ISO/IEC JTC 1/SC 2/WG 2
PROPOSAL SUMMARY FORM TO ACCOMPANY SUBMISSIONS
FOR ADDITIONS TO THE REPERTOIRE OF ISO/IEC 10646[1]
Please fill all the sections A, B and C below.
Please read Principles and Procedures Document (P & P) from http://www.dkuug.dk/JTC1/SC2/WG2/docs/principles.html **for guidelines and details before filling this form.**
Please ensure you are using the latest Form from http://www.dkuug.dk/JTC1/SC2/WG2/docs/summaryform.html**.**
See also http://www.dkuug.dk/JTC1/SC2/WG2/docs/roadmaps.html **for latest *Roadmaps*.**

A. Administrative

1. **Title:** *Ms*
2. Requester's name: *Małgorzata Deroń*
3. Requester type (Member body/Liaison/Individual contribution): *Individual*
4. Submission date: *4 September 2009*
5. Requester's reference (if applicable): *http://ifa.amu.edu.pl/fa/Deron_Malgorzata*
6. Choose one of the following:
    This is a complete proposal: *Yes*
    (or) More information will be provided later: *If needed*

B. Technical – General

1. Choose one of the following:
    a. This proposal is for a new script (set of characters): *-*
        Proposed name of script:
    b. The proposal is for addition of character(s) to an existing block: *Yes*
        Name of the existing block: *Runic 16A0-16FF (for 16F1-16FF)*
2. Number of characters in proposal: *15 + 1 change*
3. Proposed category (select one from below - see section 2.2 of P&P document):

A-Contemporary	*-*	B.1-Specialized (small collection)	**X**	B.2-Specialized (large collection)	*-*
C-Major extinct	*-*	D-Attested extinct	*-*	E-Minor extinct	*-*
F-Archaic Hieroglyphic or Ideographic	*-*			G-Obscure or questionable usage symbols	*-*

4. Is a repertoire including character names provided? *Yes*
    a. If YES, are the names in accordance with the "character naming guidelines"
        in Annex L of P&P document?
    b. Are the character shapes attached in a legible form suitable for review? *Yes*
5. Who will provide the appropriate computerized font (ordered preference: True Type, or PostScript format) for publishing the standard? *I will, provided I am allowed to do so by the author of the font used in "U16A0.pdf"*

    If available now, identify source(s) for the font (include address, e-mail, ftp-site, etc.) and indicate the tools used: *Attached examples: Gullskoen font and its modifications, though for the purpose of inclusion it would be better to conform to the style of the font used in "U16A0.pdf"*
Gullskoen links: Mac TrueType, Mac PostScript, Win TrueType, Win PostScript
FontCreator Home Edition 5.6

6. References:
    a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided? *Yes, page 2*
    b. Are published examples of use (such as samples from newspapers, magazines, or other sources)
    of proposed characters attached? *As links, due to copyright issues, in the section 'References', page 2*
7. Special encoding issues:
    Does the proposal address other aspects of character data processing (if applicable) such as input, presentation, sorting, searching, indexing, transliteration etc. (if yes please enclose information)? *No*

8. Additional Information:

Submitters are invited to provide any additional information about Properties of the proposed Character(s) or Script that will assist in correct understanding of and correct linguistic processing of the proposed character(s) or script. Examples of such properties are: Casing information, Numeric information, Currency information, Display behaviour information such as line breaks, widths etc., Combining behaviour, Spacing behaviour, Directional behaviour, Default Collation behaviour, relevance in Mark Up contexts, Compatibility equivalence and other Unicode normalization related information. See the Unicode standard at http://www.unicode.org for such information on other scripts. Also see http://www.unicode.org/Public/UNIDATA/UCD.html and associated Unicode Technical Reports for information needed for consideration by the Unicode Technical Committee for inclusion in the Unicode Standard.

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[1] Form number: N3152-F (Original 1994-10-14; Revised 1995-01, 1995-04, 1996-04, 1996-08, 1999-03, 2001-05, 2001-09, 2003-11, 2005-01, 2005-09, 2005-10, 2007-03, 2008-05)

C. Technical - Justification

1. Has this proposal for addition of character(s) been submitted before?	*No*
If YES explain	
2. Has contact been made to members of the user community (for example: National Body, user groups of the script or characters, other experts, etc.)?	*No*
If YES, with whom?	
If YES, available relevant documents:	
3. Information on the user community for the proposed characters (for example: size, demographics, information technology use, or publishing use) is included?	*Scholars*
Reference:	
4. The context of use for the proposed characters (type of use; common or rare)	*Scholarly publications; rare*
Reference: *Links below in the section 'References', page 2*	
5. Are the proposed characters in current use by the user community?	*Yes*
If YES, where? Reference: *Links below in the section 'References', page 2*	
6. After giving due considerations to the principles in the P&P document must the proposed characters be entirely in the BMP?	*No*
If YES, is a rationale provided?	
If YES, reference:	
7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)?	*Yes*
8. Can any of the proposed characters be considered a presentation form of an existing character or character sequence?	*No*
If YES, is a rationale for its inclusion provided?	
If YES, reference:	
9. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters?	*No*
If YES, is a rationale for its inclusion provided?	
If YES, reference:	
10. Can any of the proposed character(s) be considered to be similar (in appearance or function) to an existing character?	*Yes*
If YES, is a rationale for its inclusion provided?	*Yes*
If YES, reference: *Below, page 2*	
11. Does the proposal include use of combining characters and/or use of composite sequences?	*No*
If YES, is a rationale for such use provided?	
If YES, reference:	
Is a list of composite sequences and their corresponding glyph images (graphic symbols) provided?	
If YES, reference:	
12. Does the proposal contain characters with any special properties such as control function or similar semantics?	*No*
If YES, describe in detail (include attachment if necessary)	
13. Does the proposal contain any Ideographic compatibility character(s)?	*No*
If YES, is the equivalent corresponding unified ideographic character(s) identified?	
If YES, reference:	

The following runes are represented in the *Gullskoen* font:

16A0, 16A1, 16A2, 16A4, 16A5, 16A6, 16A7, 16AC, 16AD, 16AE, 16AF, 16B0, 16B1, 16B4, 16B5, 16B9, 16BC, 16BD, 16BE, 16BF, 16C0, 16C1, 16C2, 16C5, 16C6, 16C9, 16CB, 16CC, 16CD, 16CE, 16CF, 16D0, 16D1, 16D2, 16D3, 16D4, 16D5, 16D8, 16D9, 16DA, 16DB, 16E1, 16E3, 16E6, 16E7, 16E8, 16EA, 16EB, 16EC, 16ED, 16EE, 16F1, 16F3, 16F5, 16F6, 16F7, 16F8, 16FC; 5

The following runes are represented by my additions on the basis of the *Gullskoen* font:

16A3, 16A8, 16A9, 16AA, 16AB, 16B2, 16B3, 16B6, 16B7, 16B8, 16BA, 16BB, 16C3, 16C4, 16C7, 16C8, 16CA, 16D6, 16D7, 16DC, 16DD, 16DE, 16DF, 16E0, 16E2, 16E4, 16E5, 16E9, 16EF, 16F0, 16F2, 16F4, 16F9, 16FA, 16FB, 16FD, 16FE, 16FF; 1, 2, 3, 4, 6, 7, 8, 9, 10, 11, 12

blue = *proposed additions*   red = *proposed changes*
green = *other possible additions*   black = *existing/unchanged*

16BD ├→├: ├ already appears as 16C2 'e', ├ would help to disambiguate as well as provide an additional character

16F1-16FF: presuming these are not yet mapped to other characters

16F1 �略, 16F2 Λ, 16F5 Þ: 16A0 Ϝ, 16A2 Ⴖ, 16A6 Þ are frequently represented by 'sharp-angled' runes

16F4 Ⲙ, 16F6 R, 16FC B: 16A3 Ⲙ, 16B1 R, 16D2 ẞ are frequently represented by 'round-angled' runes
HAVING APPROPRIATE SYMBOLS TO DEMONSTRATE THESE DISTINCTIONS MAY BE OF PARAMOUNT IMPORTANCE IN SCHOLARLY PUBLICATIONS

16F7 ↑, 16F8 ῾, 16F9 ῾, 16FA ⟡, 16FB ↳, 16FD ͱ, 16FE ⋈, 16FF Ϥ: other commonly used versions, in addition to those already present

16F3 Λ: yet another version of 'u', half-way between 16A2 Ⴖ and 16F2 Λ; it is the basis for 16F4 Ⲙ, just as 16F2 Λ is the basis for 16A3 Ⲙ, and 16A2 Ⴖ is the basis for 16A4 ⴙ

1-12: staveless runes, to supplement 16C1 ⎮, 16CC ˈ, 16CD ˌ, and 16D9 ⎰

References – links *(superscript numbers in the table below refer to the sources consulted, where the given runic shape appears)*:

1. Looijenga, Tineke. 2003. *Texts & contexts of the oldest runic inscriptions*. Leiden: Brill.
2. Page, Raymond Ian. 1999. *An introduction to English runes*. (2nd edition). Woodbridge: Boydell Press.
3. Spurkland, Terje. 2005. *Norwegian runes and runic inscriptions*. (Translated by Betsy van der Hoek). Woodbridge: Boydell Press.
4. "Elder Futhark", in *Wikipedia: The Free Encyclopedia*. (http://en.wikipedia.org/wiki/Elder_Futhark) (date of access: 4 Sept. 2009).
5. "Anglo-Saxon runes", in *Wikipedia: The Free Encyclopedia*. (http://en.wikipedia.org/wiki/Anglo-Saxon_runes) (date of access: 4 Sept. 2009).
6. "Younger Futhark", in *Wikipedia: The Free Encyclopedia*. (http://en.wikipedia.org/wiki/Younger_Futhark) (date of access: 4 Sept. 2009).
7. "Medieval runes", in *Wikipedia: The Free Encyclopedia*. (http://en.wikipedia.org/wiki/Medieval_runes) (date of access: 4 Sept. 2009).

EF = Elder Futhark
ASR = Anglo-Saxon runes
YFGø = Younger Futhark (Gørlev/Long-branch runes)
YFHeRö = Younger Futhark (Hedeby runes, Rök/Short-twig runes)
YFHä = Younger Futhark (Hälsingland/Staveless runes)
MR = Medieval runes

	16A	16B	16C	16D	16E	16F
0	ᚠ 16A0	ᚰ 16B0	ᛀ 16C0	ᛐ 16D0	ᛠ 16E0	ᛰ 16F0
1	ᚡ 16A1	ᚱ 16B1	ᛁ 16C1	ᛑ 16D1	ᛡ 16E1	ᛱ 16F1
2	ᚢ 16A2	ᚲ 16B2	ᛂ 16C2	ᛒ 16D2	ᛢ 16E2	ᛲ 16F2
3	ᚣ 16A3	ᚳ 16B3	ᛃ 16C3	ᛓ 16D3	ᛣ 16E3	ᛳ 16F3
4	ᚤ 16A4	ᚴ 16B4	ᛄ 16C4	ᛔ 16D4	ᛤ 16E4	ᛴ 16F4
5	ᚥ 16A5	ᚵ 16B5	ᛅ 16C5	ᛕ 16D5	ᛥ 16E5	ᛵ 16F5
6	ᚦ 16A6	ᚶ 16B6	ᛆ 16C6	ᛖ 16D6	ᛦ 16E6	ᛶ 16F6
7	ᚧ 16A7	ᚷ 16B7	ᛇ 16C7	ᛗ 16D7	ᛦ 16E6	ᛷ 16F7
8	ᚨ 16A8	ᚸ 16B8	ᛈ 16C8	ᛘ 16D8	ᛨ 16E8	ᛸ 16F8
9	ᚩ 16A9	ᚹ 16B9	ᛉ 16C9	ᛙ 16D9	ᛩ 16E9	᛹ 16F9
A	ᚪ 16AA	ᚺ 16BA	ᛊ 16CA	ᛚ 16DA	ᛪ 16EA	᛺ 16FA
B	ᚫ 16AB	ᚻ 16BB	ᛋ 16CB	ᛛ 16DB	᛫ 16EB	᛻ 16FB
C	ᚬ 16AC	ᚼ 16BC	ᛌ 16CC	ᛜ 16DC	᛬ 16EC	᛼ 16FC
D	ᚭ 16AD	ᚽ→ᚾ 16BD	ᛍ 16CD	ᛝ 16DD	᛭ 16ED	᛽ 16FD
E	ᚮ 16AE	ᚾ 16BE	ᛎ 16CE	ᛞ 16DE	ᛮ 16EE	᛾ 16FE
F	ᚯ 16AF	ᚿ 16BF	ᛏ 16CF	ᛟ 16DF	ᛯ 16EF	᛿ 16FF

Proposed additions:

CODE	RUNE	LETTER	EF	ASR	YFGØ	YFHeRÖ	YFHÄ	MR
16F1	ᛱ	RUNIC LETTER FEHU FEOH FE F	fehu[134]	feoh[125]	-	fé[2]	-	-
16F2	ᛲ	RUNIC LETTER URUZ UR U	uruz[12]	ūr[12]	-	-	-	-
16F3	ᛳ	RUNIC LETTER URUZ UR U	uruz[13]	ūr[1]	úrr[2]	úrr[2]	-	-
16F4	ᛴ	RUNIC LETTER YR	-	yr[5]	-	-	-	-
16F5	ᚦ	RUNIC LETTER THURISAZ THORN THURS	þurisaz[134]	þorn[125]	þurs[3]	-	-	-
16F6	ᚱ	RUNIC LETTER REID R	-	-	reið[1]	-	-	-
16F7	ᛁ	RUNIC LETTER MADR M	-	-	-	maðr[236]	-	-
16F8	ᛰ	RUNIC LETTER INGWAZ/MADR	ingwaz[1]	-	maðr[23]	-	-	-
16F9	ᛝ	RUNIC LETTER INGWAZ	ingwaz[1]	-	-	-	-	-
16FA	ᛮ	BIND RUNE ING[1]	-	-	-	-	-	-
16FB	ᛇ	RUNIC LETTER IWAZ	īwaz[1]	-	-	-	-	-
16FC	ᛒ	RUNIC LETTER BERKANAN BJARKAN B	berkanan[1]	-	bjarkan[26]	-	-	b[7]
16FD	ᚡ	RUNIC LETTER C	-	-	-	-	-	c[7]
16FE	ᛈ	RUNIC LETTER PERTHO/STAN	perþō[1]	stān[5]	-	-	-	-
16FF	ᛦ	RUNIC LETTER Q	-	-	-	-	-	q[7]

Other possible additions:

CODE	RUNE	LETTER	EF	ASR	YFGØ	YFHeRÖ	YFHÄ	MR
1	ᛋ	RUNIC LETTER STAVELESS-UR U	-	-	-	-	úrr[36]	-
2	ᛁ	RUNIC LETTER STAVELESS-THURS	-	-	-	-	þurs[36]	-
3	ᛌ	RUNIC LETTER STAVELESS-OS O	-	-	-	-	áss[3]	-
4	ᛁ	RUNIC LETTER STAVELESS-REID R	-	-	-	-	reið[36]	-
5	ᛁ	RUNIC LETTER STAVELESS-HAGALL H	-	-	-	-	hagall[36]	-
6	ᛌ	RUNIC LETTER STAVELESS-NAUD N	-	-	-	-	nauð[36]	-
7	ᛌ	RUNIC LETTER STAVELESS-AR A	-	-	-	-	ár[36]	-
8	ᛌ	RUNIC LETTER STAVELESS-TYR T	-	-	-	-	týr[36]	-
9	ᛌ	RUNIC LETTER STAVELESS b	-	-	-	-	bjarkan[36]	-
10	᛬	RUNIC LETTER STAVELESS m	-	-	-	-	maðr[36]	-
11	ᛌ	RUNIC LETTER STAVELESS l	-	-	-	-	lǫgr[36]	-
12	᛬	RUNIC LETTER STAVELESS R	-	-	-	-	algr[36]	-

Proposed changes:

CODE	RUNE	LETTER	EF	ASR	YFGø	YFHeRö	YFHä	MR
16BD	ᚽ→ᚼ	h	-	-	-	hagall[236]	-	-

Existing/unchanged:

CODE	RUNE	LETTER	EF	ASR	YFGø	YFHeRö	YFHä	MR
16A0	ᚠ	f	fehu[1]	-	fé[236]	fé[36]	-	f[37]
16A1	ᚡ	v	-	-	fé[1]	-	-	v[7]
16A2	ᚢ	u	-	-	úrr[23]	úrr[3]	-	u[7]
16A3	ᚣ	y	-	yr[12]	-	-	-	-
16A4	ᚤ	y	-	-	-	-	-	y[7]
16A5	ᚥ	w	-	-	-	-	-	-
16A6	ᚦ	þ	þurisaz[1]	-	þurs[126]	þurs[236]	-	þ[37]
16A7	ᚧ	ð	-	-	-	-	-	ð[7]
16A8	ᚨ	æ	ansuz[134]	æsc[12]	-	-	-	-
16A9	ᚩ	o	-	ōs[125]	-	-	-	-
16AA	ᚪ	a	-	āc[125]	-	-	-	-
16AB	ᚫ	a --- æ --- ą	ansuz[2]	æsc[5]	-	áss[6]	-	-
16AC	ᚬ	ą	-	-	áss[16]	áss[3]	-	-
16AD	ᚭ	ą	-	-	áss[2]	áss[2]	-	-
16AE	ᚮ	o	-	-	-	-	-	o[37]
16AF	ᚯ	b --- ø	-	-	-	bjarkan[3]	-	ø[37]
16B0	ᚰ	ǫ	-	-	-	-	-	ǫ[3]
16B1	ᚱ	r	raidō[134]	rād[125]	reið[236]	reið[236]	-	r[37]
16B2	ᚲ	c/k	kaunan[134]	-	-	-	-	-
16B3	ᚳ	c	-	cēn[125]	-	-	-	-
16B4	ᚴ	k	-	-	kaun[1236]	kaun[236]	-	k[37]
16B5	ᚵ	g	-	-	-	-	-	g[37]
16B6	ᚶ	ENG	-	-	-	-	-	-
16B7	ᚷ	g	gebō[134]	gyfu[125]	-	-	-	-
16B8	ᚸ	g	-	gar[25]	-	-	-	-
16B9	ᚹ	w	wunjō[13]	wynn[125]	-	-	-	-
16BA	ᚺ	h	haglaz[134]	hægl[5]	-	-	-	-
16BB	ᚻ	h	haglaz[4]	hægl[12]	-	-	-	-
16BC	ᚼ	j --- h	-	gēr[12]	hagall[1236]	-	-	h[37]
16BE	ᚾ	n	naudiz[134]	nyd[125]	nauð[1236]	-	-	-
16BF	ᚿ	n	-	-	-	nauð[236]	-	n[37]
16C0	ᛀ	DOTTED-N	-	-	-	-	-	-
16C1	ᛁ	i	īsaz[134]	īs[125]	íss[136]	íss[36]	íss[36]	i[37]
16C2	ᛂ	e	-	-	-	-	-	e[37]

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CODE	RUNE	LETTER	EF	ASR	YFGØ	YFHeRÖ	YFHÄ	MR
16C3	ᛃ	j	jāran[34]	-	-	-	-	-
16C4	ᛄ	j	-	gēr[5]	-	-	-	-
16C5	ᛅ	a --- æ	-	-	ár[123]	ár[36]	-	æ[37]
16C6	ᛆ	a	-	-	-	ár[26]	-	a[37]
16C7	ᛇ	i/e	īwaz[34]	ēoh[125]	-	-	-	-
16C8	ᛈ	p	perþō[134]	peorð[125]	-	-	-	-
16C9	ᛉ	z/x	algiz[134]	eolh[125]	-	-	-	-
16CA	ᛊ	s	sōwilō[134]	-	-	-	-	-
16CB	ᛋ	s	sōwilō[1]	sigel[125]	sòl[1236]	-	-	s[37]
16CC	ᛌ	s	-	-	-	sòl[236]	sòl[36]	-
16CD	ᛍ	k --- s	-	-	-	-	kaun[36]	s[7]
16CE	ᛎ	z	-	-	-	-	-	z[7]
16CF	ᛏ	t	tīwaz[134]	tīr[125]	týr[1236]	-	-	-
16D0	ᛐ	t	-	-	-	týr[236]	-	t[37]
16D1	ᛑ	d	-	-	-	-	-	d[37]
16D2	ᛒ	b	berkanan[134]	beorc[125]	bjarkan[13]	-	-	b[3]
16D3	ᛓ	b	-	-	-	bjarkan[26]	-	-
16D4	ᛔ	p	-	-	-	-	-	p[37]
16D5	ᛕ	OPEN-P	-	-	-	-	-	p[3]
16D6	ᛖ	e	ehwaz[134]	eh[125]	-	-	-	-
16D7	ᛗ	m	mannaz[134]	man[125]	-	-	-	-
16D8	ᛘ	m	-	-	maðr[16]	-	-	m[37]
16D9	ᛙ	f	-	-	-	-	fé[36]	-
16DA	ᛚ	l	laguz[134]	lagu[125]	lǫgr[1236]	lǫgr[236]	-	l[37]
16DB	ᛛ	DOTTED-L	-	-	-	-	-	-
16DC	ᛜ	ŋ	ingwaz[34]	-	-	-	-	-
16DD	ᛝ	ŋ	ingwaz[4]	ing[125]	-	-	-	-
16DE	ᛞ	d	dagaz[134]	dæg[125]	-	-	-	-
16DF	ᛟ	o/œ	ōþalan[134]	œþel[125]	-	-	-	-
16E0	ᛠ	ea	-	ear[125]	-	-	-	-
16E1	ᛡ	ia	-	iar[5]	-	-	-	-
16E2	ᛢ	cw	-	cweorð[5]	-	-	-	-
16E3	ᛣ	c --- R	-	calc[125]	algr[3]	-	-	-
16E4	ᛤ	c	-	cealc[125]	-	-	-	-
16E5	ᛥ	st --- d	dagaz[1]	stān[5]	-	-	-	-
16E6	ᛦ	LONG-BRANCH YR	-	-	algr[126]	-	-	y[7]
16E7	ᛧ	R	-	-	-	algr[236]	-	-
16E8	ᛨ	ICELANDIC YR	-	-	-	-	-	æ

CODE	RUNE	LETTER	EF	ASR	YFGø	YFHeRö	YFHä	MR
16E9	ꝗ	q	-	-	-	-	-	-
16EA	ꝺ	x	-	-	-	-	-	-
16EB	.	SINGLE PUNCTUATION						
16EC	:	DOUBLE PUNCTUATION						
16ED	✚	CROSS PUNCTUATION						
16EE	ꝼ	ARLAUG						
16EF	ꝭ	TVIMADUR						
16F0	ꝰ	BELGTHOR						