IN DEVELOPMENT

The Health Center.

Keilsen keeps your Health Center's day in one place, and it never knows what medicine a camper takes.

OCT 19, 2026

At a glance.

WHO IT SERVES

The Health Center staff	Your nurses, doctors, nurse practitioners, physician assistants and Health Center administrator all work from the same screens, on a computer or a phone. That's where they run medicine rounds and therapy, check in anyone who comes to be seen, keep track of beds and fill the nurse schedule.
The Camp Director	If you're the Camp Director, you see everything your Health Center sees, in every Health Center you have, as it happens. That includes the rounds, therapy, every visit, the early warnings and anyone sent out of camp.
The Division Leader	Your Division Leaders know when one of their campers is at the Health Center and when they're due back, and who missed a round of medicine or therapy. They're never told why.

THE THREE WORRIES IT ANSWERS FIRST

01

The wrong medicine given to a camper

Your nurses see one camper at a time at the window and ask for a name and a bunk every time. If two campers in the same round have names that look alike, Keilsen warns the nurse.

PAGES 3 AND 4

02

An illness spreading through camp

If campers keep coming in with the same illness, like an upset stomach, Keilsen tells your Health Center lead and the Camp Director. It catches a sudden rush across camp and a slow build-up in one bunk or division. Once outbreak mode is switched on, every step is written down with the time.

PAGES 12 AND 13

03

Not knowing who has been sent out

Anyone who leaves camp for care, or goes home, gets one record, and the Camp Director sees it the moment it's made.

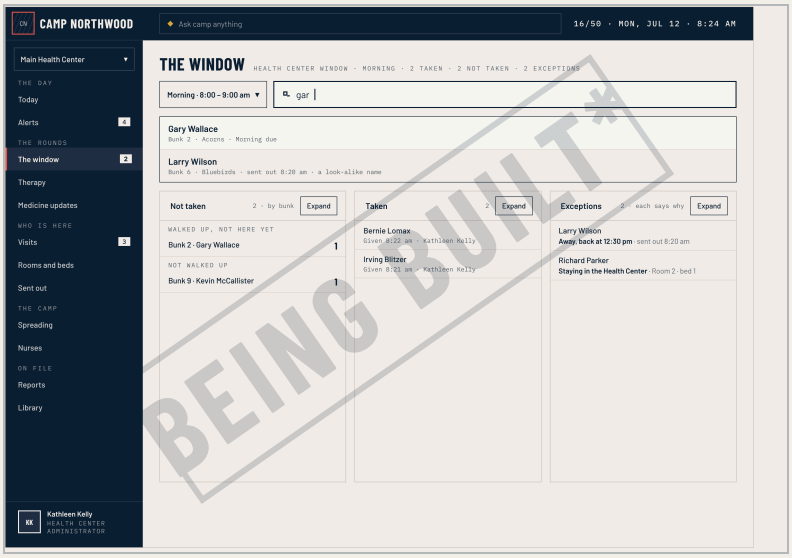
PAGE 11

What it will never do

- Keilsen never shows a medicine's name, the dose or the reason for it, on any screen or piece of paper, not even the Health Center's own. The one exception is the printed card Keilsen makes for each camper, which can say where an emergency allergy pen is kept without naming the medicine.
- It never holds a diagnosis.
- It never keeps a temperature or any other reading. Those go in your camp's own medical records.
- It never says what kind of therapy a camper has.
- Apart from the Health Center staff and the Camp Director, nobody at camp ever sees the reason. Everyone else sees who it is, where they are and until when.

The medicine window.

Your nurses see one camper at a time at the window. They ask every camper for a name and a bunk, because two campers can share a name or have names that look alike.



On the computer · The window: who's still to come, who's had their dose, and anything that didn't go to plan



On the phone · A camper's card, with a look-alike warning

HOW IT WORKS

01 A camper comes to the window and gives a name and a bunk.

02 The nurse types part of either one and picks the camper. Their card comes up with the bunk and the code on their medicine bin in large type.

03 The nurse marks the dose as given, refused or given late. If your camp gives medicine in more than one place, the nurse marks where, too.

04 A camper who turns up after the round has closed still gets the dose, and it's marked as given late.

05 Medicine that's given only when needed can be given at any time from the camper's card, and Keilsen records the time and the nurse's name.

FOR THE OWNER AND CAMP DIRECTOR

Every dose is recorded the moment it's marked, along with the nurse who marked it.

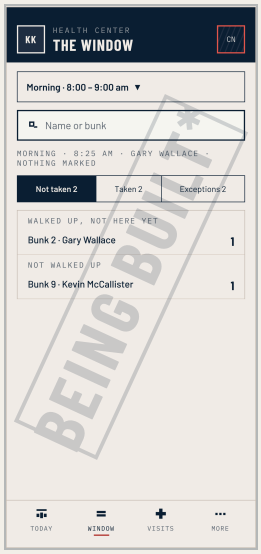
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Every camper, every round.

Every camper is accounted for at every round, on time or on a short list, and a mix-up never holds up the line.



On the phone · The round's short list



On the phone · A card closed with nothing recorded

HOW IT WORKS

01 Nurses can't mark a whole list in one go at the end of a round.

02 If the nurse opens the wrong camper, or a camper walks away, a button marked "Not now" closes the card without recording anything, and the next camper can step up.

03 Anyone who doesn't get their dose on time goes on the short list with what happened, in plain words, such as refused, away until a set time, staying in the Health Center, or given late.

04 The round closes by itself once every camper is accounted for. Closing it early needs the Health Center administrator's code.

05 When the round ends, each Division Leader gets the names of their campers on that list, with the times and nothing else.

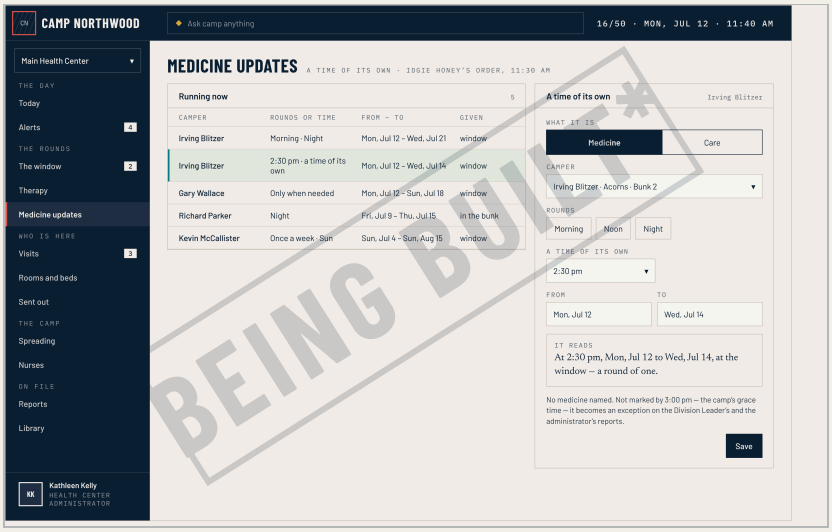
FOR THE OWNER AND CAMP DIRECTOR

After every round, you can see each dose that was missed, refused or given late, and the nurse who marked it.

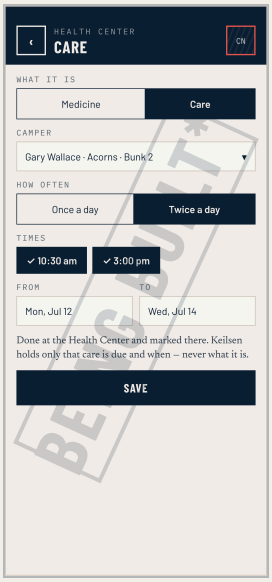
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Medicine updates and care.

When a doctor changes a camper's medicine partway through the summer, the nurse enters which rounds and which days it affects.



On the computer · The medicine changes running now, and a dose at a time of its own



On the phone · Care that isn't a medicine

HOW IT WORKS

01 The nurse picks the camper, the rounds, and the first and last day.

02 The change can run every day, once a week, or only when needed.

03 Keilsen reads it back as a plain sentence, like "twice a day for 10 days", and takes it off the list by itself after the last day.

04 If a doctor wants a dose at a time when no round is running, Keilsen gives it a time of its own. It then shows on the division's list of who walks up to the window, and when.

05 Care that isn't a medicine, like icing a sprain or changing a bandage, is entered the same way. Keilsen knows when it's due, but not what it is.

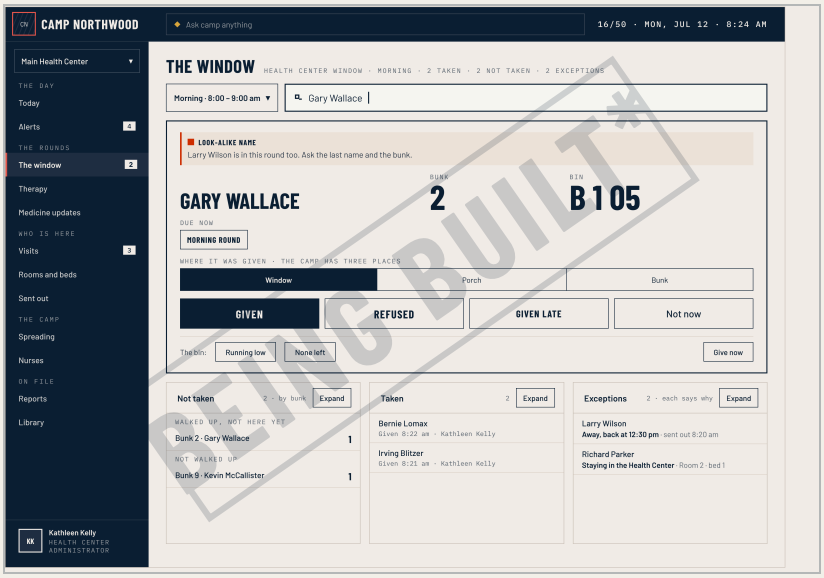
FOR THE OWNER AND CAMP DIRECTOR

A doctor's change reaches the window on the right days and ends on its own, with nobody having to remember it.

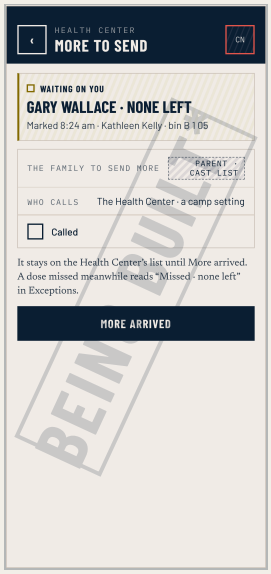
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Running low and none left.

When a camper's medicine is running low or has run out, the nurse marks it on the camper's card, and Keilsen adds a call to the family asking them to send more.



On the computer · The camper's card at the window, where the nurse marks running low or none left



On the phone · The calls to families

HOW IT WORKS

01 The call goes on the Health Center's list of calls to make, and stays there until the nurse marks that more has arrived.

02 Whoever your camp chooses makes the call and ticks it off. Unless you say otherwise, that's the Health Center.

03 If a dose is missed in the meantime, it shows on the round's short list as "missed, none left".

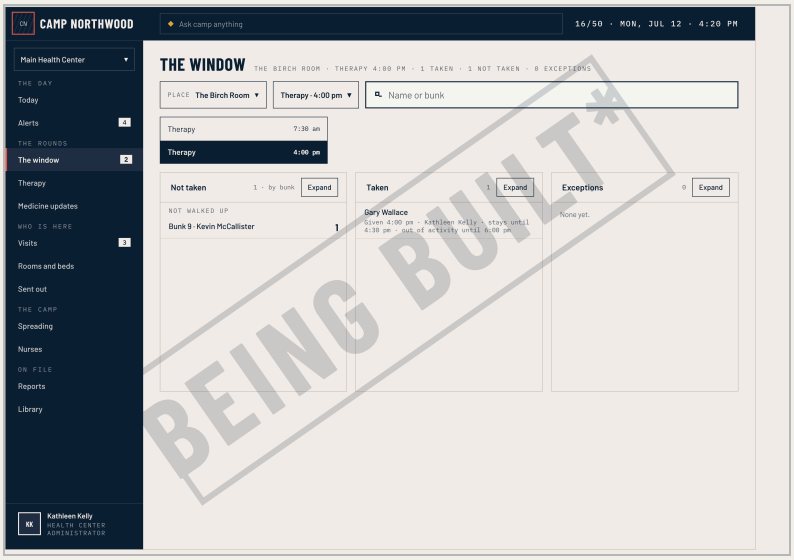
FOR THE OWNER AND CAMP DIRECTOR

A camper's medicine running out turns into a phone call with a name and a tick beside it, instead of a note that gets lost.

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Therapy at its own place.

Therapy runs on its own rounds, at a place and times your camp sets, just like medicine. Besides the Health Center and the Camp Director, staff see only the place's name and the time.



On the computer · The window screen, set to the Birch Room, shows only that room's rounds



On the phone · After a dose: the times set ahead

HOW IT WORKS

01 Your camp names the place and sets its therapy times. The name never gives away what happens there.

02 When a nurse sets the window screen to that place, it shows only that place's rounds, and everything else works the way it does for medicine.

03 For each camper, the nurse decides once how long they stay in the Health Center after a dose and how long they sit out of activities. Keilsen fills in those times at every dose, and the nurse can change them on the day.

04 If a camper has a bad reaction, the nurse calls a medical emergency or checks the camper in to be seen, and the division is told the camper is staying.

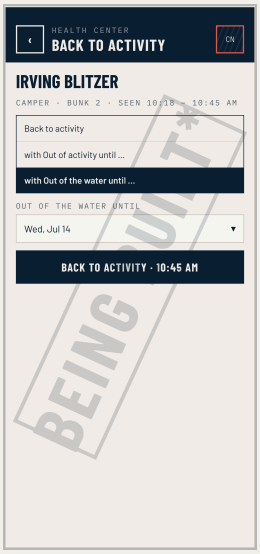
FOR THE OWNER AND CAMP DIRECTOR

A camper's therapy round never gets lost among the medicine rounds.

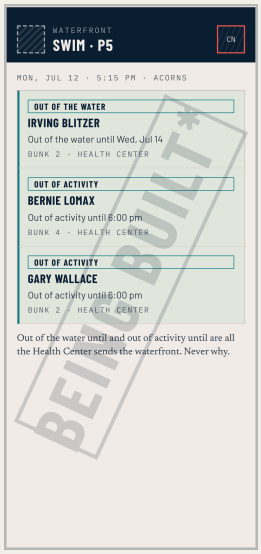
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Out of activity and water.

Sometimes a camper can stay at camp but shouldn't play sports or swim. The Health Center sets how long, and the people running each activity see it, but never why.



On the phone · Back to activity, out of the water



On the phone · The waterfront's list

HOW IT WORKS

01 Your nurses can keep a camper out of activity or out of the water after a therapy dose or at any visit: a camper who got hurt, one who isn't cleared for sports yet, or one with an ear infection.

02 Out of activity means no sports or hard play until the time or day the nurse sets.

03 Out of the water means the camper still joins in with everything else but stays out of the pool and the lake.

04 Either one goes to the division, the specialists and the waterfront, with the time but never the reason.

05 If the camper is cleared early, the nurse ends it, and everyone who saw it is told.

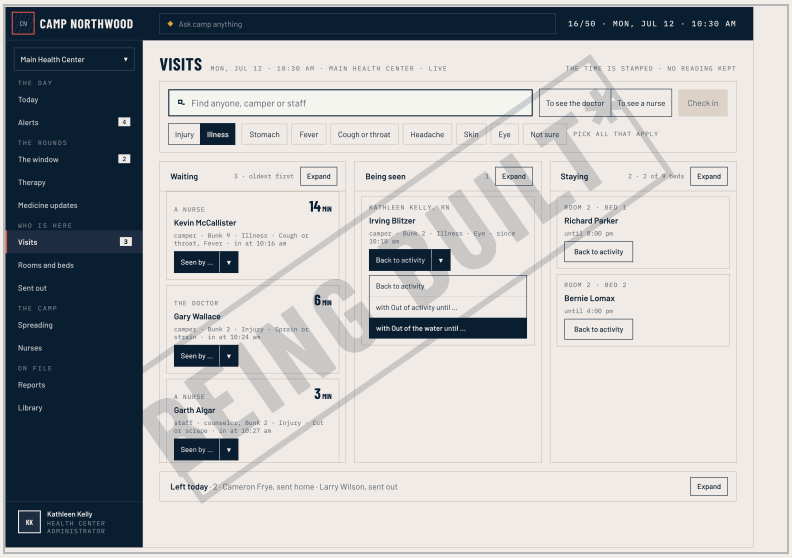
FOR THE OWNER AND CAMP DIRECTOR

Your waterfront and your specialists know who's sitting out, and until when, without anyone passing a note.

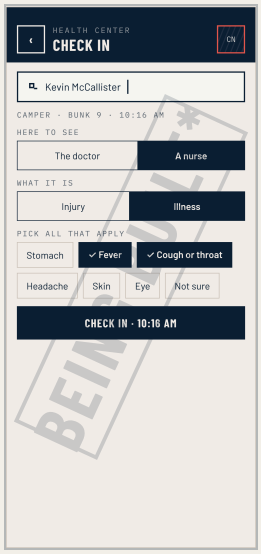
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Check-in and the visit board.

Everyone who comes in to be seen is checked in on arrival and followed until they leave. A board shows your nurses who is waiting, who is being seen and who is staying, all day.



On the computer · The visit board, with who is waiting, being seen and staying



On the phone · Checking in a camper who is ill

HOW IT WORKS

01 The nurse finds the camper or staff member and chooses whether they're waiting for the doctor or for a nurse.

02 The nurse marks it as an injury or an illness, then picks the words that describe it from your camp's own short list, such as stomach or fever.

03 The board shows how many minutes each person has waited, with the longest wait at the top.

04 The doctor or nurse who sees them can change those words.

05 Then they choose one next step: back to activity, staying in the Health Center, or sent out of camp.

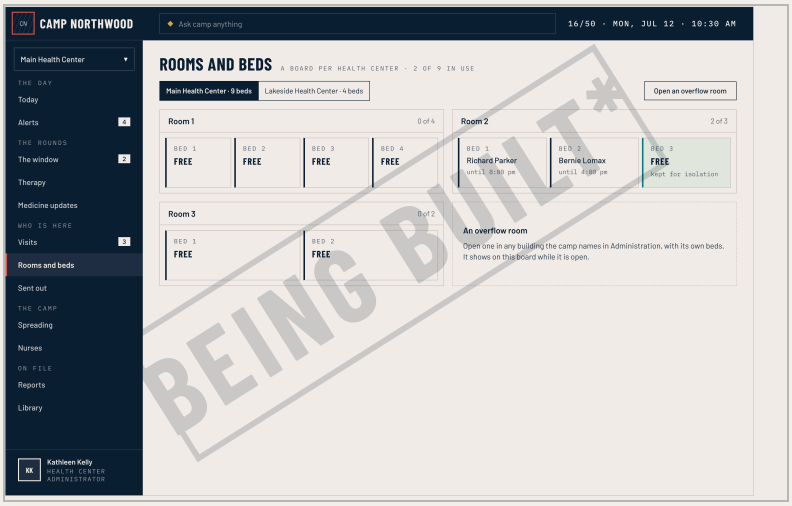
FOR THE OWNER AND CAMP DIRECTOR

At any minute of the day, you can see who is in your Health Center and how long they've been there.

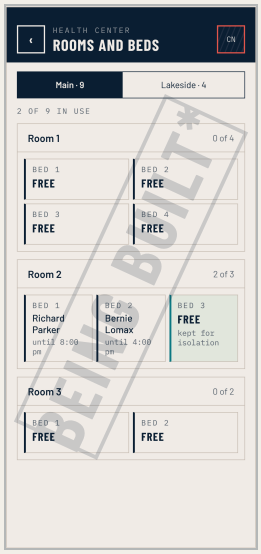
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Rooms and beds.

Each Health Center has a board of every room and bed. It shows who is in which bed and until when, which beds are free, and which are kept for isolation.



On the computer · Every room and bed in one Health Center



On the phone · The same board on the phone

HOW IT WORKS

01 Your camp sets up the rooms and beds in each Health Center, including any beds kept for isolation.

02 When a nurse decides a camper is staying, the nurse picks the room and the bed right there on the visit board.

03 If you run short of beds, a nurse can open an overflow room in a building your camp has named in advance.

04 The overflow room gets its own beds, and it shows on the board for as long as it's open.

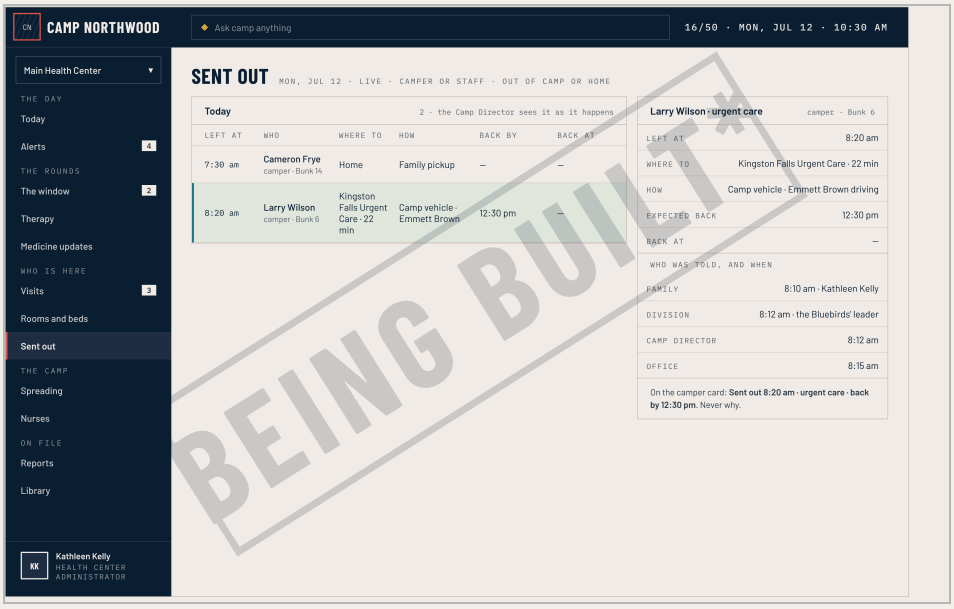
FOR THE OWNER AND CAMP DIRECTOR

One look tells you how many beds are taken and how many are free, in every Health Center you have.

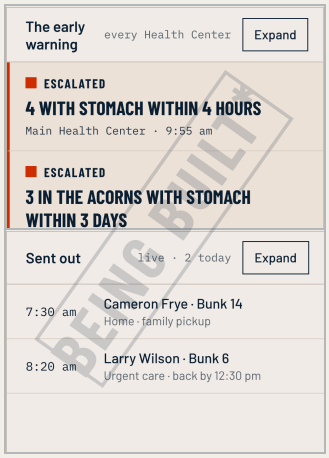
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Sent out and sent home.

Anyone who leaves camp for care, or goes home, gets one record. It says where they went, how they got there, who was told, and when they're back. It never says why.



On the computer · Today's list of people sent out, and one person's record



On the computer · Two boxes from the Camp Director's screen

HOW IT WORKS

01 A nurse starts the record from the visit board when someone is sent out, or straight from the list of people sent out.

02 Where they're going is picked from your camp's own list of outside care. The nurse also records how they went: in a camp vehicle with a named escort, by ambulance, or with their family.

03 The nurse records who was told and when: the family, the division, the Camp Director and the office.

04 The record shows when they're expected back, then when they did come back. Until then, they're on the off-camp list that head counts and the bus both use.

05 The Camp Director sees each day's list as it happens.

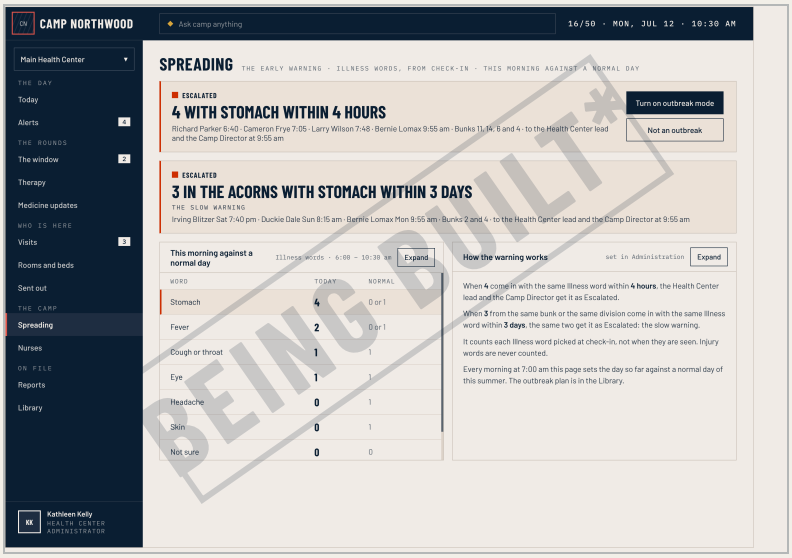
FOR THE OWNER AND CAMP DIRECTOR

At any moment, you can see who is out of camp for care and when they're due back.

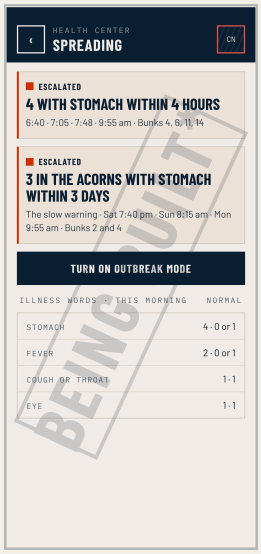
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The early warnings.

Keilsen counts the illness words your nurses pick at check-in, like “stomach”. When the same word keeps coming in, it tells your Health Center lead and the Camp Director straight away.



On the computer · The early warning, and this morning’s visits compared with a normal day



On the phone · The early warning on the phone

HOW IT WORKS

01 The fast warning goes off when several people from across camp come in with the same illness word within a few hours.

02 The slow warning goes off when several people from one bunk or one division come in with the same word over a few days.

03 Your camp decides how many people it takes, and over how long, to set off each warning. Injuries are never counted.

04 Each morning, Keilsen compares today’s visits with a normal day so far this summer.

05 From either warning, your Health Center lead or the Camp Director can switch on outbreak mode.

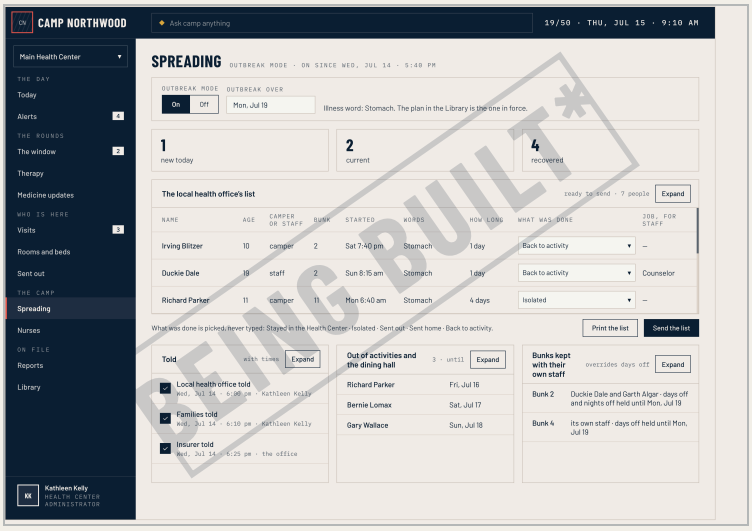
FOR THE OWNER AND CAMP DIRECTOR

An illness that creeps slowly through one bunk gets flagged too, not only one that hits the whole camp in a morning.

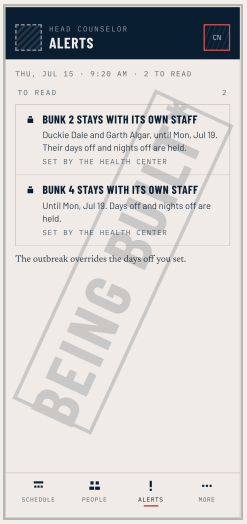
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Outbreak mode.

Once outbreak mode is on, everything about it is kept in one place: who is sick, who has been told and when, and how long each person stays out of activities.



On the computer · Outbreak mode: the daily count, the local health office's list, who's been told, and bunks kept with their own staff



On the phone · The Head Counselor's phone: a bunk keeps its own staff

HOW IT WORKS

01 Outbreak mode stays on until the date your local health office agrees the outbreak is over.

02 Each day there's a count of new cases, current cases and people who have recovered.

03 The list your local health office asks for is ready to send. For each person, the nurse picks what was done, such as isolated or sent home, instead of typing notes.

04 Each group you need to tell is ticked off with the time: your local health office, the families and your insurer.

05 Everyone who's sick stays out of activities and the dining hall until a set date. The staff of an affected bunk stay with that bunk.

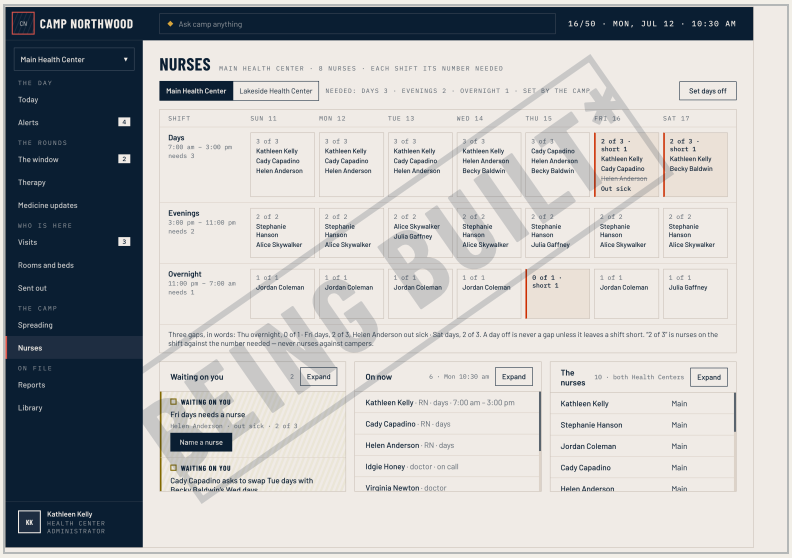
FOR THE OWNER AND CAMP DIRECTOR

If your local health office asks what happened, the answers are already written down, with the times.

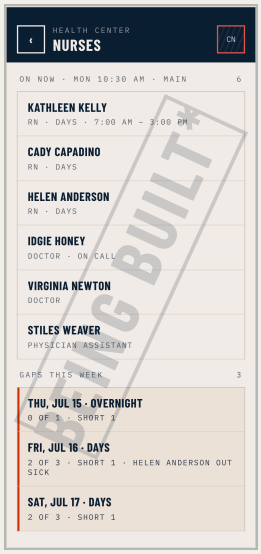
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Nurses, doctors and licenses.

Keilsen holds the schedule for all your nurses and spells out every gap in plain words. It also lists everyone who treats at camp, with the dates they're here, and warns before licenses run out.



On the computer · The nurses' week, with each shift against the number of nurses it needs



On the phone · Who's on now, and this week's gaps

HOW IT WORKS

01 Your camp sets how many nurses each shift needs, and the weekly schedule shows each shift as, say, "2 of 3".

02 When a nurse calls in sick, they're marked out, and that shift shows as short until someone covers it.

03 Two nurses can ask to swap shifts, and the Health Center administrator approves it.

04 The administrator sets days off on the weekly schedule, and each nurse sees their own week. A day off only counts as a gap if it leaves a shift short.

05 Each license or certificate is kept with its kind, its expiry date and a copy, and a warning comes up 30 days before it runs out.

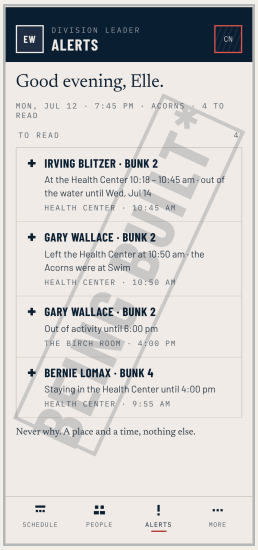
FOR THE OWNER AND CAMP DIRECTOR

Before the summer starts, you know which shifts are short and whose license runs out partway through the season.

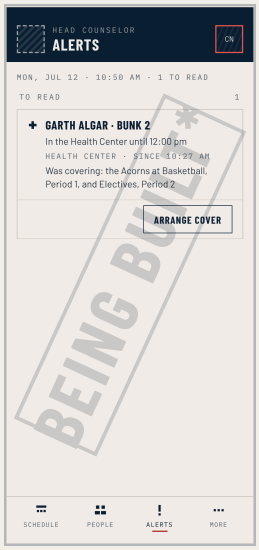
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What the other jobs see.

Your Division Leaders and your Head Counselor are told when someone is at the Health Center and until when. They're never told why.



On the phone · A Division Leader's alerts



On the phone · The Head Counselor's alerts

HOW IT WORKS

01 The division hears when a camper arrives. When the camper leaves, the message also says where the camper's group is by then. If the camper is staying, the division hears that too.

02 When a family has been called, the Health Center and the division both see who called and at what time.

03 The Head Counselor sees when a counselor is in the Health Center, until when, and what they were supposed to be covering.

04 Each division has a list of which campers walk up to the window, and when.

05 Head counts treat a camper in the Health Center as accounted for.

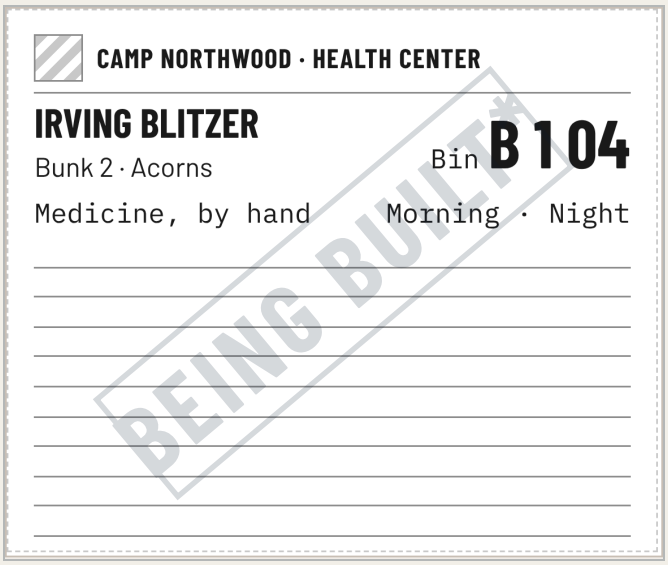
FOR THE OWNER AND CAMP DIRECTOR

Your leaders can plan around a visit to the Health Center, and if they need to know more, the Health Center tells them in person.

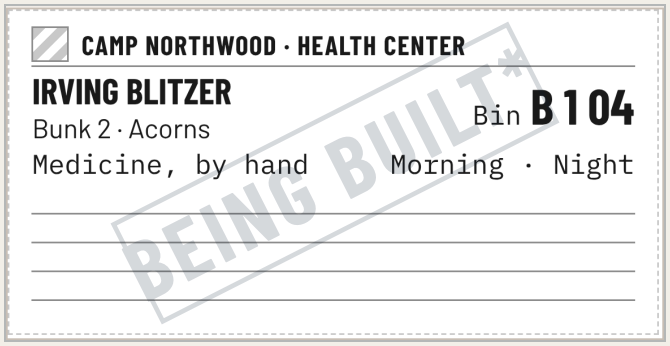
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The bin labels.

Keilsen prints a label for each camper's medicine bin, with blank lines your nurses fill in by hand. Keilsen never stores what's written there.



On paper · The larger label, with room for about ten lines



On paper · The 2 × 4 inch label, with room for about four lines

HOW IT WORKS

01 Each label prints in black and white with your camp's crest, the camper's name, bunk and division, the round names, and the bin code in large type.

02 Your camp picks one of two sizes: the larger label with about ten lines, or a 2 × 4 inch label with about four.

03 If a camper needs more lines than one label holds, the nurse can print a second label, marked "continued, card 2 of 2".

FOR THE OWNER AND CAMP DIRECTOR

The label is printed for you, and what each camper takes is written in the nurse's own hand, right on the bin.

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Setting it up.

When you set up Keilsen, it asks seven questions about your Health Center, each with a sensible starting answer. Everything else is set by your camp on the Administration screen, in your own words.



On the computer · The Administration screen: the places where doses are given



On the computer · Your camp's own list of outside care

HOW IT WORKS

01 The seven questions run from how many beds you have to who calls families.

02 Your camp keeps its own list of outside care, such as hospitals, urgent care, X-ray services and dentists, with as many of each as you need.

03 On the Administration screen, you name your Health Centers and the places where doses are given, and edit the injury and illness words.

04 You also enter your local health office's contact details and how soon it must be told about an outbreak.

05 Last, you choose who gets the call when a medical emergency is raised.

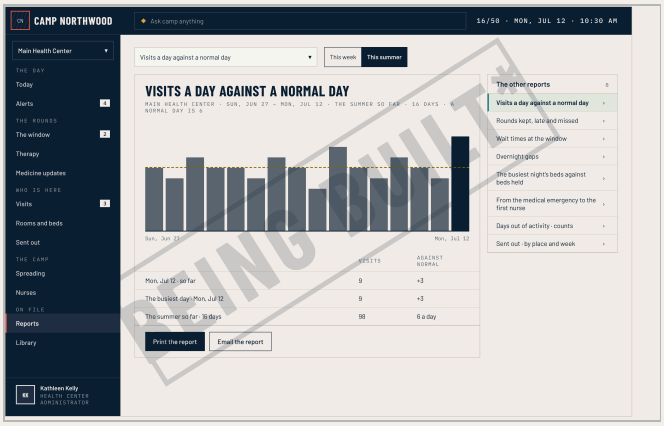
FOR THE OWNER AND CAMP DIRECTOR

From the first day, the Health Center uses your camp's own names and rooms, and the rules you set.

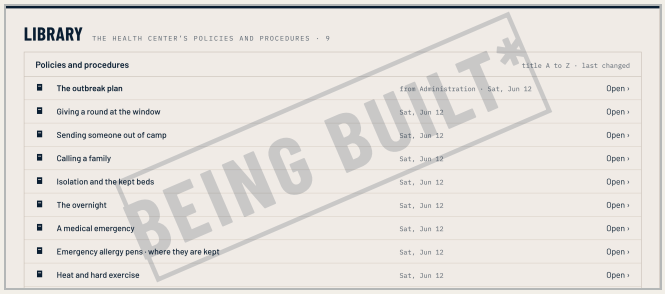
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Reports and the library.

Your Health Center has eight reports, and each one opens ready to print or email. There's also a library of policies, with the outbreak plan first.



On the computer · A report: each day's visits this summer against a normal day



On the computer · The library of policies and procedures

HOW IT WORKS

01 One report compares visits each day with a normal day. Another shows rounds kept, late and missed.

02 Others show how long campers waited at the window, and any overnight gaps in the nurse schedule.

03 You can compare the busiest night's beds with the beds you have, and see how long it took the first nurse to respond to a medical emergency.

04 Another counts the days campers spent out of activity, and another sorts everyone sent out by place and week.

05 The library holds your policies and procedures, and your nurses, doctors and administrator all see the same version.

FOR THE OWNER AND CAMP DIRECTOR

At the end of a week or a summer, you can see how your Health Center ran, in numbers you can print.

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What it never keeps.

- Your medical records. They stay where you keep them now; Keilsen only keeps track of each day in the Health Center as it happens.
- The injury and illness words on anyone else's screen. Only your Health Center and the Camp Director see them, and the one other place they go is the list for your local health office.

QUESTIONS TO ASK US

What if we have more than one Health Center?

Each one has its own rooms, beds, nurses and window, and every bunk belongs to one of them for its rounds. A nurse can also split their time between two Health Centers.

Does it need any other system to work?

No. It works on its own, whatever else your camp uses.