

KheloBridge Director & Administrator reference

Edition: KheloBridge v5.12.2 | 4 October 2026 | Open:
<https://khelobridge.in> · tablet, laptop or desktop

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

Create and start play

Top menu: **Play, Team Match, Tournament, History, Chat, People, Report Problem**; Administrators also see **Administration**. Notifications and the Player-ID menu remain visible. Leave an active table before navigating elsewhere.

Standalone Team Match: choose **Team Match -> Create a team match**. Set name, boards, clock, scoring and Undo; enter both partnerships. Each team and Room needs a human. **Confirm** sends Notifications. Every human must **Accept** and be connected before **Start the match**. The creator or Administrator opens **Manage**, selects a Room seat, then uses **Replace / Seat, Seat Robot** or **Remove**. Only the creator changes Undo. **Close match now** scores only boards completed in both Rooms.

Scheduled Tournament: only a global Director can create. Choose **Tournament -> Create Tournament -> Create tournament**. Set type/scoring, movement, rounds/boards, publication, Undo and local times; verify the Scheduling timezone. Create -> add eligible Directors -> **Open registration** -> review **Entries** -> **Close registration** -> confirm timing -> **Mark ready to start**. Then **Compute draw**, inspect, **Publish draw**, and **Start round** at the scheduled time. Ready/published does not start play.

Preview table map is a privileged read-only Pairs view; refresh after entry changes. Swiss future rounds may be **Undetermined**. Team players form partnerships at **Team home tables** between rounds.

Monitor and handle calls

Team Match Details shows both Rooms, partnerships, current Board, state and **Last updated**. **Scores and board history** survives refresh; activate **Board** to change sort. Room links open History replay.

1. **Director calls -> Open**; verify event, table, board and requester.
2. **Claim** the lead, or **Assist / Take lead**. Use **Pause play** explicitly.
3. Apply the intervention. **Release seat** is temporary; **Unseat player** blocks automatic return until an audited **Seat player** override. Benito substitution is state-controlled.
4. **Reveal selected** requires a reason; **Send to table** reaches everyone. Verify clock side/action/seconds.
5. Resume, record the outcome and **Resolve call**.

Correct and approve scores

Open **Intervene in score, Review Open / Review Closed**, or **Review score adjustment**. Verify board/Room and team mapping; set each direction's Average Plus/Average/Average Minus and reason. Review the calculated consequence before confirming. Reopening publication needs a reason and confirmation; changed inputs need a new review.

Resolve incomplete comparisons, adjustments and integrity errors before you approve scores. **Adjusted Team VPs are independent and need not total 20**. Use the organiser guide for award rules.

Administrator controls

Security actions require recent authenticator-backed sign-in and an audit reason.

- **System announcements:** publish/replace, clear or reload a time-bounded notice.
- **Registered users:** assign role; **Revoke sessions** for forced sign-out; Suspend/Reactivate; **Force password reset**; or **Delete pre-play identity** only without authoritative play/history. The last Administrator is protected. Revocation does not remove a seat.
- **Tables in operation:** inspect phase, Board and seats; use the relevant table/event workflow for changes.
- **Robot claim responses:** enable/disable automatic adjudication against two robots.
- **Robot dashboard:** inspect state and **Reset robot queue** to retry SHX scheduling only.

Administrators manage standalone Team Matches and direct existing events. A global Director is still required to create a Tournament. **Add director** assigns an eligible Director; keep at least one assigned.

Evidence and recovery

Search Director audit filters interventions; **Load more** retrieves older records. For faults choose **Report Problem -> Send report**; keep the Diagnostic ID and event/table/time. Never include passwords or codes. Stop actions if storage is unavailable; do not repair databases through this workflow.