KheloBridge player guide

Edition: KheloBridge v6.0.0 | 7 October 2026 | For: experienced bridge players · tablet, laptop or desktop

Robots in KheloBridge are labelled **Benito** and use a 2/1-like bidding system.

Create an account or sign in

1. Open and bookmark **https://khelobridge.in**. Phones are temporarily unavailable.
2. Choose **Create account**. Pick a Player ID: 6-16 letters/numbers, starting with a letter. Enter your email and a password of at least eight characters with uppercase, lowercase, a number and a symbol.
3. Enter the emailed code, choose **Verify and continue**, then complete your profile.
4. Later, choose **Sign in** with Player ID and password. **Forgot password?** recovers access.

A new sign-in closes the previous session. Never share passwords or verification codes.

Find your place

The top menu is **Play, Team Match, Tournament, History, Kibitz, Chat, People, Report Problem**; **Administration** appears only for Administrators. At narrower widths, **Menu** holds the destinations and Help. The KheloBridge logo, Notifications and Player-ID account button remain at the top. The Player-ID control itself shows green Online, red Offline or amber Reconnecting and opens **Profile**, **Preferences**, **Security** and **Sign out**.

Play opens Casual Play. **History** groups Team Matches, Tournaments and Casual Play. **Kibitz** lists opted-in tables and Team Match rooms, with entry offered only when you are authorised. **People** lists logged-in players; search by name/ID and choose **Copy ID**. Online means recent contact, not readiness.

Inside active Table Play, global destinations are replaced by table-context actions plus Notifications, Preferences, Help and Report Problem. **Return to Lobby** is non-destructive: it keeps your seat, restores the full menu and shows an **Active play -> Return to table** strip. **Leave Table** separately releases a Casual seat; Team Match and Tournament seats follow their event rules. Reconnect promptly because disconnected seats have a limited hold window.

Understand the shared table display

Play, History replay and Kibitzing use the same three-part presentation: controls, the central felt and an information/communication panel. The visual structure is shared; authority is not. Only Play offers bids, cards, claims or Undo. History reads retained hand history. Kibitzing reads only events released by the Observer service.

Player ID -> **Preferences** previews the shared Table display. Choose the KheloBridge or Warm Cream template, or safe individual colours; set display size, font size and the control-panel side. **Apply current session** lasts for this browser session. **Save account** follows the Player ID across devices. **Restore table defaults** resets that display group without changing play confirmation.

History and Kibitzing share a compact **½x / 1x / 2x** replay-speed preference. It changes browser presentation only: it cannot speed gameplay or bypass an Observer release policy. Kibitzing also provides released-bid/trick intervals plus Automatic or **Manual · Next Trick** playback.

Play a casual board

1. Choose **Play**, then **Sit here**, **Take seat**, or **Create New Table**. Creation is hidden while already seated. A creator may select **Allow kibitzing** before the table starts; it is off by default and cannot be newly enabled after play begins.
2. At your turn, enter an optional explanation (maximum 280 characters), then choose a level and suit/NT, or **Pass / Double / Redouble**. Explanations are visible only to opponents.
3. Select a legal card at your turn; declarer plays dummy after the opening lead. Select the contract for the auction, or a trick total for the last trick.
4. At the result, choose **Click to Continue**. One human from each side containing humans must continue. **Scores** shows completed boards.

The owner uses **Manage Table -> Seat Player / Seat Robot**. **Close Table** ends the table for everyone after confirmation. When kibitzing is enabled, **Kibitzers** shows the public Player IDs of current observers; the owner may disable observation

immediately.

Confirm bids and cards

Player ID -> **Preferences -> Play preferences** contains **Confirm Action for Bidding** and **Confirm Action for Card Play**. Both default to **No - single click** and follow your account across devices.

- Bidding confirmation: select a call, edit Alert/explanation if needed, then choose **Confirm** _**call**_. **Clear** or Escape cancels.
- Card confirmation: first activation enlarges the legal card in place; activate it again to play. Another legal card changes the selection and still needs a second activation. An illegal card, Escape or clicking outside the hand clears it.
- Touch and keyboard use the same sequence; Enter/Space activates a focused card. A turn, board, pause, reconnect or state change cancels a pending selection.

Claim, concede or undo

- **Claim:** after the opening lead, choose remaining tricks and **Confirm Claim**. An eligible opponent accepts/rejects; dummy cannot decide. If both opponents are robots and automatic adjudication is enabled, KheloBridge accepts only claims it proves; otherwise play resumes.
- **Concede:** review the score and **Confirm**; all remaining tricks go to the opponents immediately. Dummy cannot concede.
- **Undo:** when enabled, both opponents must agree. A just-completed trick remains eligible only until the first card of the following trick is played. Auction Undo is unavailable after the opening lead. Acceptance restores the earlier position and turn-start clocks.

Use Chat and Notifications

Chat opens with **All Messages**, a chronological authorised stream. **View** independently filters All Messages, Table or one direct conversation; **Send to** always names the single outgoing target. All Messages is a view, not a broadcast audience. Drafts are retained per target through normal refreshes.

Outside Table Play, **New message** searches current Online Player IDs after at least two characters. A result shows Player ID and name; Online availability does not override communication policy. **Sent** means stored, not delivered or read, and there are no typing indicators or public read receipts.

During wide Table Play, Chat is docked in the communication panel. Table is the default target and sends to all seated humans. Opponent direct messages are allowed during play; partner direct messages work only between deals. At a protected Team Match or Tournament table, direct messages outside that table are refused. At 900 CSS pixels or less, the communication rail is hidden to protect the play layout, so Table Chat is unavailable there; use **Return to Lobby** for permitted direct conversations. In History replay and Kibitzing, ordinary permitted direct Chat remains available, but observers receive no Table or spectator-group audience.

One standard message-arrival sound is used for a genuinely new incoming batch, not for startup, repeats or your own sends. Turn it On/Off under **Preferences -> Chat preferences**; visual unread indication remains. Browser autoplay rules can delay sound.

The Notifications badge counts unresolved match/partner invitations, explanation requests and action outcomes. Opening Notifications clears only the new-item emphasis; act or acknowledge to remove an item. A newly observed actionable notification can make one short best-effort sound, but there is no operating-system push or background-delivery guarantee.

Watch with Kibitz

Choose the top-level **Kibitz** destination. Its bounded directory shows opted-in Casual Tables and standalone Team Match rooms; only currently authorised entries offer a Kibitz action. There is no separate observer login.

Observation is read-only and your public Player ID is visible to participants and other kibitzers. You cannot kibitz while seated or when you are on the observed Team Match roster. If a Casual observer has received hidden cards, that observer cannot take a seat until the board ends. Admission and permission are checked again on every read; closing permission, losing eligibility or an Observer-service failure removes access without exposing player actions, Table Chat, claim/Undo discussion or Director/private state.

Observe All shows all four hands. During bidding you may instead choose N/E/S/W; during play you may choose declarer or either defender, with dummy visible after the opening lead. Team Match observation offers **Other Room** and remembers each room's perspective for the session.

Use the replay controls, **Return to Live**, speed, Scores and released History. Rewinding buffers newly released events. **Full screen** is optional. **Leave kibitzing** closes the subscription; re-entry requires fresh admission.

Casual observation is Live subject to the configured release delay. A Team Match creator chooses and locks one release policy before invitations: **Live**, **Observed Room Complete**, **Both Rooms Complete** (default), or **Match Complete**. Until the gate opens, a safe waiting message is shown rather than cards or exact hidden progress. If one room finishes before the other, observation stays on its last released state and **Other Room** remains available.

Join or create a Team Match

1. Choose **Team Match**. Use My/All, Search and Status. Rows show Event ID, teams, boards, scoring, creator and status/result. **Open** is the unified Detail route for forming and active matches. Eligible active rows also offer **Kibitz**; completed or abandoned rows use **Results** instead.
2. In Notifications, check match, Room, seat, scoring and kibitz/release policy, then **Accept** or **Decline**. Stay signed in: all seats must be filled and every human accepted and connected before start.
3. Detail shows both Rooms, partnerships, current Board and seat-specific **Accepted / Pending / Declined** state; Benito needs no acceptance. The readiness reason and **Start Team Match** share the summary row. Players are seated automatically when the match starts, even if they are waiting at a Casual table.
4. During an active match, a seated participant sees only that player's own Table scores. After completion, **Results** opens the comparison scoresheet; choose a Room's **Board History**, reverse Board order when needed, or download the PDF.

To organise, choose **Create a team match**. **Match settings** contains Match name, Scoring, Number of boards and Clock display, followed by Allow Undo, Kibitzers allowed and Board release. **Teams and players** starts with both team names, then N/S/E/W Player IDs. Each team has one **Online players…** chooser for the selected seat; **Fill empty with Benito**, Confirm and Cancel remain. Each team and Room needs a human.

After creation, the creator goes directly to Detail/Manage. Pending or Declined humans can be messaged or re-invited; **All players** re-invitation cancels earlier acceptances. Only the creator changes Undo or pre-start kibitz policy. **Close match now** scores only boards completed in both Rooms. Active comparison remains restricted until release, except for an authorised non-playing Director or Administrator.

Join a tournament

Choose **Tournament**, then Scheduled, Running or Completed; search by Event name/ID. Open the event for **Overview**, **Entries**, **Scores** and role-authorised tabs.

- **Pairs: Invite partner** (acceptance required), **Register with Benito** when offered, or use **Partnership Desk** to seek a partner. **Withdraw pair** removes both players.
- **Teams:** the captain manages the roster. Between rounds, teammates choose seats at their numbered **Team home table**; N/S and E/W define the next partnerships.
- **Individual:** choose **Register**; the event assigns partners and seats.
- **Instant: Join** plays South with three Benitos. **Exit to Lobby** keeps progress; **Resume** returns before expiry. **Withdraw permanently** prevents re-entry.

The Director publishes the draw and starts scheduled rounds; seating is automatic. Times display in your device timezone; detail also names the scheduling timezone. **Call Director** opens a reason/detail; **Player not responding** requires selecting the player. Sending a request does not pause play.

Review play or report a problem

Use **Scores**, or **History -> Team Matches / Tournaments / Casual Play**. History replay is read-only and uses the shared table display. Use previous/next hand or replay step, the auction control, **Other Room**, **Back to match scores** and ½x/1x/2x speed. Cards show suit before rank. Team Match comparison and Room history become available only through the applicable release gate.

If updates stall, check the Player-ID connection colour and use **Refresh table** or **Refresh view** when offered; do not repeat pending actions. Choose **Report Problem**, review, **Send report**, and save the Diagnostic ID. If upload fails, **Download redacted report**. Include time, table/event and symptom-never passwords or security codes.