L2/10-102

ISO/IEC JTC 1/SC 2 N 4130/WG2 N3790
DATE: 2010-03-27

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 4123, ISO/IEC 10646: 2003/FPDAM 8, Information technology -- Universal Multiple-Octet Coded Character Set (UCS) -- AMENDMENT 8: Additional symbols, Bamum supplement, CJK Unified Ideographs Extension D, and other characters
SOURCE		SC 2 Secretariat
PROJECT		JTC 1.02.10646.00.08.00.01
STATUS		This document is forwarded to WG 2 for disposition of comments, WG 2 is requested to prepare a disposition of comments report, revised text and a recommendation for further processing. Note that the National Body of Ireland has changed its vote from "approval" to "disapproval". The Irish comments are also attached to this document.
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.		
FILE	**NAME** **SIZE (KB)** **PAGES**	02n4130.zip

Secretariat ISO/IEC JTC 1/SC 2 - IPSJ/ITSCJ (Information Processing Society of Japan/Information Technology Standards Commission of Japan)* Room 308-3, Kikai-Shinko-Kaikan Bldg., 3-5-8, Shiba-Koen, Minato-ku, Tokyo 105-0011 Japan *Standard Organization Accredited by JISC
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Result of voting

Ballot Information:	
Ballot reference:	SC 2 N 4123
Ballot type:	CIB
Ballot title:	ISO/IEC 10646: 2003/FPDAM 8, Information technology -- Universal Multiple-Octet Coded Character Set (UCS) -- AMENDMENT 8: Additional symbols, Bamum supplement, CJK Unified Ideographs Extension D, and other characters
Opening date:	2009-11-25
Closing date:	2010-03-25
Note:	

Member responses:	
Votes cast (21)	Canada (SCC) China (SAC) Finland (SFS) France (AFNOR) Germany (DIN) Greece (ELOT) Hungary (MSZT) India (BIS) Indonesia (BSN) Ireland (NSAI) Japan (JISC) Norway (SN) Poland (PKN) Romania (ASRO) Russian Federation (GOST R) Sweden (SIS) Thailand (TISI) Tunisia (INNORPI) Ukraine (DSSU) United Kingdom (BSI) USA (ANSI)
Comments submitted (2)	Armenia (SARM) Italy (UNI)
Votes not cast (7)	Austria (ASI) Egypt (EOS) Iceland (IST) Korea, Dem. P. Rep. of (CSK) Korea, Republic of (KATS) Mongolia (MASM)

Serbia (ISS)

Questions:	
Q.1	"Do you agree with approval of the FPDAM Text?"
Q.2	"If you approve the FPDAM Text with comments, would you please indicate which type ? (General, Technical or Editorial)"
Q.3	"If you Disappove the Draft, would you please indicate if you accept to change your vote to Approval if the reasons and appropriate changes will be accepted?"

Answers to Q.1: "Do you agree with approval of the FPDAM Text?"		
13 x	**Approval as presented**	**Canada (SCC) China (SAC) Finland (SFS) France (AFNOR) Greece (ELOT) Hungary (MSZT) Ireland (NSAI) Norway (SN) Poland (PKN) Romania (ASRO) Russian Federation (GOST R) Tunisia (INNORPI) Ukraine (DSSU)**
3 x	**Approval with comments**	**India (BIS) Indonesia (BSN) United Kingdom (BSI)**
3 x	**Disapproval of the draft**	**Germany (DIN) Japan (JISC) USA (ANSI)**
2 x	**Abstention**	**Sweden (SIS) Thailand (TISI)**

Answers to Q.2: "If you approve the FPDAM Text with comments, would you please indicate which type ? (General, Technical or Editorial)"		
0 x	**General**	
3 x	**Technical**	**India (BIS) Indonesia (BSN) United Kingdom (BSI)**
0 x	**Editorial**	
1 x	**All**	**Japan (JISC)**
17 x	**Ignore**	**Canada (SCC) China (SAC) Finland (SFS) France (AFNOR)**

		Germany (DIN) **Greece (ELOT)** **Hungary (MSZT)** **Ireland (NSAI)** **Norway (SN)** **Poland (PKN)** **Romania (ASRO)** **Russian Federation (GOST R)** **Sweden (SIS)** **Thailand (TISI)** **Tunisia (INNORPI)** **Ukraine (DSSU)** **USA (ANSI)**

Answers to Q.3: "If you Disappove the Draft, would you please indicate if you accept to change your vote to Approval if the reasons and appropriate changes will be accepted?"		
3 x	**Yes**	**Germany (DIN)** **Japan (JISC)** **USA (ANSI)**
0 x	**No**	
18 x	**Ignore**	**Canada (SCC)** **China (SAC)** **Finland (SFS)** **France (AFNOR)** **Greece (ELOT)** **Hungary (MSZT)** **India (BIS)** **Indonesia (BSN)** **Ireland (NSAI)** **Norway (SN)** **Poland (PKN)** **Romania (ASRO)** **Russian Federation (GOST R)** **Sweden (SIS)** **Thailand (TISI)** **Tunisia (INNORPI)** **Ukraine (DSSU)** **United Kingdom (BSI)**

Comments from Voters		
Member:	Comment:	Date:
Germany (DIN)	***Comment File***	2010-03-22 13:53:51
CommentFiles/SC_2_N_4123_DIN.doc		
India (BIS)	***Comment File***	2010-03-25 12:52:34
CommentFiles/SC_2_N_4123_BIS.doc		

Indonesia (BSN)	***Comment File***	2010-03-25 22:23:20
CommentFiles/SC_2_N_4123_BSN.doc		
Japan (JISC)	***Comment File***	2010-03-01 08:25:49
CommentFiles/SC_2_N_4123_JISC.doc		
United Kingdom (BSI)	***Comment File***	2010-03-12 12:02:37
CommentFiles/SC_2_N_4123_BSI.doc		
USA (ANSI)	***Comment File***	2010-03-11 17:24:33
CommentFiles/SC_2_N_4123_ANSI.pdf		

Comments from Commenters		
Member:	Comment:	Date:
Armenia (SARM)	***Comment***	2010-02-19 07:09:01
We have no comment.		
Italy (UNI)	***Comment***	2010-03-25 16:44:57
Italy has no comment for lack of experts		

	JTC1/SC2/WG2 N3790-JISC (Japan)
Date:	Document:

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 com-ment**[2]	**Comment (justification for change) by the MB**	**Proposed change by the MB**	**Secretariat observations** on each comment submitted
JP1	page 1	Changes to Page 20, Clause 26, Special features of individual scripts and symbols repertoires	te	The current text lacks the indication that the emoji source reference information contained in EmojiSrc.txt is informative. Also, some reviewers pointed out that the current text on EmojiSrc.txt is somewhat ambiguous; it can lead to a misunderstanding that the EmojiSrc.txt is intended for transcoding.	Add the following sentence at the end of the first paragraph to the new "26.4 Source references for pictographic symbols": The source reference information shall be informative. Add the following sentence at the end of the NOTE to the clause: EmojiSrc.txt is for reference purpose only and is not intended for transcoding.	
JP2	page 1	Changes to Page 20, Sub-clause 27.1, Source references for CJK Unified Ideographs	te	The name "Hanyo-Denshi Program (汎用電子情報交換環境整備プログラム)" should not be followed by a year.	Remove "2009".	
JP3	page 30	Batak codechart	ed	The glyphs for the newly added 1BFA and 1BFB are too small and hardly recognizable. Japan understands that these two characters are actually very wide and that the editor had to shrink them to fit in the cells in the code chart. However, it is important to make the code chart recognizable, and we need a special handling for these two characters.	Remove these two glyphs from the code chart, put them in a separate figure (or chart) of sufficient width, and put in the code chart some words indicating "the representative glyphs for 1BFA and 1BFB are in figure X.X".	
JP4	page 42	Miscellaneous Symbols codechart	ed	The glyphs for the newly added 26E5 and 26E6 should have some clear gaps to represent the *interlacements* of the edges, but in the current code chart the gaps are too narrow and hardly recognizable.	Adjust the glyphs to make the gaps wider so that the intended interlacements are clear.	

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

	JTC1/SC2/WG2 N3790-JISC (Japan)
Date:	Document:

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
JP5	page 49	Name list for Dingbats (miscellaneous)	te	As emoji, three characters for Rock, Paper, and Scissors are used as a set. The newly added two, Rock and Paper, have appropriate annotations referring to "Rock, Paper, Scissors game" after the character name, but the existing character 270C VICTORY HAND, that is now unified with Scissors, has no such annotation. It is dangerous that a user may misunderstand that the 270C is ***not*** for Scissors, because RAISED FIST and RAISED HAND have appropriate annotations on the game, but VICTORY HAND doesn't.	Add the following annotation to 270C VICTORY HAND: = scissors in Rock, Paper, Scissors game	
JP6	page 77	Name list for Enclosed Alphanumeric Supplement, the explanatory text for Regional Indicator Symbols	te	Japan national body supports the proposed uses of the newly added characters in range 1F1E6 to 1F1FF (Regional Indicator Symbols) in the document N3779.	Replace the appropriate texts with the ones proposed in N3779.	
JP7	page 84	Explanatory text at the top of the name list for Miscellaneous Pictographic Symbols	ge	The current text is ambiguous and allusive. It may confuse readers rather than making the thing clear. Japan National Body believes that the text is intended for a clarification that the existing practice of showing emoji in animated and/or colourful graphics is fine. We need a more explicit text here. Japan is not wedded to the proposed alternate text; it accepts any better ones as long as they are clear.	Replace the texts with something more explicit, e.g.: Although the representative glyphs in this International Standard are consistently presented in black and white drawing, it does not prevent implementations from using graphic symbols with some specific colour or even with multiple colours, fully or partly animated graphics, or both. It should also be noted that the actual graphics shown on the code chart are informative as all other characters of this International Standard.	

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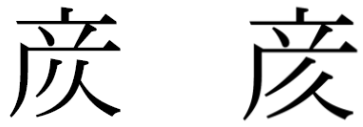
Template for comments and secretariat observations

	JTC1/SC2/WG2 N3790-JISC (Japan)
Date:	Document:

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
JP8	page 88	character name for 1F4BE	te	The character name for a symbol representing a floppy disk is currently "FLOPPY DISK", but a floppy disk is called "flexible disk cartridge" in ISO/IEC. See appropriate International Standards, e.g., ISO 6596, ISO 8860, or ISO/IEC 9529.	Change the character name to "FLEXIBLE DISK CARTRIDGE"	
JP9	page 99	CJK Unified Ideographs Extension-D codechart	ed	The glyphs for the newly added 2B778 (JH-IB0679) is slightly wrong. It is by a mistake of Japan National Body when it produced and submitted the TrueType font for CJK D. The correct one is shown below (right):  FPDAM 8 correct design	Replace the glyph with the correct one. (Japan National Body will provide a TrueType font that contains the correct glyph.)	
JP10	all		te	Japan National Body supports the concerns and proposals expressed in the document N3778 regarding some emoji symbols.	Make appropriate changes to the representative glyphs and character names as proposed in the document N3778.	
JP11	all		ge	Japan National Body received the documents N3776 and N3777 from interested parties. Japan wants WG 2 to consider these inputs.	No concrete change proposal for the moment.	

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Template for comments and secretariat observations

	JTC1/SC2/WG2 N3790-JISC (Japan)
Date:	Document:

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
JP12	EmojiSrc.txt file		te	The source emoji symbols, DoCoMo F984 and Softbank F7B1, are intended for a particular symbol that is believed to be a registered trademark. Japanese mobile phone implementations will surely keep using the exact shape that is registered in Japan Patent Office. On the other hand, the UCS symbol DOUBLE CURLY LOOP should have some other uses today, and the best design that fits to the existing practice will differ from the shape of the registered trademark. By tying these symbols, Japanese mobile phones will be unable to support the users' expectation based on the current practice of the DOUBLE CURLY LOOP character. It breaks interoperability.	Remove the following entry for DOUBLE CURLY LOOP: 27BF;F984;;F7B1	

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Template for comments and secretariat observations

	JTC1/SC2/WG2 N3790-DIN
Date: 2010-03-22	Document: **ISO/IEC 10646:2003/ FPDAM 8**

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
DE			ge	(1) Germany votes "Disapproval with comments". The vote is turned into "Approval" if the request in comment (3) is accepted.		
DE			te	(2) Name of block 1F300-1F5FF "Miscellaneous Pictographic Symbols" *In fact, not all symbols proposed into this block are pictographic. This is taken into account by the proposed new name, which is more generic while retaining the original intent.* *Acknowledgement: The name change originally was proposed by Asmus Freytag on the Unicode mailing list 2010-02-10, text in brackets added: "... to suggest some additional consistency:* *Miscellaneous Symbols [2600-26FF; name as it is now; block already full]* *Miscellaneous Symbols and Arrows [2B00-2BFF; name as it is now]* *Miscellaneous Symbols and Pictographs [1F300-1F5FF; name change suggested]* *This would mark all three blocks as containing some mixture of symbols, but making clear that for 2B00 there's an emphasis on arrows (and by implication on mathematical symbols) while for the new block the emphasis is on pictographs. Yet all three blocks can and do contain miscellaneous symbols."*	Germany suggests the block name to be changed into: "Miscellaneous Symbols and Pictographs".	
DE			te	(3) Regarding the name part "WESTERN" in U+1F471 WESTERN PERSON:	Germany suggests to replace "WESTERN" by "... WITH BLOND HAIR" (as in N3607).	

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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 com-ment**[2]	**Comment (justification for change) by the MB**	**Proposed change by the MB**	**Secretariat observations** on each comment submitted
				Germany requests that the term WESTERN is in no case used for denoting a special physical appearance of humans. *Any link from a specific physical appearance to membership of a cultural area can be considered racist (e.g. persons of African origin which feel themselves integrated into Western culture may legitimately think so). Especially, the link of "blonde hair" to "Western culture" may invoke associations to Nazi ideology.*		
DE			te	(4) Regarding the "PERSON" aspect in U+1F471 *U+1F471 "... PERSON" was included in FPDAM8 to be mapped to Emoji e-01A4, which in turn results from a unification in the Japanese Emoji set from two different symbols, KDDI #705 which shows a blond-haired woman's head, and SoftBank #290 showing a blond-haired man's head.* *This unification is regarding being an error: it cannot be envisaged that a user exchanging this symbol between KDDI and SoftBank does not care whether his input is displayed as man's or woman's head.* *In the same way, having such a character in Unicode is useless and fails to be a definite character includable into Unicode otherwise.* *Anyway, the Emoji list is no more than an informal agreement between three Japanese companies (at least no claim is known to the German NB that it is a national or industry standard.)* *Accordingly, documents like N3728 "Emoji sources" do not refer to the Emoji list. Rather, that document refers to the source standards of the single companies, and thus it*	Germany requests that one of the following modifications is applied, strongly preferring the "Solution A": Solution A: The character is replaced by two characters, as it was shown in N3607 at 1F46F/1F470: 1Fxxx MAN WITH BLOND HAIR 1Fyyy WOMAN WITH BLOND HAIR Solution B: The character is renamed to "COMPATIBILITY SYMBOL PERSON WITH BLOND HAIR". It is to be listed under an appropriate header like "Emoji compatibility character" or "Compatibility Character for Japanese Industry Standard xxx". An informative note like the following is to be added: · the source standard allows a man's head as well as a woman's head being depicted Additionally, it is suggested to move the character to U+1F5FA (near the "Cultural Symbols").	

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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 com-ment**[2]	**Comment (justification for change) by the MB**	**Proposed change by the MB**	**Secretariat observations** on each comment submitted
				can be adjusted with no problems to two different Unicode characters associated with the two different source symbols. *However, if SC2/WG2 has strong reasons to implement the Emoji list strictly 1:1 (even if the references to it are to be eventually replaced by references to their sources, as in N3728), and thus carving the error of an informal industry agreement into stone forever, it must be made clear that the "PERSON WITH BLOND HAIR" is no ordinary Unicode character which can be used without special precautions. Then, Solution B has to apply. Then, placing the character near the "Cultural Symbols" also emphasizes the fact that it is only accepted for special reasons.* *See also the more detailed discussion in N3785.*		
DE			ed	(5) Regarding the header "UPA letters" for U+A790/A791 in the "Latin Extended-D" block *See N3581.*	This header should be something like "Additions for Janalif".	

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Template for comments and secretariat observations

	JTC1/SC2/WG2 N3790-BSN
Date: 25 March 2010	Document: **FDAM ISO/IEC 10646:2003/Amd.8:2010**

1	2	(3)	4	5	(6)	(7)
MB[1]	**Clause No./ Subclause No./ Annex/Figure/Table** (e.g. 3.1, Table 2)	**Paragraph/ List item/ Note** (e.g. Note 2)	**Type of com-ment**[2]	**Comment (justification for change) by the MB**	**Proposed change by the MB**	**Secretariat observations** on each comment submitted
ID	Page 31	Letters	te	Reffering to : 1. the guideline of Practical Batak Toba writing by Ama ni Par do muan 2. Article written by Uli Kozok : Batak Language Script and Literature 3. Surat Batak version 1.2, true type font for Microsoft and Macintosh for 5 type letter of Batak provided by Uli Kozok & Leander Seige Batak letter is divided into 5 types: A. Southern Group comprises to: 1. Batak letter Toba 2. Batak letter Simalungun 3. Batak letter Mandailing B. Nothern Group comprises to: 4. Batak letter Karo 5. Batak letter Pakpak	Proposed change only for LETTERS at page 31 (not include Sign, Dependent vowel signs, dependent consonant signs, Signs and punctuation)	

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

Template for comments and secretariat observations

Date: 2010-03-08 | Document: **ISO/IEC 10646: 2003/FPDAM 8**

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
GB	34	Latin Extended-D	te	A78F LATIN LETTER MIDDLE DOT We reaffirm our support for the encoding of this character, which we can confirm is required for transliteration and phonetic transcription by scholars working with Phags-pa and Tangut.	No change required.	
GB	34	Alchemical Symbols	te	1F70D ALCHEMICAL SYMBOL FOR SULPHUR = brimstone 1F70E ALCHEMICAL SYMBOL FOR PHILOSOPHERS SULPHUR 1F70F ALCHEMICAL SYMBOL FOR BLACK SULPHUR = sulphur nigra, dye We reaffirm our support for the spelling “SULPHUR” in the character names for 17F0D, 17F0E and 17F0F. Consultation with UK academics studying the alchemical texts of Newton confirms that “SULPHUR” is the correct and preferred spelling. “Sulphur” is also the spelling used in the Oxford English Dictionary, which should be the primary source for the spelling of English words in the standard.	No change required.	

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Comments from Indian National Body on SC 2 N 4123
(ISO/IEC 10646:2003/Amd.8:2010 (E))

A. Addition of characters in the ARABIC Block

1. The character 065F (ARABIC WAVY HAMZA BELOW) was proposed by Indian National Body for representation of Kashmiri language in Perso-Arabic script. We agree for its encoding.

2. The character at Code Point 0620 (ARABIC LETTER KASHMIRI YEH) was not proposed by Indian National Body. Annotation "Used in Kashmiri" for the code point 06CC (ARABIC LETTER FARSI YEH) was proposed.
We have a view that there is need to encode one more character "ARABIC LETTER PALATALIZED YEH". Hence the decision to encode 0620 (ARABIC LETTER KASHMIRI YEH) may be reviewed.

B. Addition of characters in the DEVANAGARI Block

1. The following ten characters were proposed by Indian National Body for representation of Kashmiri language in Devanagari. These are as per our requirement. Hence we agree for their encoding.

093A (DEVANAGARI VOWEL SIGN OE)
093B (DEVANAGARI VOWEL SIGN OOE)
094F (DEVANAGARI VOWEL SIGN AW)
0956 (DEVANAGARI VOWEL SIGN UE)
0957 (DEVANAGARI VOWEL SIGN UUE)
0973 (DEVANAGARI LETTER OE)
0974 (DEVANAGARI LETTER OOE)
0975 (DEVANAGARI LETTER AW)
0976 (DEVANAGARI LETTER UE)
0977 (DEVANAGARI LETTER UUE)

C. Addition of Characters in the MALAYALUM Block

1. MALAYALAM LETTER DOT REPH is proposed for encoding at 0D4E. This character has historic use. We agree for its encoding.

2. The following two characters, encoded in the ISO/IEC 10646:2003/Amd.8:2010(E), also have only "historic use". Hence it is proposed to add annotation "Character has historic use only" to these two characters.

a. 0D29 (MALAYALAM LETTER NNNA)
b. 0D3A (MALAYALAM LETTER TTTA)

INCITS/L2/10- 066
Date: February 5, 2010
Title: Comments accompanying the U.S. negative vote on FPDAM 8 to ISO/IEC 10646:2003 (SC2 N4123)
Source: INCITS/L2
Action: Forward to INCITS

AMENDMENT 8
The U.S. National Body is voting No with comments on the following SC2 ballot: SC2 N4123: Information technology -- Universal Multiple-Octet Coded Character Set (UCS)
--AMENDMENT 8: Additional symbols, Bamum supplement, CJK Unified Ideographs Extension D, and other characters. If comments T.1, T.2, T.5, and T.6.a are accommodated, the U.S. will change its vote to Yes.

Technical Comments:

T.1. Latin Extended D
The U.S. requests the removal of U+A78F LATIN LETTER MIDDLE DOT and reiterates that this character is unnecessary and is a damaging duplication for the standard. Justification for this request is contained in N3678 (L2/09-278). 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.

T.2. Batak
The U.S. requests the removal of two Batak symbols:
1BFA BATAK SYMBOL BINDU GODANG
1BFB BATAK SYMBOL BINDU PINARJOLMA
Rationale: The evidence provided in N3320 does not demonstrate these marks to be characters, but to be graphic page elements that do not behave at all as characters. (See figures 11 and 13 in N3320 for clear examples showing that these are not characters.)

T.3. Alchemical Symbols
The U.S. requests three name changes in the Alchemical Symbols block, all involving a spelling change from “SULPHUR” to “SULFUR”:
1F70D ALCHEMICAL SYMBOL FOR SULFUR
1F70E ALCHEMICAL SYMBOL FOR PHILOSOPHERS SULFUR
1F70F ALCHEMICAL SYMBOL FOR BLACK SULFUR

Rationale: The spelling with "F" is the one approved by the International Union of Pure and Applied Chemistry (1990) and the Royal Society of Chemistry, and is the consensus spelling used internationally.

T.4. Emoticons

a. The U.S. requests 1F62A NEUTRAL FACE be added to the Emoticons block, with the glyph, rationale, and properties as described in N3769 (L2/10-036).

b. The U.S. recommends the following 15 name changes suggested in N3711:

1. e-321=U+1F601 ANGUISHED FACE → WEARY FACE
   Rationale: The KDDI source is an onomatopoeia which suggests the person is tired and whining.
2. e-326=U+1F606 EXPRESSIONLESS FACE → UNAMUSED FACE
   Rationale: This follows a significant glyph change agreed to in Tokyo.
3. e-327=U+1F607 FACE WITH HEART-SHAPED EYES → HAPPY FACE WITH HEART-SHAPED EYES
4. e-329=U+1F609 WINKING FACE WITH STUCK-OUT TONGUE → KIDDING AND WINKING FACE WITH STUCK-OUT TONGUE
5. e-32A=U+1F60A FACE WITH STUCK-OUT TONGUE → KIDDING FACE WITH STUCK-OUT TONGUE
6. e-32C=U+1F60C FACE THROWING A KISS → HAPPY FACE THROWING A KISS
7. e-32D=U+1F60D FACE KISSING → HAPPY FACE KISSING
8. e-335=U+1F615 HAPPY FACE WITH WIDE MOUTH AND RAISED EYEBROWS → HAPPY FACE WITH WIDE MOUTH AND SMILING EYES
   Rationale: "raised eyebrows" refer to older glyph designs than what was agreed to in FPDAM8
9. e-338=U+1F616 HAPPY FACE WITH OPEN MOUTH AND RAISED EYEBROWS → HAPPY FACE WITH OPEN MOUTH AND SMILING EYES
   Rationale: "raised eyebrows" refers to older glyph designs than what was agreed for FPDAM8.
10. e-348=U+1F62B CAT FACE WITH OPEN MOUTH → HAPPY CAT FACE WITH OPEN MOUTH
11. e-34B=U+1F62E CAT FACE KISSING → HAPPY CAT FACE KISSING
12. e-34C=U+1F62F CAT FACE WITH HEART-SHAPED EYES → HAPPY CAT FACE WITH HEART-SHAPED EYES
13. e-34F=U+1F632 CAT FACE WITH TIGHTLY-CLOSED LIPS → SMART CAT FACE WITH TIGHTLY-CLOSED LIPS
14. e-357=U+1F63A PERSON RAISING ONE HAND → HAPPY PERSON RAISING ONE HAND
15. e-35B=U+1F63E PERSON WITH FOLDED HANDS → PLEADING PERSON WITH FOLDED HANDS

c. The U.S. does not recommend the following two name changes in N3711:

1. e-32E=U+1F60E FACE WITH MASK → SAD FACE WITH MEDICAL MASK
2. e-325=U+1F605 EXASPERATED FACE → IMPATIENT FACE

The U.S. recommends instead the following names:

1. e-32E=U+1F60E FACE WITH MEDICAL MASK
   Rationale: While including “medical” in the name is good, "sad" seems too strong.
2. e-325=U+1F605 FACE WITH COLD SWEAT
   Rationale: The KDDI meaning is “be hasty” and SoftBank literally means someone is off-balance or upset. Both reflect that someone is not calm and has lost his composure.

d. The U.S. requests a change to the glyph of e-33F=U+1F61D CONFOUNDED FACE.
The glyph has an irregularly-shaped squiggle over the head of this "confounded face". It should be removed.

e. The U.S. also requests a glyph change to e-34B=U+1F62E CAT FACE KISSING.
The glyph shows two mouth shapes: A heart representing "kissing", and also a simple mouth shape. The mouth shape looks like an error and should be corrected.

T.5. Emoji mapping data

a. The U.S. noted an error in N3728R, the mapping data for emoji. The character source emoji e-4EA REGIONAL INDICATOR SYMBOL LETTERS GB is currently mapped to U+1F1FA and U+1F1F0, which spell “UK.” However, the ISO 3166 code is “GB,” so the mapping data needs to be changed from:
1F1FA 1F1F0;;F3D1;FBB0
to:
1F1EC 1F1E7;;F3D1;FBB0

b. We propose adding the following text to the header of the EmojiSrc.txt file, N3728R:

> This file provides mappings between UCS code points and sequences on one hand and Shift-JIS codes for cell phone carrier symbols on the other hand. Each mapping is symmetric ("round trip"), for equivalent UCS and carrier symbols or sequences. This file does not include best-fit ("fallback") mappings to similar but not equivalent symbols in either mapping direction.
>
> Note: It is possible that future versions of this file will include additional data columns providing mappings for additional vendors.

T.6. CJK

a. The U.S. notes that 3 CJK sources are being mixed together in G_ GFZB. G_ GFZB is itself a union of ZhongHua ZiHai, Xiandai Hanyiu Cidian, and Ci-Hai. Xiandai Hanyiu Cidian and Ci-Hai already have their own source identifications, G_XC and G_CY, respectively. Instead of citing "G_ GFZB," the other two sources, G_XC and G_CY, should be cited.

b. The U.S. further strongly requests that all sources should have a numeric value, and this information be provided as soon as possible to the Project Editor. Although many G sources still allow a non-numeric value for the source (e.g., GBK, GCH, GFZ, GHZ), this information is nearly useless. Some sources with numeric values are easily available, such as Hanyu Dazidian.

Editorial Comments:

E.1. Malayalam

The U.S. requests an annotation be added to 0D4E MALAYALAM LETTER DOT REPH: "not used in reformed modern Malayalam orthography."

Rationale: This annotation will make it clear that the letter is not used in the reformed orthographical context.

E.2. Emoticons

The U.S. recommends adding an annotation for e-814=U+1F3B6 MULTIPLE MUSICAL NOTES "x beamed eighth notes 266B".

Irish comments on FPDAM 8 for ISO/IEC 10646:2003

Reference: SC2 N4078
Closes: 2010-03-25
Date: 2010-03-23

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.

T1. **Page 59, Row A72: Latin Extended-D.** Ireland reiterates its support for the character being balloted at A78F, LATIN LETTER MIDDLE DOT. Ireland opposes the removal of A78F LATIN LETTER MIDDLE DOT from FPDAM 8. However, in order to prevent confusion, we suggest that the name be changed to LATIN LETTER GLOTTAL DOT, which reflects its use as a phonetic letter in transcriptions of Tangut and Chinese.

T2. **Page 81, Row 1F30: Miscellaneous Pictographic Symbols.** Ireland requests that the block name be changed to **Miscellaneous Symbols and Pictographs**.

T3. **Page 83, Row 1F30: Miscellaneous Pictographic Symbols.** With reference to N3777, "KDDI Input on Emoji", Ireland requests that the following characters be inserted into the block (pushing the rest of the characters in the column down by two:

1F536 MEDIUM RED CIRCLE
1F537 MEDIUM BLUE CIRCLE

T4. **Page 92, Row 1F60: Emoticons.** With reference to L2/10-061R "Emoji: Review of FPDAM8", and to earlier documents illustrating the glyphs and names used in the sources, Ireland requests a number of name changes, shown below in the formula OLD NAME > NEW NAME. The annotations to those characters are also given here; in a few cases where the annotation has changed or been added this is indicated. Naming conventions have been normalized for eye-shapes such as SQUINTING and CLOSED, and WINKING and TIGHTLY-CLOSED, reflecting some typical choices in the sources and in other emoticon implementations. The word HAPPY has not been used as in favour of the descriptive SMILING already in use in the UCS. A few of the faces have been given names descriptive of their "emotional comment", but in cases where the interpretation seems unclear a more direct description of the glyph has been used; in these cases, we believe, annotations should be used if necessary. The FACE WITH STUCK-OUT TONGUE for instance, may indicate "kidding" in Japanese telephony, but this gesture means something quite different in Europe and North America. (We have tried to be inclusive and neutral.) In the chart at the end of the document we have given the balloted name as a character annotation to assist WG2 and the UTC in identifying the characters, but it is not proposed that these names be retained as aliases.

1F605 EXASPERATED FACE > AGITATED FACE
= e-320

1F606 EXPRESSIONLESS FACE > UNAMUSED FACE
= e-326

1F607 FACE WITH HEART-SHAPED EYES > SMILING FACE WITH HEART-SHAPED EYES
= e-327

1F608 FACE WITH LOOK OF TRIUMPH > GRINNING FACE WITH LOOK OF TRIUMPH
= e-327

1F609 WINKING FACE WITH STUCK OUT TONGUE > FACE WITH STUCK OUT TONGUE AND WINKING EYE
= e-329
* kidding, not serious (new annotation)

1F60A FACE WITH STUCK OUT TONGUE > FACE WITH STUCK OUT TONGUE AND TIGHTLY-CLOSED EYES
= e-32A
* kidding, not serious (new annotation)

1F60C FACE THROWING A KISS > KISSING FACE WITH WINKING EYE
= e-32C

1F60D FACE KISSING > KISSING FACE WITH CLOSED EYES
= e-32D

1F60E FACE WITH MASK > FACE WITH MEDICAL MASK
= e-32D

1F610 HAPPY FACE WITH OPEN MOUTH > SMILING FACE WITH OPEN MOUTH
= e-330

1F611 HAPPY FACE WITH OPEN MOUTH AND COLD SWEAT > SMILING FACE WITH OPEN MOUTH AND COLD SWEAT
= e-331

1F612 HAPPY FACE WITH OPEN MOUTH AND CLOSED EYES > SMILING FACE WITH OPEN MOUTH AND TIGHTLY-CLOSED EYES
= e-332

1F613 HAPPY FACE WITH GRIN > GRINNING FACE
= e-333

1F614 HAPPY AND CRYING FACE > GRINNING AND CRYING FACE
= e-334

1F615 HAPPY FACE WITH WIDE MOUTH AND RAISED EYEBROWS > SMILING FACE WITH SQUINTING EYES
= e-335

1F626 FACE WITH HALO > SMILING FACE WITH HALO

1F627 FACE WITH HORNS > SMILING FACE WITH HORNS

1F628 FACE WITH SUNGLASSES > SMILING FACE WITH SUNGLASSES

1F62B CAT FACE WITH OPEN MOUTH > SMILING CAT FACE WITH OPEN MOUTH
= e-348

1F62C HAPPY CAT FACE WITH GRIN > GRINNING CAT FACE
= e-349

1F62D HAPPY AND CRYING CAT FACE > GRINNING AND CRYING CAT FACE
= e-34A

1F62E CAT FACE KISSING > KISSING CAT FACE WITH CLOSED EYES
= e-34B

1F62F CAT FACE WITH HEART-SHAPED EYES > SMILING CAT FACE WITH HEART-SHAPED EYES
= e-34C

1F632 CAT FACE WITH TIGHTLY-CLOSED LIPS > SMIRKING CAT FACE
= e-34F

1F633 ANGUISHED CAT FACE > WEARY CAT FACE
= e-350

T5. **Page 92, Row 1F60: Emoticons.** Ireland requests a number of character additions. Most of these are “generic” forms of faces which are otherwise used in the source environment of Japanese telephony. For instance, there are three different grinning faces used (with eyes and eyebrows, with squinting eyes, and with squinting eyes and tears) but an ordinary grinning face is missing. In T6 below we propose to order the emoticons according to mouth shape, and so the generic mouth shapes are proposed here. Some other characters are proposed because of differences in cultural identity. For example, SLEEPY FACE is recognized in Japan (and perhaps elsewhere) by the “snot bubble”; this is completely unknown in the West (indeed the image has quite *different* connotations than the “cute sleepiness” known in Asia). On the other hand, the face with three zeds is very widely recognized, and is implemented in instant messaging emoticons, so SLEEPING FACE has been proposed for addition. (We do not care for the name SLEEPY FACE for the former, but doubt that FACE WITH SNOT BUBBLE would be more felicitous.) Another example would be WEARY FACE here, which correctly maps to a KDDI character; it differs from ANGUISHED FACE in terms of its eye-shape. The proposed additions are shown below in the chart in yellow-highlighted glyph cells.

1F640 GRINNING FACE

1F641 NEUTRAL FACE

1F642 EXPRESSIONLESS FACE

1F643 CONFUSED FACE

1F644 KISSING FACE

1F645 KISSING FACE WITH SQUINTING EYES

1F646 FACE WITH STUCK-OUT TONGUE

1F647 WORRIED FACE

1F648 FROWNING FACE WITH OPEN MOUTH

1F649 WEARY FACE
= e321

1F64A GRIMACING FACE

1F64B FACE WITH OPEN MOUTH

1F64C HUSHED FACE

1F64D SLEEPING FACE

T6. **Page 92, Row 1F60: Emoticons.** Ireland requests that the following characters be re-arranged in the code chart. A number of the annotations have been changed. The characters have been ordered by mouth-shape, and within each mouth shape have been ordered by eye-shape. We have attempted to be accurate here and above; the chart at the end is what we intend.

@ Grinning faces
1F600 GRINNING FACE (moved up from 1F640)
1F601 GRINNING FACE WITH LOOK OF TRIUMPH (moved up from 1F608)
= e-328
1F602 GRINNING FACE WITH SQUINTING EYES (moved up from 1F613)
= e-333
1F603 GRINNING AND CRYING FACE (moved up from 1F614)
= e-334

@ Smiling faces with open mouths
1F604 SMILING FACE WITH OPEN MOUTH (moved up from 1F610)
= e-330
1F605 SMILING FACE WITH OPEN MOUTH AND SQUINTING EYES (moved up from 1F615)
= e-338
1F606 SMILING FACE WITH OPEN MOUTH AND COLD SWEAT (moved up from 1F611)
= e-331
1F607 SMILING FACE WITH OPEN MOUTH AND TIGHTLY-CLOSED EYES (moved up from 1F612)
= e-332

@ Smiling faces
1F608 SMILING FACE WITH HALO (moved up from 1F626)
1F609 SMILING FACE WITH HORNS (moved up from 1F627)
1F60A WINKING FACE (moved up from 1F625)
= e-347
1F60B SMILING FACE WITH SQUINTING EYES (moved up from 1F615)
= e-335
1F60C FACE SAVOURING DELICIOUS FOOD (moved down from 1F60B)
= e-32B
1F60D RELIEVED FACE (moved up from 1F61C)
= e-33E

1F60E SMILING FACE WITH HEART-SHAPED EYES (moved down from 1F607)
= e-327
1F60F SMILING FACE WITH SUNGLASSES (moved up from 1F628)
1F610 SMIRKING FACE (moved up from 1F621)
= e-343

@ Faces with flat mouths
1F611 NEUTRAL FACE (moved up from 1F641)
* used for the West Wind in some Mahjong annotation
1F612 EXPRESSIONLESS FACE (moved up from 1F642)
1F613 UNAMUSED FACE (moved down from 1F606)
= e-326
1F614 FACE WITH COLD SWEAT (moved up from 1F622)
= e-344
1F615 PENSIVE FACE (moved up from 1F61E)
= e-340
1F616 CONFUSED FACE (moved up from 1F643)
1F617 CONFOUNDED FACE (moved up from 1F61D)
= e-33F

@ Kissing faces
1F618 KISSING FACE (moved up from 1F644)
1F619 KISSING FACE WITH WINKING EYE (moved down from 1F60C)
= e-32C
1F61A KISSING FACE WITH SQUINTING EYES (moved up from 1F645)
1F61B KISSING FACE WITH CLOSED EYES (moved down from 1F60D)
= e-32D

@ Faces with stuck-out tongues
1F61C FACE WITH STUCK-OUT TONGUE (moved up from 1F646)
1F61D FACE WITH STUCK-OUT TONGUE AND WINKING EYE (moved down from 1F609)
= e-329
1F61E FACE WITH STUCK-OUT TONGUE AND TIGHTLY-CLOSED EYES (moved down from 1F60A)
= e-32A

@ Frowning faces
1F61F DISAPPOINTED FACE (moved down from 1F603)
= e-323
1F620 WORRIED FACE (moved up from 1F647)
1F621 ANGRY FACE (moved down from 1F600)
= e-320
1F622 POUTING FACE (moved down from 1F61B)
= e-33D
1F623 CRYING FACE (moved down from 1F617)
= e-339
1F624 PERSEVERING FACE (moved down from 1F61A)
= e-33C
1F625 DISAPPOINTED BUT RELIEVED FACE (moved down from 1F623)
= e-345

@ Frowning faces with open mouths
1F626 FROWNING FACE WITH OPEN MOUTH (moved up from 1F648)

1F627 ANGUISHED FACE (moved down from 1F601)
1F628 FEARFUL FACE (moved down from 1F619)
= e-33B
1F629 WEARY FACE (moved up from 1F649)
= e-321
1F62A SLEEPY FACE (moved down from 1F620)
= e-342
1F62B TIRED FACE (moved down from 1F624)
= e-346

@ Grimacing faces
1F62C GRIMACING FACE (moved up from 1F64A)
1F62D LOUDLY CRYING FACE (moved down from 1F618)
= e-33A

@ Faces with open mouths
1F62E FACE WITH OPEN MOUTH (moved up from 1F64B)
1F62F HUSHED FACE (moved up from 1F64C)
1F630 AGITATED FACE (moved down from 1F605)
= e-325
1F631 FACE SCREAMING IN FEAR (moved down from 1F61F)
= e-341
1F632 ASTONISHED FACE (moved down from 1F602)
= e-322
1F633 FLUSHED FACE (moved down from 1F60F)
= e-32F
1F634 SLEEPING FACE (moved up from 1F64D)
1F635 DIZZY FACE (moved down from 1F604)
= e-324

@ Faces without mouths
1F636 FACE WITHOUT MOUTH (moved down from 1F629)
* used for the South Wind in some Mahjong annotation
1F637 FACE WITH MEDICAL MASK (moved down from 1F60E)
= e-32E

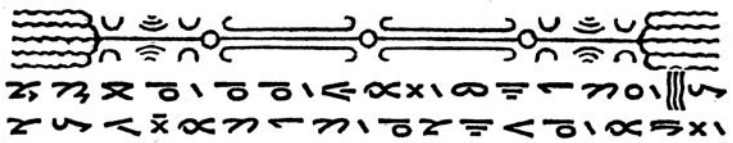
@ Cat faces
1F638 GRINNING CAT FACE WITH SQUINTING EYES (moved down from 1F62C)
= e-349
1F639 GRINNING AND CRYING CAT FACE (moved down from 1F62D)
= e-34A
1F63A SMILING CAT FACE WITH OPEN MOUTH (moved down from 1F62B)
= e-348
1F63B SMILING CAT FACE WITH HEART-SHAPED EYES (moved down from 1F62F)
= e-34C
1F63C SMIRKING CAT FACE (moved down from 1F632)
= e-34F
1F63D KISSING CAT FACE WITH CLOSED EYES (moved down from 1F62E)
= e-34B
1F63E POUTING CAT FACE (moved down from 1F631)
= e-34E
1F63F CRYING CAT FACE (moved down from 1F630)
= e-34D

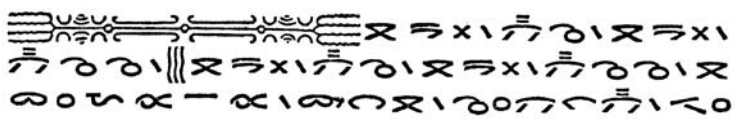
1F640 WEARY CAT FACE (moved down from 1F633)
= e-350

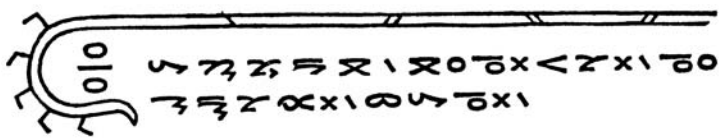
@ Gesture symbols
1F645 FACE WITH NO GOOD GESTURE (moved down from 1F634)
= e-351
1F646 FACE WITH OK GESTURE (moved down from 1F635)
= e-352
1F647 PERSON BOWING DEEPLY (moved down from 1F636)
= e-353
1F648 SEE NO EVIL MONKEY (moved down from 1F637)
= e-354
1F649 SPEAK NO EVIL MONKEY (moved down from 1F638)
= e-355
1F64A HEAR NO EVIL MONKEY (moved down from 1F639)
= e-356
1F64B PERSON RAISING ONE HAND (moved down from 1F63A)
= e-357
1F64C PERSON RAISING BOTH HANDS IN EXULTATION (moved down from 1F63B)
= e-358
1F64D PERSON FROWNING (moved down from 1F63C)
= e-359
1F64E PERSON WITH POUTING FACE (moved down from 1F63D)
= e-35A
1F64F PERSON WITH FOLDED HANDS (moved down from 1F63E)
= e-35B

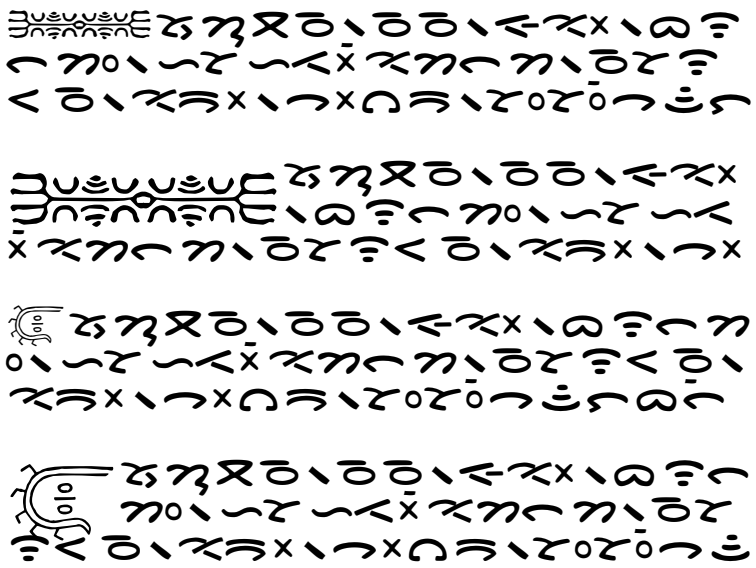
E1. **Page 30, Row 1BC: Batak.** Ireland suggests that the glyphs for 1BFA and 1BFB be increased in size somewhat. Note that the size of the characters is not significant except in terms of palaeography. While the top three Batak examples below were taken from van der Tuuk in the 1860s, modern researchers do not require such presentation, and fonts which display the characters as in the fourth through seventh examples are equally as acceptable.

Note that the fifth and seventh examples below both use ordinary “drop-caps” styling, commonly found in word-processing and typesetting programs of various kinds—no special formatting beyond this is intended.







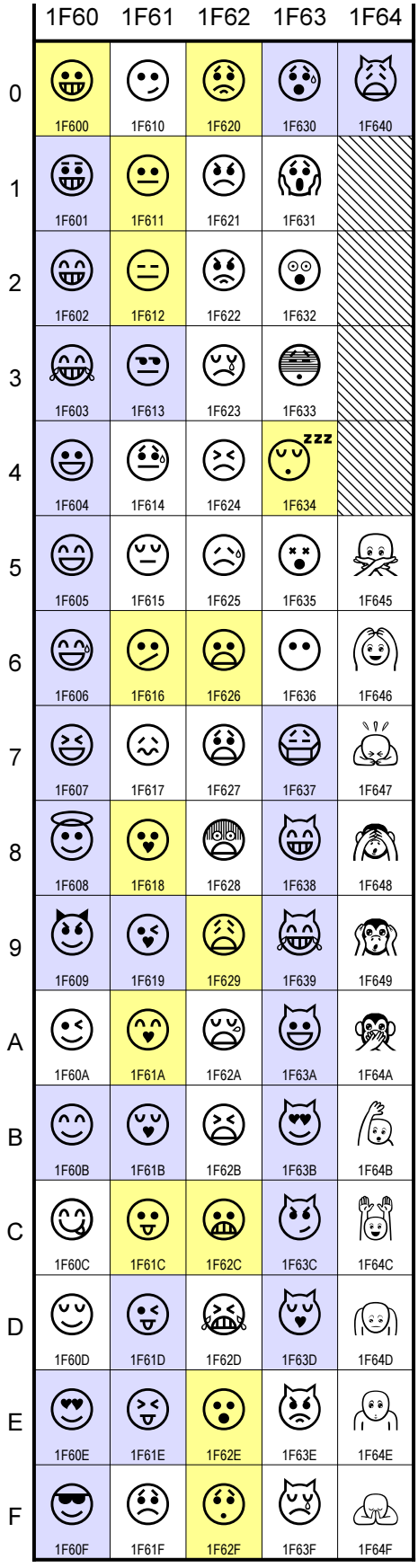


E2. **Page 88, Row 1F30: Miscellaneous Pictographic Symbols.** Ireland requests that the following annotation be added:

1F4A6 DROP OF WATER
* also represents a drop of sweat

E3. **Page 92, Row 1F60: Emoticons.** Ireland requests a number of glyph changes. The proposed changes are shown below in the chart in blue-highlighted glyph cells.

1F607 SMILING FACE WITH OPEN MOUTH AND TIGHTLY-CLOSED EYES eyes have changed
1F60D RELIEVED FACE eyes changed from squinting to closed
1F617 CONFOUNDED FACE mouth fixed; stray streamer deleted.
1F61B KISSING FACE WITH CLOSED EYES eyes changed from squinting to closed
1F628 FEARFUL FACE mouth moved down
1F62A SLEEPY FACE mouth moved down
1F62B TIRED FACE mouth moved down
1F631 FACE SCREAMING IN FEAR hands added, mouth made bigger
1F63C SMIRKING CAT FACE should eyebrows change like 1F621?
1F63D KISSING CAT FACE WITH CLOSED EYES eyes changed to be like 1F61B, mouth fixed
1F63E POUTING CAT FACE eyebrows changed
1F640 WEARY CAT FACE eyes changed


1F60 1F61 1F62 1F63 1F64
0 1F600 1F610 1F620 1F630 1F640
1 1F601 1F611 1F621 1F631
2 1F602 1F612 1F622 1F632
3 1F603 1F613 1F623 1F633
4 1F604 1F614 1F624 zzz 1F634
5 1F605 1F615 1F625 1F635 1F645
6 1F606 1F616 1F626 1F636 1F646
7 1F607 1F617 1F627 1F637 1F647
8 1F608 1F618 1F628 1F638 1F648
9 1F609 1F619 1F629 1F639 1F649
A 1F60A 1F61A 1F62A 1F63A 1F64A
B 1F60B 1F61B 1F62B 1F63B 1F64B
C 1F60C 1F61C 1F62C 1F63C 1F64C
D 1F60D 1F61D 1F62D 1F63D 1F64D
E 1F60E 1F61E 1F62E 1F63E 1F64E
F 1F60F 1F61F 1F62F 1F63F 1F64F

UTC: 2009-02-06 (original Emoji)
UTC: 2009-05-15 sync with WG2
WG2:2009-04-24 contact: Markus Scherer, Michael Everson
document: N3582, N3583, L2/09-026
font: Uni1F600Emoticons
target: Amd8

Grinning faces

1F600 GRINNING FACE

1F601 GRINNING FACE WITH LOOK OF TRIUMPH
= e-328
= face with look of triumph

1F602 GRINNING FACE WITH SQUINTING EYES
= e-333
= happy face with grin

1F603 GRINNING AND CRYING FACE
= e-334
= happy and crying face

Smiling faces with open mouths

1F604 SMILING FACE WITH OPEN MOUTH
= e-330
= happy face with open mouth

1F605 SMILING FACE WITH OPEN MOUTH AND SQUINTING EYES
= e-338
= happy face with open mouth and raised eyebrows

1F606 SMILING FACE WITH OPEN MOUTH AND COLD SWEAT
= e-331
= happy face with open mouth and cold sweat

1F607 SMILING FACE WITH OPEN MOUTH AND TIGHTLY-CLOSED EYES
= e-332
= happy face with open mouth and closed eyes

Smiling faces

1F608 SMILING FACE WITH HALO
= face with halo

1F609 SMILING FACE WITH HORNS
= face with horns

1F60A WINKING FACE
= e-347

1F60B SMILING FACE WITH SQUINTING EYES
= e-335
= happy face with wide mouth and raised eyebrows

1F60C FACE SAVOURING DELICIOUS FOOD
= e-32B

1F60D RELIEVED FACE
= e-33E

1F60E SMILING FACE WITH HEART-SHAPED EYES
= e-327
= face with heart-shaped eyes

1F60F SMILING FACE WITH SUNGLASSES
= face with sunglasses

1F610 SMIRKING FACE
= e-343

Faces with flat mouths

1F611 NEUTRAL FACE
• used for the West Wind in some Mahjong annotation

1F612 EXPRESSIONLESS FACE

1F613 UNAMUSED FACE
= e-326
= expressionless face

1F614 FACE WITH COLD SWEAT
= e-344

1F615 PENSIVE FACE
= e-340

1F616 CONFUSED FACE

1F617 CONFOUNDED FACE
= e-33F

Kissing faces

1F618 KISSING FACE

1F619 KISSING FACE WITH WINKING EYE
= e-32C
= face throwing a kiss

1F61A KISSING FACE WITH SQUINTING EYES

1F61B KISSING FACE WITH CLOSED EYES
= e-32D
= face kissing

Faces with stuck-out tongues

1F61C FACE WITH STUCK-OUT TONGUE

1F61D FACE WITH STUCK-OUT TONGUE AND WINKING EYE
= e-329
= winking face with stuck-out tongue

1F61E FACE WITH STUCK-OUT TONGUE AND TIGHTLY-CLOSED EYES
= e-32A
= face with stuck-out tongue

Frowning faces

1F61F DISAPPOINTED FACE
= e-323

1F620 WORRIED FACE

1F621 ANGRY FACE
= e-320

1F622 POUTING FACE
= e-33D

1F623 CRYING FACE
= e-339

1F624 PERSEVERING FACE
= e-33C

1F625 DISAPPOINTED BUT RELIEVED FACE
= e-345

Frowning faces with open mouths

1F626 FROWNING FACE WITH OPEN MOUTH

1F627 ANGUISHED FACE

1F628 FEARFUL FACE
= e-33B

1F629 WEARY FACE
= e-321

1F62A SLEEPY FACE
= e-342

1F62B TIRED FACE
= e-346

Grimacing faces

1F62C GRIMACING FACE

1F62D LOUDLY CRYING FACE
= e-33A

Faces with open mouths

1F62E FACE WITH OPEN MOUTH

1F62F HUSHED FACE

1F630 AGITATED FACE
= e-325
= exasperated face

1F631 FACE SCREAMING IN FEAR
= e-341

1F632 ASTONISHED FACE
= e-322

1F633 FLUSHED FACE
= e-32F
1F634 SLEEPING FACE
1F635 DIZZY FACE
= e-324

Faces without mouths

1F636 FACE WITHOUT MOUTH
• used for the South Wind in some Mahjong annotation
1F637 FACE WITH MEDICAL MASK
= e-32E
= face with mask

Cat faces

1F638 GRINNING CAT FACE WITH SQUINTING EYES
= e-349
= happy cat face with grin
1F639 GRINNING AND CRYING CAT FACE
= e-34A
= happy and crying cat face
1F63A SMILING CAT FACE WITH OPEN MOUTH
= e-348
= cat face with open mouth
1F63B SMILING CAT FACE WITH HEART-SHAPED EYES
= e-34C
= cat face with heart-shaped eyes
1F63C SMIRKING CAT FACE
= e-34F
= cat face with tightly-closed lips
1F63D KISSING CAT FACE WITH CLOSED EYES
= e-34B
= cat face kissing
1F63E POUTING CAT FACE
= e-34E
1F63F CRYING CAT FACE
= e-34D
1F640 WEARY CAT FACE
= e-350
= anguished cat face

Gesture symbols

1F645 FACE WITH NO GOOD GESTURE
= e-351
1F646 FACE WITH OK GESTURE
= e-352
1F647 PERSON BOWING DEEPLY
= e-353
1F648 SEE NO EVIL MONKEY
= e-354
1F649 SPEAK NO EVIL MONKEY
= e-355
1F64A HEAR NO EVIL MONKEY
= e-356
1F64B PERSON RAISING ONE HAND
= e-357
1F64C PERSON RAISING BOTH HANDS IN EXULTATION
= e-358
1F64D PERSON FROWNING
= e-359
1F64E PERSON WITH POUTING FACE
= e-35A
1F64F PERSON WITH FOLDED HANDS
= e-35B