ROMANIZATION OF RUSYN

BGN/PCGN 2016 System

The BGN/PCGN system for Rusyn was designed for use in romanizing names written in the Rusyn alphabet. There are two primary dialects of the Rusyn language: Carpatho-Rusyn and Pannonian Rusyn. The Rusyn alphabet is almost identical to the Ukrainian alphabet, but contains three characters not present in the Ukrainian alphabet: ë, ы, алd ъ. These letters are also absent from the alphabet used by Pannonian Rusyn. This table applies to both dialects of Rusyn.

	Rusyn				Rusyn Unicode	Romanization		Rusyn				Rusyn Unicode	Romanization
1.	Α	а	A	а	0410; 0430	а	19.	М	М	M	м	041C; 043C	m
2.	Б	б	Б	б	0411; 0431	b	20.	Н	Н	Н	н	041D; 043D	n
3.	В	В	В	в	0412; 0432	٧	21.	0	0	0	0	041E; 043E	0
4.	Γ	Γ	Γ	г	0413; 0433	h	22.	П	П	П	n	041F; 043F	р
5.	۲	۲	ľ	ľ	0490; 0491	g	23.	Р	р	P	p	0420; 0440	r
6.	Д	Д	Д	д	0414; 0434	d	24.	С	С	С	С	0421; 0441	s
7.	Е	е	Е	e	0415; 0435	е	25.	Т	Т	T	m	0422; 0442	t
8.	ε	E	ϵ	ϵ	0404; 0454	je	26.	У	у	У	у	0423; 0443	u
9.	˹	ë ¹	Ë	ë	0401; 0451	jo	27.	Ф	ф	Φ	ф	0424; 0444	f
10.	Ж	ж	Ж	ж	0416; 0436	ž	28.	Х	х	X	х	0425; 0445	ch
11.	3	3	3	3	0417; 0437	Z	29.	Ц	ц	Ц	ų	0426; 0446	С
12.	И	И	И	и	0418; 0438	у	30.	Ч	ч	Ч	ч	0427; 0447	č
13.	I	i	Ι	i	0406; 0456	i	31.	Ш	ш	Ш	ш	0428; 0448	š
14.	Ы¹	ы ¹	Ы	ы	042B; 044B	у	32.	Щ	Щ	Щ	щ	0429; 0449	šč
15.	Ϊ	Ϊ	Ϊ	ï	0407; 0457	ji	33.	Ю	ю	Ю	ю	042E; 044E	ju
16.	Й	й	Й	й	0419; 0439	j	34.	Я	Я	Я	Я	042F; 044F	ja
17.	К	К	К	κ	041A; 043A	k	35.	Ь	ь	Ь	ь	042C; 044C	,
18.	Л	Л	Л	Л	041B; 043B	I	36.	Ъ¹	ъ1	Ъ	ъ	042A; 044A	,

NOTES

- 1. The letters ё, ы, and ъ are present in the orthography of the Carpatho-Rusyn variant of the Rusyn language. This variant is predominant among Rusyn speakers in Ukraine, Poland, Slovakia, Hungary, and Romania. The letters are absent from the orthography of Pannonian Rusyn, which is predominant in Serbia and Croatia.
- 2. Unicode for Latin-script characters: Ž/ž (017D, 017E); Č/č (010C, 010D); Š/š (0160, 0161); ' (0027).
- 3. The Romanization columns show only lowercase forms but, when romanizing, uppercase and lowercase Roman letters as appropriate should be used.