

AUTOMATED WORK-HOUR RECORDING

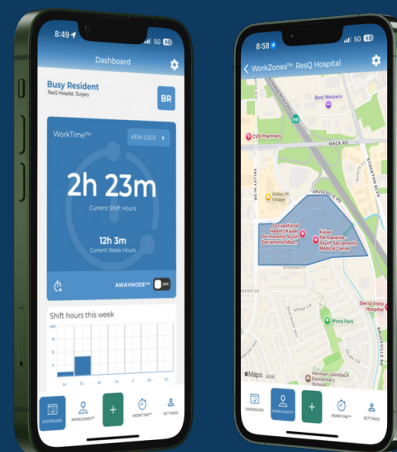
Clock in by walking in.

ResQ automatically records and documents resident and fellow work hours on iPhone and Android. Patented location technology starts the clock when they enter a WorkZone™ and stops it when they leave — nothing to submit, nothing to remember.

iOS & Android

Meets ACGME work-hour limits

Hours always editable



Accurate hours

Recorded as they happen — not reconstructed from memory at the end of a rotation.

Effortless compliance

Recording is a one-click task for residents and administrators. No reminder emails, no chasing.

Real-time awareness

Administrators see potential ACGME violations building before they actually happen.

WORKTIME™ AUTOMATION

The app that records the hours

- Records on entry & exit across every WorkZone™, even multiple sites in a day
- Residents see every boundary and can toggle individual WorkZones™
- AwayMode™ pauses recording entirely
- Hours meet ACGME limits and stay editable anytime

WORKTIME™ AWARENESS & ANALYTICS

See the violation coming, not the report after

- Early-warning alerts on 80-hour, 24+4 and day-off thresholds
- Live dashboards scoped to each role
- Reports by program, PGY, WorkZone™ or resident — export to Excel
- Wellness Score™ surfaces workload trends over time

9,000+

LICENSED USERS

500,000+

HOURS RECORDED AUTOMATICALLY

50,000+

SHIFTS RECORDED AUTOMATICALLY

Patented

LOCATION TECHNOLOGY

Works with the RMS you already use

Recorded hours sync automatically — run ResQ alongside your current system with no workflow change.



Privacy by design — ResQ never processes identifiable location data on its servers. Residents control every WorkZone™ and AwayMode™.

"It makes logging hours a one-click task, and I like not having to think about it."

— Resident

"Extremely convenient and doesn't seem to impact battery life. Highly recommend — everyone should use it."

— Resident

TRUSTED BY GME TEAMS NATIONWIDE



READY TO SEE IT IN ACTION?

Request a demo

ResQmedical.com/request-a-demo