	BASIC RE	SPONSES		
Jump raises - minors	limit forcing	Other:		
Jump raises - majors	limit forcing	Other:	Bergen raises	
Jump shifts after minor opening	Strong	]		Names:
Jump shifts after major opening	1H/S -	3C/D: 1H - 2S: 1S	S - 3H, Bergen raises	ABF Nos:
Responses to strong 2 suit opening	N/A			Basic System:
Responses to 2NT opening	Where strong	g and natural, Stay	man, transfers	Classification:
	PLAY CON	VENTIONS		Classification.
'NT' Versus Notrump	'S' Ve	ersus Suit	= Both	 Describe streng
Sequence leads:	Overlead al	II	All except AK x (x)	1♣ 16+, 0+
Underlead	Other: A(/Q)	= Attitude, K = Co	unt	1 NT 12-1
Four or more with an honour	4th high	nest 🔽	attitude	2♣ Stayman:
3rd/5th	Other:			Transfers
From 4 small 2nd hi	ghest	r:		2 NT
From 3 cards (no honour)	top	middle 🔽	bottom	2♠ 11-15,
Signal on partner's lead:	high encourage		low encourage	2♦ Weak 6
Other: See a	above under Leads			2♥ Hearts
Signal on declarer's lead	Reverse count (w	here signalling)		2 <b>♠</b> Spades
<b>Discards</b> McKenney	high enc	courage	low encourage	2 NT Mino
odd/even	Other:			3 NT Gam
Count natural	reverse			
	CONVE	NTIONS		
4NT: Blackwood	RKC	:B 🗹 Otl	ner: 0/3, 1/4, 2 no QT, 2+	QT Bergen Major
4♣ Gerber □	when? Natural	1 NT and 2NT bid	S	Transfer over
	Other Conventions	s		
1C & +ve, Alpha, Beta, Gamma,	, Epsilon	1C - 1D - 1H = 1	9+	
Splinters		1C - 1D - 1H - 15	S(0-4) - 2C = GF(2D = 0-2)	Negative double
Long Suit Trial Bids		1D - 2NT - 3C (=	4D) - $3D$ = numb of hon?	Jump overcalls
Bergen Major Suit Raises		1D - 2NT - 3D or	wards = normal Gamma	1NT overcall (in
Transfer Overcals over 1NT		PODI over interfe	erence	Immed cue of m
	©ADE Markating			Immed cue of m
WRA	©ABF Marketing PO Box 397			Over opponent's
	Fyshwick ACT 2609	)		Over opponent's
	Tel: 02 6239 2265 FAX: 02 6239 1816			Over weak twos
	Copyright © BCC 6.3.20.1			Over opening th



## AUSTRALIAN BRIDGE FEDERATION INCORPORA INCORPORATED ©

		STAND	ARD	SYSTE	EM CA	<b>IRD</b>			
Names: John Zollo			Roger Januszke						
ABF Nos:	200115		197394						
Basic System:	Precisio	n			Brow	vn Sticker			
Classification:	Green	Blu	Je ☑	Red		Yello	w $\square$		
		(	PEN	ING BI	DS				
Describe strengtl	h, minimum lenç	yth, or specific n	neaning					Canape	е
1♠ 16+, 0+	1	<b>11-15, 4</b>	+	1♥	11-15,	4+	1 <b>≜</b>	11-15, 5+	
1 NT 12-1	5, balanced				_	may co	ntain 5 car	rd major	
2♣ Stayman:	simp	e 🗹	exter	nded	]	Other:	(May no	ot have Majo	r)
Transfers	2♦ Hearts		2♥	Spades			2 <b>♠</b> Ba	aron	
2 NT	Weak C or D,	or Oth	ner: St	rong C an	d/or D				
<b>11-15</b> , 6€	+ C, or 5+ C a	nd 4 card Maj	or						
Veak 6 €	card Major, or	23-24 balance	ed						
Pearts &	Minor, 5-5, <	10 HCP							
Spades •	& Another, 5-5	, < 10 HCP							
2 NT Minors	s, 5-5, < 10 HO	CP							
3 NT Gamb	ling, solid Min	or, no outside	A or K in	1st or 2nd	d positior	1			
		ERTS: CAL NING/S OF						D	
Bergen Major s	uit raises			Over	Precision	1C, X =	Majors, 1	INT = Minors	S
Transfer overca		1NT					, .		
	` '								
		COM	DETI	IVE BI	אומם	G			
Negative doubles	through	4S		Responsiv				4S	
Jump overcalls	•		Unusual N					43	
•	Weak				•	or Minors		acionally 11	1
1NT overcall (iminumed cue of mi	·	15-1			opening)		2-15 (000	casionally 11	)
		Other Minor							
mmed cue of ma		Other Major			akisn				
Over opponent's				overcalls					
Over opponent's	INT (Strong)			overcalls	T t				
Over weak twos				or T/O, 2N					
Over opening thr	ees		Jouble fo	or T/O, 3N	ı natural				

		RESPONSES TO O	PENI	NG BIDS
		Describe strength, minimum length or speci	fic meanir	ng
1 <b>♣</b>	1♦	0-7, 0+	2NT	14-15, no 5 card suit
	1 <b>♥</b> /♠	8+, 5+	3♣	8+, 4-4-1-4
	1NT	8-13 or 16+, no 5 card suit	3♦	8+, 4-1-4-4
	2♣	8+, 5+	3♥	Solid 6 card Minor
	2♦	8+, 5+	3♠	Solid 6 card Major
	2♥	8+, 1-4-4-4	3NT	Solid 7 card C
	2♠	8+, 4-4-4-1	4 bids	4D = Solid 7 card D, etc
1 <b>♦</b>	1 <b>♥</b> /♠	6+, 4+	3♣	16+, 5+
	1NT	6-9, no Major	3♦	8-11, 4+
	2♠	10+, 4+	3♥	Splinter
	2♦	5-9, 4+	3♠	Splinter
	2♥	16+, 5+	3NT	To play
	2♠	16+, 5+	4♦	Pre-emptive
	2NT	16+, Gamma	4 Other	4C = RKCB in D
1 <b>♥</b> /♠	1NT	6-9	3♠	6-9, 4 card support
	2♣	10+, 4+	3♦	9-11, 4 card support
	2♦	10+, 4+	3♥/♠	Raise = 0-6, 4: 1S - 3H = Bergen
	2♥/♠	Raise = 5-9, 3: 1H - 2S = Bergen	3NT	13-15, flat raise (4 trumps)
	2NT	16+, Gamma	4♣/♦	Splinters
2♣	2♦	8+, Relay	2 <b>♥</b> /♠	Constructive, Non-forcing
	other	2NT = invitation: 2C - 4D = RKCB in C		
2•	2♥	Pass or correct	3♣/♦	Constructive, Non-forcing
	2♠	Pass or correct	3 <b>♥/</b> ♠	Pass or correct
	2NT	Ogust (3H/S = Maximum)	3NT	To play
2 <b>∀</b> /♠	2NT	Inquiry	3NT	To play
	3♣/♦	Pass or correct	4♣/♦	Pass or correct
	3 <b>♥</b> /♠	Raise = pre-emptive	4♥/♠	Raise = to play
2NT	3♣	To play	4♣	Pre-emptive
	3♦	To play	4♦	Pre-emptive
	3♥	One round force	4♥	To play
	3♠	One round force	4♠	To play
	3NT	To Play	other	

## CONVENTIONS

Additional respon	ses to 1NT						
3♣/3♦	6C/D, 2 of	top 3 hons, invite	to 3 NT				
3♥/3♠	Slam interes	est					
4♣	Gerber (0/	3, 1/4)					
4♦							
4♥	To play						
4♠	To play						
Unusual NT:	mi	inors $\square$	other suits $\Box$	lower 2 unbid suits			
other S	outh Austral	lian Michael's Cue	Bids				
Other slam biddin	g	Cue Bids	Asking Bi	ids 🗹			
4th Suit Forcing		One round		Game force			
NT Checkback		Priorities					
Defence to 3NT op	pening	Double w	ith strength				
Defence to opening	ng Two's:	Multi 2♦ 2NT = 15-18, Double for T/O, 2nd Partnership X is					
		also for T/O, 3rd	is for penalties				
RCO style	2-s						
Other 2-s							
Defence to strong	•	Double = Majors	, 1NT = Minors, other overc	alls natural			
			/				
Lebensohl		Over NT interfer	ence 🗸				
Other uses	S						
Take out of 4 level	I pre-empts		4♣/4♦ Double				
	4♥	Double	4♠ Double, 4NT = 2 s	suiter			
		OTH	HER NOTES				
			IER-NOTEO				

1H/S - 2NT - 3X - 3NT = No trump loser, cue lowest A/void

1H/S - 2NT - 3X - 3 Agreed Major = We are missing one trump honour, but cue anyhow

1H/S - 2NT - 3X - new suit = Epsilon

1NT - 2NT - 3C - 3H = Slam Interest in C, 3S = SI in D, 3NT = Slam int both Minors

1NT - they bid - X = values, 2nd partnership X = T/O, 3rd = penalties

1NT - they X - XX = 5 card suit, 2 Suit = lower of 4 card suits

BASIC RESPONSES	AUSTRALIAN BRIDGE FEDERATION
Jump raises - minors limit □ forcing □ Other: Inverted	INCORPORATED ©
Jump raises - majors limit □ forcing □ Other: Bergen	STANDARD SYSTEM CARD
Jump shifts after minor opening Weak jump responses in majors.	
Jump shifts after major opening Mini splinters	parta 200.
Responses to strong 2 suit opening	ABF Nos:
Responses to 2NT opening (Equiv) Stayman, transfers	Basic System: ACOL  Classification: Green  Blue  Red  Yellow
PLAY CONVENTIONS	OPENING BIDS
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning  Canape
Sequence leads: Overlead all All except AK x (x)	1
Underlead Other: Aces for Att, King for count	1 NT (11) 12-14 Rarely -> may contain 5 card major $\square$
Four or more with an honour 4th highest attitude	2♣ Stayman: simple ✓ extended □ Other:
3rd/5th Other:	Transfers 2♦> H 2♥> S 2♠ Baron
From 4 small 2nd highest Other:	2 NT> Minor Other: 3 <minor> 6 cards and invitational</minor>
From 3 cards (no honour) top middle bottom	2♠ Strong 21-22 Bal or GF Step responses (Controls)
Signal on partner's lead: high encourage low encourage	2♦ Multi: 23-24 Balanced or undisclosed (5)6 card major, 6-9 HCP.
Other:	Multi: Hearts and a minor 5-5+ (may be 5-4 if not vul), 6-9 HCP.
Signal on declarer's lead Reverse Count	2♠ Multi: Spades and a minor 5-5+ (may be 5-4 if not vul), 6-9 HCP.
Discards McKenney high encourage low encourage	2 NT Weak 5-5+ in minors, 6-9 HCP
odd/even Other: First discard only	3 NT Gambling. running minor, little outside.
Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE
4NT: Blackwood RKCB Other: 3014	Mega splinters over major op'ngs 3m rebids over 1M responses are splinters
4♣ Gerber □ when?	TWERB over strong 1C Inverted minors
Other Conventions	BERGEN Raises
	COMPETITIVE BIDDING
	Negative doubles through 4H Responsive doubles through 4H
	Jump overcalls Weak style Unusual NT Lower unbid suits
	1NT overcall (immediate) 15-18 sys'm on (re-opening) 11-14 system on
	Immed cue of minor Majors <opening 17+<="" or="" td=""></opening>
	Immed cue of major Major/Minor < opening or 17+
©ABF Marketing PO Box 397	Over opponent's 1NT (weak) Cappelletti
Fyshwick ACT 2609	Over opponent's 1NT (strong) Cappelletti
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos X
Copyright © BCC 6.3.20.1	Over opening threes X

		Describe strength, minimum length or sp	ecific meanir	ng	
1♣	1∳	Natural, 5+ HCP	2NT	16+, 3+ clubs	
	1 <b>♥</b> /♠	Natural. 5+ HCP	3♣	Weak Raise 6-9, 5+	
	1NT	8-10 Bal, no four card Major	3♦	GF Splinter	
	2♠	Inverted, 11+	3♥	GF Splinter	
	2♦	WJS	3♠	GF Splinter	
	2♥	WJS	3NT	To play, natural	
	2♠	WJS	4 bids	4C = strong raise	
I <b>♦</b>	1♥/♠	Natural, 5+ HCP	3♠	GF Splinter	
	1NT	5-8 no four card Major	3♦	Weak Raise 6-9, 5+	
	2♣	Natural, 9+	3♥	GF Splinter	
	2♦	Inverted 11+	3♠	GF Splinter	
	2♥	WJS	3NT	To play, natural	
	2♠	WJS	4♦	Strong raise	
	2NT	16+, 3+ diamonds	4 Other	4C = Maxi, 4H, S to play	
<b>♥</b> /♠	1NT	5-8 No major	3♠	Bergen Raise (4) 6-9	
	2♣	Natural, 9+	3♦	Bergen Raise (4) 10-12	
	2♦	Natural, 9+	3 <b>♥</b> /♠	1S: 3H = Invitional raise (3)	
	2 <b>♥</b> /♠	Limit, 6-9, 1H: 2S = Invitn (3)	3NT	Balanced raise to game, 13-15	
	2NT	Jacoby, GF raise, 16+	4♣/♦	Splinter	
•	2•	Maximum of one cont (A = 2,K=1)	2 <b>♥</b> /♠	Controls	
	other	Steps			
!♦	2♥	P/C	3♣/♦	Natural, forcing	
	2♠	P/C, normally better hearts	3 <b>♥</b> /♠	3 card raises	
	2NT	Modified Ogust	3NT	To play	
2♥/♠	2NT	Enquiry	3NT	To play	
	3♣/♦	PC	4♣/♦	P/C	
	3 <b>♥/</b> ♠	4 card support, not inv.	4♥/♠	To play	
2NT	3♣	Preference	4♣	Natural, pre-emptive	
	3♦	Preference	4♦	Natural, pre-emptive	
	3♥	Forcing, Natural	4♥	To play	
	3♠	Forcing, Natural	4♠	To play	
	3NT	To play	other		

		CONVENTIONS							
Additional responses	s to 1NT								
3♣/3♦	nvitations	s with broken 6 card suit							
3♥/3♠	Slam inter	rest, forcing							
4♣ (	Gerber								
4 • 5	Strong, na	ong, natural							
4♥ 1	Γo play	play							
4♠ 7	Γo play								
Unusual NT:	m	ninors							
other									
Other slam bidding		Cue Bids ☐ Asking Bids ☐							
4th Suit Forcing		One round Game force							
NT Checkback		Priorities Major fit/other major							
Defence to 3NT open	ning	X = cards							
Defence to opening	Two's:	Multi 2♦ 1, 2, 3 doubles							
RCO style 2-	S	1, 2, 3 doubles							
Other 2-s		1, 2, 3 doubles							
Defence to strong <b>♣</b>		Twerb (up to 3NT)							
		/							
Lebensohl		Over NT interference							
Other uses									
Take out of 4 level pr		4 <b>♣</b> /4♦ X = major t/o							
	4♥	$X = T/o$ $4 \bigstar X = cards$							
		OTHER NOTES							

BASIC RESPONSES	AUSTRALIAN BRIDGE FEDERATION
Jump raises - minors limit ☐ forcing ☐ Other: Pre-emptive	INCORPORATED ©
Jump raises - majors limit ☐ forcing ☐ Other: Pre-emptive	STANDARD SYSTEM CARD
Jump shifts after minor opening Weak if major, splinter if other minor	Names: Russel Harms David Parrott
Jump shifts after major opening Splinter	ABF Nos: 197025 292291
Responses to strong 2 suit opening Control reponses	
Responses to 2NT opening 3♣ = Puppet stayman, transfers, 3♠ = Minor stayman	Basic System: ACOL Brown Sticker U  Classification: Green Blue Red Yellow
PLAY CONVENTIONS	OPENING BIDS
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning Ca
Sequence leads: Overlead all All except AK x (x)	1♠ 11+ hcp, 3+ 1♦ 11+ hcp, 4+ 1♥ 11+ hcp, 4+ 1♠ 11+ hc
Underlead Other: A & Q for attitude (reverse) K for count	1 NT 11-14 hcp may contain 5 card major
Four or more with an honour 4th highest attitude	2♣ Stayman: simple
3rd/5th Other:	Transfers 2♦ to ♥s 2♥ to ♠s 2♠ to ♠s
From 4 small 2nd highest  Other:	2 NT to ◆s wk or strong Other: 3 level major bids invitational
From 3 cards (no honour) top middle bottom	2♣ Strong, 23+ bal, game force or acol 2
Signal on partner's lead: high encourage low encourage	2♦ Weak 2, 5+ suit, less than normal opening
Other: See above otherwise reverse count	2♥ Both majors, 4/4 or better, less than normal opening
Signal on declarer's lead	2♠ Weak 2, 5+ suit
Discards McKenney high encourage low encourage	2 NT 21-22 balanced
odd/even Other: On 1st discard only, then count	3 NT Gambling
Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE
4NT: Blackwood RKCB Other:	All jumps in new suit are splinters if suit below is forcing
4♣ Gerber when?	Pre-emptive raises
Other Conventions	
Checkback after 1NT rebid	COMPETITIVE BIDDING
Lebensohl	Negative doubles through 4♥ Responsive doubles through 4♥
Cue bidding	Jump overcalls
Blackout after reverse	1NT overcall (immediate) 15-18 bal (re-opening) 11-14 bal
	Immed cue of minor Highest & any
©ADE Marketing	Immed cue of major Highest & any
©ABF Marketing PO Box 397	Over opponent's 1NT (weak) 2♣ = ♥s & any, 2♦ = ♠s & minor
Fyshwick ACT 2609	Over opponent's 1NT (strong) As above
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos X
Copyright © BCC 6.3.20.1	Over opening threes X



		INCORPORATED ©					
	STANDARD	SYSTEM	CARD				
mes: Russel Harms		David Parrott					
F Nos: 197025		292291					
sic System: ACOL			Brown Sticker				
ssification: Green	☑ Blue □	Red	Yellow				
	OPEN	ING BIDS					
scribe strength, minimum leng	th, or specific meaning			Canape			
11+ hcp, 3+	11+ hcp, 4+	1♥ 11+	- hcp, 4+	1 <b>★</b> 11+ hcp, 5+			
T 11-14 hcp			may contain 5	card major			
♣ Stayman: simple	e ☑ exte	ended 🗀	Other:				
ransfers 2♦ to ♥s	2♥	to <b>≜</b> s	2♠	to <b>♣</b> s			
2 NT to ♦s wk or stro	ong Other: 3	level major bid	s invitational				
Strong, 23+ bal, game to	force or acol 2						
Weak 2, 5+ suit, less th	an normal opening						
Both majors, 4/4 or bett	ter, less than normal o	opening					
Weak 2, 5+ suit							
T 21-22 balanced							
T Gambling							
PRE-ALI	ERTS: CALLS TH	IAT MAY HA	VE UNEXPEC	TED			
MEA	NING/S OR REQ	UIRE SPECI	AL DEFENCE				
jumps in new suit are splin	ters if suit below is	forcing					
e-emptive raises							
	COMPETI	TIVE BIDD	ING				
gative doubles through	4♥	Responsive dou		4♥			
np overcalls Weak	Unusual	·	west unbid suits	7 7			
F overcall (immediate)	15-18 bal	(re-openi		hal			
ned cue of minor	Highest & any	(10 oponii	g) 11 14 1	bui			
ned cue of major	Highest & any						
er opponent's 1NT (weak)		& any, 2♦ = <b>≜</b> s	2. minor				
er opponent's 1NT (strong)	As above	•	G TIIIIOI				
er weak twos	X						
er opening threes	X						
	/\						

		RESPONSES TO		
		Describe strength, minimum length or spe		-
1♣	1♦	4+♦ ,5+ hcp	2NT	Limit raise or 16+, 5+♣s, bal
	1 <b>♥</b> /♠	4+ suit, 5+ hcp	3♣	Pre-emptive, 5+ <b>♣</b> s
	1NT	8-10 bal, no major	3♦	Splinter, 13+ hcp
	2♣	Limit raise, 6-9, no major	3♥	Splinter, 13+ hcp
	2♦	Splinter, 10-12 hcp or 16+	3♠	Splinter, 13+ hcp
	2♥	6+ suit, 3-5 hcp	3NT	13-15 hcp, support, bal
	2♠	6+ suit, 3-5 hcp	4 bids	To play
1♦	1 <b>♥</b> /♠	4+ suit, 5+ hcp	3♣	Splinter, 10-12 hcp or 16+
	1NT	5-9 hcp, no major, no support	3♦	Pre-emptive
	2♣	9+ hcp, 4+ <b>♣</b> s	3♥	Splinter, 13+ hcp
	2♦	Limit raise, , 6-9, no major	3♠	Splinter, 13+ hcp
	2♥	6+ suit, 3-5 hcp	3NT	13-15 hcp, support, bal
	2♠	6+ suit, 3-5 hcp	4♦	Pre-emptive
	2NT	Limit raise or 16+, support, bal	4 Other	<b>★</b> splinter, ♥, ★ to play
1 <b>♥</b> /♠	1NT	5-9, any shape without support	3♠	Splinter, 6-9 hcp or 13+
	2♣	9+, 4+ <b>♣</b> s forcing	3♦	Splinter, 6-9 hcp or 13+
	2♦	9+, 4+ <b>♦</b> s forcing	3♥/♠	Pre-emptive, 4 card support
	2 <b>♥</b> /♠	Limit raise, usually 3	3NT	13-15 hcp, support, bal
	2NT	Limit raise or 16+, 4+ support, bal	4♣/♦	Splinter, 10-12 hcp
2♣	2•	0-1 Controls	2 <b>♥</b> /♠	2, 3 controls & continuing
	other			
2•	2♥	Natural & forcing	3♣/♦	To play
	2♠	Natural & forcing	3♥/♠	Splinter
	2NT	Enquiry	3NT	To play
2 <b>♥</b> /♠	2NT	Enquiry	3NT	To play
	3♣/♦	Natural, non forcing	4♣/♦	Splinter
	3 <b>♥</b> /♠	To play	4 <b>♥</b> /♠	To play
2NT	3♣	Puppet stayman	4♣	RKCB in <b>♣</b> s
	3♦	Transfer to ♥s	4♦	RKCB in ♦s
	3♥	Transfer to ♠s	4♥	To play
	3♠	Minor suit stayman	4♠	To play
	3NT	To play	other	

## **CONVENTIONS**

Additional responses	to 1NT								
3 <b>♣</b> /3 <b>♦</b> G	ame forc	ing, 4/5 in minor	s, 3 cards in co	rresponding major	٢				
3 <b>♥</b> /3 <b>♠</b> In	vitational								
4 <b>♣</b> So	ets suit, c	ets suit, demands cue							
4♦ So	ets suit, c	ets suit, demands cue							
4 <b>♥</b> To	o play								
4 <b>♠</b> To	o play								
Unusual NT:	mi	nors $\square$	other suits		lower 2 unbid suits				
other									
Other slam bidding		Cue Bid	s 🗹	Asking Bids					
4th Suit Forcing		One round			Game force				
NT Checkback		Priorities	Cheapes	st feature - min low	ver level, max upper				
Defence to 3NT openi	ng	Χ							
Defence to opening T	wo's:	Multi 2♦	X & natural						
RCO style 2-s		X & natural							
Other 2-s		X & natural							
Defence to strong ♣		TWERB at all le	evels, also after	negative 1 resp	onse				
Lebensohl		Over NT interfe	erence 🗹	<b>,</b>					
Other uses	In re	sponse to double	e of weak 2s						
Take out of 4 level pre	e-empts		4♣/4♦	Χ					
	4♥	Χ	4 <b>♠</b> 4NT						
			HER NOT						

Splinters, preemptive raises & balanced raises continue to apply in competition Blackout following reverse After 2NT enquiry (2♥ opening), 3♣ = poor hand (3♦ = further enquiry), 3♦ = lower suit longer, 3♥ = 4/4, 3♠ = ♠s longer, 3NT = 5/5 or better After 2♦ or 2♠ openings, 2NT = enquiry 3 of suit is weak hand, all suits show feature 3NT shows very good suit no outside feature