

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

**A. Administrative****1. Title**

Proposal to encode Ugaritic in the UCS

**2. Requester's name**

Michael Everson

**3. Requester type**

Expert contribution

**4. Submission date**

2001-04-01

**5. Requester's reference****6a. Completion**

This is a complete proposal.

**6b. More information to be provided?**

Yes, regarding character names. But the characters and glyphs shown in this proposal are mature.

**B. Technical -- General****1a. New script? Name?**

Yes. Ugaritic

**1b. Addition of characters to existing block? Name?**

No.

**2. Number of characters**

42

**3. Proposed category**

Category D

**4. Proposed level of implementation and rationale**

Level 1 because they are non-combining.

**5a. Character names included in proposal?**

Yes

**5b. Character names in accordance with guidelines?**

Yes

**5c. Character shapes reviewable?**

Yes

**6a. Who will provide computerized font?**

Michael Everson, Everson Gunn Teoranta

**6b. Font currently available?**

Yes

**6c. Font format?**

TrueType

**7a. Are references (to other character sets, dictionaries, descriptive texts, etc.) provided?**

No.

**7b. Are published examples (such as samples from newspapers, magazines, or other sources) of use of proposed characters attached?**

No.

**8. Does the proposal address other aspects of character data processing?**

No.

**C. Technical -- Justification****1. Contact with the user community?**

Yes. An ad-hoc has been set up and has been actively discussing it.

**2. Information on the user community?**

Scholars.

**3a. The context of use for the proposed characters?**

To write Ugaritic.

**3b. Reference**

See above

**4a. Proposed characters in current use?**

Yes.

**4b. Where?**

Scholarly contexts.

**5a. Characters should be encoded entirely in BMP?**

No.

**5b. Rationale**

Accordance with the Roadmap.

**6. Should characters be kept in a continuous range?**

Yes.

**7a. Can the characters be considered a presentation form of an existing character or character sequence?**

They are similar but distinct from Sumero-Akkadian cuneiform.

**7b. Where?**

**7c. Reference**

**8a. Can any of the characters be considered to be similar (in appearance or function) to an existing character?**

No.

**8b. Where?**

**8c. Reference**

**9a. Combining characters or use of composite sequences included?**

No

**9b. List of composite sequences and their corresponding glyph images provided?**

No.

**10. Characters with any special properties such as control function, etc. included?**




No







## XX.X Ugaritic

Michael Everson, Rick McGowan  
2001-04-01

### Ugaritic: U+1xx00-U+1xx1F

The city state of Ugarit was an important seaport on the Phoenician coast (directly east of Cyprus, north of the modern town of Minet el-Beida) from about 1400 BCE until it was completely destroyed in the 12th century BCE. The site of Ugarit, now called Ras Shamra (south of Latakia on the Syrian coast), was apparently continuously occupied from Neolithic times (ca. 5000 BCE). It was first uncovered by a local inhabitant while ploughing a field in 1928, and subsequently excavated by Claude Schaeffer and Georges Chenet beginning in 1929, in which year the first of many tablets written in the Ugaritic script were discovered. They later proved to contain extensive portions of an important Canaanite mythological and religious literature that had long been sought and which revolutionized Biblical studies. The script was first deciphered in a remarkably short time jointly by Hans Bauer, Edouard Dhorme, and Charles Virolleaud.

The Ugaritic language is Semitic, variously regarded by scholars as being a distinct language related to Akkadian and Canaanite, or a Canaanite dialect. Ugaritic is generally written from left to right horizontally, sometimes with a vertical stroke between words. In the city of Ugarit, this script was also used to write the Hurrian language. The letters I , U , and SSU  were added to the end of the alphabet to support Hurrian.

Glyphs for THAANA , GHAIN , and DHAL  differ somewhat between modern reference sources (as do some transliterations). THAANA  is most often displayed with a glyph that looks like an occurrence of AIN  overlaid with GAMLA .

*Ordering.* Two options for ordering the characters have been discussed. The first is the ancient Ugaritic canonical order:

a b g h d h w z ḥ ṭ y k š l m ḏ n z s ' p ṣ q r t ḡ t i u ś  
 א ב ג ד ה ו ז ח ט י כ ש ל מ נ ז ס ' פ צ ק ר ת ג ת י ו ש  
 س ا ت غ ث ر ق ص پ ع س ظ ن ذ م ل ش ك ي ط ح و ز ه د خ گ ب ا

The second is the modern “modified Hebrew” order (used, for good reasons, in most modern grammars and lexica):

a i u b g d ḏ h w z ḥ ṭ z y k l m n s ś ' ḡ p ṣ q r š t t

The ancient Ugaritic order has been preferred.

*Glyphs.* There is a lot of variation in glyph representation for Ugaritic. The glyphs given here are adequate, but it is expected that they be improved in due course.

*Names.* Some of the names here are reconstructed; others are attested in an early fragmentary document. It is expected that the names will be reviewed shortly.

### *Bibliography*

Cleator, P. E. *Lost Languages.*

Coulmas, Florian. *Writing Systems of the World.*

Friedrich, Johannes. *Extinct Languages.*

Gordon, Cyrus H. *Forgotten Scripts.*

Haarmann, Harald. 1990. *Universalgeschichte der Schrift.* Frankfurt/Main; New York: Campus. ISBN 3-593-34346-0

Healey, John F. 1990. *The early alphabet.* (Reading the Past). London: British Museum Press. ISBN 0-7141-8073-4

O'Connor, M. 1996. "Epigraphic Semitic scripts", in Peter T. Daniels and William Bright, eds. *The world's writing systems.* New York; Oxford: Oxford University Press. ISBN 0-19-507993-0

Walker, C. B. F. 1987. *Cuneiform.* (Reading the Past). London: British Museum Press. ISBN 0-7141-8059-9

TABLE XX - Row 1xx: UGARITIC CUNEIFORM

	1xx0	1xx1
0		
1		
2		
3		
4		
5		
6		
7		
8		
9		
A		
B		
C		
D		
E		
F		

G = 00  
P = 01

