There are two properties that would be useful for implementations that need to parse or produce emoji. These properties are also useful in the submission and encoding process, so that we are sure to determine exactly what the gender status of each character is.

**Emoji_Gender_Base:**
This is the set of those characters that human form with visible faces, but without explicit gender appearance (vendors may choose to show a particular gender, but TR51 recommends a neutral gender). These are also used as bases in the Emoji 5.0 RGI sequences, appending 𝑍𝑊𝐽 + MALE SIGN or 𝑍𝑊𝐽 + FEMALE SIGN. A list for Emoji 5.0 is included below.

**Emoji_Explicit_Gender:**
This is the set of characters with explicit gender appearance. There is a list in UTS#51 Gender, but it should be in machine-readable form so that people don't have to scrape the doc to get it.

```plaintext
26F9 ; Emoji_Gender_Base ; PERSON WITH BALL
1F3C3..1F3C4 ; Emoji_Gender_Base ; RUNNER..SURFER
1F3CA..1F3CC ; Emoji_Gender_Base ; SWIMMER..GOLFER
1F46E..1F46F ; Emoji_Gender_Base ; POLICE OFFICER..WOMAN WITH BUNNY EARS
1F471 ; Emoji_Gender_Base ; PERSON WITH BLOND HAIR
1F473 ; Emoji_Gender_Base ; MAN WITH TURBAN
1F477 ; Emoji_Gender_Base ; CONSTRUCTION WORKER
1F481..1F482 ; Emoji_Gender_Base ; INFORMATION DESK PERSON..GUARDSMAN
1F486..1F487 ; Emoji_Gender_Base ; FACE MASSAGE..HAIRCUT
1F575 ; Emoji_Gender_Base ; SLEUTH OR SPY
1F645..1F647 ; Emoji_Gender_Base ; FACE WITH NO GOOD GESTURE..PERSON BOWING DEEPLY
1F64B ; Emoji_Gender_Base ; HAPPY PERSON RAISING ONE HAND
1F64D..1F64E ; Emoji_Gender_Base ; PERSON FROWNING..PERSON WITH POUTING FACE
1F6A3 ; Emoji_Gender_Base ; ROWBOAT
1F6B4..1F6B6 ; Emoji_Gender_Base ; BICYCLIST..PEDESTRIAN
1F926 ; Emoji_Gender_Base ; FACE PALM
1F937..1F939 ; Emoji_Gender_Base ; SHRUG..JUGGLING
1F93C..1F93E ; Emoji_Gender_Base ; WRESTLERS..HANDBALL
1F9D6..1F9DF ; Emoji_Gender_Base ; PERSON IN STEAMY ROOM..ZOMBIE
```