

ISO/IEC JTC 1/SC 2
Coded Character Sets
Secretariat: [Japan \(JISC\)](#)

DOC. TYPE	Summary of Voting/Table of Replies	
TITLE	Summary of Voting on SC 2 N 4228, ISO/IEC 10646: 2012/PDAM 2, Information technology -- Universal Coded Character Set (UCS) -- AMENDMENT 2: Caucasian Albanian, Psalter Pahlavi, Old Hungarian, Mahajani, Grantha, Modi, Pahawh Hmong, Mende, and other characters	
SOURCE	SC 2 Secretariat	
PROJECT	JTC 1.02.10646.00.02.00.03	
STATUS	This document is forwarded to WG 2 for resolution of comments. WG 2 is requested to prepare a disposition of comments report, revised text, a recommendation for further processing.	
ACTION ID	FYI	
DUE DATE		
DISTRIBUTION	P, O and L Members of ISO/IEC JTC 1/SC 2 ; ISO/IEC JTC 1 Secretariat; ISO/IEC ITTF	
ACCESS LEVEL	Def	
ISSUE NO.	402	
FILE	NAME	02n4223.pdf
	SIZE (KB)	
	PAGES	29

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Result of voting

Ballot Information

Ballot reference	SC2N4228
Ballot type	CIB
Ballot title	ISO/IEC 10646: 2012/PDAM 2, Information technology -- Universal Coded Character Set (UCS) -- AMENDMENT 2: Caucasian Albanian, Psalter Pahlavi, Old Hungarian, Mahajani, Grantha, Modi, Pahawh Hmong, Mende, and other characters
Opening date	2012-03-23
Closing date	2012-06-23
Note	

Member responses:

Votes cast (24)	Canada (SCC) China (SAC) Egypt (EOS) Finland (SFS) Germany (DIN) Hungary (MSZT) Iceland (IST) India (BIS) Indonesia (BSN) Ireland (NSAI) Japan (JISC) Korea, Republic of (KATS) Lithuania (LST) Norway (SN) Poland (PKN) Romania (ASRO) Russian Federation (GOST R) Serbia (ISS) Sri Lanka (SLSI) Sweden (SIS) Thailand (TISI) Ukraine (DSSU) United Kingdom (BSI) United States (ANSI)
Comments submitted (1)	Italy (UNI)
Votes not cast (6)	Austria (ASI) France (AFNOR) Greece (ELOT) Korea, Democratic People's Republic of (CSK) Mongolia (MASM) Tunisia (INNORPI)

Questions:	
Q.1	"Do you agree with approval of the PDAM Text?"
Q.2	"If you disapprove the draft, would you please indicate if you accept to change your vote to Approval if the reasons and appropriate changes will be accepted?"

Votes by members	Q.1	Q.2
Canada (SCC)	Approval as presented	Ignore
China (SAC)	Approval as presented	Ignore
Egypt (EOS)	Approval with comments	Ignore
Finland (SFS)	Abstention	Ignore
Germany (DIN)	Approval as presented	Ignore
Hungary (MSZT)	Abstention	Ignore
Iceland (IST)	Approval as presented	Ignore
India (BIS)	Abstention	Ignore
Indonesia (BSN)	Disapproval of the draft	Yes
Ireland (NSAI)	Disapproval of the draft	Yes
Japan (JISC)	Disapproval of the draft	Yes
Korea, Republic of (KATS)	Approval as presented	Ignore
Lithuania (LST)	Approval as presented	Ignore
Norway (SN)	Approval as presented	Ignore
Poland (PKN)	Approval as presented	Ignore
Romania (ASRO)	Abstention	Ignore
Russian Federation (GOST R)	Approval as presented	Ignore
Serbia (ISS)	Abstention	Ignore
Sri Lanka (SLSI)	Approval with comments	Yes
Sweden (SIS)	Abstention	Ignore
Thailand (TISI)	Approval as presented	Ignore
Ukraine (DSSU)	Abstention	Ignore
United Kingdom (BSI)	Approval as presented	Ignore

United States (ANSI)	Disapproval of the draft	Yes
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Answers to Q.1: "Do you agree with approval of the PDAM Text?"		
11 x	Approval as presented	Canada (SCC) China (SAC) Germany (DIN) Iceland (IST) Korea, Republic of (KATS) Lithuania (LST) Norway (SN) Poland (PKN) Russian Federation (GOST R) Thailand (TISI) United Kingdom (BSI)
2 x	Approval with comments	Egypt (EOS) Sri Lanka (SLSI)
4 x	Disapproval of the draft	Indonesia (BSN) Ireland (NSAI) Japan (JISC) United States (ANSI)
7 x	Abstention	Finland (SFS) Hungary (MSZT) India (BIS) Romania (ASRO) Serbia (ISS) Sweden (SIS) Ukraine (DSSU)

Answers to Q.2: "If you disapprove the draft, would you please indicate if you accept to change your vote to Approval if the reasons and appropriate changes will be accepted?"		
5 x	Yes	Indonesia (BSN) Ireland (NSAI) Japan (JISC) Sri Lanka (SLSI) United States (ANSI)
0 x	No	
19 x	Ignore	Canada (SCC) China (SAC) Egypt (EOS) Finland (SFS) Germany (DIN) Hungary (MSZT) Iceland (IST) India (BIS) Korea, Republic of (KATS) Lithuania (LST) Norway (SN) Poland (PKN) Romania (ASRO) Russian Federation (GOST R) Serbia (ISS) Sweden (SIS) Thailand (TISI)

**Ukraine (DSSU)
United Kingdom (BSI)**

Comments from Voters		
Member:	Comment:	Date:
Egypt (EOS)	Comment	2012-06-05 14:20:52
EOS has reviewed characters that are related to Arabic Language Only.		
Hungary (MSZT)	Comment File	2012-06-19 13:53:26
CommentFiles/SC2N4228_MSZT.doc		
Indonesia (BSN)	Comment	2012-06-22 09:02:52
if reasons and changes are accepted, we accept to change to Approval.		
Indonesia (BSN)	Comment File	2012-06-22 09:02:52
CommentFiles/SC2N4228_BSN.doc		
Ireland (NSAI)	Comment	2012-06-22 15:28:13
Comments sent directly to the secretary		
Japan (JISC)	Comment File	2012-06-22 18:37:34
CommentFiles/SC2N4228_JISC.doc		
Sri Lanka (SLSI)	Comment	2012-06-22 19:07:29
Sri Lanka has come to know that Hungary has a serious concern on the Draft. Hence, Sri Lanka suggests to give a hearing on their concerns.		
United States (ANSI)	Comment File	2012-06-18 21:36:32
CommentFiles/SC2N4228_ANSI.doc		

Comments from Commenters		
Member:	Comment:	Date:
Italy (UNI)	Comment	2012-06-18 09:22:30
Abstention		

Template for comments and secretariat observations

Date: 2012-06-19

Document:
ISO/IEC/JTC1/SC2 -
02n4228_ISO/IEC 10646:2012/Amd.2:2012

1	2	(3)	4	5	(6)	(7)
MB ¹	Clause No./ Subclause No./ Annex (e.g. 3.1)	Paragraph/ Figure/Table/ Note (e.g. Table 1)	Type of com- ment ²	Comment (justification for change) by the MB	Proposed change by the MB	Secretariat observations on each comment submitted
HU			ge	By now interested parties have not been able to reach a consensus on negotiating the Proposed Draft Amendment (PDAM) 2 - ISO/IEC 10646:2012/Amd.2:2012 in competent Hungarian national standardization technical committee. Among the interested parties are two substantially different position on the draft. One of them supports „Yes”, and the other one supports „No”. The intention of the Hungarian National Body (Hungarian Standards Institution - MSZT) does not prevent a standardisation of the Universal Coded Character Set, so the possible official vote of Hungarian National Body can only be Abstention . Any document that contains a different opinion on the ISO/IEC 10646:2012/Amd.2:2012 does not represent the official Hungarian national position.		

1 **MB** = Member body (enter the ISO 3166 two-letter country code, e.g. CN for China; comments from the ISO/CS editing unit are identified by **)

2 **Type of comment:** **ge** = general **te** = technical **ed** = editorial

NOTE Columns 1, 2, 4, 5 are compulsory.

Template for comments and secretariat observations

Date:	Document:
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1	2	(3)	4	5	(6)	(7)
MB ¹	Clause No./ Subclause No./ Annex (e.g. 3.1)	Paragraph/ Figure/Table/ Note (e.g. Table 1)	Type of com- ment ²	Comment (justification for change) by the MB	Proposed change by the MB	Secretariat observations on each comment submitted
JP	16.5		te	<p>The current amendment text calls sequences such as <0023, FE0E, 20E3> a <i>variation sequence</i>, though it doesn't follow the current definition of a variation sequence (defined in the first paragraph of 16.5.) <0023, FE0E, 20E3> is a composite sequence beginning with a variation sequence, or we can call it a variation sequence followed by a particular combining character. The standard text should not call it as a whole a variation sequence.</p> <p>To accommodate the above concern, separating two tabular lists, one for ordinary variation sequences and another for variation sequences followed by a particular combining character, seems a good idea.</p>	<p>Remove the first tabular list (beginning with <0023, FE0E, 20E3>) to be inserted from here and move it after the following proposed text, leaving the tabular list beginning with <203C, FE0E> only.</p> <p>After the tabular list, add the following text:</p> <p>The following list provides a list of variation sequences followed by 20E3 COMBINING ENCLOSING KEYCAP:</p> <p>Put the removed tabular list beginning with <0023, FE0E, 20E3> here.</p>	
JP	16.5		ed	<p>The current tabular lists for new variation sequences have a different format from the existing lists of variation sequences. The current list appearance is misleading, especially for those who has well understanding on the existing ones.</p> <p>Although the intended differences for text and emoji style variants are very systematic, it is not a bad idea to repeat them systematically, to make the intended appearance of each sequence very clear.</p>	<p>Change the second headings for the tabular lists to "Description of Variant Appearance".</p> <p>Give the description for each of the sequences. For example,</p> <p><0023, FE0E, 20E3> NUMBER SIGN inside a COMBINING ENCLOSING KEYCAP in text style</p> <p><0023, FE0F, 20E3> NUMBER SIGN inside a COMBINING ENCLOSING KEYCAP in emoji style</p> <p>or</p> <p><203C,FE0E> DOUBLE EXCLAMATION MARK in text style</p> <p><203C,FE0F> DOUBLE EXCLAMATION MARK in emoji style</p>	
	Annex I		te	<p>Use of a private use character requires agreement between the interchanging parties regarding what character it represents. Also, to keep IDS an <i>ideographic</i> description sequence, we should restrict IDS components to ideographs, since otherwise it becomes <i>anything</i></p>	<p>Add "(as long as the interchanging parties have agreed that the particular private use character represents a particular CJK Ideograph)" after the phrase "a private use character".</p>	

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Template for comments and secretariat observations

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1	2	(3)	4	5	(6)	(7)
MB ¹	Clause No./ Subclause No./ Annex (e.g. 3.1)	Paragraph/ Figure/Table/ Note (e.g. Table 1)	Type of com- ment ²	Comment (justification for change) by the MB	Proposed change by the MB	Secretariat observations on each comment submitted
				description sequence.		
	Annex I		te	Japan supports the concern expressed in WG2N4249. We should not allow unlimited long IDS'es.	Remove the amendment instruction to remove the second note.	
	31	including chart and names list for Kana Supplement block	te	Japan opposes to encode HIRAGANA LETTER SMALL KO and KATAKANA LETTER SMALL KO, because it believes these two characters are not used for any practical purposes. Japan wants to see evidences for these two characters in use in real world, or any other rationale for these two characters are suitable for UCS.	Remove all additions/modifications to the standard texts regarding these two characters, including Am2names.txt file.	

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NOTE Columns 1, 2, 4, 5 are compulsory.

Template for comments and secretariat observations

1	2	(3)	4	5	(6)	(7)
MB ¹	Clause No./ Subclause No./ Annex (e.g. 3.1)	Paragraph/ Figure/Table/ Note (e.g. Table 1)	Type of comment ²	Comment (justification for change) by the MB	Proposed change by the MB	Secretariat observations on each comment submitted
US		Latin Extended-D	te.1	Justification for the request to remove this character is contained in WG2 N3678. A viable alternative to encoding a separate letter middle dot, for the purposes cited by the original proposal, would be to use the already encoded modifier letter, U+02D1 MODIFIER LETTER HALF TRIANGULAR COLON.	The U.S. requests the removal of U+A78F LATIN LETTER MIDDLE DOT. We reiterate that this character is unnecessary and is a damaging duplication for the standard and should be removed from the amendment. If this change, along with te.3 and te.4, are accommodated, the USNB will change its vote to Yes.	
US		Old Italic	te.2	The proposal has demonstrated that Rhetic can amply be covered by the Old Italic script.	The U.S. requests the addition of U+1032F OLD ITALIC LETTER TTE, as proposed in WG2 N4046.	
US		Pahawh Hmong	te.3	It is not clear that these logographs are needed for plain-text representation, and it appears the set of clan names is open-ended. Additional evidence should be provided to answer to these concerns.	The U.S. requests the removal of the 18 logographs for clan names (U+16B7E to U+16B8F). If this change, along with te.1 and te.4, are accommodated, the USNB will change its vote to Yes.	
US		Miscellaneous Symbols and Arrows	te.4	These characters do not clearly complete a set and also have no independent demonstration of use or need for use.	The U.S. requests the removal of 2 characters: U+2B74 LEFT RIGHT TRIANGLE-HEADED ARROW TO BAR U+2B75 UP DOWN TRIANGLE-HEADED ARROW TO BAR If this change, along with te.1 and te.3, are accommodated, the USNB will change its vote to Yes.	
US		Miscellaneous Symbols and Pictographs	ed. 1	The current glyph U+1F3DD CAMPING could cause confusion with the range of acceptable glyphs for U+26FA TENT and hence should be modified. The glyphs for U+1F3CB WEIGHT LIFTER and U+1F3CD MOTORCYCLE RIDER are not very realistic and should be modified.	The U.S. requests the following glyph changes: U+1F3DD CAMPING needs to be modified so it differs from the range of acceptable glyphs for U+26FA TENT, some of which include trees in the background. U+1F3CB WEIGHT LIFTER should have arms straight and not bent. U+1F3CD MOTORCYCLE RIDER needs to be adjusted to better reflect a motorcycle.	

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Template for comments and secretariat observations

1	2	(3)	4	5	(6)	(7)
MB ¹	Clause No./ Subclause No./ Annex (e.g. 3.1)	Paragraph/ Figure/Table/ Note (e.g. Table 1)	Type of comment ²	Comment (justification for change) by the MB	Proposed change by the MB	Secretariat observations on each comment submitted
US		pp. 5-6	ed. 2.	These spelling errors should be corrected.	The following typographical errors need to be corrected with the spelling as shown on the right: (on top of page, p. 5) Pahawh Mong > Pahawh Hmong (under "Page 2181, annex A.1", p.5) 1082 PAHAWH MONG 16B00-16B8F > 1082 PAHAWH HMONG 16B00-16B8F (under "Page 2185, annex A.1" p. 5) Caucasian Albabian > Caucasian Albanian Pahawh Mong > Pahawh Hmong (top of page 6) Pahawh Mong > Pahawh Hmong	
US		Ancient Greek Numbers	ed. 3.	This correction will fix the verb ending and, by removing the parenthetical note and providing a cross-reference, will be clearer to the reader.	Modify the following annotation for 1018C GREEK SINUSOID SIGN • designate year (different era than 10179 greek year sign) to the following (or something similar): • designates year x 10179 greek year sign	
US		Grantha	ed. 4.	The annotation was a note to the editor and was not meant to be an annotation.	Remove the annotation for 11363 GRANTHA VOWEL SIGN VOCALIC LL: "Glyph must be replaced with something better"	

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Irish comments on ISO/IEC PDAM 2 10646:2012

Reference: SC2 N4228

Closes: 2012-06-23

Date: 2012-06-22

Ireland **disapproves** the draft with the technical and editorial comments given below. Acceptance of these comments and appropriate changes to the text will change our vote to approval. In the attached charts, characters proposed to be added to the PDAM are coloured in blue, and characters whose names or glyphs are proposed to be changed are coloured in yellow. Characters which have been proposed to be moved have “• was xxxxx” in the names list indicating their code position in PDAM 2.

T1. Page 5: Clause 2: New blocks. Ireland requests the correction of the spelling from “Pahawh Mong” to “Pahawh Hmong”.

T2. Page 5: Page 2181, annex A.1: Ireland requests the correction of the spelling from “PAHAWH MONG” to “PAHAWH HMONG”.

T3. Page 5: Page 2185, annex A.1: Ireland requests the correction of the spelling from “Albabian” to “Albanian”, and from “Pahawh Mong” to “Pahawh Hmong”.

T4. Page 6: Page 2188, annex A.2.2: Ireland requests the correction of the spelling from “PAHAWH MONG” to “PAHAWH HMONG”.

T5. Page 28, Row A720: Ireland reiterates its support for A78F LATIN LETTER MIDDLE DOT and opposes further attempts to delay or prevent the encoding of this character. We note the following facts:

- Andrew West proposed this character in N3567 (2009-01-24, revised 2009-04-04) on the basis that his scientific work in Tangut and 'Phags-Pa requires a letter for transliteration of the letter 𐞀 [?] whose transliteration is represented by a kind of dot, a use which goes back to Sinologists Dragonov in the 1930s and Karlgren in the 1940s and was taken over by Chinese scholars as well. Typography in these sources was not uniform, but a good practice can be established from them for modern use. We recommend the addition of an additional informative note to assist font developers and to reduce what the US National Body has suggested might be a measure of confusion about the character:

A78F LATIN LETTER MIDDLE DOT

- *used for transliteration for Phags-Pa and for phonetic transcription for Tangut*
- *glyph is about 50% larger than the dots of a colon and is centred on the x-height line*

An example can be seen here of what appears to be the clearest practice:

Tangut: •üge•ü: 'Phags-pa

- Andrew West clarified in N3694 (2009-10-05) the use of this character and its relation to other characters in the standard, since the Script Encoding Initiative had suggested that he might use either 00B7 MIDDLE DOT or 02D1 MODIFIER LETTER HALF TRIANGULAR COLON instead to represent this character. West demonstrated that 00B7

MIDDLE DOT is commonly used as a separator or joiner of the characters on either side of it. This is not consistent with West's stated requirement, which was to have a character with the properties of a *letter* to represent in transliteration the *letter* of another script.

- In N3678, the statement is made: *"The encoding of another middle dot for Phags-Pa is unnecessary, particularly as the middle dot is already use widely in linguistic transcription/transliteration and Americanist orthographies, and seems to be encoded on modern webpages by U+00B7 or U+02D1."* This is irrelevant, because the things that the existing MIDDLE DOT is used for have nothing to do with the transliteration of the 'Phags-pa letter .
- The SEI (and the US National Body in subsequent ballot comments) appear to have recognized that the character properties of 00B7 MIDDLE DOT were not appropriate, and have instead suggested that *"A viable alternative to encoding a separate letter middle dot, for the purposes cited by the original proposal, would be to use the already encoded modifier letter, U+02D1 MODIFIER LETTER HALF TRIANGULAR COLON."*
- The fact that the US National Body has suggested the use of 02D1 indicates that they have accepted West's requirement for a letter (a character with a letter property) rather than a punctuation character for the purposes of transliterating 'Phags-pa. The character that they have suggested, however, 02D1 MODIFIER LETTER HALF TRIANGULAR COLON, cannot be used for such a purpose. That character and its related character 02D0 MODIFIER LETTER TRIANGULAR COLON are both explicitly defined as being *triangular* and have been since their introduction in the International Phonetic Alphabet.
- In N3678, the statement is made: *"The result of encoding another middle dot will be to create yet another look-alike character."* This is hardly a concern. Since 2009, 2E33 RAISED DOT and 2E31 WORD SEPARATOR DOT have both been encoded. Indeed, on the present PDAM 2, we can see the already-encoded 11066 BRAHMI DIGIT ZERO, which looks like a dot, and the under-ballot 11184 MAHAJANI ABBREVIATION SIGN, alongside the already-encoded 111C7 SHARADA ABBREVIATION SIGN, both of which are dotlike. The objections to the LATIN LETTER MIDDLE DOT are not consistent.
- In N3678, the statement is made: *"In my view, the best option for users is to use U+02D1 with a rounded glyph."* It is not in the purview of the author of N3678, or of the US National Body, to alter by fiat the shape of the character 02D0 or 02D1 which exist distinct from MIDDLE DOT and from COLON to support the *explicitly-triangular* character used by the International Phonetic Association. In a recent discussion with a member of the Irish National Body, phonetician John C. Wells—a long-time member of the International Phonetic Association—made it clear that the idea that the 02D1 MODIFIER LETTER HALF TRIANGULAR COLON could have any other shape than triangular was quite out of the question.
- In N3678, the statement is made: *"This character is being used by linguists and others currently, is able to be found via search engines, and is found in both circular and triangular shapes."* Again, this is irrelevant, because the things that either MIDDLE DOT (which has a circular shape) or MODIFIER LETTER HALF TRIANGULAR COLON (which has a triangular shape) are used for have nothing to do with the transliteration of 'Phags-pa . Users of those characters will continue to use them and to enjoy their properties. West and other Sinologists require a different character, with different properties.

At the end of the day, the Irish National Body believes that a disservice has been done to Andrew West, who helped to encode 'Phags-pa, who is helping to encode Tangut, and who is a linguist and expert who clearly understands the UCS and the meaning of character properties. The US National Body has opposed the encoding of LATIN LETTER MIDDLE DOT, but they have acknowledged that a character with the "letter" property is a valid

requirement of West. The character they have proposed, however, *cannot* be used for transliteration of 'Phags-pa , because that would be disruptive of the character identity and recommended glyph shape for the IPA half-length mark.

The correct solution here is not for SC2 to continue to delay waiting for more argument, since no *new* argument has been offered since N3678. One NB has made its argument but has failed to offer a solution superior to the requested new character which is on the ballot. Their suggestion suggests that they agree that a character with a letter property should be used for this purpose but since 02D1 MODIFIER LETTER HALF TRIANGULAR COLON is not suitable and there is no other alternative, the Irish National Body requests that A78F LATIN LETTER MIDDLE DOT be encoded without further delay. It is already three years since West's publication of his work on Tangut and 'Phags-pa linguistics has been put off due to this unnecessary impasse based on a superficial evaluation a glyph shape.

T6. Page 39, Row 10CB: Old Hungarian. With reference to §8.1 of ISO/IEC JTC1/SC2/WG2 N4268 "Consolidated proposal for encoding the Old Hungarian script in the UCS", Ireland requests that the word RUDIMENTA be added to the names of the following characters:

10C9E  OLD HUNGARIAN CAPITAL LETTER RUDIMENTA OE
 10CAD  OLD HUNGARIAN CAPITAL LETTER RUDIMENTA UE
 10CDE  OLD HUNGARIAN SMALL LETTER RUDIMENTA OE
 10CED  OLD HUNGARIAN SMALL LETTER RUDIMENTA UE

T7. Page 39, Row 10CB: Old Hungarian. With reference to §11 of ISO/IEC JTC1/SC2/WG2 N4268 "Consolidated proposal for encoding the Old Hungarian script in the UCS", and to ISO/IEC JTC1/SC2/WG2 N4225 "Preliminary Proposal for encoding pre-combined and extended Rovas numerals into the Rovas block in the SMP of the UCS", Ireland requests that the character currently at 10CFE, OLD HUNGARIAN NUMBER FIVE HUNDRED, be removed from the PDAM pending further study about that character in the context of other innovated higher numbers. Ireland also requests that the numbers from 10CF9..10CFD be shifted down to 10CFA..10CFE, filling the gap.

T8. Page 64, Row 1F30: Miscellaneous Symbols and Pictographs. Ireland recommends the deletion of a number of characters and the modification of the names and glyphs of some other characters having to do with building and map symbols. For these, the descriptor "WITH TERRAIN" is inappropriate; the original postscript names of these do not have it, and it seems to be motivated by a desire on the part of the proposer to distinguish "FACTORY" and "FACTORY WITH TERRAIN". Since the original postscript name is simply "factory" there is no reason not to consider this to be a glyph variant of 1F3ED FACTORY.

1F3CD MOTORCYCLE RIDER
 Change name to MOTORCYCLE
 Change glyph to improve it.
 1F3CE RACE CAR WITH DRIVER
 Change name to RACE CAR
 Move character to 1F3CF.

1F3D0 BUILDING CONSTRUCTION SIGN

Change name to BUILDING CONSTRUCTION; the postscript name was “under-construction”.

Change glyph to remove large black terrain and to harmonize with other glyphs in the range 1F3E0..1F3EF.

Move to 1F3D7.

1F3D1 WHITE HOUSES WITH TERRAIN

Change name to HOUSE BUILDINGS; the postscript name was “town”.

Change glyph to remove black terrain and road and to harmonize with 1F3E0 HOUSE BUILDING

Move to 1F3D8.

1F3D2 CITYSCAPE

Change glyph to harmonize with other glyphs 1F303, 1F306, and 1F407, and change to a daytime scene (otherwise it is identical to 1F303).

Move character to 1F3D9.

1F3D3 CONDEMNED HOUSE WITH TERRAIN

Change name to DERELICT HOUSE BUILDING

Change glyph to remove black terrain and road and to harmonize with 1F3E0 HOUSE BUILDING

Move character to 1F3DA.

1F3D4 DESERT TERRAIN

Change name to DESERT

Change glyph. The saguaro is native to Arizona/Sonora, where dunes are not usually known.

Move character to 1F3DC.

1F3D5 FACTORY WITH TERRAIN

Delete and unify with 1F3ED FACTORY

1F3D6 CLASSICAL FACADE WITH TERRAIN

Change name to CLASSICAL TEMPLE

Change glyph to remove black terrain and modify accordingly

Move character to 1F3DB.

1F3D7 SINGLE HOUSE WITH TERRAIN

Delete and unify with 1F3D7 HOUSE BUILDING; the postscript name was “home”

1F3D8 BEACH WITH UMBRELLA

Delete and unify 26F1 UMBRELLA ON GROUND, which is annotated “bathing beach”; the postscript name of the webding was “beach”, .

1F3D9 DESERT ISLAND

Change name to ISLAND

Modify glyph.

Move character to 1F3DD.

1F3DA HIGHWAY WITH BILLBOARD

Change name to MOTORWAY (the original

Change glyph to a more standard representation of a motorway. (A highway passing a billboard of a highway is rather too strange.)

Move character to 1F6E3.

1F3DB MOUNTAIN OR VOLCANO

Delete and unify with 26F0 MOUNTAIN or with 1F5FB MOUNT FUJI. The postscript name is “mountain”, with no mention of volcano. Whether this is Mt Fuji or Mt Shasta or Mt Rainier seems irrelevant. If a mountain, unify with MOUNTAIN. If going by its glyph, unify with MOUNT FUJI.

1F3DC TRAIL

Change name to PARK; the postscript name is “park”.

Change glyph to be representative of a park.

Move character to 1F3DE.

1F3DD CAMPING

Delete and unify with 26FA TENT which is annotated “camping site”; there is no significant semantic difference between “a tent with a tree” and “a tent” in terms of indication of Camping.

1F3DE TRAIN TRACKS WITH TERRAIN

Change glyph to remove terrain.

Move character to 1F6E4.

1F3DF SPORTS ARENA WITH TERRAIN

Change name to STADIUM

Change glyph to remove terrain.

1F4FF TELEVISION FLAT CRT

Delete and unify with 1F4FA TELEVISION. The postscript name is simply “television”.

Change glyph. Having examined some implementations of 1F4FA, we would agree that the glyph of that character should be changed to remove the old-fashioned “console legs”, but since Webdings does not distinguish between two kinds of television, adding a second character is not warranted.

1F57A BLACK GAME CONTROLLER

Delete and unify with 1F3AE VIDEO GAME. Whatever the merits of black and white telephones and black and white pointing hands may be, there is no need to duplicate a video game controller on the basis of colour.

1F580 TELEPHONE ON TOP OF MODEM

Change glyph to harmonize with 1F57F BLACK TOUCHTONE TELEPHONE

1F5A4 COMPUTER MONITOR

Delete and unify with 1F4BB PERSONAL COMPUTER. The postscript name for this glyph is “computers1”. The webdings glyph is an old-fashioned CRT monitor displaying Internet Explorer in a browser, but represents computing in general; it is not emblematic of computer monitors.

1F5BB DOCUMENT WITH PICTURE

Change glyph slightly to conform to other document glyphs (less black)

1F5BC FRAMED PICTURE

Change name to FRAME WITH PICTURE

Change glyph to make the frame less heavy and black.

1F5BC FRAMED PICTURE WITH TILES

Change name to FRAME WITH TILES

Change glyph to make the frame less heavy and black.

1F5BC FRAME WITH AN X

Change glyph to make the frame less heavy and black.

1F5C2 BLACK CARD INDEX

Change name to CARD INDEX DIVIDERS

Change glyph so it isn't black.

1F5C3 CARD FILE BOX

Change glyph so it isn't black.

1F5E3 SPEAKING HEAD SILHOUETTE

Change name to SPEAKING HEAD IN SILHOUETTE

1F5F3 BALLOT BOX WITH BALLOT

Change glyph so it isn't black.

T9. **Page 64, Row 1F30: Miscellaneous Symbols and Pictographs.** Ireland requests the following additions, which help to complete sets implied by the random set of characters added via the Webdings font:

1F3CD ALL-TERRAIN VEHICLE
 = quad bike
 1F3D0 TREKKING
 1F3D1 WIND-SURFING
 1F3D2 WATER-SKIING
 1F3D3 SPEED-SKATING
 1F3D4 SKI-JUMPING
 1F3D5 TOBOGGANING
 1F3D6 CROSS-COUNTRY SKIING
 1F3F8 DANCING
 1F3F9 RAFTING
 1F3FA CANOOING
 1F3FB SOCCER FOOTBALL

T10. **Page 66, Row 1F30: Miscellaneous Symbols and Pictographs.** Ireland would like to give a bit of information about three characters on the ballot:

1F594 REVERSE VICTORY HAND
 Change name to REVERSED VICTORY HAND
 Annotate “V sign”
 1F595 REVERSED HAND WITH MIDDLE FINGER EXTENDED
 1F596 RAISED HAND WITH PART BETWEEN MIDDLE AND RING FINGERS

The UCS contains already a number of hands which in some cultures are used as “friendly” or “offensive” gestures.

1F44D THUMBS UP SIGN  has a pejorative meaning (“up yours!”, more or less) in parts of the Middle East, West Africa, South America, Iran, and Sardinia. Although this symbol has a positive meaning in European and American culture, the symbol is polyvalent, and can be used by those who wish to exchange either semantic.

Another such symbol is the threatening and offensive *moutza* (Greek μούτζα), which is under ballot at 1F590 RAISED HAND WITH FINGERS SPLAYED . For more information see the Wikipedia article: <http://en.wikipedia.org/wiki/Moutza>

Even the 1F44C OK HAND SIGN  can be considered both friendly (“OK!”) or offensive (“asshole!”), as described at <http://en.wikipedia.org/wiki/A-ok>

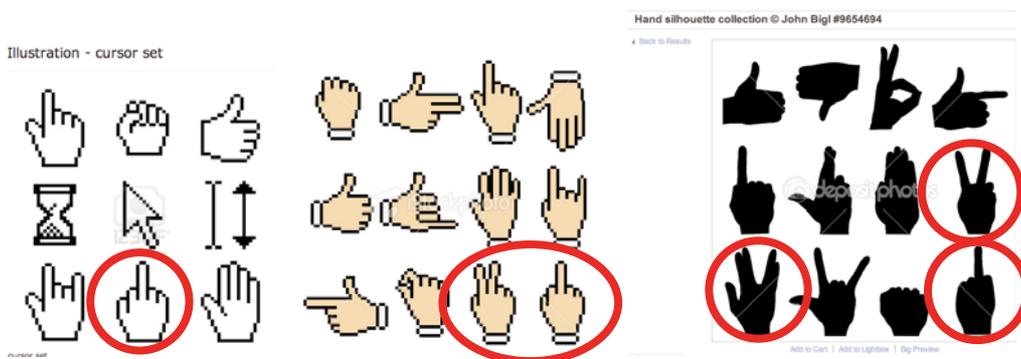
“Angry defiance” is one of the semantic meanings of the REVERSED VICTORY HAND , chiefly in Britain and Ireland, Australia, New Zealand, and South Africa. In our view it makes no sense for some common hand gestures to be encoded while others are not, regardless of their positive or negative connotations. Indeed, most of the this-ways-pointing or that-ways-pointing white or black index fingers on the current ballot have no rationale or evident utility at all. This article http://en.wikipedia.org/wiki/V_sign explains the usage of both this and the VICTORY HAND, which itself may mean “victory” or “peace”.

The REVERSED HAND WITH MIDDLE FINGER EXTENDED  (which should be annotated “the finger, the bird”) is a ubiquitous gesture, well known to everyone. It would be inappropriate for the UCS to encode some of these pejorative gestures (usable by some cultures) and not to encode at least  and  (which are common in other

cultures). “Compatibility” with Wingdings and Webdings is not sufficient to close off the set. Inclusion of these has in our view opened the set for some judicious and useful additions.

The RAISED HAND WITH PART BETWEEN MIDDLE AND RING FINGERS  was popularized by Leonard Nimoy and other actors in the *Star Trek* franchise, but derives from the representation of the Hebrew letter *shin* in Jewish blessing. Evidence for  as a standard symbol can easily be found. There is even an article about the hand on the Wikipedia: http://en.wikipedia.org/wiki/Vulcan_hand_salute

There are indeed other hand gestures which we have seen as icons in fonts, such as the two-finger salute, the three-finger salute, the shaka sign, crossed fingers, and the “hook ’em horns” sign, all of which are quite common amongst scouts and soldiers, surfers, hoppers and liars, and rockers. We would favour the encoding of such characters, and would readily offer glyphs for them. With regard to the three characters on the present ballot, we do not believe that there should be grounds to remove them. Everyone knows that these gestures exist and are universally recognized. Nevertheless we present here a few examples of these characters found as characters on the internet.



We show here some bitmap clip-art; most of these handshapes are encoded as characters, and most have an “emoticon” semantic, which is why people use them..



We show here an example of “the finger” used with a rubric alongside two other handshapes which also have rubrics. Note that the font used for  and  is the original Wingdings (unified with 26E1 and 1F44D respectively), but that the writer was forced to use a bitmap for the third handshape.

Since  and  and  and  are encoded, and since those have positive and negative semantics, Ireland believes it appropriate to include both  and . The semantic case for  is hardly much different than that for  or .

Incidentally we would favour replacing some of the glyphs at 1F446-1F450 with Webdings glyphs, for consistency.

T11. Page 79, Row 1F68: Transport and Map Symbols. Ireland requests the following changes:

1F6CB COUCH AND LAMP

Change glyph to white for clarity.

1F6CC BED IN PERSPECTIVE

Change name to BED. Perspective is irrelevant in symbols like this.

Change glyph to something more in keeping with other isotype glyphs in this block.

1F6CD FORK AND KNIFE WITH BLACK PLATE

Move character to 1F37D

Change name to FORK AND KNIFE WITH PLATE

Change glyph to a white plate and harmonize fork and knife with 1F374

1F6CE BELLHOP BELL

Move character to 1F6D0

1F6CF TWO SHOPPING BAGS

Change name to SHOPPING BAG; the postscript name is “shopping”

Change glyph so it is simpler; there is no need to have two bags.

Move character to 1F6CD.

1F6D0 MOTOR BOAT SIDEWAYS

Change name to MOTOR BOAT

Change glyph to reverse direction as with other transport characters.

Move character to 1F6E5

1F6D1 SHIP AND OCEAN

Delete and unify with 1F6A2 SHIP. The postscript name for this character is “ship”.

1F6D2 DIESEL LOCOMOTIVE WITH TERRAIN

Delete and unify with 1F686 TRAIN. The postscript name for this character is “train”.

1F6D3 UNDERGROUND TRAIN

Delete and unify with 1F687 METRO. The postscript name for this character is “metro”.

However, change the glyph of 1F687 to include the tunnel. This is a common variant of the Metro glyph and helps to differentiate the character from the other trains encoded in this block.

1F6D4 ONCOMING FIRE ENGINE

Move character to 1F6F2

1F6D5 BLACK AMBULANCE

Delete and unify with 1F691 AMBULANCE. There is no difference between a white ambulance and a black one (unless the latter be a hearse).

1F6D6 SMALL AIRPLANE

Change glyph to be up-pointing small-propeller aircraft seen from above.

Move character to 1F6E7

1F6D7 AIRPLANE RISING

Change name to NORTHEAST-POINTING AIRPLANE

Change glyph to 45° NE, and harmonize with 2708 AIRPLANE

Move character to 1F6E9

1F6E1 SHIELD

Change glyph to a white outline for clarity.

1F6E2 OIL DRUM

Change glyph to a white outline for clarity.

T12. Page 79, Row 1F68: Transport and Map Symbols. Ireland requests the following additions, which help to complete sets implied by the random set of characters added via the Webdings font:

1F6CE SHOPPING BASKET

1F6CE	SHOPPING TROLLEY
1F6D1	INFORMATION DESK
1F6D2	PORTER
1F6D3	BAGGAGE TROLLEY
1F6D4	WAITING AREA
1F6D5	LIFT
1F6D6	STAIRS FACING LEFT
1F6D7	STAIRS FACING RIGHT
1F6D8	ESCALATOR FACING LEFT
1F6D9	ESCALATOR FACING RIGHT
1F6DA	ENTRANCE
1F6DB	EXIT
1F6E6	PORT AUTHORITY
	• harbour office
1F6E8	UP-POINTING AIRPLANE
	• airport
1F6EA	AIRPLANE DEPARTING
	• departures
1F6EB	AIRPLANE ARRIVING
	• arrivals
1F6EC	LEFT AND RIGHT AIRPLANES WITH CLOCKWISE ARROWS
	• flight connections
1F6ED	HOT-AIR BALLOON
1F6EF	FLYING SAUCER
	• ufo, unidentified flying object
1F6F0	CAR FERRY
1F6F1	CAR TRAIN
1F6F3	CARAVAN
	• motor home, camper

E1. **Page 28, Row A72: Latin Extended-D.** Ireland requests glyph changes to six characters in this block, although they are not under ballot at present. In Amendment 1 to ISO/IEC 10646:2012 six letters used in early Volapük texts were encoded. The reference glyphs for these were taken from Julius Lott's *Die Kunst die internationale Verkehrssprache Volapük“ schnell zu erlernen*. Subsequently we have found a number of examples in publications by Johann Martin Schleyer, the inventor of Volapük. The reference glyphs for these characters should be preferred.

Ŧ Ȧ Ɔ ɔ Ƴ ʎ

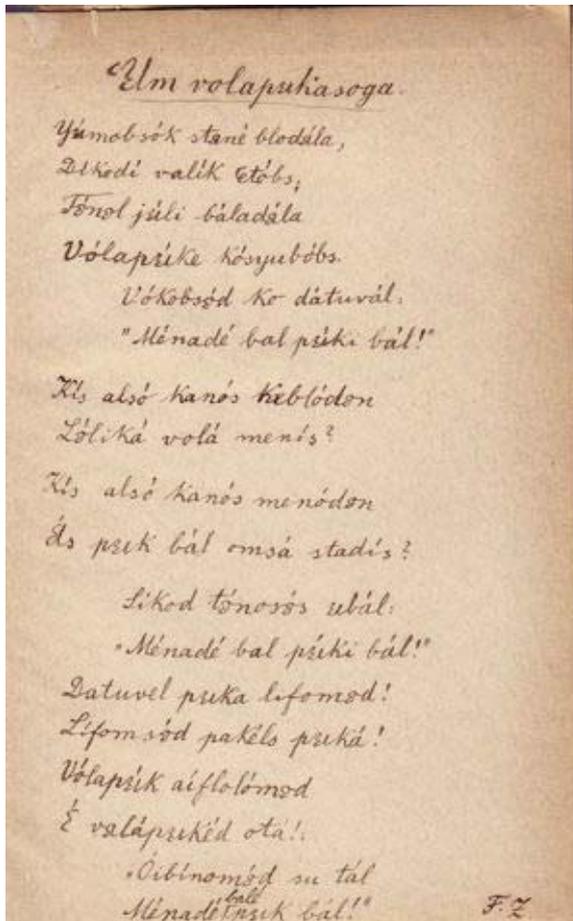
These are the glyphs we recommend.

Ŧ = Ä Ȧ = ä
 Ɔ = Ö ɔ = ö
 Ƴ = Ü ʎ = ü

The Volapük letters in Lott's publication.

taglih æ = ä
 vørter ø = ö
 darfte ŷ = ü

To the left, the lower case letters in Schleyer’s publication; to the right, the same letters in italic.



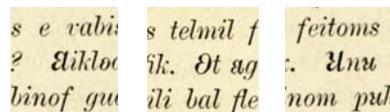
‘Um volapükasoga.

Yúmobsók staní blodála!
 Dikodí valík ‘etóbs;
 Tónol jáli báladála,
 Vólápúke kósyubóbs,
 Vókóbsód ko dátuvál,
 “Ménadé bal, páki bál!”

Kís alsó, kanós koblódøn
 Lóliká volá menís?
 Kís alsó kanós menódøn,
 Æs pák bál, omsá stadís?
 Líkod tónosós ubál:
 “Ménadé bal, páki bál!”

Datuvel páka lifomød,
 Lífomsód pakéls paká,
 Vólápúk aífloómød,
 É valápukéd otá!
 “Oibínomød su tál
 Ménadé bal, páki bál!”

Schleyer’s printed texts seem not to give capital forms of the letters, but Æ (Ä) and ŷ (Ü) are shown handwritten in this text in lines 1 and 11. (We do not know whose handwriting this is.)



Upper-case italic letters from Josef Bernhaupt’s *Plägabuk sa glamat e vödasbuk in püks lul, al lenadön Volapüki söla Jleyer Yoan Martin* (Überlingen: August Feyel, 1886).

E2. Page 39, Row 10CB: Old Hungarian. With reference to ISO/IEC JTC1/SC2/WG2 N4268 “Consolidated proposal for encoding the Old Hungarian script in the UCS”, Ireland requests that annotations be added to the following characters:

- 10CDD ʁ OLD HUNGARIAN SMALL LETTER NIKOLSBURG OE
 - also used for ü
- 10CEC ʁ OLD HUNGARIAN SMALL LETTER NIKOLSBURG UE
 - also used for ö

	1F30	1F31	1F32	1F33	1F34	1F35	1F36	1F37	1F38	1F39	1F3A	1F3B	1F3C	1F3D	1F3E	1F3F	
0														1F3D0			
1														1F3D1			
2														1F3D2			
3														1F3D3			
4														1F3D4			
5													1F3C5		1F3D5		
6									1F396					1F3D6			
7														1F3D7		1F3F7	
8									1F398					1F3D8		1F3F8	
9									1F399					1F3D9		1F3F9	
A									1F39A					1F3DA		1F3FA	
B									1F39B				1F3CB		1F3DB		1F3FB
C													1F3CC		1F3DC		
D							1F37D							1F3CD		1F3DD	
E									1F39E					1F3CE		1F3DE	
F									1F39F					1F3CF		1F3DF	

	1F50	1F51	1F52	1F53	1F54	1F55	1F56	1F57	1F58	1F59	1F5A	1F5B	1F5C	1F5D	1F5E	1F5F
0																
								1F570	1F580						1F5E0	1F5F0
1																
									1F581						1F5E1	1F5F1
2																
								1F572					1F5C2	1F5D2	1F5E2	1F5F2
3																
													1F5C3	1F5D3	1F5E3	1F5F3
4																
								1F574	1F594							1F5E4
5																
								1F575	1F595							1F5E5
6																
								1F576	1F596							1F5E6
7																
															1F5E7	
8																
									1F588						1F5E8	
9																
								1F579							1F5E9	
A																
															1F5EA	
B																
							1F56B					1F5BB			1F5EB	
C																
						1F56C	1F57C					1F5BC	1F5DC	1F5EC		
D																
												1F5BD	1F5DD	1F5ED		
E																
												1F5BE	1F5DE	1F5EE		
F																
													1F5DF	1F5EF		

Accommodation symbols

1F37D  FORK AND KNIFE WITH PLATE
 = dining
 = w-0228
 → 1F374  fork and knife
 • was 1f6cd

Celebration symbols

1F396  MILITARY MEDAL
 = w-0038

Musical symbols

1F398  MUSICAL KEYBOARD WITH JACKS
 = midi, midi keyboard
 = w-0176
 → 1F3B9  musical keyboard

1F399  STUDIO MICROPHONE
 = microphone
 = w-0177

→ 1F3A4  microphone

1F39A  LEVEL SLIDER
 = level control
 = w-0188

1F39B  CONTROL KNOBS
 = audio control
 = w-0189

Entertainment symbols

1F39E  FILM FRAMES
 = film clip
 = w-0180

→ 1F3A5  movie camera

1F39F  ADMISSION TICKETS
 = ticket
 = w-0182
 → 1F3AB  ticket

Sport symbols

1F3C5  SPORTS MEDAL

1F3C6  <reserved>

1F3C7  <reserved>

1F3C8  <reserved>

1F3C9  <reserved>

1F3CA  <reserved>

1F3CB  WEIGHT LIFTER
 = health
 = w-0134

1F3CC  GOLFER
 = w-0137

1F3CD  MOTORCYCLE
 = w-0140

1F3CE  ALL-TERRAIN VEHICLE
 = quad bike

1F3CF  RACE CAR
 = w-0141
 • was 1f3ce

1F3D0  TREKKING

1F3D1  WIND-SURFING

1F3D2  WATER-SKIING

1F3D3  SPEED-SKATING

1F3D4  SKI-JUMPING

1F3D5  TOBOGGANING

1F3D6  CROSS-COUNTRY SKIING

Building and map symbols

1F3D7  BUILDING CONSTRUCTION
 = under construction
 = w-0065
 → 1F6A7  construction sign
 • was 1f3d0

1F3D8  HOUSE BUILDINGS
 = town
 = w-0066
 → 1F3E1  house with garden
 • was 1f3d1

1F3D9  CITYSCAPE
 = skyline, city
 = w-0067
 → 1F306  cityscape at dusk
 • was 1f3d2

1F3DA  DERELICT HOUSE BUILDING
 = derelict site
 = w-0068
 → 1F3E0  house building
 • was 1f3d3

1F3DB  CLASSICAL TEMPLE
 = public building
 = w-0071
 • was 1f3d6

1F3DC  DESERT
 = w-0069
 → 1F335  cactus
 • was 1f3d4

1F3DD  ISLAND
 = w-0074
 → 1F334  palm tree
 • was 1f3d9

1F3DE  PARK
 = w-0080
 → 1F333  deciduous tree
 • was 1f3dC

1F3DF  STADIUM
 = w-0083

Miscellaneous symbol

1F3F7  LABEL
 = price, price tag
 = w-0146
 → 1F516  bookmark

Sport symbols

1F3F8  DANCING

1F3F9  RAFTING

1F3FA  CANOING

1F3FB  SOCCER FOOTBALL

Animal symbols

1F43F  CHIPMUNK
 = animal, critter
 = w-0242

Audio and video symbols

1F4F8  CAMERA WITH FLASH

1F4F9  <reserved>

1F4FA  TELEVISION

1F4FB  <reserved>

1F4FC  <reserved>

- 1F4FD 🎥 FILM PROJECTOR
= movies
= w-0184
→ 1F3A6 🎬 cinema
- 1F4FE 🎧 PORTABLE STEREO
= stereo
= w-0186

Communication symbols

- 1F56B 📣 BULLHORN
= sound off
= w-0086
→ 1F508 🔊 speaker
- 1F56C 📣 BULLHORN WITH SOUND WAVES
= sound on
= w-0085
→ 1F4E3 🗣️ cheering megaphone
→ 1F50A 🔊 speaker with three sound waves

Miscellaneous symbols

- 1F570 🕒 MANTELPIECE CLOCK
= clock
= w-0161
→ 23F0 ⌚ alarm clock
- 1F571 🚫 <reserved>
- 1F572 🚫 NO PIRACY
= w-0035
- 1F573 🚫 <reserved>
- 1F574 🕹️ MAN IN BUSINESS SUIT LEVITATING
= jump
= w-0109
- 1F575 🕵️ SLEUTH OR SPY
= investigate
= w-0160
- 1F576 🕶️ DARK SUNGLASSES
= cool
= w-0036

Game symbols

- 1F579 🕹️ JOYSTICK
= w-0195

Communication symbols

- 1F57C 📠 TELEPHONE RECEIVER WITH PAGE
= fax
= w-0198
→ 1F4E0 📠 fax machine
- 1F57D 🚫 <reserved>
- 1F57E 🚫 <reserved>
- 1F57F 🚫 <reserved>
- 1F580 📠 TELEPHONE ON TOP OF MODEM
= modem
= w-0201
- 1F581 📠 CLAMSHELL MOBILE PHONE
= cellular phone
= w-0200
→ 1F4F1 📠 mobile phone
- 1F582 🚫 <reserved>
- 1F583 🚫 <reserved>
- 1F584 🚫 <reserved>
- 1F585 🚫 <reserved>
- 1F586 🚫 <reserved>
- 1F587 🚫 <reserved>

- 1F588 📌 BLACK PUSHPIN
= marker
= w-0235
→ 1F4CC 📌 pushpin

Hand symbols

- 1F594 🖐️ REVERSED VICTORY HAND
- 1F595 🖐️ REVERSED HAND WITH MIDDLE FINGER EXTENDED
- 1F596 🖐️ RAISED HAND WITH PART BETWEEN MIDDLE AND RING FINGERS

Office symbols

- 1F5BB 📄 DOCUMENT WITH PICTURE
= graphic document
= w-0159

User interface symbols

- 1F5BC 🖼️ FRAME WITH PICTURE
= art
= w-0173
- 1F5BD 🖼️ FRAME WITH TILES
= frames
= w-0162
- 1F5BE 🖼️ FRAME WITH AN X
= no frames, no picture
= w-0163
- 1F5BF 🚫 <reserved>
- 1F5C0 🚫 <reserved>
- 1F5C1 🚫 <reserved>
- 1F5C2 📁 CARD INDEX DIVIDERS
= index
= w-0172
→ 1F4C7 📁 card index
- 1F5C3 📁 CARD FILE BOX
= archive
= w-0171
- 1F5C4 🚫 <reserved>
- 1F5C5 🚫 <reserved>
- 1F5C6 🚫 <reserved>
- 1F5C7 🚫 <reserved>
- 1F5C8 🚫 <reserved>
- 1F5C9 🚫 <reserved>
- 1F5CA 🚫 <reserved>
- 1F5CB 🚫 <reserved>
- 1F5CC 🚫 <reserved>
- 1F5CD 🚫 <reserved>
- 1F5CE 🚫 <reserved>
- 1F5CF 🚫 <reserved>
- 1F5D0 🚫 <reserved>
- 1F5D1 🚫 <reserved>
- 1F5D2 📖 SPIRAL NOTE PAD
= note
= w-0165
→ 1F4C5 📖 calendar
- 1F5D3 📅 SPIRAL CALENDAR PAD
= calendar
= w-0166
→ 1F4C6 📅 tear-off calendar
- 1F5D4 🚫 <reserved>
- 1F5D5 🚫 <reserved>
- 1F5D6 🚫 <reserved>
- 1F5D7 🚫 <reserved>
- 1F5D8 🚫 <reserved>
- 1F5D9 🚫 <reserved>
- 1F5DA 🚫 <reserved>

1F5DB  <reserved>
 1F5DC  COMPRESSION
 • hand press with box inside
 = w-0206
 1F5DD  OLD KEY
 = encryption
 = w-0209
 → 1F511  key

Miscellaneous symbols

1F5DE  ROLLED-UP NEWSPAPER
 = news
 = w-0169
 → 1F4F0 
 1F5DF  PAGE WITH CIRCLED TEXT
 = classified
 = w-0170
 1F5E0  STOCK CHART
 = finance
 = w-0143
 → 1F4C8  chart with upwards trend

Rating symbols

The following symbols give rating symbols; part of this set is 1F46A for "Family rating"

1F5E1  DAGGER KNIFE
 = rated for violence
 = hate
 = w-0149
 → 1F52A  hocho
 1F5E2  LIPS
 = rated for sex
 = kiss
 = w-0150
 → 1F48B  kiss mark
 1F5E3  SPEAKING HEAD IN SILHOUETTE
 = rated for strong language
 = w-0151

Sound symbols

1F5E4  THREE RAYS ABOVE
 = w-0237
 1F5E5  THREE RAYS BELOW
 = w-0238
 1F5E6  THREE RAYS LEFT
 = w-0239
 → 269E  three lines converging right
 1F5E7  THREE RAYS RIGHT
 = w-0240
 → 269F  three lines converging left

Bubble symbols

1F5E8  LEFT SPEECH BUBBLE
 = w-0040
 1F5E9  RIGHT SPEECH BUBBLE
 = w-0041
 1F5EA  TWO SPEECH BUBBLES
 = chat
 = w-0094
 1F5EB  THREE SPEECH BUBBLES
 = conference
 = w-0095
 1F5EC  LEFT THOUGHT BUBBLE
 = w-0091

1F5ED  RIGHT THOUGHT BUBBLE
 = w-0093
 → 1F4AD  thought balloon

1F5EE  LEFT ANGER BUBBLE
 = shout left
 = w-0123

1F5EF  RIGHT ANGER BUBBLE
 = shout right
 = w-0125

1F5F0  MOOD BUBBLE
 = new
 = w-0042

→ 1F4A5  collision symbol

1F5F1  LIGHTNING MOOD BUBBLE
 = updated
 = w-0043

→ 26A1  high voltage sign

1F5F2  LIGHTNING MOOD
 = lightning bolt
 = w-0126
 → 26A1  high voltage sign

Ballot symbols

1F5F3  BALLOT BOX WITH BALLOT
 = vote
 = w-0063
 → 2612  ballot box with x

	1F68	1F69	1F6A	1F6B	1F6C	1F6D	1F6E	1F6F
0						 1F6D0	 1F6E0	 1F6F0
1						 1F6D1	 1F6E1	 1F6F1
2						 1F6D2	 1F6E2	 1F6F2
3						 1F6D3	 1F6E3	 1F6F3
4						 1F6D4	 1F6E4	
5						 1F6D5	 1F6E5	
6						 1F6D6	 1F6E6	
7						 1F6D7	 1F6E7	
8						 1F6D8	 1F6E8	
9						 1F6D9	 1F6E9	
A						 1F6DA	 1F6EA	
B					 1F6CB	 1F6DB	 1F6EB	
C					 1F6CC		 1F6EC	
D					 1F6CD		 1F6ED	
E					 1F6CE		 1F6EE	
F					 1F6CF		 1F6EF	

UTC: 2011-08-05
 WG2: 2011-06-09
 contact: Michel Suignard
 document: N4115
 font:
 target: Amd1.2

Vehicles

Accommodation symbols

1F6CB		COUCH AND LAMP = furniture, lifestyles = w-0226
1F6CC		BED = hotel, guestrooms, accommodation = w-0227 → 1F3E8  hotel
1F6CD		SHOPPING BAG = shopping = w-0231 • was 1f6cf
1F6CE		SHOPPING BASKET
1F6CF		SHOPPING TROLLEY
1F6D0		BELLHOP BELL = reception, services = w-0230
1F6D1		INFORMATION DESK
1F6D2		PORTER
1F6D3		BAGGAGE TROLLEY
1F6D4		WAITING AREA
1F6D5		LIFT = elevator
1F6D6		STAIRS FACING LEFT
1F6D7		STAIRS FACING RIGHT
1F6D8		ESCALATOR FACING LEFT
1F6D9		ESCALATOR FACING RIGHT
1F6DA		ENTRANCE
1F6DB		EXIT

Miscellaneous symbols

1F6E0		HAMMER AND WRENCH = tools, repair facility = w-0064 → 2692  hammer and pick
1F6E1		SHIELD = US road interstate highway = w-0100
1F6E2		OIL DRUM = commodities = w-0144
1F6E3		MOTORWAY = w-0075 • was 1f3da
1F6E4		RAILWAY = railroad = w-0082 • was 1f3de

Vehicles

1F6E5		MOTOR BOAT SIDEWAYS = boat = w-0111 → 1F6A4  speedboat • was 1f6d0
1F6E6		PORT AUTHORITY = harbour office
1F6E7		SMALL AIRPLANE = w-0106 → 2708  airplane • was 1f6d6

1F6E8		UP-POINTING AIRPLANE → 2708  airplane
1F6E9		NORTHEAST-POINTING AIRPLANE = airplane = w-0241 • was 1f6d7
1F6EA		AIRPLANE DEPARTING = departures
1F6EB		AIRPLANE ARRIVING = arrivals
1F6EC		LEFT AND RIGHT AIRPLANES WITH CLOCKWISE ARROWS = flight connections
1F6ED		HOT-AIR BALLOON
1F6EE		SATELLITE = w-0107 • was 1f6d8
1F6EF		FLYING SAUCER = ufo, unidentified flying object
1F6F0		CAR FERRY
1F6F1		CAR TRAIN
1F6F2		ONCOMING FIRE ENGINE = fire = w-0102 → 1F692  fire engine • was 1f6d4
1F6F3		CARAVAN = motor home, camper