

## Allow emoji modifiers for 2 existing characters

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*To: UTC*

*From: Emoji subcommittee*

Document [L2/15-196](#) “Proposal to add more sports-related emoji characters” discusses the use of several existing emoji characters and several proposed emoji characters for representing various additional sports.

Of the existing emoji listed, three have status “secondary” in Field 3 Emoji\_Modifier\_Status of [emoji-data.txt](#), meaning that emoji modifiers may be used with them (and some implementations already support emoji modifiers for these):

U+1F3CA SWIMMER

U+1F6A3 ROWBOAT (shows a person seated in the boat)

U+1F6B4 BICYCLIST

And note that for several characters proposed [L2/15-196](#) it is recommended that the Emoji\_Modifier\_Status value be “secondary”:

U+1F938 PERSON DOING CARTWHEEL

U+1F93E WATER POLO

U+1F93F HANDBALL

One of the existing characters listed has Emoji\_Modifier\_Status status “none”, meaning that emoji modifiers may not be used with it:

U+1F3CB WEIGHT LIFTER

When these emoji are used as part of a set for representing sports, they may be designed to have a similar appearance. In that case, the Emoji\_Modifier\_Status for WEIGHT LIFTER should be “secondary” so that implementations that use realistic, human-like depictions for these may use emoji modifiers with all of them. This also applies to the following character not listed in [L2/15-196](#) but which may be treated as part of the same set (and which currently has Emoji\_Modifier\_Status status “none”):

U+26F9 PERSON WITH BALL

So the proposal is to change the Emoji\_Modifier\_Status from “none” to “secondary” for the following two characters:

U+26F9 PERSON WITH BALL

U+1F3CB WEIGHT LIFTER