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New in Kilo GMS: Accept In-Person Payments with Tap to Pay

2026-07-20 - Laura Gibson - [Feature Updates](#)

You can now take card-present payments right at your front desk. **In-Person Payments** connect a Stripe card reader to Kilo GMS, and once your reader is registered, **Tap to Pay** appears as a payment option in your Retail, Fees, and Package Assignment checkouts.

Ring up merch, charge a drop-in fee, or sign up a new athlete face-to-face, all without leaving the GMS.

What's New

- **Tap to Pay at checkout.** Accept contactless card payments in your Retail, Fees, and Package Assignment flows.
- **Reader purchase and registration built in.** Buy a Stripe S700 card reader and register it to your gym directly from **Settings** → **Payment Methods**.
- **Save a card for future billing.** During Package Assignment, you can optionally store the athlete's card so future invoices charge automatically.
- **Future-dated package starts.** Assign a package with a future billing start date, save the card today, and Kilo charges it automatically when billing begins.

Availability

In-person payments are available in the **United States, Canada, and the United Kingdom**, and require a **Stripe S700 card reader** (one reader per gym). Reader setup is done from a desktop browser.

Get Started

The full guide covers reader setup, step-by-step instructions for each checkout flow, saving cards for automatic billing, and troubleshooting:

▢ [Accepting In-Person Payments with Tap to Pay](#)

If you have questions about in-person payments in Kilo GMS, our Support team is happy to help. Reach us at hello@usekilo.com.

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