

2021 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 2020 or 2021 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, 2022. 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-Sep-2021.**

Mail the completed ballot to: Kevin Plumer
13610 Clary Sage Dr.
Chantilly, VA 20151

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 2021, 2020 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.**

Will Tustin Lou Meszaros

Site for the 2022 Annual Championship (Nats) (circle one):

<u>Site</u>	<u>Site Host</u>
Oakboro, NC	Steve Andrews
Saranac, MI	Craig Singer

Date for the 2022 Annual Championship (Nats) (circle one):

June 26 – July 1 July 10-15 July 17-22

Contest Director for the 2022 Annual Championship (Nats) (circle one):

Tim Beckett Steve Andrews

Please vote on the following rules proposals which passed the 2021 Rules Committee Meeting vote. See page 5 for rule proposal text.

Rule Proposal #2021.1 – Half unit sidemount for Armored Cruisers (circle one):

YAY - Allow certain AC's to mount 0.5 unit sidemount

NAY - Do not change this rule

Rule Proposal #2020.2 – Three Sidemounts on Two Turrets (circle one):

YAY - Change this rule

NAY - Do not change this rule

Rule Proposal #2021.3 – Allow 1920 South Dakota Class (circle one):

YAY - Allow 1920 South Dakota Class

NAY - Do not change this rule

Rule Proposal #2021.4 – Vanguard dual sidemount (circle one):

YAY - Allow Vanguard to use one dual sidemount

NAY - Do not change this rule

Rule Proposal #2021.5 – Campaign Points and Major Changes (circle one):

YAY - Change the campaign points and other major changes

NAY - Do not change these rules

Rule Proposal #2021.6 – Removing shore batteries (circle one):

YAY - Remove rule that allows shore batteries

NAY - Do not change this rule

Rule Proposal #2021.7 – Convoy ship patching (circle one):

YAY - Clarify rule on convoy ship patching

NAY - Do not change this rule

Rule Proposal #2021.8 – One pump limitation (circle one):

YAY - Impose a single pump limit for Class 1 - 6

NAY - Do not change this rule

Signature: _____ **Date:** _____

Rule proposal text – not required to be mailed

Rule Proposal #2021.1 – Half Unit Sidemount for Armored Cruisers

Purpose: I had never really paid any attention to these ships. They are 26sec and 2.5, 3 or 3.5 units. In looking at the larger ones in the 3.5 unit range a lot of them are the size of predreads. From what I have read Germany started building Blucher thinking they were matching the new Invincible class. But the British intelligence was able to keep their true specs secret and the Germans built a ship that was not the equal to the I-boat.

They are as big or bigger than the predreads that get a full sidemount. Giving them 1/2 unit sidemount keeps the under armed compared to the predreads. But they are faster, making them different and interesting. Typical set up would be twin sterns, pump and 1/2 bow sidemount, or flip that turret layout.

It's another interesting secondary ship, not a game changing proposal. 5 different countries have them. You'd have to get someone to make a fiberglass hull to see some on the water. Currently these ships fall under II.E.10.b Ships in Class 3 and below shall have cannon which fire only in the bow and stern quadrants.

Add

Part II – Construction, E. Cannons

11.g Armored Cruisers with a beam over 73' and a displacement \geq 14,500 standard tons shall be allowed a single 1/2 unit sidemount.

Affected Ships: Blucher, Minotaur Class, Rurik, Tennessee Class, Kurama Class.

Rule Proposal #2021.2 – Three Sidemounts on Two Turrets

Purpose: Some ships in the hobby are otherwise allowed 3 sidemounts, but due to their real life design choices, cannot adequately utilize those units. The goal of this rule is to equalize that disparity, allowing ships who only possess two main battery turrets the option of using one (1) dual sidemount, bringing their maximum usable sidemounts up to the 3 they are already allowed. These ships are basically non-existent in the active battling population as of 2021 due to their undesirable characteristics, so something should be done to increase their effectiveness, even if they will never be quite as effective as their more competitive peers. Dunkerque and Strasbourg are side flippers, so both axis and allies would benefit from this change in gameplay.

Add

Part II – Construction, E. Cannons

11.C.2 On ships with only two main battery turrets, but otherwise allowed three side-firing cannons by section 11.B above, the usage of one dual sidemount is allowed. These ships may have two side-firing cannons in a single turret covering a single side quadrant provided that they are the only side-firing cannons covering that quadrant, for a maximum of three (3) side-firing cannons. Ships affected:

- 1) FS Dunkerque/Strasbourg Class
- 2) HMS Courageous Class

Affected Ships: FS Dunkerque/Strasbourg, HMS Courageous

Rule proposal text – not required to be mailed

Rule Proposal #2021.3 – Allow 1920 South Dakota class

Purpose: The purpose of this proposal is to specifically allow the unfinished 1920's South Dakota class of battleships to be legal for battling in IRCWCC. The South Dakota class are the final evolution of WW1 era US battleship construction, and would add a unique ship for members to choose to build if they so wish. All members of this class were laid down and were relatively advanced in their construction process when they were cancelled by the Washington Naval Treaty. If the treaty had not stopped their construction, they would've been completed and entered service in the US Navy. The allies currently lack a competitive 3 sidemount battleship, and the South Dakota would offer a potential solution to this issue.

South Dakota (BB-49) Shiplist Statistics:

684' LOA, 106' Beam, 43,200 Long Tons Std, 47,000 Long Tons Full, 4 Shafts, Single Rudder

Please see USN contract plans here: <https://maritime.org/doc/plans/bb49.pdf>

Gameplay Changes:

South Dakota BB-49 would fill a gap in current allied battleships for a 4 turret, 3 sidemount ship that could potentially compete with the Bismarck and Nagato classes. Those two classes would still maintain a 2 second speed advantage vs BB-49 SoDak, and would most likely maintain a maneuverability advantage due to their dual rudder design vs BB-49 SoDak's single rudder configuration. In table format, the BB-49 SoDak vs Bismarck and Nagato:

	1920 South Dakota	Bismarck	Nagato (B)
Units	6.5	6.5	6
Speed	26s	24s	24s
# Rudders	Single Rudder	Dual Rudder	Dual Rudder
# Shafts	4 Shaft	3 Shaft	4 Shaft
Max Weight	38.78lb max	41.01lb max	35.32lb max
LOA (scale)	57in	68.33in	61.5in
Beam (scale)	8.83in	9.83	9.5in

Add to

Part II – Construction, H. Combat Ship Classes

3. Authorized Exceptions

f. The 1920 South Dakota class will be legal for IRCWCC semi-scale model combat with the following Ship List characteristics using USN Bureau of Construction and Repair Contract Plans number 1 - 9 alternatively numbered C&R 51401-51409:

Rule proposal text – not required to be mailed

684' LOA, 106' Beam, 43,200 Long Tons Std, 47,000 Long Tons Full, Single Rudder, 4 Shaft

Affected Ships: 1920 South Dakota (BB-49) class

Rule Proposal #2021.4 – Vanguard dual sidemount

Purpose: To allow Vanguard to carry 1 dual sidemount.

Impact on relative fire power: With current structure of rules, the 4 prop, 1 rudder, 3 sidemount ships greater than ~62" in length suffer from a relative lack of maneuverability, and poor firepower to target area ratio. For large ships, the Vanguard is the odd duck out without any single optimum attributes, despite being Class 7 and carrying higher sink points. With only 3 total sidemounts allowed, the proposed armament would end up with dual sidemount haymaker, dual stern guns, single bow sidemount, two pumps, which would still leave one side with poor firepower / high target area. The firepower inflation would be small given the relatively undefended side / large target area / poor maneuverability, and fewer sidemount rounds than several peers. In terms of relative firepower between classes, this change would move Vanguard up to a level closer to the high-end of Class 6

Impact on fleet balance: This change could provide the allied fleet with a high-sidemount-power option in the class 6+, 24 second range, of which axis boats hold an advantage with current ruleset.

Part II -Ship Construction and Classification, E. Cannons:

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 over 720' in length or battlecruisers over 688' in length 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.

Add the following as 11.b.1:

11.b.1. 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 three (3) side firing cannons: HMS Vanguard

Ships affected – HMS Vanguard

Rule proposal text – not required to be mailed

Rule Proposal #2021.5 - Campaign Points and Major Changes

Purpose: Campaign points are currently unlimited. You could see 100,000 points in each of two campaign battles, that's about the same number of points a fleet scores in the whole week of NATS. In just one battle. NATS 2020 was 109K to 108K. NATS 2019 was 111K to 116K. The typical points in a fleet battle the last two NATS have been 19-20K vs 12-15K. The points available in a campaign battle should be about the same number of points as a fleet battle. With the convoy points and run limits above there are 24,000 points available with convoys only. Typically all targets get shot down, 0 points for each side. There will be some warship sinks and now convoy sinks also count. We should not see campaign giving out more points than the rest of NATS battles.

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="207 810 792 1020"> <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 1377 792 1621"> <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="824 814 1412 1310"> <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 80 "points" worth of forward runs, as measured by the convoy ship's weight class.</p> <p>a. For example: a fleet may attempt 80 forward runs with 15" convoy ships (at weight class 1), or 8 runs with 65" convoy ships (at weight class 10). Fleets may attempt convoy runs over the 80 point limit. Runs over the 80 point limit will not count toward that fleet's point total. Any convoy ships that are sunk over the 80 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 80 point limit its run points will be applied proportionally based on the remaining 80 point limit. Example: A fleet has used 75 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 #2021.6 - Removing shore batteries

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

Part V -Campaign

Existing	Proposed
J. SHORE BATTERIES 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

Rule Proposal #2021.7 – Convoy ship patching

Purpose: It was discovered that the campaign section of the rules does not address the repair of convoys after a run nor allow sunken convoys to re-enter the campaign battle. Instead, G.1 refers items not covered back to the main IRCWCC rules. In this case, we would fall back to section C where repairs of damage between sorties is disallowed by C.5.a and sunken ships are unable to return to battle by C.7.e. The addition of these two lines would make the rules match current practice.

Add

Part V – Campaign, G. Applicable Rules.

2. Exceptions and modifications

d. Convoy ships may repair damage after each run.

e. Convoy ships that are sunk may repair damage and re-enter the battle for further sorties.

Affected Ships: All convoys

Rule Proposal #2021.8 –One pump limitation

Purpose: The use of two high-powered pumps has resulted in a dramatic imbalance in survivability and relative combat power when compared to ships equipped with one pump. This disparity has resulted in the dominance of ships with two pumps and the relative unfeasibility of

Rule proposal text – not required to be mailed

one pump ships. This intent of this proposal is to remove this inequality and return all ships to a level playing field. Current rules have no restriction on number of pumps.

Existing

Part II -Ship Construction and Classification:

E. Cannons

E.11.d – Any authorized ½ battle unit may be used as any of the following:

- 1) A ½ unit pump, primary or additional.

E.11.e. Ships in Class 2 or smaller may divide their battle units into one-half (1/2) unit increments for multiple ½ pumps, multiple ½ cannons or combinations of the two. Ships in Class 2 and smaller may also combine a ½ unit to a gun magazine to create a 1 ½ unit single shot cannon as long as it is the only 1 ½ unit cannon on the ship.

G. Pumps

G.3 Except as provided in section E.11.e, above, a one-unit pump may not be subdivided into two ½ unit pumps.

Proposed

Part II -Ship Construction and Classification:

E. Cannons

E.11.d – Any authorized ½ battle unit may be used as any of the following:

- 1) A ½ unit pump, ~~primary or additional.~~

E.11.e. Ships in Class 2 or smaller may divide their battle units into one-half (1/2) unit increments for ~~multiple ½ pumps~~, multiple ½ cannons ~~or combinations of the two~~. Ships in Class 2 and smaller may also combine a ½ unit to a gun magazine to create a 1 ½ unit single shot cannon as long as it is the only 1 ½ unit cannon on the ship.

G. Pumps

G.3 ~~Except as provided in section E.11.e, above,~~ A one-unit pump may not be subdivided into two ½ unit pumps.

G.7 Ships may have no more than one pump except Class 7.

Ships Affected – All Class 1-6 not currently built in compliance with the proposal.