

## Action Requested

The ESC requests that the UTC review the attached recommendations for characters to advance to Draft Candidate status decide on which characters to advance to Draft Committee Status.

## Disclaimer

This is a working document for UTC review, publicly visible in the interests of transparency. No proposal made in this working document has any status until a formal decision is taken by the UTC and minuted.

The Emoji Subcommittee is recommending the enclosed attached list of 67 emoji characters as **Draft Candidates** for encoding in Unicode 11.0, for release in June, 2018. The list of **Final Candidates** will be decided at the 2017Q4 UTC meeting. Final code points and names would be decided at the 2018Q1 UTC meeting.

A number of submissions were sent to the committee. Many of these were not [well-formed proposals](#). In those cases, the authors were informed about the problems in their proposal forms. Some of the authors subsequently followed up with revisions that addressed their problems.





The well-formed proposals fall into a few groups:






- Many were forwarded on to the UTC. This does not mean that they were recommended for encoding by the ESC, just that they were sufficiently well-formed to bring to the committee's attention.
- Some were requests for making sequences be RGI. Those are listed in [L2/17-287](#) to bring them to the attention of major vendors, to see if there is sufficient support for adding them. They do not as yet require attention from the UTC.
- Some are still being processed in the ESC, typically because they were part of a larger related group of emoji that needed further investigation and prioritization. That is especially important for requests for characters that are historically not very popular, such as flags.

There are limitations on the number of emoji encoded each year. Of the proposals that are not listed as recommended, some still could be recommended for a future version of Unicode, possibly with some revisions.





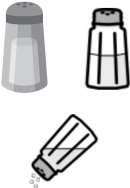





## Characters proposed for Unicode 11.0

67 characters are proposed for encoding as emoji in Unicode 11.0. Not all of the black&white images are present yet.






No	Images	Provisional Code point	Provisional Unicode name	Links	ESC comments
			Faces:		
1	 	1F970	SMILING FACE WITH SMILING EYES AND THREE HEARTS	<a href="#">L2/17-244R</a>	CLDR Annotations: In love, loved
2	 	1F971	SMILING FACE WITH CAPE	<a href="#">L2/17-244R</a>	CLDR Annotations: hero, heroine. Pair with smiling face with cape. Also see hero in old <a href="#">L2/14-174</a>

3		1F972	SERIOUS FACE WITH EYE MASK AND CAPE	<a href="#">L2/17-244R</a>	CLDR Annotations: villain, bandit. Pair with serious face with eye mask and cape. Also see thief in old <a href="#">L2/14-174</a>
4		1F973	FACE WITH SMILING EYES AND PARTY HORN AND PARTY HAT	<a href="#">L2/17-244R</a>	
5		1F974	FACE WITH UNEVEN EYES AND WAVY MOUTH	<a href="#">L2/17-244R</a>	CLDR Annotations: inebriated
6		1F975	RED FACE WITH TONGUE STICKING OUT WITH BEAD OF SWEAT	<a href="#">L2/17-244R</a>	CLDR Annotations: hot, overheated
7		1F976	BLUE FACE WITH CLENCHED TEETH AND ICICLES	<a href="#">L2/17-244R</a>	CLDR Annotations: cold, freezing
8		1F977	FROWNING FACE WITH QUESTION MARKS AS EYES	<a href="#">L2/17-244R</a>	CLDR Annotations: lost, confused
9		1F978	GRINNING FACE WITH LETTERS OK AS EYES	<a href="#">L2/17-244R</a>	
10		1F979	FROWNING PILE OF POO	<a href="#">L2/17-244R</a>	
11		1F97A	FACE WITH GLISTENING EYES	<a href="#">L2/17-244R</a>	CLDR Annotations: puppy eyes; begging; sorry
			Body		
1		1F9B0	TOP OF HEAD WITH RED HAIR	<a href="#">L2/17-082</a> , <a href="#">X01703</a>	For use in ZWJ seqs, see <a href="#">L2/17-283</a> . Recommended to have Emoji_Component property.
2		1F9B1	TOP OF HEAD WITH CURLY HAIR	<a href="#">L2/17-082</a> , <a href="#">X01704</a>	For use in ZWJ seqs, see <a href="#">L2/17-283</a> . Recommended to have Emoji_Component property.
3		1F9B2	TOP OF HEAD WITH NO HAIR	<a href="#">L2/17-082</a> , <a href="#">X01705</a>	For use in ZWJ seqs, see <a href="#">L2/17-283</a> . Recommended to have Emoji_Component property.
4		1F9B3	TOP OF HEAD WITH WHITE HAIR	<a href="#">L2/17-082</a> , <a href="#">X01706</a>	For use in ZWJ seqs, see <a href="#">L2/17-283</a> . Recommended to have Emoji_Component property.
5		1F9B4	BONE	<a href="#">L2/17-259</a> , <a href="#">L2/17-246</a>	

6		1F9B5	LEG	<a href="#">L2/17-259</a> , and in old <a href="#">L2/14-174</a>	
7		1F9B6	FOOT	<a href="#">L2/17-259</a>	
8		1F9B7	TOOTH	<a href="#">L2/17-259</a>	
			Clothing		
1		1F97C	LAB COAT	<a href="#">L2/17-113</a> , <a href="#">X01708</a>	
2		1F97D	GOGGLES	<a href="#">L2/17-113</a> , <a href="#">X0171A</a>	
3		1F97E	HIKING BOOT	<a href="#">L2/17-271</a>	CLDR Annotation: hiking
4		1F97F	WOMANS FLAT SHOE	<a href="#">L2/17-274</a>	
			Animals		
1		1F998	KANGAROO	<a href="#">L2/17-264</a>	
2		1F999	LLAMA	<a href="#">L2/17-266</a>	CLDR Annotation: alpaca
3		1F99A	PEACOCK	<a href="#">L2/17-270</a>	
4		1F99B	HIPPOPOTAMUS	<a href="#">L2/17-263</a>	
5		1F99C	PARROT	<a href="#">L2/17-280</a> , <a href="#">L2/17-281</a>	
6		1F99D	RACCOON	<a href="#">L2/17-278</a>	
7		1F99E	LOBSTER	<a href="#">L2/17-267</a> , <a href="#">L2/17-217</a> , and in old <a href="#">L2/14-174</a>	
8		1F99F	MOSQUITO	<a href="#">L2/17-268</a>	

9		1F9A0	MICROBE	<a href="#">L2/17-113</a> , <a href="#">X0170A</a>	
			Foods		
1		1F96C	LEAFY GREEN	<a href="#">L2/17-265</a>	
2		1F96D	MANGO	<a href="#">L2/17-203</a> , <a href="#">L2/17-211</a>	
3		1F96E	MOON CAKE	<a href="#">L2/17-024</a> , <a href="#">X01702</a>	
4		1F96F	SLICED BAGEL	<a href="#">L2/17-261</a> , also prev. submission to ESC	show sliced to differentiate from doughnut
5		1F9C1	CUPCAKE	<a href="#">L2/17-262</a> , and in old <a href="#">L2/14-174</a>	
6		1F9C2	SALT SHAKER	<a href="#">L2/17-272</a> , <a href="#">L2/16-191</a>	Consider as condiment shaker?
			Activities		
1		1F9E7	RED ENVELOPE	<a href="#">L2/17-023</a> , <a href="#">X01700</a>	
2		1F9E8	FIRECRACKER	<a href="#">L2/17-025</a> , <a href="#">X01701</a>	
3		1F94D	LACROSSE STICK AND BALL	<a href="#">L2/17-277</a> , <a href="#">L2/16-382</a>	
4		1F94E	SOFTBALL	<a href="#">L2/17-277</a> , <a href="#">L2/17-184</a>	
5		1F6F9	SKATEBOARD	<a href="#">L2/17-277</a> , <a href="#">L2/16-378</a>	
6		1F94F	FLYING DISC	<a href="#">L2/17-277</a> , <a href="#">L2/17-257</a>	
7		1F9E9	JIGSAW PUZZLE PIECE	<a href="#">L2/17-198</a>	
			Objects		

1		1F9EA	TEST TUBE	<a href="#">L2/17-113</a> , <a href="#">X01709</a>	Replaces flask in proposal
2		1F9EB	PETRI DISH	<a href="#">L2/17-113</a> , <a href="#">X0170B</a>	
3		1F9EC	DNA DOUBLE HELIX	<a href="#">L2/17-113</a> , <a href="#">X0170C</a>	
4		1F9ED	COMPASS	<a href="#">L2/17-113</a> , <a href="#">X0170D</a>	CLDR Annotation: magnetic
5		1F9EE	ABACUS	<a href="#">L2/17-113</a> , <a href="#">X0170E</a>	
6		1F9EF	FIRE EXTINGUISHER	<a href="#">L2/17-113</a> , <a href="#">X0170F</a>	
7		1F9F0	TOOLBOX	<a href="#">L2/17-202</a>	CLDR Annotation: tool chest
8		1F9F1	BRICK WALL	<a href="#">L2/17-172</a>	Brick wall instead of brick as in proposal
9		1F9F2	MAGNET	<a href="#">L2/17-185</a>	CLDR Annotation: horseshoe
10		1F9F3	LUGGAGE	<a href="#">L2/17-205</a>	
11		1F9F4	SQUEEZE BOTTLE	<a href="#">L2/17-212</a>	
12		1F9F5	SPOOL OF THREAD	<a href="#">L2/17-249</a>	
13		1F9F6	BALL OF YARN	<a href="#">L2/17-249</a>	
14		1F9F7	SAFETY PIN	<a href="#">L2/17-249</a>	
15		1F9F8	TEDDY BEAR	<a href="#">L2/17-273</a>	
16		1F9F9	BROOM	<a href="#">L2/17-260</a>	
17		1F9FA	BASKET	<a href="#">L2/17-260</a>	

18		1F9FB	ROLL OF TOILET PAPER	<a href="#">L2/17-260</a>	
19		1F9FC	BAR OF SOAP	<a href="#">L2/17-260</a>	Could add more lather or a dish
20		1F9FD	SPONGE	<a href="#">L2/17-260</a>	
21		1F9FE	RECEIPT	<a href="#">L2/17-208</a>	
22		1F9FF	NAZAR	<a href="#">L2/17-058</a>	Annotation: evil-eye amulet