

KheloBridge player guide

Edition: KheloBridge v5.12.2 | 4 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://kheლობridge.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, Chat, People, Report Problem; Administration** appears only for Administrators. The KheloBridge logo, connection status, Notifications bell and Player-ID account button stay at the top. The account button opens **Profile, Preferences, Security** and **Sign out**.

Play opens Casual Play. **History** groups Team Matches, Tournaments and Casual Play. **People** lists logged-in players; search by name/ID and choose **Copy ID**. Online means recent contact, not readiness.

The Notifications badge counts unresolved invitations, explanation requests and action outcomes. Opening the inbox clears only the new-item emphasis; act or acknowledge to remove an item.

At an active table, other workspaces plus Profile and Security are blocked. Notifications, Preferences, Help and Report Problem remain usable. Use **Return to table** whenever offered. **Leave Table** releases a casual seat; event seats follow event rules. Reconnect promptly because disconnected seats have a limited hold window.

Play a casual board

1. Choose **Play**, then **Sit here, Take seat**, or **Create New Table**. Creation is hidden while already seated.
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.

Preferences and action confirmation

Player ID -> **Preferences** contains saved appearance and play settings. **Confirm Action for Bidding** and **Confirm Action for Card Play** 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.

Chat and table messages

Chat opens permitted direct conversations. Opponents may message during play; partner direct messages work only between deals. Team Match/Tournament tables limit recipients to that table.

On wide Table Play screens, Chat offers **Table** plus eligible seated humans; Table is the default and sends to everyone. At 860 CSS pixels or less, direct Chat is hidden to protect play; Table messages remain. Chat failure never blocks the game.

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. Acceptance restores the earlier position and turn-start clocks.

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.
2. In Notifications, check match, Room and seat, then **Accept** or **Decline**. Stay signed in: all seats must be filled and every human accepted and connected before start.
3. Open the match to see both Rooms, partnerships, current Board and **Last updated**. States are **Waiting for Players**, **All Players Ready - Waiting to Start** and **Match in Progress**.
4. Players are seated automatically at start. At completion, open **Scores and board history**. Board rows start ascending; activate **Board** to reverse them, open a Room replay, or download the PDF.

To organise, choose **Team Match -> Create a team match**. Set name, boards, clock, IMP/IMP-VP/BAM and Undo; enter both teams' partnerships. Use **Online...**, **BENITO**, or **Fill empty seats with Benito**. Each team and Room needs a human. **Confirm**, review, then **Start the match** when enabled. The creator or an Administrator manages seats; only the creator changes Undo. **Close match now** scores only boards completed in both Rooms.

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**. Open a board; Team Match results link both Rooms. Use **Previous/Next** once per trick, **Show full auction**, **Other Table**, and **Back to match scores**. Cards show suit before rank. Replay is read-only.

If updates stall, check connection and use **Refresh table** 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.