**Universal Multiple-Octet Coded Character Set**
**International Organization for Standardization**
**Organisation internationale de normalisation**
**Международная организация по стандартизации**

**Doc Type:** Working Group Document
**Title:** Proposal to encode additional playing card characters in the UCS
**Source:** Michael Everson and Karl Pentzlin
**Status:** Individual Contribution
**Action:** For consideration by JTC1/SC2/WG2 and UTC
**Date:** 2011-04-01

**Introduction.** The UCS encodes characters which represent the 52-card and 56-card variants of modern playing cards, as well as the 56-card Minor Arcana of the Western Tarot. This document proposes to complete the encoding by adding support for the 22-card Major Arcana of the Western Tarot.

The 22 Major Arcana cards were historically used in esoteric Tarot sets, but, like the Minor Arcana, they have also been adopted as trumps in traditional German playing card sets (called *Tarock*, *Cego*) and Italian playing card sets (*tarocco piemontese*). These cards are always numbered from 1 to 21 (often in Roman Numeralas as I to XXI); some have traditional Tarot images on them, but in the German tradition these are often represented by animals and pastoral scenery.

Space for the Major Arcana was roadmapped in the Playing Cards Block which extends to 1F0FF.

**Glyphs.** The representative glyphs for these characters consists of a card frame containing an inner box the same size as that for the face cards (King, Queen, Knight, Jack); a Trump number from 0 to 21 is given, and within the inner box there is an image corresponding to typical Major Arcana symbology, inspired by the Tarot de Marseilles (Jean Dodal, early 18th century), and the Classical Tarot (Carlo Della Rocca, 1835), and the Rider-Waite deck (Pamela Colman Smith, 1909).
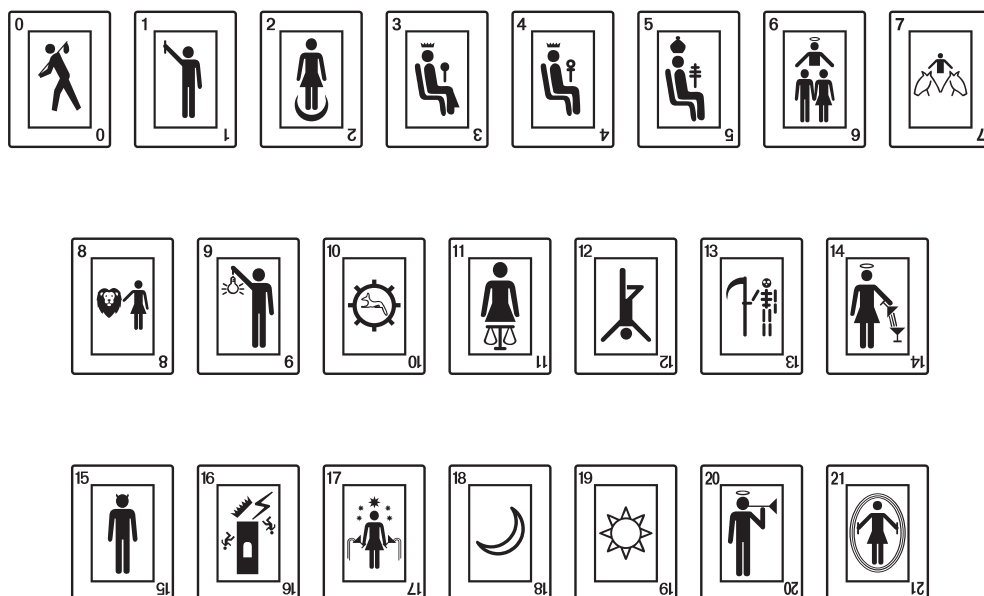
**Jokers.** Two Jokers, PLAYING CARD BLACK JOKER and PLAYING CARD WHITE JOKER are presently encoded; it turns out that some decks and games make use of three jokers so it is proposed here to add a third "PLAYING CARD RED JOKER" whose representative glyph has black vertical lines (the heraldic hatching for gules or red).



## 7. Unicode Character Properties. Character properties are proposed here.

```
1F0BF;PLAYING CARD RED JOKER;So;0;ON;;;;;N;;;;;
1F0E0;PLAYING CARD FOOL;So;0;ON;;;;;N;;;;;
1F0E1;PLAYING CARD TRUMP-1;So;0;ON;;;;;N;;;;;
1F0E2;PLAYING CARD TRUMP-2;So;0;ON;;;;;N;;;;;
1F0E3;PLAYING CARD TRUMP-3;So;0;ON;;;;;N;;;;;
1F0E4;PLAYING CARD TRUMP-4;So;0;ON;;;;;N;;;;;
1F0E5;PLAYING CARD TRUMP-5;So;0;ON;;;;;N;;;;;
1F0E6;PLAYING CARD TRUMP-6;So;0;ON;;;;;N;;;;;
1F0E7;PLAYING CARD TRUMP-7;So;0;ON;;;;;N;;;;;
1F0E8;PLAYING CARD TRUMP-8;So;0;ON;;;;;N;;;;;
1F0E9;PLAYING CARD TRUMP-9;So;0;ON;;;;;N;;;;;
1F0EA;PLAYING CARD TRUMP-10;So;0;ON;;;;;N;;;;;
1F0EB;PLAYING CARD TRUMP-11;So;0;ON;;;;;N;;;;;
1F0EC;PLAYING CARD TRUMP-12;So;0;ON;;;;;N;;;;;
1F0ED;PLAYING CARD TRUMP-13;So;0;ON;;;;;N;;;;;
1F0EE;PLAYING CARD TRUMP-14;So;0;ON;;;;;N;;;;;
1F0EF;PLAYING CARD TRUMP-15;So;0;ON;;;;;N;;;;;
1F0F0;PLAYING CARD TRUMP-16;So;0;ON;;;;;N;;;;;
1F0F1;PLAYING CARD TRUMP-17;So;0;ON;;;;;N;;;;;
1F0F2;PLAYING CARD TRUMP-18;So;0;ON;;;;;N;;;;;
1F0F3;PLAYING CARD TRUMP-19;So;0;ON;;;;;N;;;;;
1F0F4;PLAYING CARD TRUMP-20;So;0;ON;;;;;N;;;;;
1F0F5;PLAYING CARD TRUMP-21;So;0;ON;;;;;N;;;;;
```

| | 1F0A | 1F0B | 1F0C | 1F0D | 1F0E | 1F0F |
|---|---|---|---|---|---|---|
| **0** | 1F0A0 | | | | 1F0E0 | 1F0F0 |
| **1** | 1F0A1 | 1F0B1 | 1F0C1 | 1F0D1 | 1F0E1 | 1F0F1 |
| **2** | 1F0A2 | 1F0B2 | 1F0C2 | 1F0D2 | 1F0E2 | 1F0F2 |
| **3** | 1F0A3 | 1F0B3 | 1F0C3 | 1F0D3 | 1F0E3 | 1F0F3 |
| **4** | 1F0A4 | 1F0B4 | 1F0C4 | 1F0D4 | 1F0E4 | 1F0F4 |
| **5** | 1F0A5 | 1F0B5 | 1F0C5 | 1F0D5 | 1F0E5 | 1F0F5 |
| **6** | 1F0A6 | 1F0B6 | 1F0C6 | 1F0D6 | 1F0E6 | |
| **7** | 1F0A7 | 1F0B7 | 1F0C7 | 1F0D7 | 1F0E7 | |
| **8** | 1F0A8 | 1F0B8 | 1F0C8 | 1F0D8 | 1F0E8 | |
| **9** | 1F0A9 | 1F0B9 | 1F0C9 | 1F0D9 | 1F0E9 | |
| **A** | 1F0AA | 1F0BA | 1F0CA | 1F0DA | 1F0EA | |
| **B** | 1F0AB | 1F0BB | 1F0CB | 1F0DB | 1F0EB | |
| **C** | 1F0AC | 1F0BC | 1F0CC | 1F0DC | 1F0EC | |
| **D** | 1F0AD | 1F0BD | 1F0CD | 1F0DD | 1F0ED | |
| **E** | 1F0AE | 1F0BE | 1F0CE | 1F0DE | 1F0EE | |
| **F** | | 1F0BF | 1F0CF | 1F0DF | 1F0EF | |

*These characters are used to represent the 52-card and 56-card variants of modern playing cards, as well as the 56-card Minor Arcana of the Western Tarot and the 22-card Major Arcana of the Western Tarot.*

## Back of card

1F0A0 ▦ PLAYING CARD BACK

## Spades or swords

1F0A1 PLAYING CARD ACE OF SPADES
1F0A2 PLAYING CARD TWO OF SPADES
1F0A3 PLAYING CARD THREE OF SPADES
1F0A4 PLAYING CARD FOUR OF SPADES
1F0A5 PLAYING CARD FIVE OF SPADES
1F0A6 PLAYING CARD SIX OF SPADES
1F0A7 PLAYING CARD SEVEN OF SPADES
1F0A8 PLAYING CARD EIGHT OF SPADES
1F0A9 PLAYING CARD NINE OF SPADES
1F0AA PLAYING CARD TEN OF SPADES
1F0AB PLAYING CARD JACK OF SPADES
= valet, Bube, Unter, Page, fante
= page of swords
1F0AC PLAYING CARD KNIGHT OF SPADES
= chevalier, Ober, Ritter, cavall, cavaliere
= knight of swords
1F0AD PLAYING CARD QUEEN OF SPADES
= dame, Dame, Königin, regina
= queen of swords
1F0AE PLAYING CARD KING OF SPADES
= roi, König, re
= king of swords

## Hearts or cups

1F0B1 PLAYING CARD ACE OF HEARTS
1F0B2 PLAYING CARD TWO OF HEARTS
1F0B3 PLAYING CARD THREE OF HEARTS
1F0B4 PLAYING CARD FOUR OF HEARTS
1F0B5 PLAYING CARD FIVE OF HEARTS
1F0B6 PLAYING CARD SIX OF HEARTS
1F0B7 PLAYING CARD SEVEN OF HEARTS
1F0B8 PLAYING CARD EIGHT OF HEARTS
1F0B9 PLAYING CARD NINE OF HEARTS
1F0BA PLAYING CARD TEN OF HEARTS
1F0BB PLAYING CARD JACK OF HEARTS
= valet, Bube, Unter, Page, fante
= page of cups
1F0BC PLAYING CARD KNIGHT OF HEARTS
= chevalier, Ober, Ritter, cavall, cavaliere
= knight of cups
1F0BD PLAYING CARD QUEEN OF HEARTS
= dame, Dame, Königin, regina
= queen of cups
1F0BE PLAYING CARD KING OF HEARTS
= roi, König, re
= king of cups

## Joker

1F0BF PLAYING CARD RED JOKER
• used as the second joker

## Diamonds or pentacles

1F0C1 PLAYING CARD ACE OF DIAMONDS
1F0C2 PLAYING CARD TWO OF DIAMONDS
1F0C3 PLAYING CARD THREE OF DIAMONDS
1F0C4 PLAYING CARD FOUR OF DIAMONDS
1F0C5 PLAYING CARD FIVE OF DIAMONDS
1F0C6 PLAYING CARD SIX OF DIAMONDS
1F0C7 PLAYING CARD SEVEN OF DIAMONDS
1F0C8 PLAYING CARD EIGHT OF DIAMONDS
1F0C9 PLAYING CARD NINE OF DIAMONDS
1F0CA PLAYING CARD TEN OF DIAMONDS
1F0CB PLAYING CARD JACK OF DIAMONDS
= valet, Bube, Unter, Page, fante
= page of pentacles
1F0CC PLAYING CARD KNIGHT OF DIAMONDS
= chevalier, Ober, Ritter, cavall, cavaliere
= knight of pentacles
1F0CD PLAYING CARD QUEEN OF DIAMONDS
= dame, Dame, Königin, regina
= queen of pentacles
1F0CE PLAYING CARD KING OF DIAMONDS
= roi, König, re
= king of pentacles
1F0CF PLAYING CARD BLACK JOKER

## Clubs or wands

1F0D1 PLAYING CARD ACE OF CLUBS
1F0D2 PLAYING CARD TWO OF CLUBS
1F0D3 PLAYING CARD THREE OF CLUBS
1F0D4 PLAYING CARD FOUR OF CLUBS
1F0D5 PLAYING CARD FIVE OF CLUBS
1F0D6 PLAYING CARD SIX OF CLUBS
1F0D7 PLAYING CARD SEVEN OF CLUBS
1F0D8 PLAYING CARD EIGHT OF CLUBS
1F0D9 PLAYING CARD NINE OF CLUBS
1F0DA PLAYING CARD TEN OF CLUBS
1F0DB PLAYING CARD JACK OF CLUBS
= valet, Bube, Unter, Page, fante
= page of wands
1F0DC PLAYING CARD KNIGHT OF CLUBS
= chevalier, Ober, Ritter, cavall, cavaliere
= knight of wands
1F0DD PLAYING CARD QUEEN OF CLUBS
= dame, Dame, Königin, regina
= queen of wands
1F0DE PLAYING CARD KING OF CLUBS
= roi, König, re
= king of wands
1F0DF PLAYING CARD WHITE JOKER
• used as the third joker

## Trumps or Major Arcana

1F0E0 PLAYING CARD FOOL
• variously trump-0 or trump-22
• not a joker
1F0E1 PLAYING CARD TRUMP-1
= Magician, Magus
1F0E2 PLAYING CARD TRUMP-2
= Popess, High Priestess
1F0E3 PLAYING CARD TRUMP-3
= Empress
1F0E4 PLAYING CARD TRUMP-4
= Emperor
1F0E5 PLAYING CARD TRUMP-5
= Hierophant, Pope
1F0E6 PLAYING CARD TRUMP-6
= Lovers
1F0E7 PLAYING CARD TRUMP-7
= Chariot
1F0E8 PLAYING CARD TRUMP-8
= Justice, Strength, Adjustment
1F0E9 PLAYING CARD TRUMP-9
= Hermit

1F0EA    PLAYING CARD TRUMP-10
       = Wheel of Fortune
1F0EB    PLAYING CARD TRUMP-11
       = Strength, Justice, Lust, Power
1F0EC    PLAYING CARD TRUMP-12
       = Hanged Man
1F0ED    PLAYING CARD TRUMP-13
       = Death
1F0EE    PLAYING CARD TRUMP-14
       = Temperance, Art
1F0EF    PLAYING CARD TRUMP-15
       = Devil
1F0F0    PLAYING CARD TRUMP-16
       = Tower
1F0F1    PLAYING CARD TRUMP-17
       = Star
1F0F2    PLAYING CARD TRUMP-18
       = Moon
1F0F3    PLAYING CARD TRUMP-19
       = Sun
1F0F4    PLAYING CARD TRUMP-20
       = Angel, Judgement, Aeon
1F0F5    PLAYING CARD TRUMP-21
       = World, Universe

**Figures**



**Figure 1.** German playing cards showing a number of the Trumps with Roman numerals
(photo: Michael Vogel).



**Figure 2.** French playing cards showing a number of the Trumps with European digits
(photo: ©éréales Kille®).

**Figure 3.** French playing cards showing the full Major Arcana (1-21) plus the Fool, as well as the four suits with five face cards (Jack, Knight, Queen, and King).



**Figure 4.** Three distinct Jokers from a set of cards.
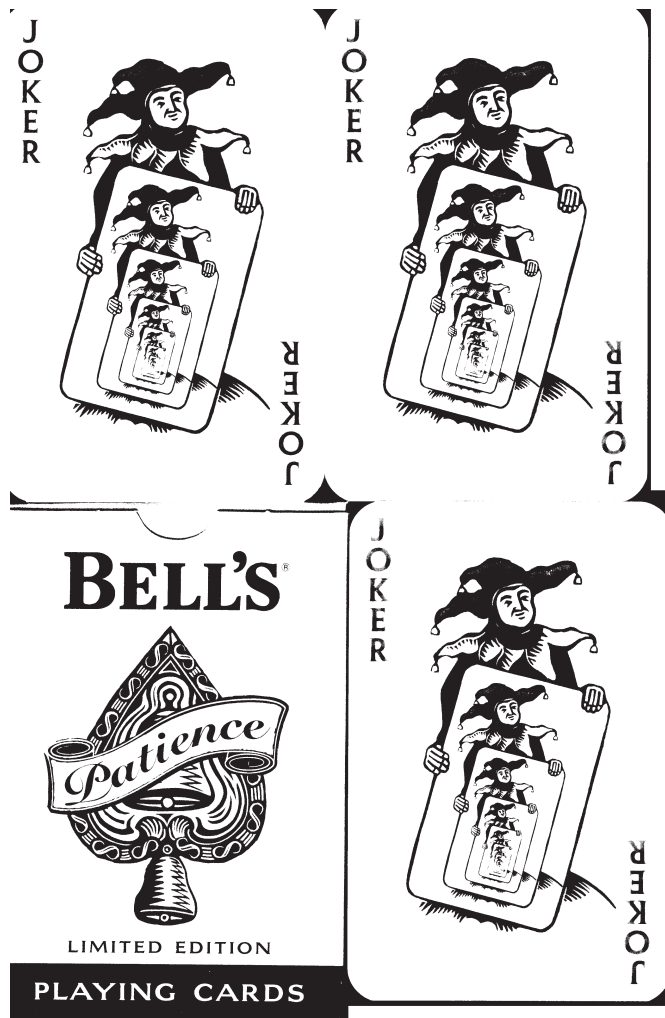
**Figure 5.** Three indistinct Jokers from a set of cards.

## A. Administrative
1. Title
**Proposal to encode additional playing card characters in the UCS**
2. Requester's name
**Michael Everson, Karl Pentzlin**
3. Requester type (Member body/Liaison/Individual contribution)
**Individual contribution.**
4. Submission date
**2011-04-01**
5. Requester's reference (if applicable)
6. Choose one of the following:
6a. This is a complete proposal
**Yes.**
6b. More information will be provided later
**No.**

## B. Technical – General
1. Choose one of the following:
1a. This proposal is for a new script (set of characters)
**No.**
1b. Proposed name of script
1c. The proposal is for addition of character(s) to an existing block
**Yes**
1d. Name of the existing block
**Playing Cards**
2. Number of characters in proposal
**23.**
3. Proposed category (A-Contemporary; B.1-Specialized (small collection); 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)
**Category B.1.**
4a. Is a repertoire including character names provided?
**Yes.**
4b. If YES, are the names in accordance with the "character naming guidelines"?
**Yes.**
4c. Are the character shapes attached in a legible form suitable for review?
**Yes.**
5a. Who will provide the appropriate computerized font (ordered preference: True Type, or PostScript format) for publishing the standard?
**Michael Everson.**
5b. If available now, identify source(s) for the font (include address, e-mail, ftp-site, etc.) and indicate the tools used:
**Michael Everson, Fontographer.**
6a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided?
**Yes.**
6b. Are published examples of use (such as samples from newspapers, magazines, or other sources) of proposed characters attached?
**Yes.**
7. 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)?
**Yes.**
8. 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.
**See above.**

## C. Technical – Justification
1. Has this proposal for addition of character(s) been submitted before? If YES, explain.
**No.**
2a. Has contact been made to members of the user community (for example: National Body, user groups of the script or characters, other experts, etc.)?
**Yes.**
2b. If YES, with whom?
**The authors are members of the user community.**
2c. 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?
**Card players and Tarot readers and people who study esoterica.**
4a. The context of use for the proposed characters (type of use; common or rare)
**Used historically and in modern contexts.**
4b. Reference
5a. Are the proposed characters in current use by the user community?
**Yes.**
5b. If YES, where?

**Software, rulebooks, etc.**

6a. After giving due considerations to the principles in the P&P document must the proposed characters be entirely in the BMP?
**No.**
6b. If YES, is a rationale provided?
6c. If YES, reference
7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)?
**Yes.**
8a. Can any of the proposed characters be considered a presentation form of an existing character or character sequence?
**No.**
8b. If YES, is a rationale for its inclusion provided?
8c. If YES, reference
9a. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters?
**No.**
9b. If YES, is a rationale for its inclusion provided?
9c. If YES, reference
10a. Can any of the proposed character(s) be considered to be similar (in appearance or function) to an existing character?
**Yes.**
10b. If YES, is a rationale for its inclusion provided?
**Yes.**
10c. If YES, reference
**See §3 above.**
11a. Does the proposal include use of combining characters and/or use of composite sequences?
**No.**
11b. If YES, is a rationale for such use provided?
11c. If YES, reference
11d. Is a list of composite sequences and their corresponding glyph images (graphic symbols) provided?
11e. If YES, reference
12a. Does the proposal contain characters with any special properties such as control function or similar semantics?
**No.**
12b. If YES, describe in detail (include attachment if necessary)
13a. Does the proposal contain any Ideographic compatibility character(s)?
**No.**
13b. If YES, is the equivalent corresponding unified ideographic character(s) identified?