

KheloBridge organiser guide

Edition: KheloBridge v5.12.2 | 4 October 2026 | For: Team Match creators, Tournament Directors and Administrators

Use <https://kheლობridge.in> on a tablet, laptop or desktop; phones are temporarily unavailable. **Team Match** runs standalone two-room matches; **Tournament** runs scheduled and Instant events. Their seating and authority rules differ.

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

The top menu is **Play, Team Match, Tournament, History, Chat, People, Report Problem**; Administrators also see **Administration**. Notifications and the Player-ID menu remain available. Active Table Play blocks primary navigation until the player leaves.

Set up a standalone Team Match

Any signed-in player may create a standalone match; its creator is the organiser.

1. Choose **Team Match -> Create a team match**. Enter name, boards, Clock display and **IMP, IMP/VP or BAM**.
2. Decide **Allow Undo** before start. Only the creator changes it; both opponents must approve an Undo. It locks at start.
3. Enter Team 1 and Team 2; N/S and E/W are their partnerships. Use **Online...**, an exact Player ID, **BENITO**, or **Fill empty seats with Benito**. Each team and each Room needs a human.
4. Choose **Confirm** to create the match and send Notifications. Review Room 1/2 and correct the line-up.
5. Every human verifies Room/seat and **Accepts** in Notifications, then stays logged in. All seats, acceptances and connections are required before **Start the match** is enabled.
6. Select **Start the match**; players are seated automatically.

The creator or an Administrator opens **Manage**, selects a Room seat, then uses **Replace / Seat, Seat Robot** or **Remove**. In a suitable phase, **Skip Board** is available to either role; confirm carefully because an excluded board cannot be compared.

Monitor and complete a Team Match

The index offers My/All, search, Status and paging: **Forming, Waiting to Start, In Progress, Abandoned** or **Completed**. Completed rows show Team 1 score before Team 2.

Match Details shows both Rooms, NS/EW teams, Player IDs, current Board and **Last updated**. Room state changes from **Waiting for Players** to **All Players Ready - Waiting to Start** and **Match in Progress**. Only the creator and Administrators get management controls. A failed refresh marks retained values out of date.

Scores and board history stays expanded across refresh. It uses Room 1/2, viewer-local Date/Start/End, team/pair identities and live **leads / trails / tied** wording. Board starts ascending; activate **Board** to toggle sort. Open a Room replay or **Download PDF**.

Boards require both Room results. **Close match now** scores only boards completed in both Rooms. **Abandon** while forming creates no fabricated score.

Create a scheduled tournament

Only a global **Director** can create. The creator becomes the first assigned Director. An Administrator grants the global role; event **Add director** accepts an eligible Director. Administrators can direct any event; another Director must be assigned. Keep at least one assigned Director.

1. Choose **Tournament -> Create Tournament -> Create tournament**. Enter names, Type, scoring, movement, rounds, boards, dates and any entry fee. Verify the read-only IANA **Scheduling timezone**; entered times use that zone. Creation needs a valid detected zone.
2. Choose **After event** or **Barometer by round** publication, and decide **Allow Undo** before play.
3. Pairs use Mitchell/Swiss and optional Benito registration. Teams use Swiss with VP/BAM and roster bounds. Individual uses random partners with MP/Cross-IMPs.
4. Create the draft, add eligible Directors, then **Open registration**.

5. Review **Entries**. A Pair is confirmed only after partner acceptance or allowed Benito registration; **Partnership Desk** is not registration. Captains manage Team rosters; Individuals register themselves.
6. **Close registration**. Confirm Rounds, Boards per round, Minutes per board and First round starts; choose **Mark ready to start**.
7. **Compute draw for round N**, inspect assignments, then **Publish draw for round N**. Use Redraw/Recompute only before relying on an assignment.
8. At the scheduled time choose **Start round N**. Ready/published never starts play itself.

Viewers see local device times; detail also names the scheduling timezone. There is no waitlist, integrated payment or automatic event-notice email.

Preview Pairs and seat Teams

For eligible Pairs events with at least two confirmed pairs, **Preview table map** is read-only for the creator, assigned Directors and Administrators. Rows are rounds, columns are tables and cells show N/S-E/W pair numbers. Refresh after entry/movement changes. Swiss future rounds remain **Undetermined** until computed. Preview neither publishes nor starts play.

For Teams, the captain manages the roster. Between rounds, teammates choose N/S/E/W at their numbered **Team home table**; those seats define the next partnerships. At round start they move to match Rooms and return afterwards. Assigned Directors/Administrators use displayed between-board Benito controls; never invent robot IDs.

Run rounds and handle calls

Check **Assignments** and **Scores** before advancing. Resolve incomplete boards, adjustments and integrity checks. Use **Approve round N scores** or **Score and approve round N**; a displayed score is not approval.

1. In **Director calls**, filter the queue and **Open** the incident. Verify event, table, board and requester.
2. **Claim** to lead; another Director may **Assist** or **Take lead**.
3. **Pause play** when needed-the call itself does not pause. Intervene, Resume, record the outcome and **Resolve call**.

Release seat is temporary. **Unseat player** blocks automatic reseating until an audited **Seat player** override. **Seat Benito** / **Unseat Benito** is state-controlled. **Reveal selected** needs a reason; **Send to table** reaches everyone. Verify side, operation and seconds for clock changes.

Review and correct a score

1. Choose **Intervene in score**, **Review Open / Review Closed**, or **Review score adjustment**. Verify event, round, board and Room/table.
2. Set N/S and E/W separately to **Average Plus**, **Average** or **Average Minus**; enter a reason.
3. **Review calculated consequence** and side-to-team mapping before confirming. **Back** changes nothing.
4. Reopening published results needs the published version, reason and explicit confirmation. Changed inputs need a new review.
5. Resolve blockers/adjustments before approving. Original raw results and publication snapshots remain retained.

For artificial awards, review the calculated consequence. BAM is 0.5 each. A Team ruling replaces the comparison, and adjusted Team VPs need not total 20. Trust the preview.

Administration and evidence

Security changes need recent authenticator-backed Administrator sign-in and an audit reason. **Administration** offers:

- **System announcements**: publish, replace or clear a time-bounded notice.
- **Registered users**: change role; revoke sessions; suspend/reactivate; force password reset; or delete a pre-play identity without authoritative history. The last active Administrator is protected. Revocation signs out but does not unseat.
- **Tables in operation**: inspect phase, Board and seats; use the table/event workflow to change seating.
- **Robot claim responses**: enable/disable automatic claim checks when both opponents are robots; only proved winners are accepted, otherwise play resumes.
- **Robot dashboard**: inspect robots and **Reset robot queue** to retry SHX scheduling only.

Use **Search Director audit** to inspect actions and reasons. For faults use **Report Problem**, keep the Diagnostic ID and never include passwords/codes.