

Universal Multiple-Octet Coded Character Set  
International Organization for Standardization  
Organisation Internationale de Normalisation  
Международная организация по стандартизации

**Doc Type: Working Group Document****Title: Proposal for encoding the Woleai script in the SMP of the UCS****Source: UC Berkeley Script Encoding Initiative (Universal Scripts Project)****Author: Michael Everson****Status: Liaison Contribution****Action: For consideration by JTC1/SC2/WG2 and UTC****Date: 2011-10-21****Replaces: N3977**

**1. Introduction.** The Woleai script has its origins in a diffusion of the Latin script to the Woleai Atoll. Alfred Snelling, a missionary in Chuuk (then called Truk) in 1888, had evidently helped to devise a Latin alphabet for the Chuukese language. In 1905 he became lost at sea and landed with his Chuukese crew on the island of Eauripik, a Woleaian-speaking atoll 100 km to the southwest of Woleai itself. There he taught the Latin orthography for Chuukese to the Woleaians, who re-interpreted the alphabet as a syllabary, where each letter-name stood for its syllable (consonant + *-i*). Later the writing spread to other islands in the Woleai Atoll, and additional characters were devised on the island of Faraulep (perhaps after “the big typhoon” in 1907), since a syllabary with endings in *-i* was not sufficient to be practical. An expedition from Hamburg arriving in Woleai in 1909 discovered the writing system and did ethnographic research on it, though this was not published until 1929. Riesenbergs and Kaneshiro’s work was collected in 1954–57 and published in 1960.

The Eauripik characters were described by Riesenbergs and Kaneshiro as “Type 2 script”, and the script identified by their informants as originating in Faraulep as “Type 1 script”. Both Type 1 and Type 2 characters were used together; the classification is useful only in determining the development of the script. Although Type 2 characters have their origin in the Latin script, Type 1 characters are new additions to the script (some of which represent different fish, parts of the body, and parts of canoes), which spread to many of the islands in the Woleai group. Usage of the script appeared to be in decline in the 1950s. It could be found in a variety of contexts, including personal tattoos.

**2. Processing.** Woleai is written from left to right horizontally. Manuscript texts are often written without spaces between words, though U+0020 SPACE is found in transcriptions and is likely to be preferred for general use. No ligation or other shaping behaviour is found in Woleai.

**3. Glyphs.** A certain amount of variation in shape is found in the manuscripts; the font used in this proposal was developed by Michael Everson on the basis of the charts in Riesenbergs and Kaneshiro 1960.

**4. Sorting.** There exist a number of Type 1 abecedaries, in which more variation is found after the first 50 characters than before, which may indicate the relative age of the development of the characters. It may be the case that modern users will prefer a Latin-based ordering, since Woleai has a Latin orthography now. More research is required.

**5. Character names.** The names used for the characters here are based on those given in Riesenber and Kaneshiro 1960. The spelling of the names should perhaps be updated to reflect the modern Latin orthography. More research is required.

**6. Numerals.** No digits are found in the texts; it must be assumed that European digits would be used.

**7. Unicode Character Properties**

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16B80;WOLEAI SYLLABLE LA;Lo;0;L;;;;N;;;;;
16B81;WOLEAI SYLLABLE GO;Lo;0;L;;;;N;;;;;
16B82;WOLEAI SYLLABLE TA;Lo;0;L;;;;N;;;;;
16B83;WOLEAI SYLLABLE BE;Lo;0;L;;;;N;;;;;
16B84;WOLEAI SYLLABLE CHO;Lo;0;L;;;;N;;;;;
16B85;WOLEAI SYLLABLE LO;Lo;0;L;;;;N;;;;;
16B86;WOLEAI SYLLABLE BI;Lo;0;L;;;;N;;;;;
16B87;WOLEAI SYLLABLE RU;Lo;0;L;;;;N;;;;;
16B88;WOLEAI SYLLABLE MA;Lo;0;L;;;;N;;;;;
16B89;WOLEAI SYLLABLE PEO;Lo;0;L;;;;N;;;;;
16B8A;WOLEAI SYLLABLE ME;Lo;0;L;;;;N;;;;;
16B8B;WOLEAI SYLLABLE NGE-1;Lo;0;L;;;;N;;;;;
16B8C;WOLEAI SYLLABLE BO;Lo;0;L;;;;N;;;;;
16B8D;WOLEAI SYLLABLE WA;Lo;0;L;;;;N;;;;;
16B8E;WOLEAI SYLLABLE RA;Lo;0;L;;;;N;;;;;
16B8F;WOLEAI SYLLABLE IU;Lo;0;L;;;;N;;;;;
16B90;WOLEAI SYLLABLE TO;Lo;0;L;;;;N;;;;;
16B91;WOLEAI SYLLABLE CHA;Lo;0;L;;;;N;;;;;
16B92;WOLEAI SYLLABLE MWEO;Lo;0;L;;;;N;;;;;
16B93;WOLEAI SYLLABLE CHEO;Lo;0;L;;;;N;;;;;
16B94;WOLEAI SYLLABLE MWA;Lo;0;L;;;;N;;;;;
16B95;WOLEAI SYLLABLE RO;Lo;0;L;;;;N;;;;;
16B96;WOLEAI SYLLABLE MAA;Lo;0;L;;;;N;;;;;
16B97;WOLEAI SYLLABLE BA;Lo;0;L;;;;N;;;;;
16B98;WOLEAI SYLLABLE TE;Lo;0;L;;;;N;;;;;
16B99;WOLEAI SYLLABLE PE;Lo;0;L;;;;N;;;;;
16B9A;WOLEAI SYLLABLE FO;Lo;0;L;;;;N;;;;;
16B9B;WOLEAI SYLLABLE CHIU;Lo;0;L;;;;N;;;;;
16B9C;WOLEAI SYLLABLE BU;Lo;0;L;;;;N;;;;;
16B9D;WOLEAI SYLLABLE LEO;Lo;0;L;;;;N;;;;;
16B9E;WOLEAI SYLLABLE TIU;Lo;0;L;;;;N;;;;;
16B9F;WOLEAI SYLLABLE FA;Lo;0;L;;;;N;;;;;
16BA0;WOLEAI SYLLABLE LE;Lo;0;L;;;;N;;;;;
16BA1;WOLEAI SYLLABLE MWOA;Lo;0;L;;;;N;;;;;
16BA2;WOLEAI SYLLABLE RE;Lo;0;L;;;;N;;;;;
16BA3;WOLEAI SYLLABLE LIU;Lo;0;L;;;;N;;;;;
16BA4;WOLEAI SYLLABLE SA;Lo;0;L;;;;N;;;;;
16BA5;WOLEAI SYLLABLE TEO;Lo;0;L;;;;N;;;;;
16BA6;WOLEAI SYLLABLE WE;Lo;0;L;;;;N;;;;;
16BA7;WOLEAI SYLLABLE SE;Lo;0;L;;;;N;;;;;
16BA8;WOLEAI SYLLABLE GIU;Lo;0;L;;;;N;;;;;
16BA9;WOLEAI SYLLABLE SHO;Lo;0;L;;;;N;;;;;
16BAA;WOLEAI SYLLABLE PA;Lo;0;L;;;;N;;;;;
16BAB;WOLEAI SYLLABLE KU;Lo;0;L;;;;N;;;;;
16BAC;WOLEAI SYLLABLE CHOO;Lo;0;L;;;;N;;;;;
16BAD;WOLEAI SYLLABLE KA;Lo;0;L;;;;N;;;;;
16BAE;WOLEAI SYLLABLE RIU;Lo;0;L;;;;N;;;;;
16BAF;WOLEAI SYLLABLE NGA;Lo;0;L;;;;N;;;;;
16BB0;WOLEAI SYLLABLE MWO;Lo;0;L;;;;N;;;;;
16BB1;WOLEAI SYLLABLE GE;Lo;0;L;;;;N;;;;;
16BB2;WOLEAI SYLLABLE TU;Lo;0;L;;;;N;;;;;
16BB3;WOLEAI SYLLABLE NGO;Lo;0;L;;;;N;;;;;
16BB4;WOLEAI SYLLABLE NGOA;Lo;0;L;;;;N;;;;;
16BB5;WOLEAI SYLLABLE CHOA;Lo;0;L;;;;N;;;;;
16BB6;WOLEAI SYLLABLE SHU;Lo;0;L;;;;N;;;;;
16BB7;WOLEAI SYLLABLE GEO;Lo;0;L;;;;N;;;;;
16BB8;WOLEAI SYLLABLE SHOA;Lo;0;L;;;;N;;;;;
16BB9;WOLEAI SYLLABLE NGIU;Lo;0;L;;;;N;;;;;
16BBA;WOLEAI SYLLABLE PIU;Lo;0;L;;;;N;;;;;
16BBB;WOLEAI SYLLABLE TOA;Lo;0;L;;;;N;;;;;
16BBC;WOLEAI SYLLABLE SHIU;Lo;0;L;;;;N;;;;;
16BBD;WOLEAI SYLLABLE SU;Lo;0;L;;;;N;;;;;
16BBE;WOLEAI SYLLABLE POA;Lo;0;L;;;;N;;;;;
16BBF;WOLEAI SYLLABLE NGE-2;Lo;0;L;;;;N;;;;;
16BC0;WOLEAI SYLLABLE LU;Lo;0;L;;;;N;;;;;
16BC1;WOLEAI SYLLABLE FE;Lo;0;L;;;;N;;;;;
16BC2;WOLEAI SYLLABLE MWI;Lo;0;L;;;;N;;;;;
16BC3;WOLEAI SYLLABLE SO;Lo;0;L;;;;N;;;;;

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16BC4;WOLEAI SYLLABLE TAA;Lo;0;L;;;;N;;;;;  
 16BC5;WOLEAI SYLLABLE MU;Lo;0;L;;;;N;;;;;  
 16BC6;WOLEAI SYLLABLE CHU;Lo;0;L;;;;N;;;;;  
 16BC7;WOLEAI SYLLABLE EO;Lo;0;L;;;;N;;;;;  
 16BC8;WOLEAI SYLLABLE RE;Lo;0;L;;;;N;;;;;  
 16BC9;WOLEAI SYLLABLE HA;Lo;0;L;;;;N;;;;;  
 16BCA;WOLEAI SYLLABLE ROA;Lo;0;L;;;;N;;;;;  
 16BCB;WOLEAI SYLLABLE RYO;Lo;0;L;;;;N;;;;;  
 16BCC;WOLEAI SYLLABLE LOA;Lo;0;L;;;;N;;;;;  
 16BCD;WOLEAI SYLLABLE NMA;Lo;0;L;;;;N;;;;;  
 16BD0;WOLEAI SYLLABLE YA;Lo;0;L;;;;N;;;;;  
 16BD1;WOLEAI SYLLABLE YOA;Lo;0;L;;;;N;;;;;  
 16BD2;WOLEAI SYLLABLE YE;Lo;0;L;;;;N;;;;;  
 16BD3;WOLEAI SYLLABLE I;Lo;0;L;;;;N;;;;;  
 16BD4;WOLEAI SYLLABLE WO;Lo;0;L;;;;N;;;;;  
 16BD5;WOLEAI SYLLABLE YEO;Lo;0;L;;;;N;;;;;  
 16BD6;WOLEAI SYLLABLE FI;Lo;0;L;;;;N;;;;;  
 16BD7;WOLEAI SYLLABLE GI;Lo;0;L;;;;N;;;;;  
 16BD8;WOLEAI SYLLABLE NGI;Lo;0;L;;;;N;;;;;  
 16BD9;WOLEAI SYLLABLE LI;Lo;0;L;;;;N;;;;;  
 16BDA;WOLEAI SYLLABLE MI;Lo;0;L;;;;N;;;;;  
 16BDB;WOLEAI SYLLABLE WI;Lo;0;L;;;;N;;;;;  
 16BDC;WOLEAI SYLLABLE CHI;Lo;0;L;;;;N;;;;;  
 16BDD;WOLEAI SYLLABLE PI;Lo;0;L;;;;N;;;;;  
 16BDE;WOLEAI SYLLABLE SI;Lo;0;L;;;;N;;;;;  
 16BDF;WOLEAI SYLLABLE YO;Lo;0;L;;;;N;;;;;  
 16BE0;WOLEAI SYLLABLE TI;Lo;0;L;;;;N;;;;;  
 16BE1;WOLEAI SYLLABLE RI;Lo;0;L;;;;N;;;;;  
 16BE2;WOLEAI SYLLABLE U;Lo;0;L;;;;N;;;;;

**8. Punctuation.** No punctuation marks have been observed in use with Woleai.

## 9. Bibliography

Riesenberg, Saul H. and Shigeru Kaneshiro. 1960. "A Caroline Islands Script", in *Anthropological Papers, No. 60*. Washington: U. S. Government Printing Office.

**10. Acknowledgements.** This project was made possible in part by a grant from the U.S. National Endowment for the Humanities, which funded the Universal Scripts Project (part of the Script Encoding Initiative at UC Berkeley) in respect of the Woleai encoding. Any views, findings, conclusions or recommendations expressed in this publication do not necessarily reflect those of the National Endowment of the Humanities.

	16B8	16B9	16BA	16BB	16BC	16BD	16BE
0	 16B80	 16B90	 16BA0	 16BB0	 16BC0	 16BD0	 16BE0
1	 16B81	 16B91	 16BA1	 16BB1	 16BC1	 16BD1	 16BE1
2	 16B82	 16B92	 16BA2	 16BB2	 16BC2	 16BD2	 16BE2
3	 16B83	 16B93	 16BA3	 16BB3	 16BC3	 16BD3	
4	 16B84	 16B94	 16BA4	 16BB4	 16BC4	 16BD4	
5	 16B85	 16B95	 16BA5	 16BB5	 16BC5	 16BD5	
6	 16B86	 16B96	 16BA6	 16BB6	 16BC6	 16BD6	
7	 16B87	 16B97	 16BA7	 16BB7	 16BC7	 16BD7	
8	 16B88	 16B98	 16BA8	 16BB8	 16BC8	 16BD8	
9	 16B89	 16B99	 16BA9	 16BB9	 16BC9	 16BD9	
A	 16B8A	 16B9A	 16BAA	 16BBA	 16BCA	 16BDA	
B	 16B8B	 16B9B	 16BAB	 16BBB	 16BCB	 16BDB	
C	 16B8C	 16B9C	 16BAC	 16BBC	 16BCC	 16BDC	
D	 16B8D	 16B9D	 16BAD	 16BBD	 16BCD	 16BDD	
E	 16B8E	 16B9E	 16BAE	 16BBE		 16BDE	
F	 16B8F	 16B9F	 16BAF	 16BBF		 16BDF	

**Syllables**

16B80	𐄀	WOLEAI SYLLABLE LA	16BC2	𐄒	WOLEAI SYLLABLE MWI
16B81	𐄁	WOLEAI SYLLABLE GO	16BC3	𐄓	WOLEAI SYLLABLE SO
16B82	𐄂	WOLEAI SYLLABLE TA	16BC4	𐄔	WOLEAI SYLLABLE TAA
16B83	𐄃	WOLEAI SYLLABLE BE	16BC5	𐄕	WOLEAI SYLLABLE MU
16B84	𐄄	WOLEAI SYLLABLE CHO	16BC6	𐄖	WOLEAI SYLLABLE CHU
16B85	𐄅	WOLEAI SYLLABLE LO	16BC7	𐄗	WOLEAI SYLLABLE EO
16B86	𐄆	WOLEAI SYLLABLE BI	16BC8	𐄘	WOLEAI SYLLABLE RE-2
16B87	𐄇	WOLEAI SYLLABLE RU	16BC9	𐄙	WOLEAI SYLLABLE HA
16B88	𐄈	WOLEAI SYLLABLE MA	16BCA	𐄚	WOLEAI SYLLABLE ROA
16B89	𐄉	WOLEAI SYLLABLE PEO	16BCB	𐄛	WOLEAI SYLLABLE RYO
16B8A	𐄊	WOLEAI SYLLABLE ME	16BCC	𐄜	WOLEAI SYLLABLE LOA
16B8B	𐄋	WOLEAI SYLLABLE NGE-1	16BCD	𐄝	WOLEAI SYLLABLE NMA
16B8C	𐄌	WOLEAI SYLLABLE BO	16BCE	𐄞	<reserved>
16B8D	𐄍	WOLEAI SYLLABLE WA	16BCF	𐄟	<reserved>
16B8E	𐄎	WOLEAI SYLLABLE RA	16BD0	𐄠	WOLEAI SYLLABLE YA
16B8F	𐄏	WOLEAI SYLLABLE IU	16BD1	𐄡	WOLEAI SYLLABLE YOA
16B90	𐄐	WOLEAI SYLLABLE TO	16BD2	𐄢	WOLEAI SYLLABLE YE
16B91	𐄑	WOLEAI SYLLABLE CHA	16BD3	𐄣	WOLEAI SYLLABLE I
16B92	𐄒	WOLEAI SYLLABLE MWEO	16BD4	𐄤	WOLEAI SYLLABLE WO
16B93	𐄓	WOLEAI SYLLABLE CHEO	16BD5	𐄥	WOLEAI SYLLABLE YEO
16B94	𐄔	WOLEAI SYLLABLE MWA	16BD6	𐄦	WOLEAI SYLLABLE FI
16B95	𐄕	WOLEAI SYLLABLE RO	16BD7	𐄧	WOLEAI SYLLABLE GI
16B96	𐄖	WOLEAI SYLLABLE MAA	16BD8	𐄨	WOLEAI SYLLABLE NGI
16B97	𐄗	WOLEAI SYLLABLE BA	16BD9	𐄩	WOLEAI SYLLABLE LI
16B98	𐄘	WOLEAI SYLLABLE TE	16BDA	𐄪	WOLEAI SYLLABLE MI
16B99	𐄙	WOLEAI SYLLABLE PE	16BDB	𐄫	WOLEAI SYLLABLE WI
16B9A	𐄚	WOLEAI SYLLABLE FO	16BDC	𐄬	WOLEAI SYLLABLE CHI
16B9B	𐄛	WOLEAI SYLLABLE CHIU	16BDD	𐄭	WOLEAI SYLLABLE PI
16B9C	𐄜	WOLEAI SYLLABLE BU	16BDE	𐄮	WOLEAI SYLLABLE SI
16B9D	𐄝	WOLEAI SYLLABLE LEO	16BDF	𐄯	WOLEAI SYLLABLE YO
16B9E	𐄞	WOLEAI SYLLABLE TIU	16BE0	𐄰	WOLEAI SYLLABLE TI
16B9F	𐄟	WOLEAI SYLLABLE FA	16BE1	𐄱	WOLEAI SYLLABLE RI
16BA0	𐄠	WOLEAI SYLLABLE LE	16BE2	𐄲	WOLEAI SYLLABLE U
16BA1	𐄡	WOLEAI SYLLABLE MWOA			
16BA2	𐄢	WOLEAI SYLLABLE RE-1			
16BA3	𐄣	WOLEAI SYLLABLE LIU			
16BA4	𐄤	WOLEAI SYLLABLE SA			
16BA5	𐄥	WOLEAI SYLLABLE TEO			
16BA6	𐄦	WOLEAI SYLLABLE WE			
16BA7	𐄧	WOLEAI SYLLABLE SE			
16BA8	𐄨	WOLEAI SYLLABLE GIU			
16BA9	𐄩	WOLEAI SYLLABLE SHO			
16BAA	𐄪	WOLEAI SYLLABLE PA			
16BAB	𐄫	WOLEAI SYLLABLE GU			
16BAC	𐄬	WOLEAI SYLLABLE CHOO			
16BAD	𐄭	WOLEAI SYLLABLE GA			
16BAE	𐄮	WOLEAI SYLLABLE RIU			
16BAF	𐄯	WOLEAI SYLLABLE NGA			
16BB0	𐄰	WOLEAI SYLLABLE MWO			
16BB1	𐄱	WOLEAI SYLLABLE GE			
16BB2	𐄲	WOLEAI SYLLABLE TU			
16BB3	𐄳	WOLEAI SYLLABLE NGO			
16BB4	𐄴	WOLEAI SYLLABLE NGOA			
16BB5	𐄵	WOLEAI SYLLABLE CHOA			
16BB6	𐄶	WOLEAI SYLLABLE SHU			
16BB7	𐄷	WOLEAI SYLLABLE GEO			
16BB8	𐄸	WOLEAI SYLLABLE SHOA			
16BB9	𐄹	WOLEAI SYLLABLE NGIU			
16BBA	𐄺	WOLEAI SYLLABLE PIU			
16BBB	𐄻	WOLEAI SYLLABLE TOA			
16BBC	𐄼	WOLEAI SYLLABLE SHIU			
16BBD	𐄽	WOLEAI SYLLABLE SU			
16BBE	𐄾	WOLEAI SYLLABLE POA			
16BBF	𐄿	WOLEAI SYLLABLE NGE-2			
16BC0	𐅀	WOLEAI SYLLABLE LU			
16BC1	𐅁	WOLEAI SYLLABLE FE			

11. Figures.

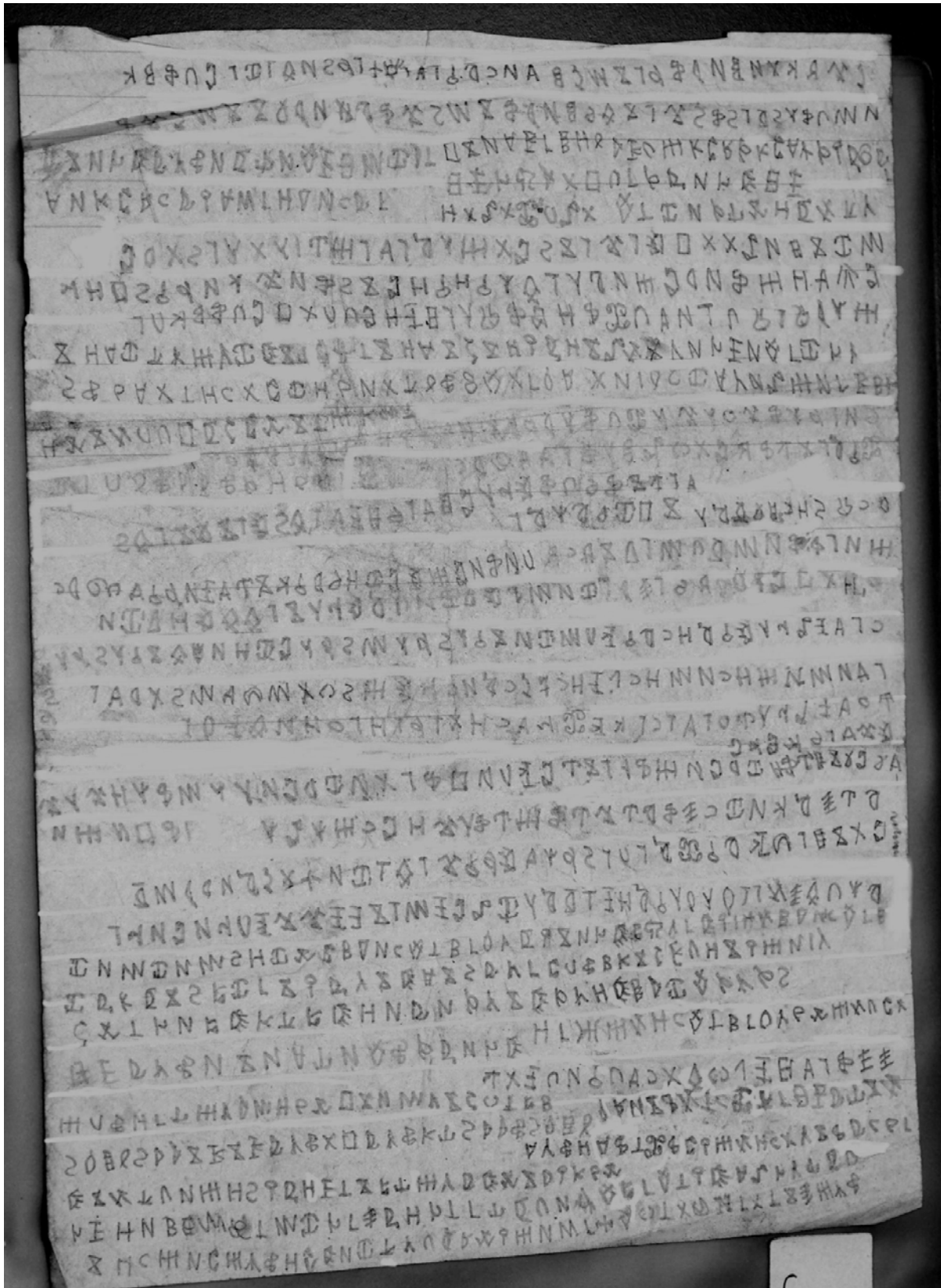


Figure 1. A lengthy Woleai manuscript, from [caroineislandsript.com](http://caroineislandsript.com).

ɪ ɾ k ɾ ʂ ɔ ʒ ɾ ɹ ʒ ɦ ɔ k ʃ ʒ  
 ʒ ɛ ʒ ɛ ʂ ɔ ʒ ɾ k ʃ  
 ʂ ʂ t ʂ n ʂ ɾ v ʂ n ɱ ɾ ʂ ɛ  
 ʂ ɔ ʒ n ʂ ɾ v ʒ ʊ y ʂ ʂ ɔ ʌ ʂ ɔ  
 ʒ ʂ v ʃ ʒ ɛ ʒ ʊ ʃ ɛ k k ʃ  
 ʂ n ʂ ʂ k ʂ k n ʂ ɔ ʒ n ɪ ʂ ɾ ʒ  
 ʒ ʒ ʒ ʒ ʒ ʒ ʒ ʒ ʒ ʒ ʒ ʒ  
 ɪ ɛ ɱ ɾ ɪ ʂ ɾ ʂ ɔ ʒ n ɪ ʂ ɾ ʒ  
 ɪ ʂ ʒ ɪ ɛ ɱ ɾ t ʂ ʂ ɾ v ʂ  
 ʂ ʂ ʂ k ʂ ʂ

**Figure 2.** A very rough re-transcription in Woleai script of a Latin text by Smith, written by R., a man from Ifaluk. Given here is the text, TRANSLITERATION WITH UCS CHARACTER NAMES, *modern transcription*, transcription from Riesenberg and Kaneshiro, and translation from Riesenberg and Kaneshiro.

ɦɾkɾ ɱʂɛɾ ʃɱ ɦɔk ʃʒ ɱ ɛʒ ʂʂ ɱʂɛɾ  
 I-LE-GI-LE GA-PE-TA-LE SI-BE FA-TO-GI CHOO-GU BE YE-BE WE-WE GA-PE-TA-LE  
*Ilegil gapetal ?sibe fatogi, shog be yebe weewe gapetal.*  
 Ihagil kapetal sibae fatogi, shog bae yaebe wae-wae kapetal.  
 All words written in this way are written just as they sound.

kʃ ʂʂ tʂn ʂɾv ʂɾ ɱɾ ɛɦ ɱʂɛɾ ʂɾv  
 GI-CHEO WE-WE GO-SHO-LI WE-LE-YA RE-LI ME-NE TA-I GA-PE-TA-LE WE-LE-YA  
*Gish weewe ?gosholi Weleeya, reel mele tai kapetal Weleeya.*  
 Gish wae-waelh gozvlhi Weleeya, raelh maelae tai kapetal Weleeya.  
 We spell Woleai sounds, not Woleai words.

ʒʊʂ ɛʒ ɔ ʌ ʂ ʂ ɛ ʂ ʂ ʂ ʂ ʂ ʂ ʂ ʂ  
 SE-MAA-LIU YE-BE TO-U-LA-PE GU-LA YA-CHEO BE YE-BE MAA-CHEO-RA-GI GI-CHEO  
*Semel yebe toulap gil gach, be yebe masherag gish,*  
 Simiilh yaebe toulap gvla yash, bae yaebe masharag gish,  
 ʂɾ ʂ ʂ k ʂ k n ɱʂɛɾ ɦɾɾ ʃ ɱ ʃ ɱ ʂ ʂ  
 RE-LI GE-RE-GI-RE-GI-LI GA-PE-TA-LE I-NGI-LE-SI BE SI-BE-GU-LA  
*reel geragiregil gapetal Ingeliis be sepeela.*  
 raelh geragiroegilhi kapetal Ingeliis bae sibaegvla.  
 Therefore Woleai has a much better and easier way of spelling than English does.

ɱ ɛʒ ɦɛ ʃ ɦɛ ɱɾ ɦʂ ɱʂɛɾ ɦɾɾ ʃ  
 BE YE-WA-I-CHEO-SI I-YE ME-LE I-SHI-LE GA-PE-TA-LE I-NGI-LE-SI  
*Be waires iyy(a) mele ?ishile gapetal Ingeliis,*  
 Bae yaewavriis ihy maelhae ishilh kapetal Ingeliis,  
 but it is easy to spell the sounds of Woleai.  
 ɦʂʂ ɦɛ ɱɾ tʂ[n] ʂɾv ɱ ɛ ʂ ʂ ʂ ʂ  
 I-WE-N I-YE ME-LE GO-SHO-[LI] WE-LE-YA NGI YE MAA-CHEO-RA-GI RE-CHEO  
*iwe nge iyy(a) mele ?gosholi Weleeya, nge ye masherag ?resh.*  
 iwoengoe ihy maelhae gozvlh Weleeya, nge yae masharag roehsh.  
 It is difficult to spell the words of English

T O B E F T I W R N I B W I M F N  
 B I I P I N W W T T B P A N B Y Z  
 T W O M H I B A N T I F A Y N A I W  
 C O I B G N B A O B B N C K A N T  
 K O T Y B O P R A N N Y P W F B  
 B T B N P B K N B K K I O N O O I B  
 M G B A I A B H R G K P U C B B K B  
 C G W D T N W T T G C G T A T O A B  
 O N P D N N I I K B A P T C O A  
 M E B T C B I B U T P T B M B B  
 K J X K N B C O I B  
 E D A F N M B O B G T Y X U B

**Figure 3.** A page of text from a song written by R., a man of Ifaluk.



**Figure 4.** The right and left arms of Lefaioup, Paramount Chief of Lamotrek, taken by William Alkire in 1962 at Fairchig estate, Lamotrek. The left arm (on the right here) has a tattoo in Woleai script. The right arm (on the left here) has Woleai script on top horizontal, and two vertical lines of what appears to be a mixture of Japanese kanji and katakana script.





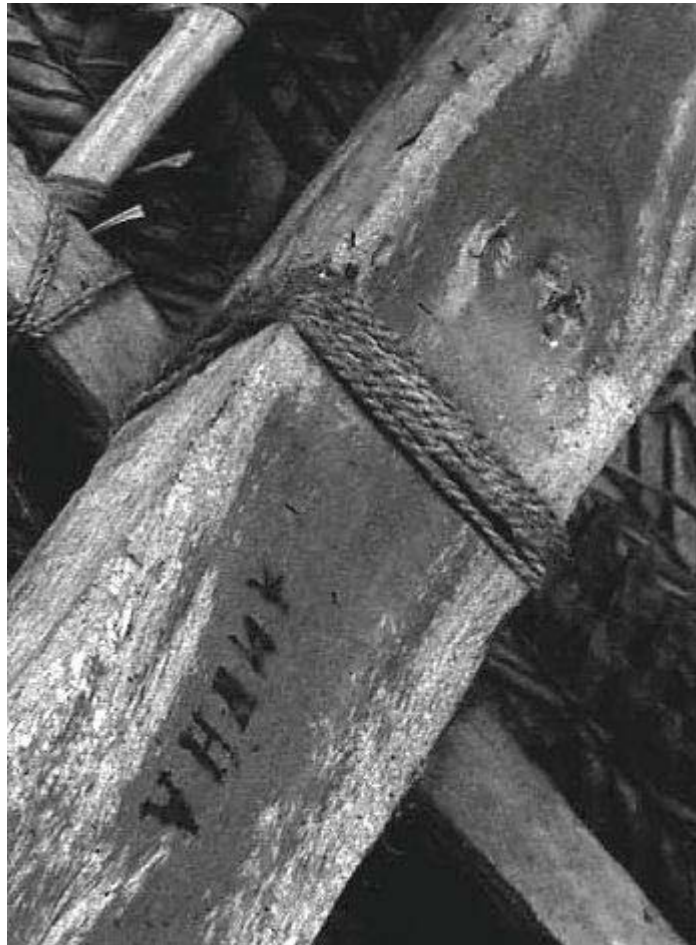
**Figure 5.** Photo of decorated rafters of Fasafang canoe house, Wottagai Island, Woleai Atoll, taken by William Alkire in 1965. Script images may be seen above the two dolphins on the main rafter.



**Figure 6a.** Photos of script decorating a canoe house on Falalus Island, Woleai Atoll, taken by William Alkire in 1965. Here some larger painted script on left of a canoe house tie beam is shown.



**Figure 6b.** Photos of script decorating a canoe house on Falalus Island, Woleai Atoll, taken by William Alkire in 1965. Here some small script on the right of a canoe house tie beam is shown.



**Figure 7.** Photos of script decorating a canoe house on Falalus Island, Woleai Atoll, taken by William Alkire in 1965. Here script is shown below sennit binding on a canoe house rafter.

## A. Administrative

1. Title

**Proposal for encoding the Woleai script in the SMP of the UCS**

2. Requester's name

**UC Berkeley Script Encoding Initiative (Universal Scripts Project)**

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

**Liaison contribution.**

4. Submission date

**2011-10-21**

5. Requester's reference (if applicable)

6. Choose one of the following:

6a. This is a complete proposal

**No.**

6b. More information will be provided later

**Yes.**

## B. Technical – General

1. Choose one of the following:

1a. This proposal is for a new script (set of characters)

**Yes.**

1b. Proposed name of script

**Woleai.**

1c. The proposal is for addition of character(s) to an existing block

**No.**

1d. Name of the existing block

2. Number of characters in proposal

**97.**

3. Proposed category (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)

**Category E.**

4a. Is a repertoire including character names provided?

**Yes.**

4b. If YES, are the names in accordance with the “character naming guidelines” in Annex L of P&P document?

**Yes.**

4c. Are the character shapes attached in a legible form suitable for review?

**Yes.**

5a. Who will provide the appropriate computerized font to the Project Editor of 10646 for publishing the standard?

**Michael Everson.**

5b. Identify the party granting a license for use of the font by the editors (include address, e-mail, ftp-site, etc.).

**Michael Everson.**

6a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided?

**Yes.**

6b. Are published examples of use (such as samples from newspapers, magazines, or other sources) of proposed characters attached?

**Yes.**

7. 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)?

**Yes.**

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.

**See above.**

## C. Technical – Justification

1. Has this proposal for addition of character(s) been submitted before? If YES, explain.

**Yes, in N3977.**

2a. Has contact been made to members of the user community (for example: National Body, user groups of the script or characters, other experts, etc.)?

**Yes.**

2b. If YES, with whom?

**Bob Kennedy, Alex de Voogt, William Alkire.**

2c. 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? Reference:

**See above.**

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

**To write the Woleai language.**

4b. Reference

5a. Are the proposed characters in current use by the user community?

**Yes.**

5b. If YES, where? Reference:

6a. After giving due considerations to the principles in the P&P document must the proposed characters be entirely in the BMP?

**No.**

6b. If YES, is a rationale provided?

6c. If YES, reference

7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)?

**Yes.**

8a. Can any of the proposed characters be considered a presentation form of an existing character or character sequence?

**No.**

8b. If YES, is a rationale for its inclusion provided?

8c. If YES, reference

9a. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters?

**No.**

9b. If YES, is a rationale for its inclusion provided?

9c. If YES, reference

10a. Can any of the proposed character(s) be considered to be similar (in appearance or function) to an existing character?

**No.**

10b. If YES, is a rationale for its inclusion provided?

10c. If YES, reference

11a. Does the proposal include use of combining characters and/or use of composite sequences?

**No.**

11b. If YES, is a rationale for such use provided?

11c. If YES, reference

11d. Is a list of composite sequences and their corresponding glyph images (graphic symbols) provided?

**No.**

11e. If YES, reference

12a. Does the proposal contain characters with any special properties such as control function or similar semantics?

**No.**

12b. If YES, describe in detail (include attachment if necessary)

13a. Does the proposal contain any Ideographic compatibility character(s)?

**No.**

13b. If YES, is the equivalent corresponding unified ideographic character(s) identified? If YES, reference