

Doc Type: Working Group Document

Title: Proposal to encode symbols for penalty cards in the UCS

Author: Karl Pentzlin

Status: Individual Contribution

Action: For consideration by JTC1/SC2/WG2 and UTC

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1. Introduction

The "yellow card" and "red card" are cards which are used by a referee during a match of soccer or related sports (e.g. handball), to express a caution or a sending-off to a player after an infringement by presenting the appropriate card.

Such events are listed in reports of a match (see fig. 3, 4) and in statistics (see fig. 1, 2). In such cases, often small symbols depicting such cards are used to denote this. As these symbols are designed to fit the text characters which they are used together with, and as they are used regularly and repeatedly employing their given semantics, they are characters themselves.

Thus, they are appropriate for encoding, and proposed here.

Moreover, as soccer is a very popular sport in Europe, you find the term "showing someone/something the red card" to denote metaphorically "expressing the wish to get rid of someone/something" (and similar regarding the yellow card). Such use is (albeit rarely) found also for the symbols (fig. 5).

2. Encoding Considerations

The representative glyphs show heraldic hatching, as it is done already for several other characters which are colored intrinsically.

3. Proposed Characters

Block: Miscellaneous Symbols and Pictographs

Sport symbols – Penalty Cards



U+1F54E YELLOW CARD
= caution
→ 1F0A0 playing card back



U+1F54F RED CARD
= sending-off

Properties:

1F54E;YELLOW CARD;So;0;ON;;;;;N;;;;;

1F54F;RED CARD;So;0;ON;;;;;N;;;;;

4. Examples and Figures

Fig. 1: A table with yellow and red cards in the header in Wikipedia retrieved 2013-03-30): http://de.wikipedia.org/wiki/U-20-Fu%C3%9Fball-Weltmeisterschaft_2009/Kader
Listing a soccer team participating a championship in 2009. As specified by the symbols in the header, the last three columns list the number of penalties received by the participants.

Nummer / Name	Verein vor WM-Beginn	Geburtstag	Sp.	Tore			
Torhüter							
12 Tom Mickel	Hamburger SV	19.04.1989	0	0	0	0	0
21 Sebastian Mielitz	Werder Bremen	18.07.1989	0	0	0	0	0
1 Ron-Robert Zieler	Manchester United (ENG)	12.02.1989	0	0	0	0	0

Fig. 2: Excerpt from a table from Wikipedia describing a soccer match (retrieved 2013-03-30): http://de.wikipedia.org/wiki/U-20-Fu%C3%9Fball-Weltmeisterschaft_der_Frauen_2006/Finalrunde
Part of the description of a soccer match, listing the goals achieved (indicated by a symbol already encoded as U+26BD SOCCER BALL) and the penalties received by the participants.










Trainer: Emmanuel Tetteh Okonkwo	
 1:0 Fabiana (45.+2)	 1:1 Cynthia Uwak (65.)
 2:1 Adriane (90.+5)	
 Daiane (5)	 Chizoma Oparaocha (45+1)
 Mônica (19')	 Akudo Iwuagwu (50')
	 Tochukwu Oluehi (90'+2)

Fig. 3: Excerpt from a report of an ongoing soccer match, retrieved 2013-03-30 from the website <http://www.spiegel.de> .("Gelbe Karte" is German for "yellow card"; "Tor" for "goal")
Here, also a goal is marked by the soccer ball symbol, and a penalty by the yellow card symbol.

33. Minute
 Gelbe Karte
Niedermeier (Stuttgart)
Ohne Rücksicht auf Verluste grätscht Niedermeier mit gestrecktem Bein gegen Bender - Gelb, die fünfte.



29. Minute
 Tor
0:1 - Torschütze: Piszczek

Fig. 4: Excerpt from a report of the same ongoing soccer match as in fig. 3, retrieved at the same time from the competing website <http://www.welt.de> .
This comparison shows that the use of the soccer ball symbol for goals and the card symbols for the penalties is in fact conventional.

33'  Gelbe Karte für Georg Niedermeier (VfB Stuttgart)
Auch Niedermeier sieht seine fünfte Gelbe, nachdem er mit gestrecktem Bein in Bender rutscht. Auch die Verwarnung geht in Ordnung.

33' Glück im Unglück könnte man das auch nennen. Da erwischt es mal wieder einen Borussen mit einer Gesichtsverletzung und dann sticht der Joker ganze fünf Minuten nach seiner Einwechslung.

31' Es wird ruppiger! Immer wieder liegen jetzt Spieler am Boden und fordern einen Freistoß. Das heizt die eh schon gereizte Atmosphäre weiter auf.


29'  Tooor für Borussia Dortmund, 0:1 durch Łukasz Piszczek
Aus einem Freistoß resultiert die Führung für den BVB! Reus schnibbelt die Kugel von halblinks scharf

Fig. 5: Excerpt from the title page of a medical brochure (Source: obs/Bayer HealthCare Deutschland, 2012), using the red card symbol as a bullet. The marked text translates: "Red card to the cerebrovascular accident", giving an example of the metaphorical use of the yellow/red card concept beyond sports.



**ISO/IEC JTC 1/SC 2/WG 2
PROPOSAL SUMMARY FORM TO ACCOMPANY SUBMISSIONS
FOR ADDITIONS TO THE REPERTOIRE OF ISO/IEC 10646¹**

Please fill all the sections A, B and C below.

Please read Principles and Procedures Document (P & P) from <http://www.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://www.dkuug.dk/JTC1/SC2/WG2/docs/summaryform.html>.

See also <http://www.dkuug.dk/JTC1/SC2/WG2/docs/roadmaps.html> for latest Roadmaps.

A. Administrative

1. Title:	<i>Proposal to encode symbols for penalty cards in the UCS</i>
2. Requester's name:	<i>Karl Pentzlin</i>
3. Requester type (Member body/Liaison/Individual contribution):	<i>Individual contribution</i>
4. Submission date:	<i>2013-04-01</i>
5. Requester's reference (if applicable):	
6. Choose one of the following:	
This is a complete proposal:	<input type="checkbox"/> <i>Yes</i>
(or) More information will be provided later:	<input type="checkbox"/>

B. Technical – General

1. Choose one of the following:		
a. This proposal is for a new script (set of characters):	<input type="checkbox"/> <i>No</i>	
Proposed name of script:		
b. The proposal is for addition of character(s) to an existing block:	<input type="checkbox"/> <i>Yes</i>	
Name of the existing block:	<i>Miscellaneous Symbols and Pictographs</i>	
2. Number of characters in proposal:	<input type="checkbox"/> <i>2</i>	
3. Proposed category (select one from below - see section 2.2 of P&P document):		
A-Contemporary <input checked="" type="checkbox"/>	B.1-Specialized (small collection) <input type="checkbox"/>	B.2-Specialized (large collection) <input type="checkbox"/>
C-Major extinct <input type="checkbox"/>	D-Attested extinct <input type="checkbox"/>	E-Minor extinct <input type="checkbox"/>
F-Archaic Hieroglyphic or Ideographic <input type="checkbox"/>	G-Obscure or questionable usage symbols <input type="checkbox"/>	
4. Is a repertoire including character names provided?	<input type="checkbox"/> <i>Yes</i>	
a. If YES, are the names in accordance with the "character naming guidelines" in Annex L of P&P document?	<input type="checkbox"/> <i>Yes</i>	
b. Are the character shapes attached in a legible form suitable for review?	<input type="checkbox"/> <i>Yes</i>	
5. Fonts related:		
a. Who will provide the appropriate computerized font to the Project Editor of 10646 for publishing the standard?	<i>The author (on request)</i>	
b. Identify the party granting a license for use of the font by the editors (include address, e-mail, ftp-site, etc.):	<i>The author (on request)</i>	
6. References:		
a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided?	<input type="checkbox"/> <i>Yes</i>	
b. Are published examples of use (such as samples from newspapers, magazines, or other sources) of proposed characters attached?	<input type="checkbox"/> <i>Yes</i>	
7. Special encoding issues:		
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)?	<input type="checkbox"/> <i>No</i>	

8. Additional Information:

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 Unicode Character Database (<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.

¹ Form number: N3902-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)

C. Technical - Justification

1. Has this proposal for addition of character(s) been submitted before? If YES explain	No
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.)? If YES, with whom? If YES, available relevant documents:	n/a <i>There is no confined user group</i>
3. Information on the user community for the proposed characters (for example: size, demographics, information technology use, or publishing use) is included? Reference:	Yes <i>see text</i>
4. The context of use for the proposed characters (type of use; common or rare) Reference:	common <i>see text</i>
5. Are the proposed characters in current use by the user community? If YES, where? Reference:	Yes <i>see text</i>
6. After giving due considerations to the principles in the P&P document must the proposed characters be entirely in the BMP? If YES, is a rationale provided? If YES, reference:	No
7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)?	Yes
8. Can any of the proposed characters be considered a presentation form of an existing character or character sequence? If YES, is a rationale for its inclusion provided? If YES, reference:	No
9. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters? If YES, is a rationale for its inclusion provided? If YES, reference:	No
10. Can any of the proposed character(s) be considered to be similar (in appearance or function) to an existing character? If YES, is a rationale for its inclusion provided? If YES, reference:	No
11. Does the proposal include use of combining characters and/or use of composite sequences? 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:	No
12. Does the proposal contain characters with any special properties such as control function or similar semantics? If YES, describe in detail (include attachment if necessary)	No
13. Does the proposal contain any Ideographic compatibility characters? If YES, are the equivalent corresponding unified ideographic characters identified? If YES, reference:	No