs, CVLs, CVEs | LOA < 660' | 28 sec./100' |

**Affected Ships:**

All Light Cruisers and Destroyers.

**Reason:**

Small fast boats need more of a speed advantage to pull away from larger boats, to make the smaller boats more playable

**Vote – Light Cruiser and Destroyer Speed (circle one):**

**YAY - Increase the speed for Light Cruisers and Destroyers**

**NAY - Do not change the speeds**

# Rule Proposal #2017.3 – Rudder Width Limit

**Proposal: Make the following modifications to:**

**PART II – SHIP CONSTRUCTION AND CLASSIFICATION**

**Currently:**

1. **RUDDERS**

1. Only rudders shall be used to steer ships. No "turning motors" or other systems may be used to assist in turning.

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 |

3. Deleted.

4. Deleted.

**Modify to read:**

1. **RUDDERS**

1. Only rudders shall be used to steer ships. No "turning motors" or other systems may be used to assist in turning.

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 |

3. Deleted.

4. Deleted.

**5. The combined width of movable rudders on a ship shall not exceed 7/8”.**

**Affected Ships:**

All ships with combined rudder width that currently exceeds 7/8”

**Reason:**

To establish a reasonable limit for rudder width for all ships. Under this rule, a ship with a single movable rudder could have one rudder up to 7/8” wide. A ship with two movable rudders could have two rudders, up to 7/16” wide each, for a total of 7/8” wide. This width limit matches the width of the largest rudders sold by the two primary hobby suppliers.

**Vote – Rudder Width Limit (circle one):**

**YAY - Establish a rudder width limit of 7/8” per ship**

**NAY - Do not establish any rudder width limit**

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# Rule Proposal #2017.6 – Converging Fire and Dual Sidemount Change

**Proposal: Make the following modifications to:**

**PART II – SHIP CONSTRUCTION AND CLASSIFICATION**

**Currently:**

1. **CANNONS**

10. All firing cannons shall be positioned as follows to cover one of 4 quadrants. The forward and stern quadrants are each 30 degree segments arranged 15 degrees to either side of the ship's longitudinal centerline. The side quadrants are the two remaining 150 degree segments, one on each side of the model, between the forward and stern quadrants.

a. Ships in Class 4 through 7 may have side firing cannons. Side firing cannons are those which are set to fire within a side quadrant (i.e., to shoot at an angle greater than 15 degrees measured from the ship’s longitudinal centerline). Such cannons may cover either or both of a ship’s side quadrants. However, unless otherwise provided in section 11.b or 11.c, below, only one (1) side firing cannon may be used per side.

b. Ships in Class 3 and below shall have cannons which fire only in the bow and stern quadrants.

c. Unless otherwise provided in section 11.a, below, all ships shall leave one specific quadrant undefended at all times.

d. Unless otherwise provided in section 11.b or 11.c, below, there shall be no more than one (1) firing cannon covering a side quadrant.

e. Bow and stern firing cannons on all classes of ships shall not be angled more than 15 degrees left or right of the longitudinal centerline of the ship. The maximum number of firing cannons covering the bow and stern quadrants of any ship shall be limited to the number of main battery guns that could fire in those quadrants on the original ship.

f. Turrets on any ship having them may pivot. Pivoting turrets can only be used to move guns as permitted within their appropriate quadrants.

g. Ships in Class 4 and above may have rotating turrets. Rotating turrets are those that are able to traverse from one quadrant to another, including from one side to the other. A ship with rotating turrets may not violate section 11.b or 11.c, below.

h. Any cannons carried on board a ship but not used in battle shall be pinned.

i. No firing cannon shall be positioned so that it fires at an angle above horizontal. No firing cannon shall be positioned so that it fires at an angle greater than 20 degrees below horizontal.

11. Authorized exceptions:

a. Any ship over 40,000 tons standard displacement or 60" scale length (in 1/144 scale) may cover all four quadrants with firing cannons.

b. Any ship over 40,000 tons standard displacement or 60" scale length (in 1/144 scale) may have one rotating turret with one cannon. When so equipped a ship may have no more than two side firing cannons, one rotating and one static, covering the same side quadrant.

c. The following ships may have two side firing cannons in a single turret covering a side quadrant *provided that* they are the only side firing cannons covering that quadrant:

1) HMS Nelson class

2) Any ship on the Ship List with a LOA of more than 800 feet

**Modify to read:**

1. **CANNONS**

10. All firing cannons shall be positioned as follows to cover one of 4 quadrants. The forward and stern quadrants are each 30 degree segments arranged 15 degrees to either side of the ship's longitudinal centerline. The side quadrants are the two remaining 150 degree segments, one on each side of the model, between the forward and stern quadrants.

a. Ships in Class 4 through 7 may have side firing cannons. Side firing cannons are those which are set to fire within a side quadrant (i.e., to shoot at an angle greater than 15 degrees measured from the ship’s longitudinal centerline). Such cannons may cover either or both of a ship’s side quadrants. However, unless otherwise provided in section 11.b or 11.c, below, only one (1) side firing cannon may be used per side.

b. Ships in Class 3 and below shall have cannons which fire only in the bow and stern quadrants.

c. Unless otherwise provided in section 11.a, below, all ships shall leave one specific quadrant undefended at all times.

d. Unless otherwise provided in section 11.b or 11.c, below, there shall be no more than one (1) firing cannon covering a side quadrant.

e. Bow and stern firing cannons on all classes of ships shall not be angled more than 15 degrees left or right of the longitudinal centerline of the ship. The maximum number of firing cannons covering the bow and stern quadrants of any ship shall be limited to the number of main battery guns that could fire in those quadrants on the original ship.

f. Turrets on any ship having them may pivot. Pivoting turrets can only be used to move guns as permitted within their appropriate quadrants.

g. Ships in Class 4 and above may have rotating turrets. Rotating turrets are those that are able to traverse from one quadrant to another, including from one side to the other. A ship with rotating turrets may not violate section 11.b or 11.c, below.

h. Any cannons carried on board a ship but not used in battle shall be pinned.

i. No firing cannon shall be positioned so that it fires at an angle above horizontal. No firing cannon shall be positioned so that it fires at an angle greater than 20 degrees below horizontal.

**j. Unless otherwise provided in section 11.c below, side firing cannons covering the same side quadrant must be housed in turrets located a minimum distance of 14” apart, measured from the center of the cylindrical turret base.**

11. Authorized exceptions:

a. Any ship over 40,000 tons standard displacement or 60" scale length (in 1/144 scale) may cover all four quadrants with firing cannons.

b. Any ship over 40,000 tons standard displacement or 60" scale length (in 1/144 scale) may have one rotating turret with one cannon. When so equipped a ship may have no more than two side firing cannons, one rotating and one static, covering the same side quadrant.

c. The following ships may have two side firing cannons in a single turret covering a side quadrant *provided that* they are the only side firing cannons covering that quadrant, **for a maximum of four (4) side firing cannons**:

1) HMS Nelson class.

2) **Deleted.**

**3) USS Iowa class.**

**4) IJN Yamato class.**

**5) FS Jean Bart and Richelieu classes**.

**Affected Ships:**

(800ft rule) Bismarck, Vanguard, Alaska, Hood. (Greater than 60”) King George V, Kongo, Littorio, Nagato, North Carolina, Renown, Scharnhorst

**Reason:**

To remove the 800ft rule and dual sidemounts from Bismarck and Vanguard (and Alaska and Hood). This change also prevents side firing cannons housed in separate turrets from being used as an effective dual sidemount where both guns fire together and hit in the same spot (primarily affects Nagato). The 14” minimum distance will require that sidemounts on the same side of the ship are at opposite ends of the boat (one in bow, and one in stern).

**Vote – Converging Fire and Dual Sidemount Change (circle one):**

**YAY - Remove 800ft rule and prevent converging fire**

**NAY - Do not change rules for dual sidemounts, and allow converging fire**

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# Rule Proposal #2017.7 – Secondary Ships in Fleet Battles

**Proposal: Add the following subsection:**

**PART III – BATTLE**

1. **BATTLE**

**8. Secondary ships**

**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.**

**Affected Ships/Captains:**

Any captain that sinks in the first sortie of a battle

**Reason:**

To allow captains whose ship was sunk in the first sortie of a battle to use a secondary ship in the second/third sortie. This should maximize pond time and fun for all captains at an event. Class 3 (and below) ships do not have a significant impact on the battle. This would also help with mismatched fleets, as it will spread the damage out between more ships of the weaker fleet in later sorties of the battle

**Vote – Secondary Ships in Fleet Battles (circle one):**

**YAY - Allow secondary ships in fleet battles**

**NAY - Do not allow secondary ships in fleet battle**

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# Rule Proposal #2017.8 – Drag Prop Clarification

**Proposal: Make the following modification to:**

**PART II – SHIP CONSTRUCTION AND CLASSIFICATION**

**Currently:**

1. **SCALE AND PROPORTIONS**

5. Each ship shall be equipped with the proper scale number of shafts, propellers or drag props, and rudders, all in relatively scale locations.

**Modify to read:**

1. **SCALE AND PROPORTIONS**

5. Each ship shall be equipped with the proper scale number of shafts **and rudders, all in relatively scale locations with respect to the longitudinal centerline of the ship, and with scale relative fore/aft placement between components. Each ship must have either one powered prop or one non-powered prop/disk combination per shaft, mounted at the aft end of the shaft. Non-powered props must not exceed the size of the powered props.**

1. **A non-powered prop/disk combination must consist of either one (1) non-powered prop, one (1) non-powered prop and one (1) disk, or one (1) disk.**
2. **If a ship only has two shafts, one disk may be used on each powered shaft only if its diameter is less than or equal to the diameter of the powered prop.**
3. **Disks must be circular, have flat fore/aft faces, have uniform thickness, and must be center mounted about and perpendicular to the shaft. Disk diameter must not exceed ¼” greater than the diameter of the powered props. Disks may not be any type of device that is designed to create variations in drag force from one direction to another.**
4. **The circular profile of the disk may be cut to have one flat section as desired.**
5. **Some examples of prohibited devices include, but are not limited to: cups, domes, hinged disks, hinged flaps, sea anchors, etc.**

**Affected Ships/Captains:**

Any ships that currently do not meet the above criteria

**Reason:**

To explicitly define what is allowed for drag disks/props. This rule should allow most of the generally accepted drag disks that have been used in the hobby for decades, and not require most captains to change their ship at all. In simple terms, the rule says that you can put a disk (or prop, or prop and disk) at the end of your drag shafts, up to ¼” larger than your drive props. Also allows ships with only two shafts to add a drag device to help control speed/increase performance.

**Vote – Drag Prop Clarification (circle one):**

**YAY - Clarify the requirements for drag props/disks**

**NAY - Do not clarify the requirements for drag props/disks**

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# Rule Proposal #2017.9 – Reverse-only Shafts

**Proposal: Add the following subsection:**

**PART II – SHIP CONSTRUCTION AND CLASSIFICATION**

**Currently:**

1. **SCALE AND PROPORTIONS**

5. Each ship shall be equipped with the proper scale number of shafts, propellers or drag props, and rudders, all in relatively scale locations.

**Add the following subsection to II.C.5:**

1. **SCALE AND PROPORTIONS**

5. Each ship shall be equipped with the proper scale number of shafts, propellers or drag props, and rudders, all in relatively scale locations. *(note: this section may change with the drag prop clarification, but it will not impact this proposal)*

**xx. All powered props must power the ship in forward and reverse.**

**Affected Ships/Captains:**

Any ships that currently use reverse-only shafts

**Reason:**

To ban reverse-only shafts. Reverse-only shafts can allow 3-shafted ships to back up straight, but can also allow most ships to achieve super-reverse speeds and acceleration. Requiring drive shafts to power the ship in forward and reverse could help keep the playing field even for all captains.

**Vote – Reverse-only Shafts (circle one):**

**YAY - Require shafts to power the ship in both forward and reverse**

**NAY - Do not require shafts to power the ship in both forward and reverse**

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# Rule Proposal #2017.11 – Half-unit Guns

**Proposal: Make the following modification to:**

**PART II – SHIP CONSTRUCTION AND CLASSIFICATION**

**Currently:**

1. **CANNONS**

11. Authorized exceptions:

d. Any authorized ½ battle unit may be used as either of the following:

1) A ½ unit pump, primary or additional; or

2) A ½ unit may be added to a 1 unit cannon magazine, making a one and one-half (1 ½) unit single shot cannon with 75 BB’s as long as it is the only 1 ½ unit cannon on the ship.

**Modify to read:**

1. **CANNONS**

11. Authorized exceptions:

d. Any authorized ½ battle unit may be used as **any** of the following:

1) A ½ unit pump, primary or additional.

2) A ½ unit may be added to a 1 unit cannon magazine, making a one and one-half (1 ½) unit single shot cannon with 75 BB’s as long as it is the only 1 ½ unit cannon on the ship.

1. **A ½ unit cannon, provided that it does not violate any other provision of these rules.**

**Affected Ships/Captains:**

Any ships that have a half-unit.

**Reason:**

To allow any half unit to be used as a separate gun. This would give the captain more freedom for how to use the units assigned to a ship, and result in a larger variety of possible ship configurations.

**Vote – Half-unit gun (circle one):**

**YAY - Allow half-unit guns on all ships**

**NAY - Do not change the rules for half units**

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# Proposal #2017.12 – Patch Between Sorties at Regionals

**Proposal: Make the following modification to:**

**PART III – BATTLE**

**Currently:**

1. **BATTLE**

5. Between sorties

a. Water may be removed from a ship's hull between sorties, but battle damage shall not be repaired.

**Modify to read:**

1. **BATTLE**

5. Between sorties

a. Water may be removed from a ship's hull between sorties, but battle damage shall not be repaired, **except damage repaired in accordance with section III.C.7.e below.**

**Add the following subsection to III.C.7:**

7. Sinks

**e. At the Annual Championship, ships sunk during a battle may not reenter the battle in a later sortie. At other events outside of the Annual Championship, ships sunk in a battle may repair all or some of the damaged received and reenter the battle in a subsequent sortie provided that:**

**1) Battle damage is counted and noted for any holes patched. At the end of the final sortie of the battle, the number of holes patched shall be added to the final damage total of the ship, AND**

**2) The opposing fleet admiral grants permission for the ship to reenter the battle.**

**Affected Ships/Captains:**

Any captain whose ship is sunk in the first sortie at a Regionals event

**Reason:**

To clarify the requirements to patch between sorties at Regional events for first sortie sinks

**Vote – Patch Between Sorties at Regionals (circle one):**

**YAY - Clarify patching between sorties at Regional events**

**NAY - Do not clarify patching between sorties at Regional events**

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# Rule Proposal #2017.13 – Remove Rotate Requirement for 3rd Sidemount

**Proposal: Make the following modification to:**

**PART II – SHIP CONSTRUCTION AND CLASSIFICATION**

**Currently:**

1. **CANNONS**

11. Authorized exceptions:

b. Any ship over 40,000 tons standard displacement or 60" scale length (in 1/144 scale) may have one rotating turret with one cannon. When so equipped a ship may have no more than two side firing cannons, one rotating and one static, covering the same side quadrant.

**Modify to read:**

1. **CANNONS**

11. Authorized exceptions:

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.

**Affected Ships/Captains:**

Bismarck, Vanguard, Alaska, Hood, King George V, Kongo, Littorio, Nagato, North Carolina, Renown, Scharnhorst

**Reason:**

To remove the requirement that a 3rd sidemount must rotate. This reduces unnecessary build complexity and clarifies a section of the rules.

**Vote – Remove Rotate Requirement for 3rd Sidemount (circle one):**

**YAY - Remove the requirement that a 3rd sidemount must rotate**

**NAY - Do not remove the remove the requirement that a 3rd sidemount must rotate**

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