Proposal to add more sports-related emoji characters

To: UTC
From: Hiroyuki Komatsu <komatsu@google.com>, with additions by Emoji Subcommittee
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Disclaimer

This document is a proposal whose contents are subject to UTC review, and any and all details are therefore subject to change. Any characters that are contained in this proposal, along with their attributes, including, but not limited to, their names, code points, and representative glyphs, should not be construed as final. There is also no guarantee that the characters will be added to the Unicode standard.

Proposal

To fill gaps in symbols related to popular sports—with special attention to sports featured in international competitions such as the Olympic™ Games—we propose to add new emoji symbols and add annotations to existing emoji symbols as shown below. We expect these emoji to be very popular during the course of such international competitions for informal use in text messaging and other communication. They are not intended for official use as part of such competitions, which typically have their own copyrighted or trademarked symbols and signage.

Add new emojis

Proposed code point	Name and annotations	Image Sample	To represent:
U+1F938	PERSON DOING CARTWHEEL ● gymnastics		**gymnastics**
U+1F6F6	CANOE		**canoe**
U+1F961	FENCER		**fencing**
U+1F93B	WRESTLERS		**wrestling**
U+1F960	MODERN PENTATHLON		**modern pentathlon**

U+1F93C	BOXING GLOVE		**boxing**
U+1F93D	MARTIAL ARTS UNIFORM		**judo** and other martial arts
U+1F946	RIFLE • marksmanship, shooting • hunting		**shooting**
U+1F93E	WATER POLO		**water polo**
U+1F93F	HANDBALL		**handball**
U+1F945	GOAL NET		**goal net**
U+1F947	FIRST PLACE MEDAL • gold medal		**first place medal**
U+1F948	SECOND PLACE MEDAL • silver medal		**second place medal**
U+1F949	THIRD PLACE MEDAL • bronze medal		**third place medal**

Add annotations to existing emojis
(These are discussed here but proposed separately in L2/15-199)
15. **equestrian** represented by HORSE (U+1F40E)
16. **athletics** represented by RUNNING SHIRT WITH SASH (U+1F3BD)
17. **archery** represented by BOW AND ARROW (U+1F3F9)

Note
18. target (e.g. for archery) is already represented by DIRECT HIT (U+1F3AF)

Background

We investigated the coverage of pictograms for Olympic games. Our proposal is based on this investigation.

Pictograms for Olympic games:

- https://commons.wikimedia.org/wiki/Category:Summer_Olympics_pictograms
- https://en.wikipedia.org/wiki/2012_Summer_Olympics#Sports
- https://en.wikipedia.org/wiki/2016_Summer_Olympics#Sports
- https://en.wikipedia.org/wiki/2020_Summer_Olympics#Sports
- https://en.wikipedia.org/wiki/2018_Winter_Olympics#Sports
- http://www.rio2016.com/en/more-information/games-design/pictograms

The following table shows sports used as pictograms in Olympic games more than 10 times. Some sports are counted multiple time in a single game, because there were multiple pictograms representing variants of a sport (e.g. BMX cycling, Road Cycling, Track Cycling in 2016, Rio). The first part of the table shows the sports that have a reasonable emoji already encoded; the rest are ones that are missing.

sport	# picts	# games	code	char	image	name
Cycling	21	13	U+1F6B4			bicyclist
Football	16	14	U+26BD			soccer ball
Volleyball	14	14	U+1F3D0			volleyball
Rowing	14	13	U+1F6A3			rowboat
Field Hockey	13	13	U+1F3D1			field hockey stick and ball
Basketball	13	13	U+1F3C0			basketball and hoop
Swimming	13	12	U+1F3CA			swimmer
Weightlifting	12	12	U+1F3CB			weight lifter

Sailing	11	10	U+26F5			sailboat
Gymnastics	25	14				
Canoe	21	14				
Equestrian	19	14				
Athletics	16	12				
Fencing	14	14				
Wrestling	14	14				
Modern Pentathlon	14	14				
Boxing	14	14				
Judo	14	13				
Shooting	13	13				
Archery	12	12				
Water Polo	11	11				
Handball	11	11				

Unicode emoji already covers: cycling, football, volleyball, rowing, field hockey, basketball, swimming, weightlifting and sailing. We propose to add other sports to emoji as well. As listed above, some sports can be represented by existing emoji characters if we add annotations to those existing emojis.

1: gymnastics

We propose a new emoji "**person doing cartwheel**" for gymnastics including artistic gymnastics, rhythmic gymnastics and trampoline. The image of a person doing a cartwheel can represent these as well as other non-sports-related concepts. Example image (not for actual use in code charts or an emoji font):

(http://www.pbslearningmedia.org/resource/a835951a-4422-43bc-933d-e56174ae3ec2/)

2: canoe

There are already some emoji for boats. However none of them seems suitable for canoe. U+1F6A3 (rowboat) looks similar, but the canoe rower needs to face forward rather than rearward as represented in rowboat.

U+26F5			sailboat
U+1F6A3			rowboat
U+1F6A4			speedboat
U+1F6E5			motor boat

We propose a new emoji "**canoe**". Visual representations should not contain people. Example image (not for actual use in code charts or an emoji font):

(http://cliparts.co/clipart/2736519)

3: fencing

We propose a new emoji "**fencer**". Example image (not for actual use in code charts or an emoji font):

(image purchased from http://www.canstockphoto.com)

The alternative of using U+2694 (CROSSED SWORDS) and adding an annotation that this could represent fencing was considered and rejected.

4: wrestling

We propose a new emoji "**wrestlers**". The following example image is a pictogram of wrestling for 1948 Olympic (not for actual use in code charts or an emoji font):

(https://commons.wikimedia.org/wiki/File:Wrestling_pictogram.svg)

5: modern pentathlon

We propose a new emoji "**modern pentathlon**". This is a sport that includes five events: fencing, swimming, equestrian, shooting and athletics. Actually showing all of these in a single symbol is complex, but can be done using stick-figure style. Example image (not for actual use in code charts or an emoji font):

 (adapted from icons at http://www.marianasilva.net/#/modern-pentathlon/)

The alternative of using a ZWJ sequence consisting of characters suggesting all five events was considered and rejected.

6: boxing

U+1F44A (fisted hand sign) could represent boxing, but U+1F44A is a bare hand.

U+1F44A			fisted hand sign

We propose a new emoji "**boxing glove**" for boxing.   This emoji might be used with face

emojis like: . Example image (not for actual use in code charts or an emoji font):

 (http://imgbuddy.com/boxing-glove.asp)

7: judo

We propose a new emoji "**martial arts uniform**" for judo. Visual representations should be considered that this emoji could be used for other martial arts like Karate and Taekwondo. This should not contain people. Example image (not for actual use in code charts or an emoji font):

 (http://products.mizuno.jp/c/item/22JMI01101/007001002)

8: shooting

U+1F52B (pistol) possibly represent shooting, but the current implementations do not represent shooting as sports. From the [Full Emoji Data](#) chart:

code	name	B&W	android	apple	twitter	windows
U+1F52B	pistol					

We propose a new emoji of "**rifle**" for shooting. The visual representations should be considered that this image is used for shooting sport. This should not contain people. Example image (not for actual use in code charts or an emoji font):

http://www.feinwerkbau.de/en/Sporting-Weapons/Air-Rifles/Model-500

9: water polo

We propose a new emoji "**water polo**". Example image (not for actual use in code charts or an emoji font):

(image purchased from http://www.canstockphoto.com)

The alternative of using a ZWJ sequence consisting of SWIMMER + GOAL NET was considered and rejected.

10: handball

We propose a new emoji "**handball**". Example image (not for actual use in code charts or an emoji font):


(image purchased from http://www.canstockphoto.com)

The alternative of using a ZWJ sequence consisting of PERSON WITH BALL + GOAL NET was considered and rejected.

11: goal net

We propose a new emoji "**goal net**". This emoji will not directly represent a specific sport, but it can be used for various purposes including combinations with other characters and metaphorical use. The visual implementation should consider that this is used by various sports. Example image (not for actual use in code charts or an emoji font):

 (http://sport-kid.net/soccer-goal-vector.html)
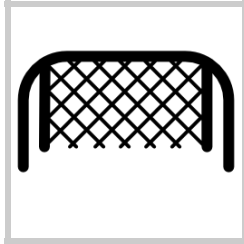
12,13,14: first place medal, second place medal, third place medal

We propose new emojis "**first place medal**", "**second place medal**", and "**third place medal**".The black&white images can show a medal with digits 1, 2, or 3 in the center. The color emoji images may instead show the medals in gold, silver, bronze or some other set of medal colors. These are likely to be used often outside a sports context as well. Example images (adapted from current code chart image for U+1F3C5 SPORTS MEDAL):

15: equestrian

There are three existing emojis related to equestrian; an annotation for equestrian can be added to one of them. From the Full Emoji Data chart:

code	B&W	name	android	apple	twitter	windows	annotations
U+1F434		horse face					animal, face, horse, nature
U+1F40E		horse					animal, horse, nature, place,racehorse, racing
U+1F3C7		horse racing					horse, jockey, person,racehorse, racing, sport, travel

We propose to add annotation 'equestrian' to U+1F40E.

> Current:
>
> 1F40E 🐎 HORSE
> - seventh of the signs of the Asian zodiac
>
> Proposed addition
> - equestrian sports
>
> http://www.unicode.org/charts/PDF/U1F300.pdf#page=8

Since the expected posture of a rider is different between horse racing and equestrian, if U+1F3C7 (horse racing) is used for equestrian, the sample image might need to be modified.

16: athletics

There are two existing emojis related to athletics. From the Full Emoji Data chart:

code	B&W	name	android	apple	twitter	windows	annotations
U+1F3BD		running shirt with sash					person, place, running, sash,shirt, sport
U+1F45F		athletic shoe					athletic, clothing, object,person, shoe, sneaker

We propose to add annotation 'athletics' to U+1F3BD.

> Current:
>
> 1F3BD 🎽 RUNNING SHIRT WITH SASH
>
> Proposed addition
> - generalized to represent athletics
>
> http://www.unicode.org/charts/PDF/U1F300.pdf#page=7

Note, we are also proposing to add other annotations to U+1F3BD, as described in the following (this material has been incorporated into L2/15-199):
- Proposal to add annotations to U+1F3BD (🎽)

17: archery

One of new Unicode 8.0 emoji characters is U+1F3F9 (BOW AND ARROW *also Sagittarius*). We propose to add annotation 'archery' to U+1F3F9:

Current:

1F3F9 ⍫ BOW AND ARROW
- used for Sagittarius
→ 2650 ⚐ sagittarius

Proposed addition
- also used for archery

http://www.unicode.org/charts/PDF/U1F300.pdf

18: target

The character DIRECT HIT (U+1F3AF) may represent a target as used for e.g. archery; it already has appropriate annotations:

U+1F3AF	DIRECT HIT = archery target, hitting the target		

Selection Factors for newly proposed characters

This section discusses criteria of the proposed characters based on http://www.unicode.org/reports/tr51/#Selection_Factors

b: Expected usage level
Several of the current sports-related emoji are among the more popular emoji; any emoji that is >= 0.02% of total emoji usage is above the median in popularity.

Current sports-related emoji with >= 0.02% popularity.
       0.16%   26BD   SOCCER BALL
       0.08%   1F3C0   BASKETBALL AND HOOP
       0.05%   26BE   BASEBALL

```
0.04%  1F3C8  AMERICAN FOOTBALL
0.03%  1F3CA  SWIMMER
0.02%   26F3  FLAG IN HOLE [golf]
0.02%  1F3C4  SURFER
0.02%  1F6B2  BICYCLE
```
http://unicode.org/draft/reports/tr51/emoji-frequency-all.html

We expect the similar popularity to proposed characters and it would increase on Olympic seasons.

c: Image distinctiveness

For most of the proposed characters it is easy to create an image that is distinct from existing characters in Unicode and communicates the intended associations. For HANDBALL, more care may be required to create an image that is distinct and conveys the notion of handball, the addition of a net may help.

d: Disparity

This proposal fills in a gap in emojis for sports. As we mentioned in the background sections, the current emoji set covers only half of sports which were frequently used for pictograms related to sports of the Olympic Games.

f: Generality

The proposed characters are considered to keep generality.
- PERSON DOING CARTWHEEL will represent at least gymnastics artistic, rhythmic and trampoline. It could also represent, e.g. "head over heels".
- CANOE will represent not only sports but also a vehicle. So we propose that the visual representation should not contain people..
- BOXING GLOVE can be used for other purposes, especially combinations with face emoji characters.
- MARTIAL ARTS UNIFORM is not specific to judo. It can be used for other martial arts like Karate and Taekwondo.
- RIFLE is used as an object as well as sports. So we propose that the visual representation should not contain people.
- GOAL NET will be used with various sports. To keep the generality, the visual implementation should be considered that this is used by various sports. It could also be used in emoji versions of expressions like "keep your eye on the goal".
- FIRST PLACE MEDAL, SECOND PLACE MEDAL, and THIRD PLACE MEDAL can be used for many kinds of competitions, not just sports. FIRST PLACE MEDAL can also be used to indicate that somebody is "awesome", etc.

g: Open-ended

Many of the characters can have additional meanings beyond their sports associations, as noted in the discussions above.

h: Representable already

The Background section already notes the results of investigations into whether existing characters can be used to represent the desired sports. To recap briefly:

- Current emojis can represent:
  - cycling, football, volleyball, rowing, field hockey, basketball, swimming, weightlifting, sailing
- Current emojis with new annotations can represent:
  - equestrian, athletics, archery
- There are no current characters that can be used to represent what the proposed characters are intended to be used for.

Properties

UnicodeData.txt

```
1F6F6;CANOE;So;0;ON;;;;;N;;;;;
1F938;PERSON DOING CARTWHEEL;So;0;ON;;;;;N;;;;;
1F93B;WRESTLERS;So;0;ON;;;;;N;;;
1F93C;BOXING GLOVE;So;0;ON;;;;;N;;;;;
1F93D;MARTIAL ARTS UNIFORM;So;0;ON;;;;;N;;;;;
1F93E;WATER POLO;So;0;ON;;;;;N;;;;;
1F93F;HANDBALL;So;0;ON;;;;;N;;;;;
1F945;GOAL NET;So;0;ON;;;;;N;;;;;
1F946;RIFLE;So;0;ON;;;;;N;;;;;
1F947;FIRST PLACE MEDAL;So;0;ON;;;;;N;;;;;
1F948;SECOND PLACE MEDAL;So;0;ON;;;;;N;;;;;
1F949;THIRD PLACE MEDAL;So;0;ON;;;;;N;;;;;
1F960;MODERN PENTATHLON;So;0;ON;;;;;N;;;;;
1F961;FENCER;So;0;ON;;;;;N;;;;;
```

emoji-data.txt

```
1F6F6 ; emoji ; L2 ; none ; x # Vn.0 (...) CANOE
1F938 ; emoji ; L2 ; secondary ; x # Vn.0 (...) PERSON DOING CARTWHEEL
1F93B ; emoji ; L2 ; none ; x # Vn.0 (...) WRESTLERS
1F93C ; emoji ; L2 ; none ; x # Vn.0 (...) BOXING GLOVE
1F93D ; emoji ; L2 ; none ; x # Vn.0 (...) MARTIAL ARTS UNIFORM
1F93E ; emoji ; L2 ; secondary ; x # Vn.0 (...) WATER POLO
1F93F ; emoji ; L2 ; secondary ; x # Vn.0 (...) HANDBALL
1F945 ; emoji ; L2 ; none ; x # Vn.0 (...) GOAL NET
1F946 ; emoji ; L2 ; none ; x # Vn.0 (...) RIFLE
1F947 ; emoji ; L2 ; none ; x # Vn.0 (...) FIRST PLACE MEDAL
1F948 ; emoji ; L2 ; none ; x # Vn.0 (...) SECOND PLACE MEDAL
1F949 ; emoji ; L2 ; none ; x # Vn.0 (...) THIRD PLACE MEDAL
1F960 ; emoji ; L2 ; none ; x # Vn.0 (...) MODERN PENTATHLON
1F961 ; emoji ; L2 ; none ; x # Vn.0 (...) FENCER
```

ISO/IEC JTC 1/SC 2/WG 2
PROPOSAL SUMMARY FORM TO ACCOMPANY SUBMISSIONS

FOR ADDITIONS TO THE REPERTOIRE OF ISO/IEC 10646
Please fill all the sections A, B and C below.
Please read Principles and Procedures Document (P & P) from
http://std.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://std.dkuug.dk/JTC1/SC2/WG2/docs/summaryform.html.
See also http://std.dkuug.dk/JTC1/SC2/WG2/docs/roadmaps.html for latest *Roadmaps*.
Form number: N4502-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, 2009-11, 2011-03, 2012-01)

A. Administrative

1. **Title:** *Proposal to add emoji characters for popular sports*

2. Requester's name: *Hiroyuki Komatsu*

3. Requester type (Member body/Liaison/Individual contribution): *Individual contribution*

4. Submission date: *2015-07-23*

5. Requester's reference (if applicable):

6. Choose one of the following:

This is a complete proposal: ✔

(or) More information will be provided later:

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: ✔

Name of the existing blocks: *Supplemental Symbols and Pictographs, Transport and Map Symbols*

2. Number of characters in proposal: *14*

3. Proposed category (select one from below - see section 2.2 of P&P document):

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			

4. Is a repertoire including character names provided? **YES**

    a. If YES, are the names in accordance with the "character naming guidelines" **YES**

    b. Are the character shapes attached in a legible form suitable for review? **YES**

5. Fonts related:

    a. Who will provide the appropriate computerized font to the Project Editor of 10646 for publishing the standard?

    b. Identify the party granting a license for use of the font by the editors (include address, e-mail, ftp-site, etc.):

6. References:

    a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided? **YES**

    b. Are published examples of use (such as samples from newspapers, magazines, or other sources)

        of proposed characters attached? **YES**

7. Special encoding issue

    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. 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 UAX#44: http://www.unicode.org/reports/tr44/ and associated Unicode Technical Reports for information needed for consideration by the Unicode Technical Committee for inclusion in the Unicode Standard.

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, 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? | *Over 110 million people in China use emoji daily, over 44 million in the U.S. use emoji daily*

        Reference:

4. The context of use for the proposed characters type of use; common or rare) **common**

    Reference:

5. Are the proposed characters in current use by the user community? **NO**

    If YES, where? Reference:

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)? **NO**

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, or could be confused with, an existing character? | **NO**

If YES, is a rationale for its inclusion provided?

If Yes, reference:

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 characters? | **NO**

If YES, are the equivalent corresponding unified ideographic characters identified?

If Yes, reference: