IN DEVELOPMENT

Programming.

Your Programming Director builds the summer once and runs each day from it, and every change reaches the people it affects.

OCT 19, 2026

At a glance.

WHO IT SERVES

The Programming Director and the assistant	Your Programming Director and their assistant build the summer's schedule and run each day from it, on a computer or an iPad. When the weather or the day changes, they change it in one place.
The owner and the Camp Director	You see how the whole camp's day is going, and you can ask Keilsen questions in plain words.
Every leader and specialist	Your Division Leaders and specialists hear about every change in words that fit their job, and they confirm they've got it.

THE THREE WORRIES IT ANSWERS FIRST

01

The rainy afternoon that falls apart

Rain is coming at 3. Within minutes Keilsen has a plan for every division, and one press of a button tells everyone it affects.

PAGE 10

02

Two groups at the same field

Keilsen won't let two things be booked into the same place at the same time, whatever kind of booking it is.

PAGES 14 AND 16

03

"Nobody told me"

Every change goes to the people it affects, and your Programming Director can see who hasn't confirmed yet.

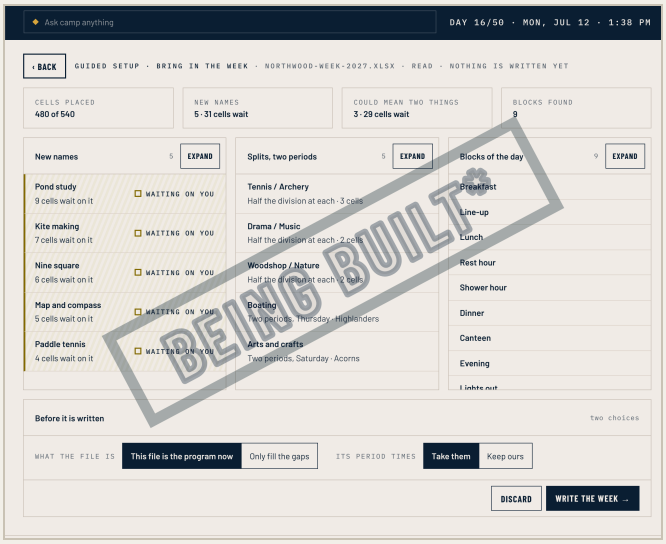
PAGE 17

What it will never do

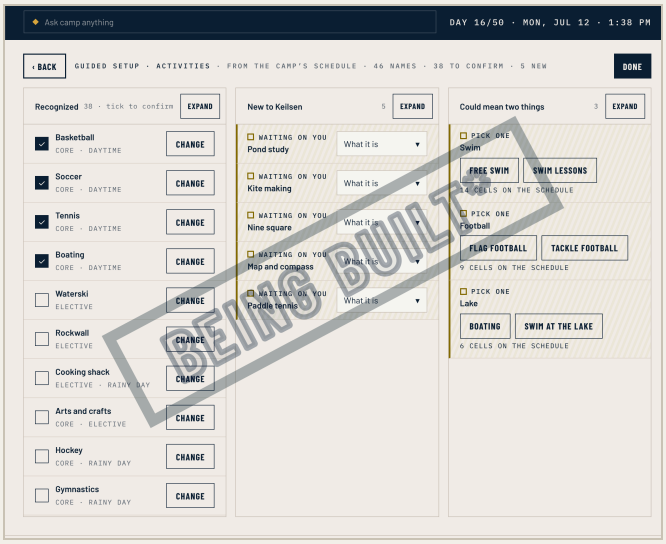
- Keilsen never guesses where to put a group. If there's nowhere for it, Keilsen tells your Programming Director.
- It never moves the end of the day, the evening or a bedtime just to make the schedule fit.
- It never tells anyone except the Division Leader why a camper was taken out of their group.

Bring in your week.

Keilsen reads the weekly schedule you already keep in a spreadsheet and learns your activity names once. Nothing gets typed twice, and Keilsen never guesses where something goes.



On the computer · What Keilsen read from your file, and the names it doesn't know yet



On the computer · Your activities in three groups: known, new, and could mean two things

HOW IT WORKS

01 Your Programming Director loads your weekly schedule from your spreadsheet, or pastes in last summer's.

02 Before it saves anything, Keilsen shows what it read, including any names it doesn't know and any boxes that hold two activities or run across two periods.

03 Your Programming Director decides whether this file replaces your schedule or only adds what's missing.

04 Your activities are sorted into ones Keilsen knows, new ones, and ones that could mean two things, and your Programming Director confirms each one once.

05 Anything Keilsen doesn't recognize stays out of the schedule until someone tells it what it is.

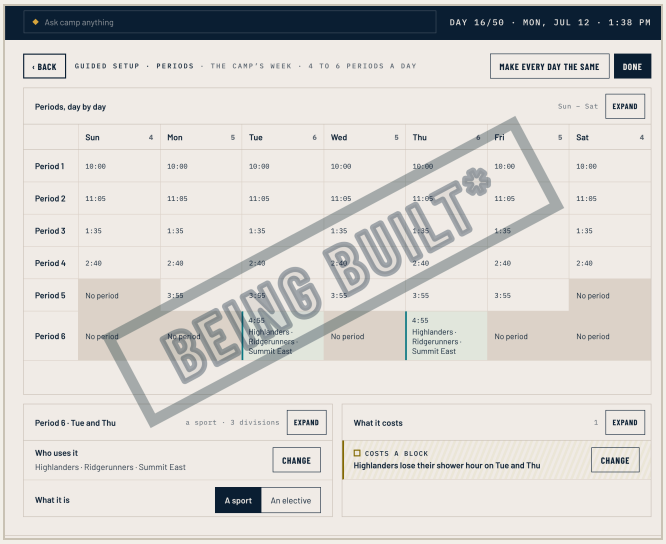
FOR THE OWNER AND CAMP DIRECTOR

Your week goes in from the files you already have, in your own camp's words.

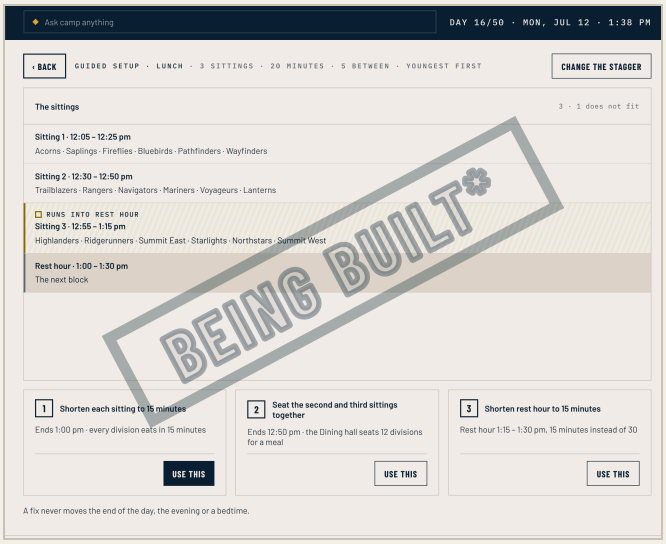
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The shape of your day.

Your Programming Director sets your periods, everything in between and each division's lights-out just once. If divisions eat in turns, your Programming Director sees the effect first.



On the computer · Periods for each day of the week: four, five or six on any day



On the computer · Lunch in turns that runs into rest hour, and three ways to fix it

HOW IT WORKS

01 Your Programming Director sets the periods and their times for each day, and any day can have four, five or six.

02 Everything between the periods is set the same way, from wake-up to the evening, either for the whole camp at once or with divisions taking turns, like lunch in two or three sittings.

03 If the turns run into the next part of the day, say lunch into rest hour, Keilsen offers up to three fixes that fit, smallest first, and says what each one gives up. Nothing changes until one is picked, and no fix moves the end of the day, the evening or a bedtime.

04 Each division gets its own time back to the bunk and its own lights-out.

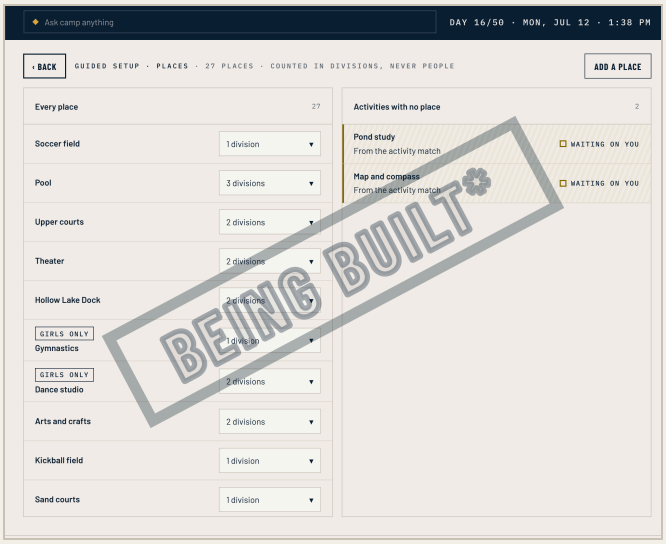
FOR THE OWNER AND CAMP DIRECTOR

When a time changes once, everyone's day changes with it.

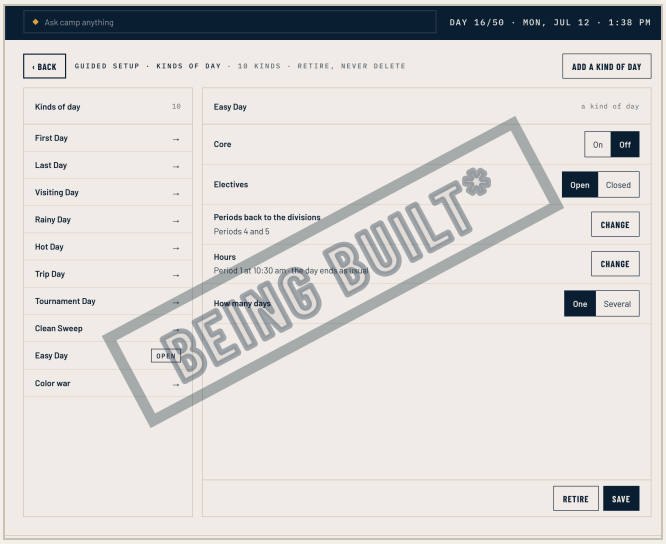
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Places and kinds of day.

Every place in camp is listed with how many divisions it holds at once. Every kind of day you run is listed too, from Visiting Day to a Color war lasting several days.



On the computer · Every place, and how many divisions each one holds



On the computer · The kinds of day your camp runs, with one opened up

HOW IT WORKS

01 Each place says how many divisions it can take at once, which is one until someone changes it. Where only a few campers fit, like waterski, the elective also has a camper limit (page 12).

02 Your divisions are grouped the way your camp groups them, into lower, middle and upper camp.

03 Each kind of day that isn't a normal day is named and set up once, including whether activities and electives run, its hours and how many days it lasts.

04 If you run sessions, their dates and campers go in too, so every number only counts campers who are at camp that day.

05 Your camp says once what it doesn't use, and it disappears from every screen.

FOR THE OWNER AND CAMP DIRECTOR

It fits the way your camp already runs, including the days that don't follow the usual pattern.

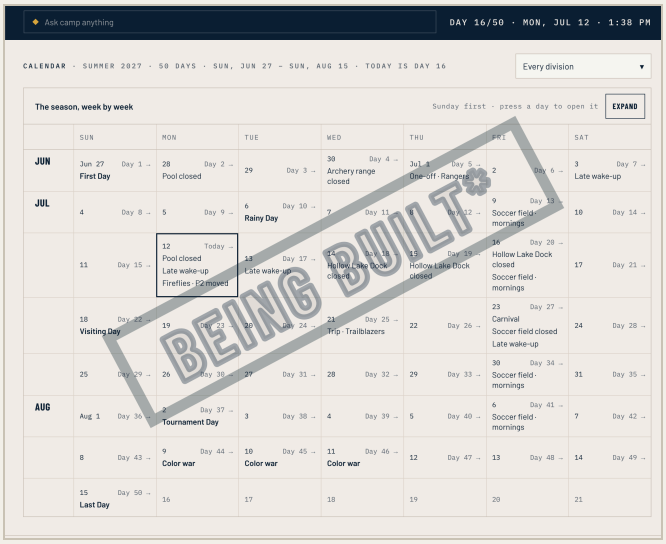
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The season.

The whole week is on one grid with every scheduling problem marked, and the whole summer is on one calendar. Only the people you choose can change the plan.



On the computer · The week: every division and every period, one day at a time



On the computer · The summer calendar, each day labeled with what's on it

HOW IT WORKS

01 The week shows divisions down the side and periods across the top, one day at a time.

02 Anything that breaks a scheduling rule is marked as a problem, with the reason and what could go there instead.

03 The calendar shows the whole summer, and each day says what's on it.

04 Opening any day shows what kind of day it is, what's planned and what's been changed.

05 The whole season can be downloaded as a spreadsheet at any time.

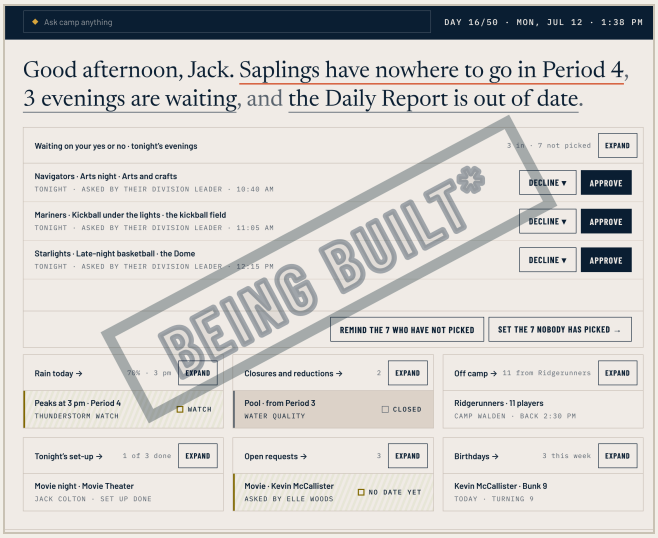
FOR THE OWNER AND CAMP DIRECTOR

The summer's plan is one record, and only the people you pick can change it.

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The Command Center.

This is the first screen your Programming Director sees each morning. One sentence names up to three things that need them today, and on a quiet morning it just says “Nothing needs you.”



On the computer · The Command Center: what needs attention, tonight’s evenings, and six boxes



On the computer · Declining an evening request, with five reasons to choose from

HOW IT WORKS

01 The top line says what needs your Programming Director today.

02 Each Division Leader’s pick for tonight’s evening activity waits for a yes or no, and your Programming Director can approve one or all of them at once.

03 A request that’s declined gets one of five reasons, and the leader always hears which one.

04 Your Programming Director can remind every leader who hasn’t picked yet, or choose their evening activity for them.

05 Six boxes along the bottom cover rain, closures, divisions off camp, tonight’s set-up, open requests and birthdays, and each one opens its own screen.

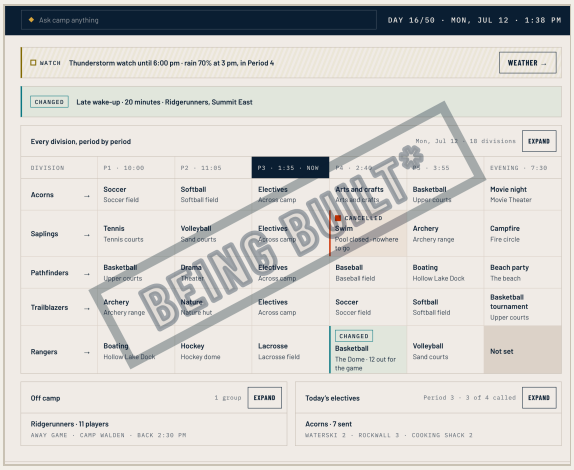
FOR THE OWNER AND CAMP DIRECTOR

Whoever runs your program starts the day with what needs them, not a wall of numbers.

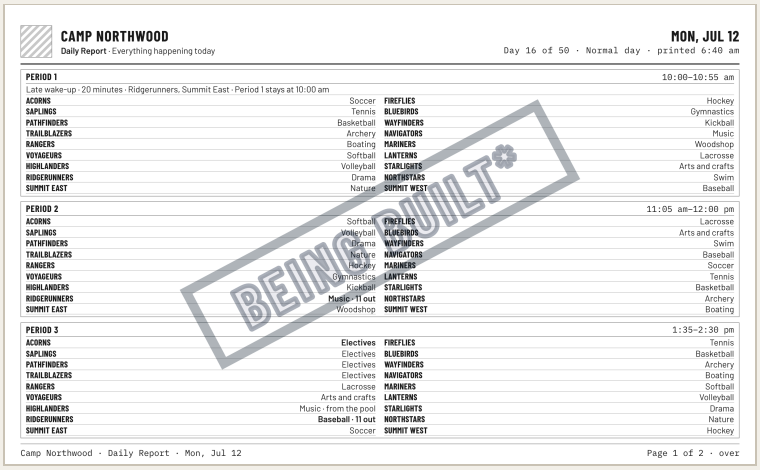
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Today and the daily sheet.

The whole camp's day is on one screen, with every division and period and any change written out in words. The daily sheet prints in black and white for anyone who doesn't use a phone.



On the computer · Today: every division, period by period



On paper · The printed daily sheet, page 1 of 2

HOW IT WORKS

01 The Today screen shows every division in every period, and if something changed, the box says what happened, such as campers pulled out or a cancelled activity.

02 Pressing a division shows its whole day, and pressing a period lets your Programming Director free it for another division, take campers out or move a group.

03 The daily sheet prints on two pages with your camp's own name for it, and it gets posted where everyone can see it.

04 Every sheet shows the time it was printed.

05 If the day changes after printing, the screen says the sheet is out of date and offers to print it again.

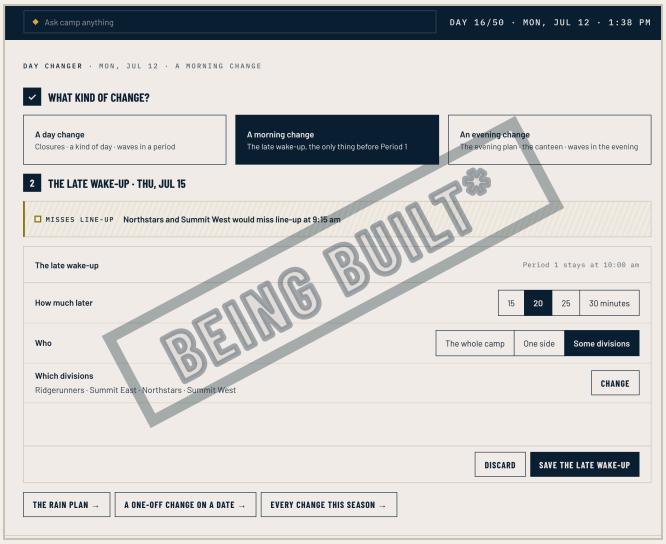
FOR THE OWNER AND CAMP DIRECTOR

Everyone at camp works from the same day, whether they carry a phone or not.

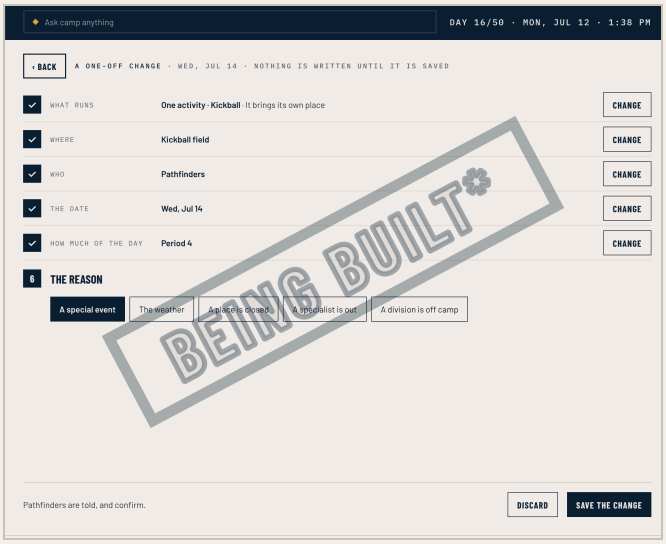
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Changing a day.

Your Programming Director first says whether a change is to the whole day, the morning or the evening. For a change on one date only, Keilsen asks one question at a time.



On the computer · Changing the morning: a late wake-up



On the computer · A one-off change for a single date, one question at a time

HOW IT WORKS

01 A late wake-up lets campers sleep 15 to 30 minutes longer without moving Period 1, and it shows who would miss line-up.

02 For a change on one date, your Programming Director answers what, where, who, which date and how long, then picks the reason from a short list.

03 If a game already has that field or those players, the change is stopped and your Programming Director is told who booked them.

04 Undoing one change takes off only that change, and nothing else moves with it.

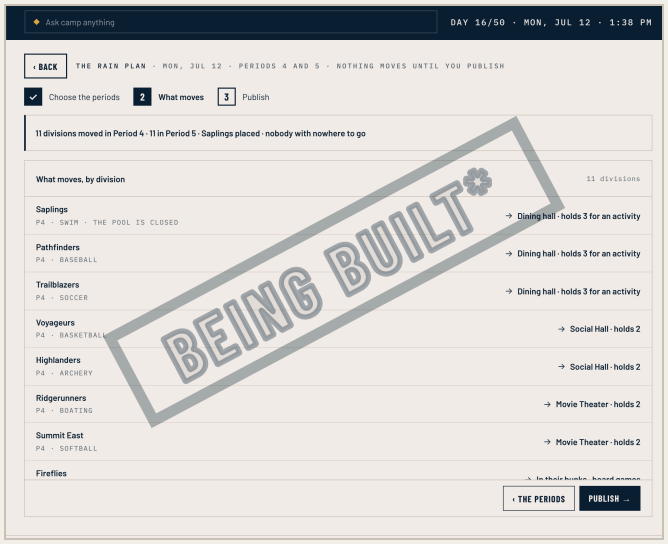
FOR THE OWNER AND CAMP DIRECTOR

Each change is made once, in one place, and the reason is kept with it.

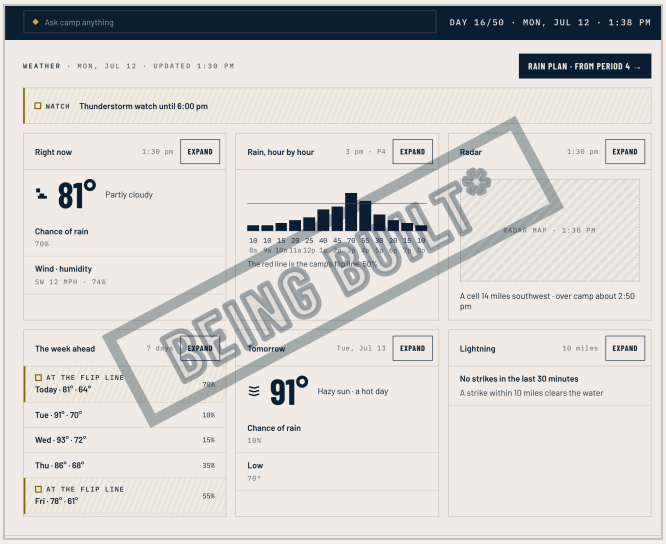
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The rain plan.

When rain is coming, Keilsen works out where every division should go and says in one line what will change. Nothing moves until your Programming Director presses the button that sends it.



On the computer · The rain plan: where each division goes



On the computer · The weather screen: the chance of rain each hour, next to the point where your camp moves inside

HOW IT WORKS

01 The weather screen shows each hour's chance of rain and the point where your camp moves inside, and one button starts the plan from the period the rain arrives.

02 Your Programming Director chooses which periods the plan covers, up to the whole day.

03 Keilsen fills the indoor spaces first, and sends any division left over to an activity in its own bunk.

04 The top of the plan shows how many campers and periods it moves, and anyone left with nowhere to go.

05 When your Programming Director sends the plan, every division and specialist affected is told and confirms. A later change isn't seen until it's sent too.

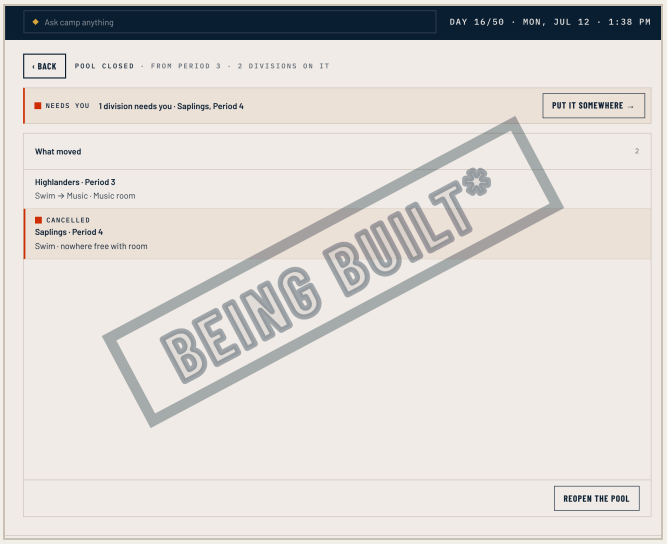
FOR THE OWNER AND CAMP DIRECTOR

A rainy day takes minutes to sort out, and everyone hears the same thing at the same time.

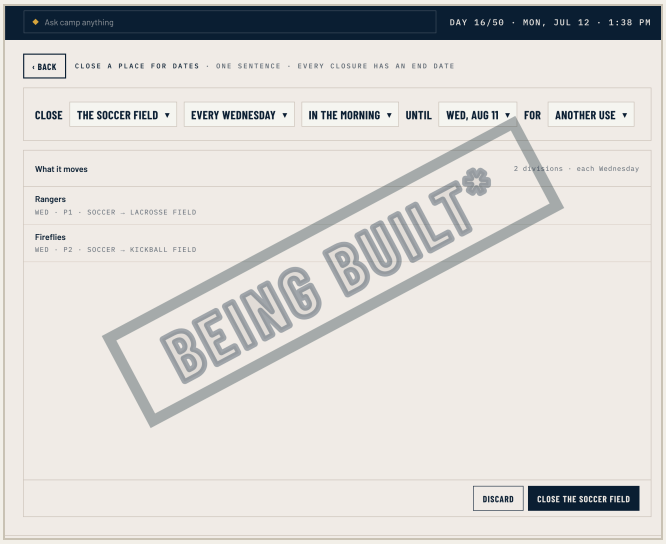
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Closing a place.

Your Programming Director can close a place, or let fewer divisions in, right now, for a run of days or every week. Every division booked there moves to something open that suits its age.



On the computer · A place closed right now: where every division went



On the computer · Closing a place every week, in one sentence

HOW IT WORKS

01 Your Programming Director can close a place now, for the whole day or from one period to another, or limit it to fewer divisions.

02 Every division booked there moves on its own to an open activity that suits its age.

03 If a group can't be placed, Keilsen tells your Programming Director, and it never sends a group somewhere it can't go.

04 A place can also be closed for a run of dates, or on chosen days every week, and every closure has an end date.

05 If a place has no specialist that day, or no working boat, it's closed, and its groups are moved the same way.

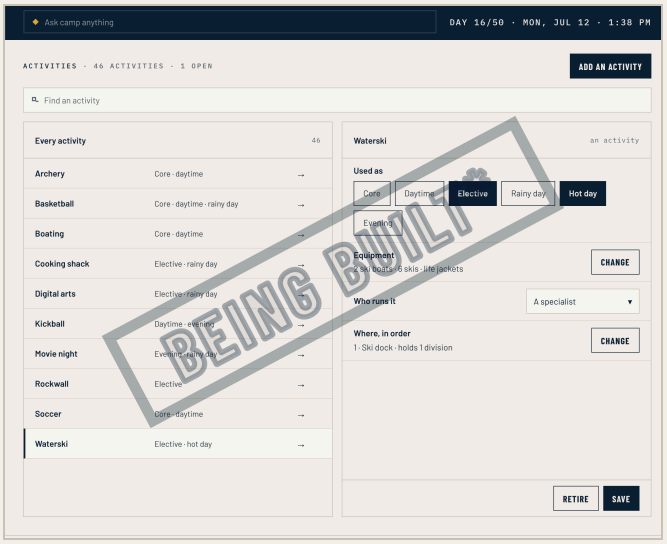
FOR THE OWNER AND CAMP DIRECTOR

A closed field or a short-staffed area is handled in one place, and everyone it affects is told.

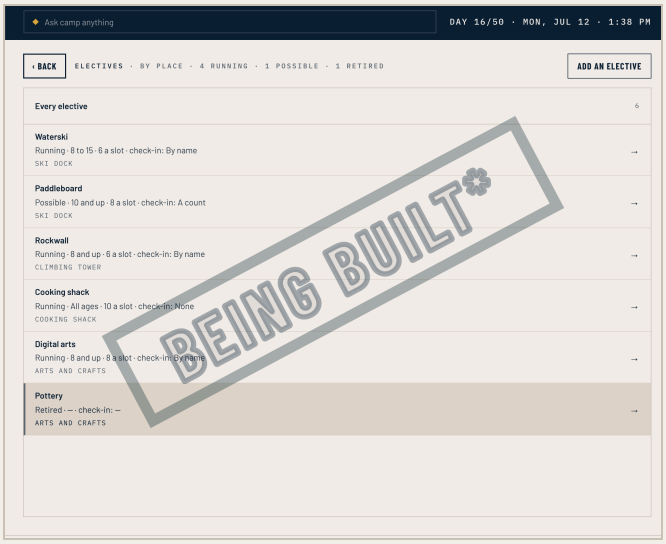
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Activities and electives.

You get one list of every activity your camp runs, and every elective with its place, its age limits and how campers are checked in.



On the computer · Every activity, with one opened beside the list



On the computer · Every elective, with its place, ages, seats and check-in

HOW IT WORKS

01 Each activity is listed once, with when it can run, its equipment, who runs it and where.

02 If an activity is renamed, the new name shows up everywhere.

03 Each elective shows its place, its age limits and how many campers it takes.

04 How many campers each division may send is set in one place, and Keilsen won't allow more than the place can take.

05 Your Programming Director decides for each elective whether campers are checked in, and how. On the day, they can close an elective, cut it in half or ask each division to send a set number.

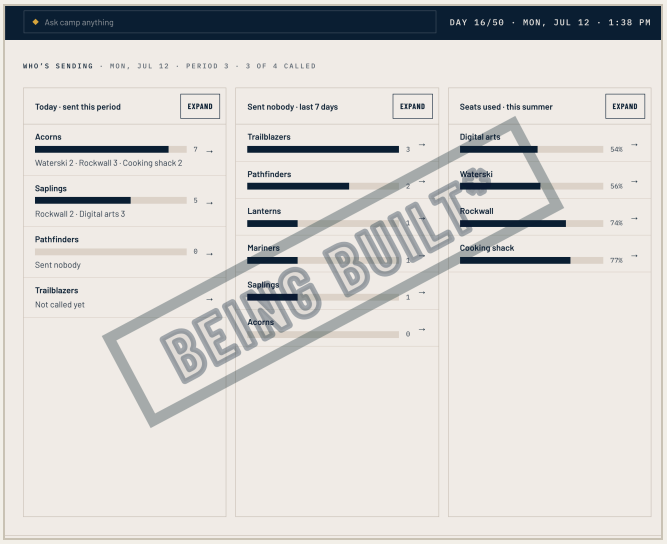
FOR THE OWNER AND CAMP DIRECTOR

One list of what your camp offers, used the same way by everyone.

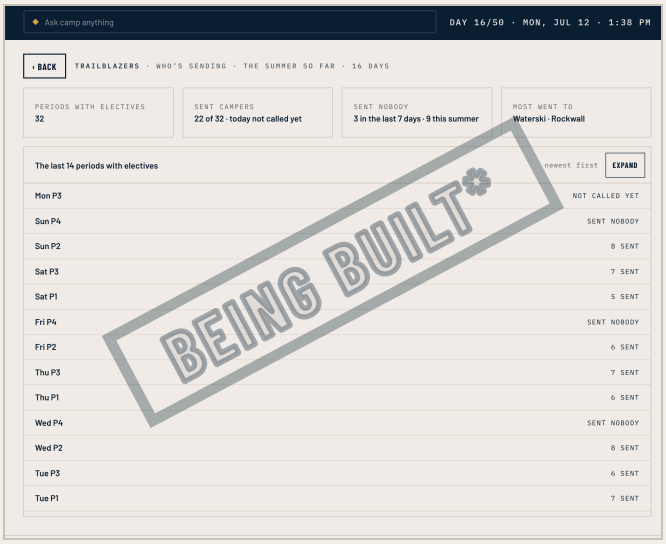
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Who’s sending.

You see which divisions are sending campers to electives today, which ones keep sending nobody, and how full each elective has been. The numbers come from what leaders actually send.



On the computer · Who’s sending: today, every division, every elective



On the computer · One division’s summer: its last 14 elective periods

HOW IT WORKS

01 Three columns show who is sending today, which divisions most often send nobody, and how full each elective has been.

02 Each column says exactly what its number counts.

03 Pressing a division shows its summer, including how often it sent campers, how many and where they went.

04 Pressing an elective shows how full it’s been all summer.

05 The numbers come from what your Group Leaders send, the staff who walk campers over to their electives, and from who actually checks in. Nobody types them in.

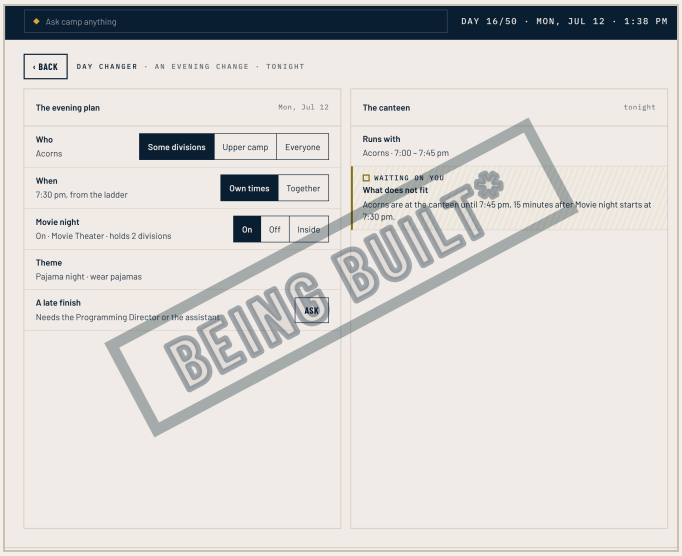
FOR THE OWNER AND CAMP DIRECTOR

You see which divisions are missing out on electives while there’s still time to fix it.

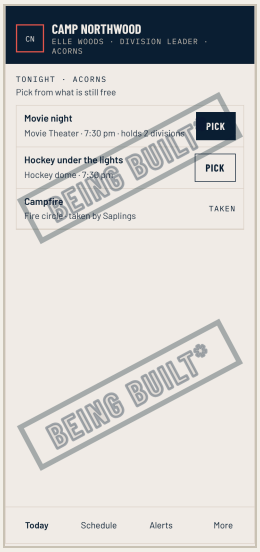
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The evening.

Each Division Leader picks tonight's evening activity from what's still free. Your Programming Director approves it, and the set-up is tracked until it's done.



On the computer · Changing an evening: the plan, the divisions and their times



On the phone · The Division Leader's phone, earlier: picking tonight's evening

HOW IT WORKS

01 A Division Leader picks tonight's evening activity, and once one leader takes it, the others see it as taken, unless there's room for it in more than one place.

02 Your Programming Director approves it or declines it with a reason, and the leader is told either way.

03 An evening plan can go to chosen divisions, each at its own time, with one line for the theme and what to wear.

04 One event can run at different times, with each division's start worked back from its lights-out.

05 Each approved evening is ticked off when it's set up. On canteen nights, divisions go in groups, each at its own time.

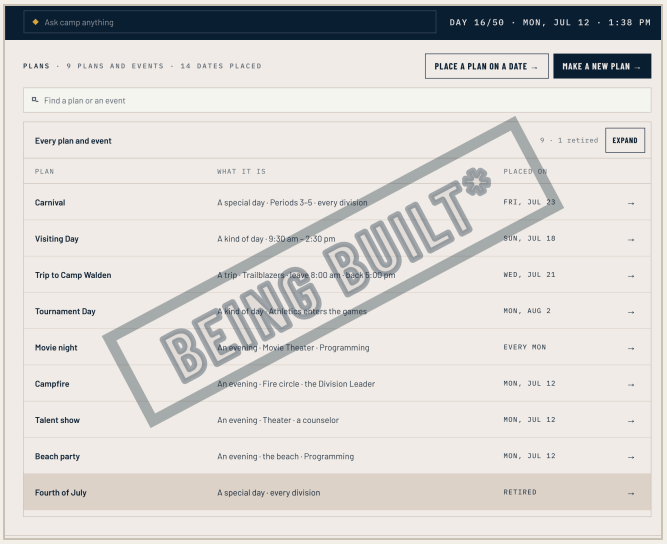
FOR THE OWNER AND CAMP DIRECTOR

Every division's evening is approved before it happens, and no two groups end up at the same fire circle.

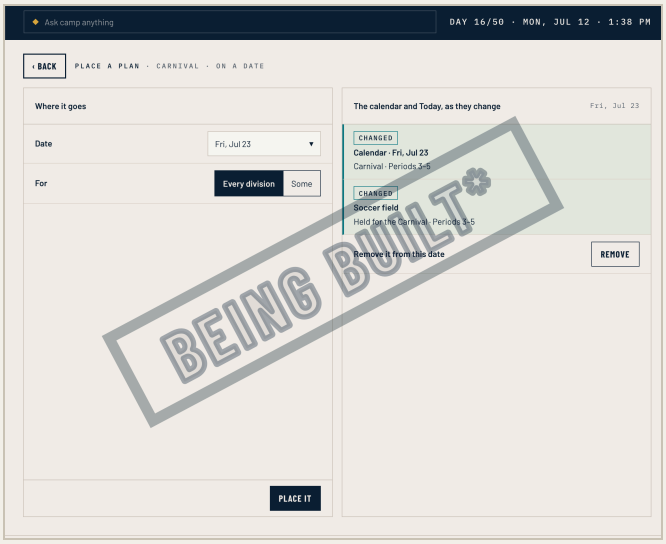
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Special days and trips.

Plans for your special days, such as Carnival, Visiting Day, a tournament day or a trip, are built once and used again every summer.



On the computer · Every plan and event, and where each one is placed



On the computer · Putting a plan on a date

HOW IT WORKS

01 Your Programming Director builds a plan one piece at a time, including what happens, where, who runs it, any outside companies and the equipment.

02 The plan goes on a date, for every division or just some, and the calendar and the Today screen change straight away.

03 Each date gets its own copy, so a change made for one date never changes the plan anywhere else.

04 A trip shows the division as off camp on the calendar, the Today screen and the daily sheet, for a day or several nights.

05 On a tournament day, the visiting camps' arrival times, meal count and bus times print on the daily sheet.

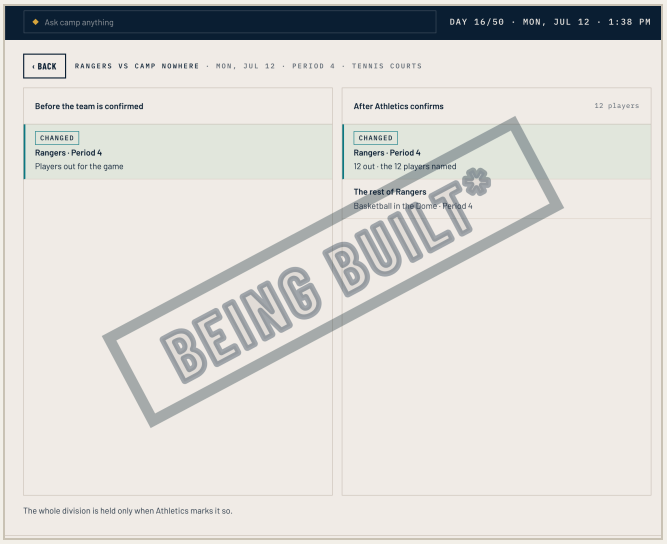
FOR THE OWNER AND CAMP DIRECTOR

Your big days are built once and run the same way every summer.

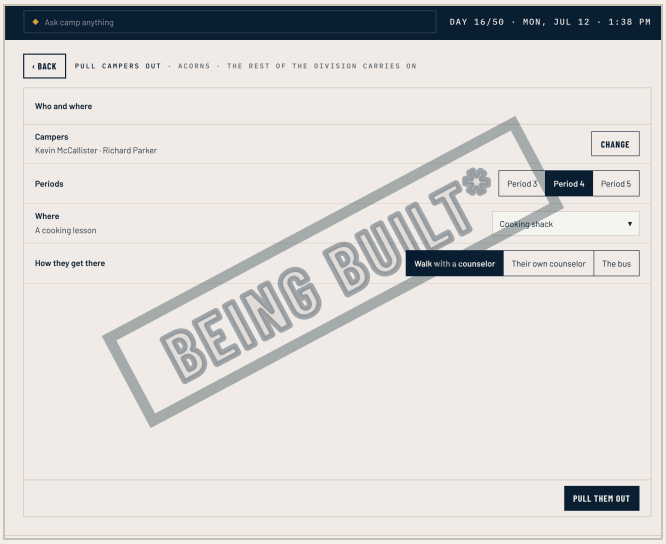
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No double bookings.

Two things can never be booked into the same place at the same time, whatever they are. Chosen campers can leave their division for something else while the rest carry on.



On the computer · A game takes its field and only its named players



On the computer · Chosen campers pulled out of their division

HOW IT WORKS

01 Whatever is being booked, a place that's already taken can't be booked again, and Keilsen shows who has it.

02 A division can give up a period, and the leaders whose divisions could use it are told. The first to claim it gets it.

03 Chosen campers can leave for a lesson, a rehearsal or a game, and your Programming Director sets who, when, where and how they get there.

04 Only the Division Leader sees why a camper was taken out of their group.

05 A game takes its field and only the players named for it, and the rest of the division carries on as normal.

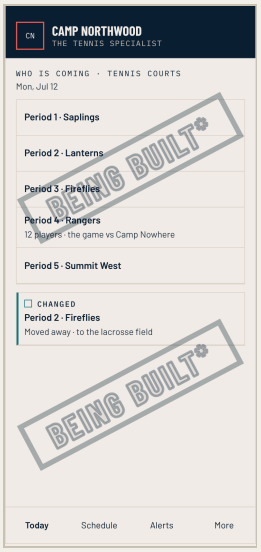
FOR THE OWNER AND CAMP DIRECTOR

Two groups never show up at the same field, and no camper is pulled out without a record.

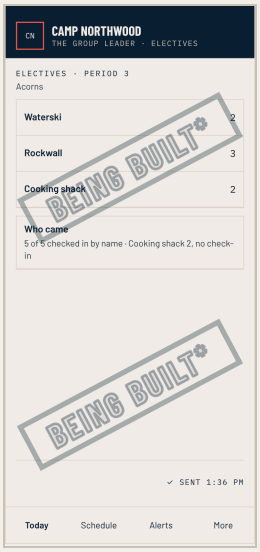
* Screens shown are design renderings of features planned for the 2027 season and are provided for illustration only. The delivered product may differ in appearance and operation. While every feature described is planned for the 2027 season, development priorities may require that a feature be released in a later edition. Every person and every camp shown is made up.

What everyone else sees.

Every change reaches the people it affects, in words that fit their job, and they confirm they've got it. Until they do, your Programming Director can see who it's still waiting on.



On the phone · A specialist's list after a move



On the phone · The Group Leader sending campers to electives

HOW IT WORKS

01 Each change goes to everyone it affects, worded for their job, and each person confirms.

02 Tomorrow's times and any late wake-up show up on every leader's own schedule.

03 A specialist's list of who's coming drops a division that moved away and adds one that moved in.

04 Every evening, before dark, each leader gets tomorrow's games.

05 At night, a leader's phone only gets emergencies and anything that needs an answer right away.

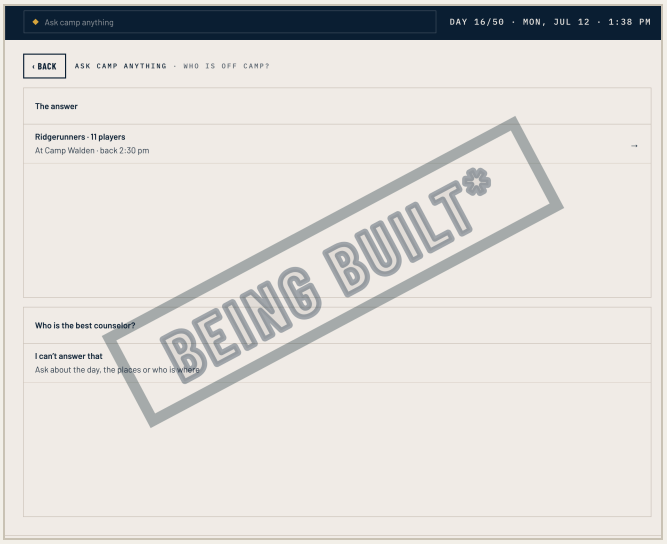
FOR THE OWNER AND CAMP DIRECTOR

A change made at the desk reaches everyone it affects, and your Programming Director can see who has confirmed it.

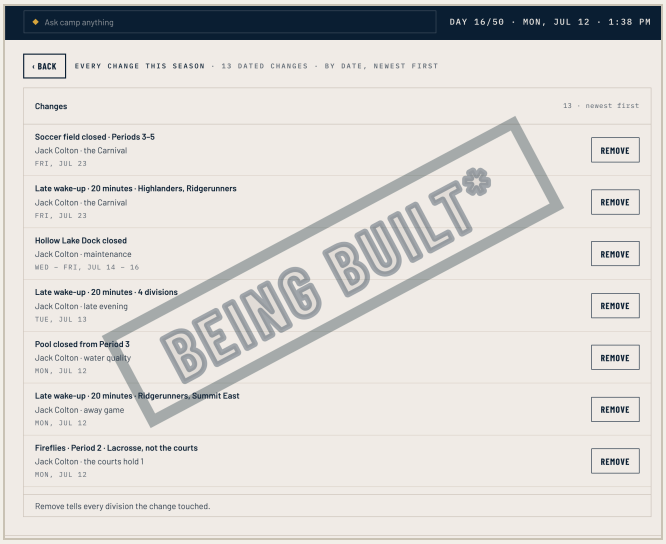
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Ask camp anything.

You type a question and get an answer from your own camp's records, such as who's off camp, what moved or what's on Monday. If Keilsen doesn't know, it says so.



On the computer · A question answered on the Programming screen



On the computer · Every change this summer, with who made it and why

HOW IT WORKS

01 You or your Programming Director can type a question into the box marked "Ask camp anything", at the top of every Programming screen.

02 Keilsen answers from your camp's own records, never from a guess.

03 If it can't answer, it says "I can't answer that."

04 After the summer, Keilsen's reports show which activities to keep, cut or give more time.

05 Every change, closure and move is kept as it happens, for the summer's record.

FOR THE OWNER AND CAMP DIRECTOR

The answers come from your own records, and the summer's decisions are written down as they happen.

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What it never keeps.

- Keilsen never keeps two versions of your day. There's only one, and everyone works from it.
- Programming never handles money, and none of its screens shows a price or a payment.

QUESTIONS TO ASK US

Do we have to type our schedule in again?

No. Keilsen reads the spreadsheet you already use, and when a new file comes in, the corrections already made stay put.

What about the days that break the pattern?

Each kind of day is set up once and then put on a date. Page 5 shows how.

Can it use our own words?

Yes. Your activities, your places, your kinds of day and even the name of your daily sheet all stay in your camp's words.