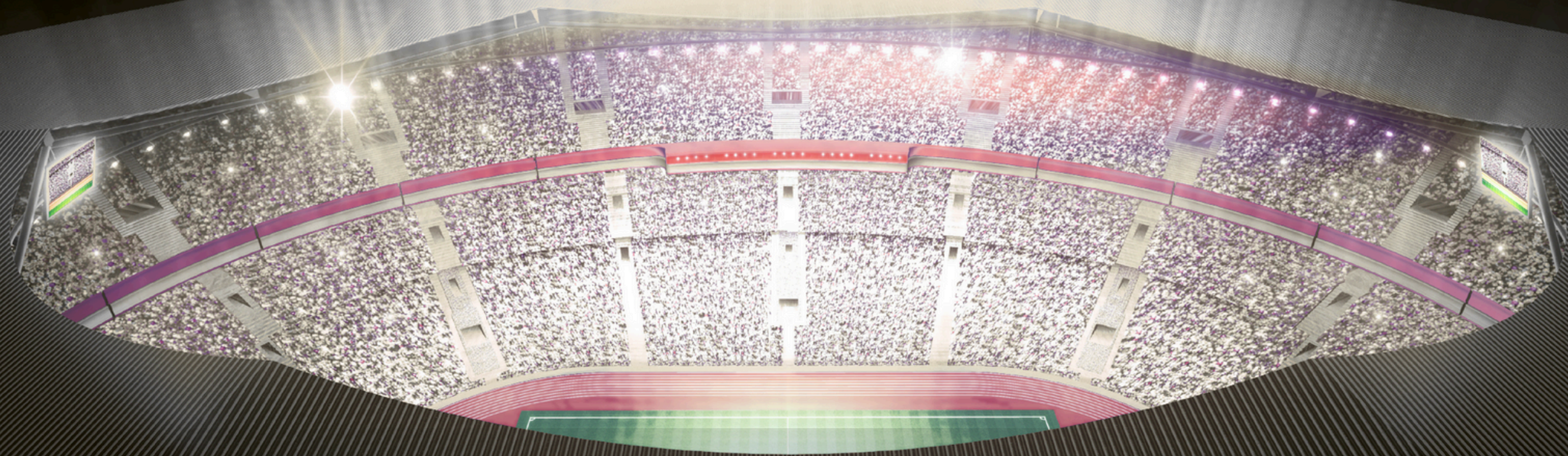






We are Making Every Game
CRYSTAL CLEAR

WHAT'S INSIDE

 ABOUT US ----- Page 5

Discover our story, mission, and core values — and see how LEDECH has become a trusted partner for over 500 venues worldwide.

 BASKETBALL SYSTEM SOLUTIONS----- Page 7 - 42

Professional scoreboards, shot clocks, console, and FIBA/NBA-compliant systems designed for schools, clubs, and arenas.

 SWIMMING TIMING SYSTEM SOLUTIONS----- Page 43-58

Complete timing sets including touchpads, starting blocks, digital/numeric displays, and user-friendly control consoles.

 FOOTBALL SYSTEM SOLUTIONS----- Page 59-64

High-visibility numeric scoreboards, substitution boards, stadium LED screens, and easy-to-use match control software.

 ATHLETICS TIMING SYSTEM SOLUTIONS----- Page 65-72

Precision timing with photocell modules, data centers, and real-time results management for professional competitions.

 TENNIS SYSTEM SOLUTIONS----- Page 73-76

Durable outdoor scoreboards with wireless controllers for seamless match tracking and live scoring.



DIVE DEEP
TIME RIGHT



ABOUT US

With over 20 years of experience, LEDECH is Türkiye's leading manufacturer of scoreboards and LED display systems. Trusted by major organizations worldwide, we deliver precision, durability, and cutting-edge technology for international sporting events. From dynamic scoreboards to advanced timing solutions, we set the standard for performance across venues globally.

MISSION

To create cutting-edge, reliable display technologies that enhance the experience of every sporting event.

CORE VALUES

- Innovation: Pioneering solutions that keep pace with modern sports.
- Quality: Products built to global standards for durability and precision.
- Customer Focus: Tailored solutions and dedicated support for every client.

OUR IMPACT

- Installed in 500+ sports venues worldwide
- Preferred supplier for major international competitions
- Serving clients in 20+ countries

Let's power your next event. Contact us: info@ledech.com.tr

BECAUSE EVERY
SECOND MATTERS



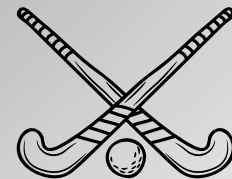
MULTISPORT

MULTISPORT

Our Multisport system Solution supports :

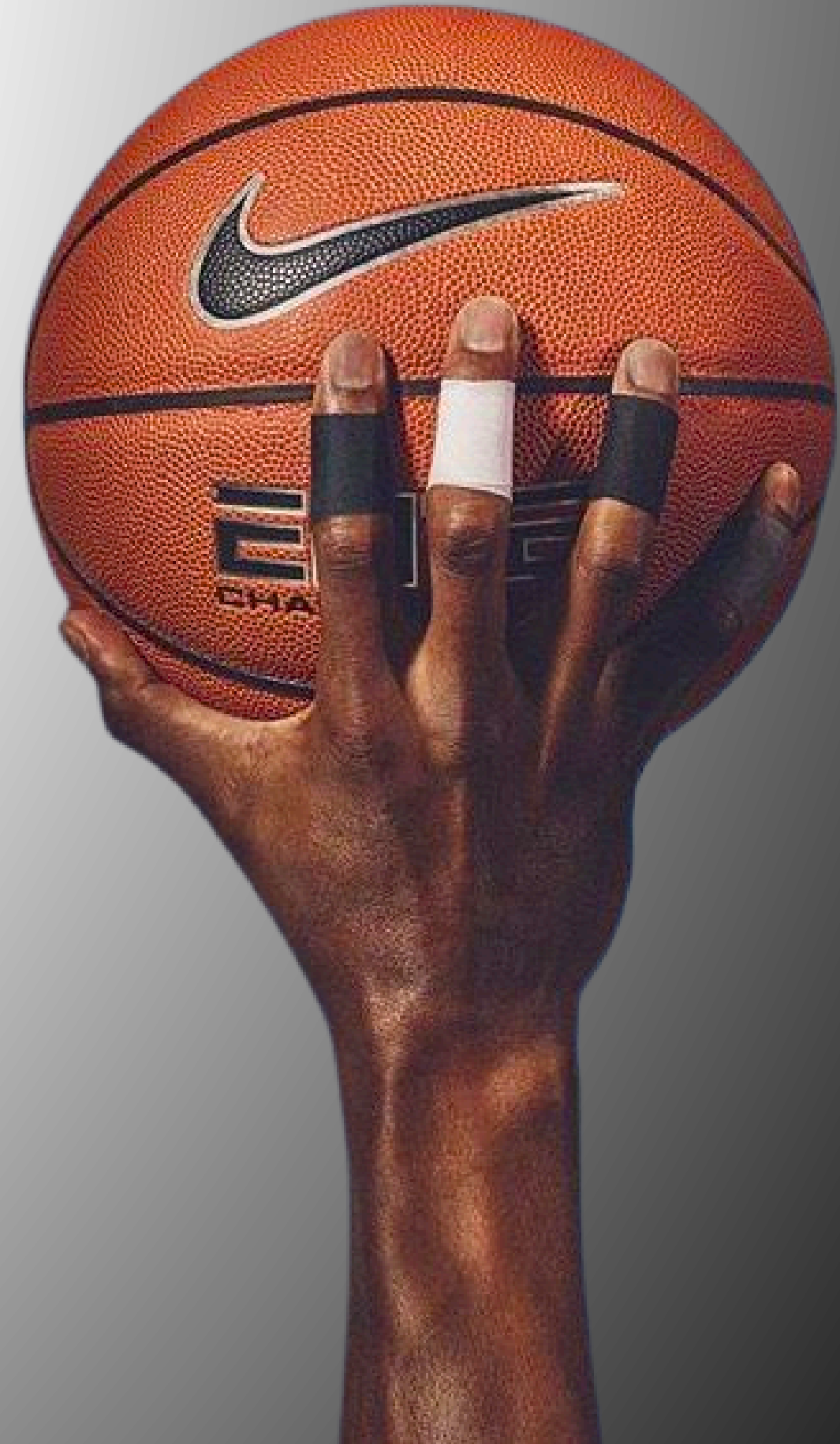


**Basketball - Volleyball - Handball - Futsal - Water Polo -
Hockeys**



MULTISPORTS SCOREBOARD SOLUTION

Electronic scoreboards
Scoring console
Text Display
Display Video Board



MULTISPORT

	SBS1200	SBS1280A	SBS1280B	SBS12803
Game clock	✓	✓	✓	✓
Period	✓	✓	✓	✗
Team score	✓	✓	✓	✓
Team fouls	✗	✓	✓	✓
Bonus indicator	✗	✗	✓	✓

*NOTE: P.P= Per Player , P.T= Per Team

SBS1200



(Basic type)

SBS1280A



(Basic NBA type)

SBS1280B



(3X3 type)

SBS12803



DISPLAY DETAILS

	SBS1200	SBS1280A	SBS1280B	SBS12803
Game clock	16 cm - 4 digits	16 cm - 4 digits	16 cm - 4 digits	16 cm — 4 digits
Period	16 cm — 1 digit	16 cm — 1 digit	16 cm — 1 digit	—
Team score	16 cm - 2 digits p.t	16 cm - 2 digits p.t	16 cm — 2 digits p.t	16 cm — 2 digits p.t
Team fouls	—	16 cm - 2 digits p.t	16 cm - 2 digits p.t	16 cm — 2 digits p.t
Bonus indicator	—	—	2 yellow dots	—

***NOTE:** P.P= Per Player , P.T= Per Team

NECESSARY ACCESSORIES

- Shot Clock (basic) : S24
- Console (basic) : SKL-BVH-V2
- Shot Clock Control : S24K



S24



S24K



SKL-BVH-V2

Wired School-Type System Layout



PLACEMENT OF SCHOOL
SYSTEM WIRELESS



SBS2000X SERIES

(NON-FIBA APPROVED)

	SBS2000A	SBS2000H	SBS2000S	SBS2000R
Game clock	✓	✓	✓	✓
Period	✓	✓	✓	✓
Team score	✓	✓	✓	✓
Team fouls	✓	✓	✓	✓
Bonus indicator	✗	✗	✗	✗
Time-out indicator	✓	✓	✓	✓
Direction indicator	✓	✓	✓	✓
Player's number and suspension time count	✗	✓	✓	✓
Time-out timer	✗	✗	✓	✓
Player information	✗	✗	✓	✓
Team Name Label	✗	✗	✓	✓

*NOTE: P.P= Per Player , P.T= Per Team



DISPLAY DETAILS

	SBS2000A	SBS2000H	SBS2000S	SBS2000R
Game clock	25 cm - 4 digits	25 cm - 4 digits	25 cm - 4 digits	25 cm - 4 digits
Period	20 cm - 1 digit	20 cm - 1 digit	20 cm - 1 digit	20 cm - 1 digit
Team score	25 cm - 3 digits p.t	25 cm - 3 digits p.t	25 cm - 3 digits p.t	25 cm - 3 digits p.t
Team fouls	23 cm - 1 digit p.t	23 cm - 1 digit p.t	23 cm - 1 digit p.t	23 cm - 1 digit p.t
Bonus indicator	—	—	—	—
Time-out indicator	3 yellow dots	3 yellow dots	3 yellow dots	3 yellow dots
Direction indicator	2 red arrows - 2 yellow dots	2 red arrows - 2 yellow dots	2 red arrows - 2 yellow dots	2 red arrows - 2 yellow dots
Player's number and suspension time count	—	16 cm, 2 digits and 3 digits p.t	16 cm, 2 digits and 3 digits p.t	16 cm, 2 digits and 3 digits p.t
Time-out timer	—	—	20 cm, 2 yellow digits	20 cm, 2 yellow digits
Player information	—	—	10 cm, 2 digits and 1 digit p.p	10 cm, 2 digits and 1 digit p.p
Team Name Label	—	—	Stickers	Stickers

***NOTE:** P.P= Per Player , P.T= Per Team.

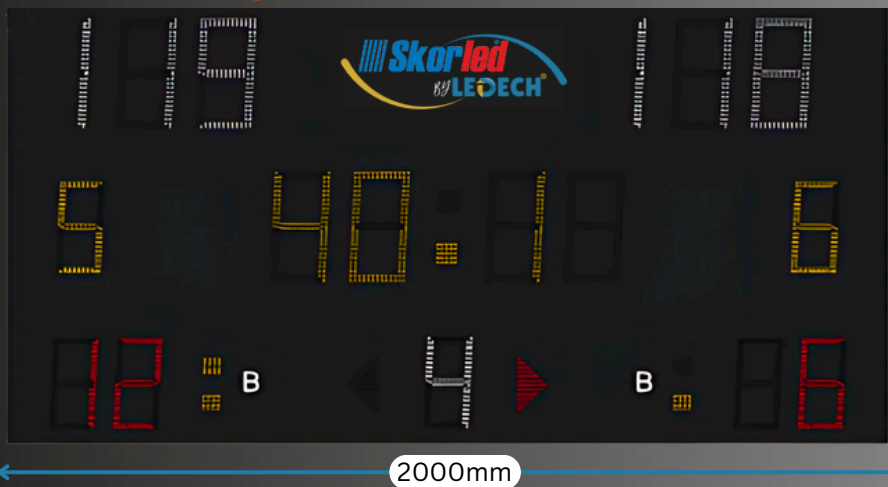
NECESSARY ACCESSORIES

- Shot Clock : S24-14
- Console : SKL-BVH-V2
- Shot Clock Control : S24K

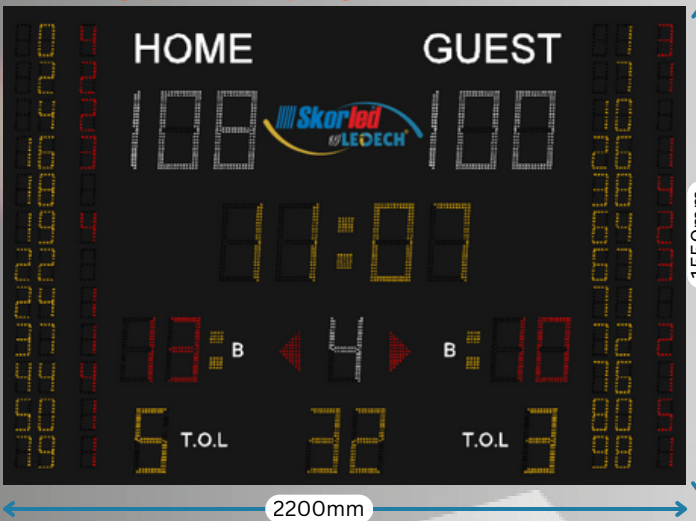


SBS2000X SERIES (NBA TYPE)

(NBA Basic Type)



(NBA type with player info)

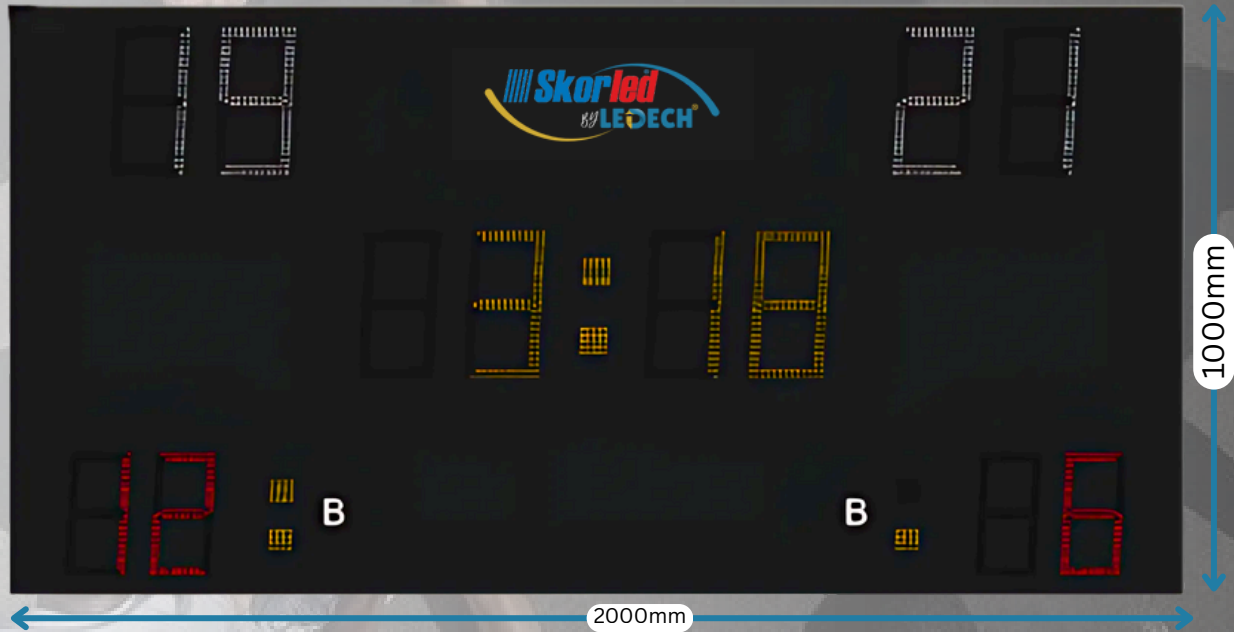


	SBS2000B	SBS2000N
Game clock	✓	✓
Period	✓	✓
Team score	✓	✓
Team fouls	✓	✓
Bonus indicator	✓	✓
Time-out indicator	✓	✓
Direction indicator	✓	✓
Player's number and suspension time count	✗	✗
Time-out timer	✗	✓
Player information	✗	✓
Team Name Label	✗	✓

*NOTE: P.P= Per Player , P.T= Per Team

SBS20003 SERIES (3X3)

(3X3 TYPE)



	SBS20003
Game clock	✓
Period	✗
Team score	✓
Team fouls	✓
Bonus indicator	✓
Time-out indicator	✗
Direction indicator	✗
Player's number and suspension time count	✗

*NOTE: P.P= Per Player , P.T= Per Team

DISPLAY DETAILS

	SBS2000B	SBS2000N
Game clock	25 cm — 4 digits	25 cm — 4 digits
Period	20 cm — 1 digit	20 cm — 1 digit
Team score	25 cm — 3 digits (p.t)	25 cm — 3 digits (p.t)
Team fouls	20 cm — 2 digits (p.t)	20 cm — 2 digits (p.t)
Bonus indicator	2 yellow dots	2 yellow dots
Time-out indicator	20 cm, 1 yellow digit	20 cm, 1 yellow digit
Direction indicator	2 red arrows; Bonus — 2 yellow dots	2 red arrows; Bonus — 2 yellow dots
Player's number and suspension time count	—	—
Time-out timer	—	20 cm, 2 yellow digits
Player information	—	10 cm, 2 digits and 1 digit (p.p)
Team Name Label	—	Stickers

***NOTE:** P.P= Per Player , P.T= Per Team

NECESSARY ACCESSORIES

- Shot Clock : S24-14
- Console : SKL-BVH-V2
- Shot Clock Control : S24K



	SBS20003
Game clock	25 cm - 4 digits
Period	—
Team score	25 cm,3 white digits (p.t)
Team fouls	20 cm, 2 red digits (p.t)
Bonus indicator	2 yellow dots
Time-out indicator	20 cm, 1 yellow digit
Direction indicator	—

***NOTE:** P.P= Per Player , P.T= Per Team



S24-14

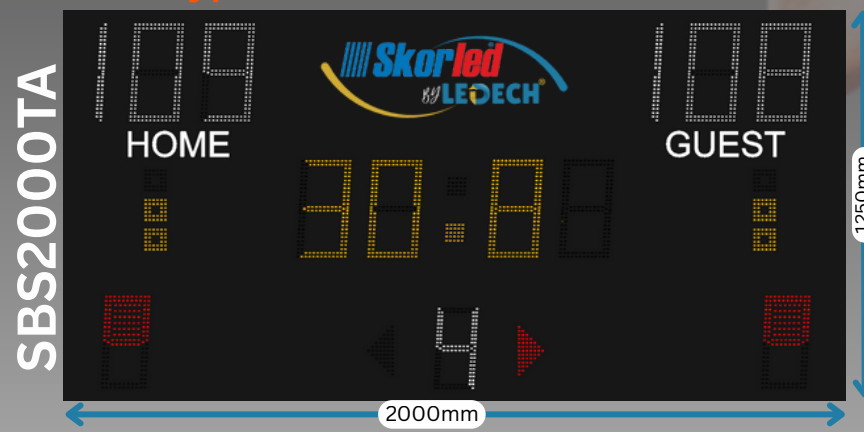
SBS2000TX SERIES (NBA Type)



	SBS2000TA	SBS2000TH	SBS2000TS	SBS2000TR
Game clock	✓	✓	✓	✓
Period	✓	✓	✓	✓
Team score	✓	✓	✓	✓
Team fouls	✓	✓	✓	✓
Bonus indicator	✗	✗	✗	✗
Time-out indicator	✓	✓	✓	✓
Direction indicator	✓	✓	✓	✓
Player's number and suspension time count	✗	✓	✗	✓
Time-out timer	✗	✗	✓	✓
Player information	✗	✗	✓	✓
Team name	✓	✓	✓	✓

*NOTE: P.P= Per Player , P.T= Per Team

(Basic type)



(Basic type with suspension time)



(12 players)



(16 players and suspension time)



DISPLAY DETAILS

	SBS2000TA	SBS2000TH	SBS2000TS	SBS2000TR
Game clock	25 cm - 4 digits	25 cm - 4 digits	25 cm - 4 digits	25 cm - 4 digits
Period	20 cm - 1 digits	20 cm - 1 digit	20 cm - 1 digit	20 cm -1 digit
Team score	25 cm -3 digits p.t	25 cm — 3 digits p.t	25 cm — 3 digits p.t	25 cm - 3 digits p.t
Team fouls	23 cm - 1 digit p.t	23 cm — 1 digit (p.t)	23 cm — 1 digit (p.t)	23 cm -1 digit p.t
Bonus indicator	—	—	—	—
Time-out indicator	3 yellow dots	3 yellow dots	3 yellow dots	3 yellow dots
Direction indicator	2 red arrows	2 red arrows	2 red arrows	2 red arrows
Player's number and suspension time count	—	16 cm, 2 digits and 3 digits p.t	—	16 cm, 2 digits and 3 digits p.t
Time-out timer	—	—	20 cm, 2 yellow digits	20 cm, 2 yellow digits
Player information	—	—	10 cm, 2 digits and 1 digit p.p	10 cm, 2 digits and 1 digit p.p
Team name	16 cm - up to 4 characters p.t	16 cm - up to 4 characters p.t	16 cm - up to 4 characters p.t	16 cm - up to 4 characters p.t

***NOTE:** P.P= Per Player , P.T= Per Team



NECESSARY ACCESSORIES

- Shot Clock : S24-14
- Console : SKL-BVH-V2
- Shot Clock Control : S24K
- Game Clock Control : SKL-BGS-V1



SBS2000TX SERIES (NBA TYPE)

(Basic NBA type)



(NBA type with player info)



SBS2000T3 SERIES (3X3)

(3X3 Type)



	SBS2000TB	SBS2000TN
Game clock	✓	✓
Period	✓	✓
Team score	✓	✓
Team fouls	✓	✓
Bonus indicator	✓	✓
Time-out indicator	✓	✓
Direction indicator	✓	✓
Player's number and suspension time count	✓	✗
Time-out timer	✗	✓
Player information	✗	✓
Team name	✗	✓

	SBS2000T3
Game clock	✓
Period	✗
Team score	✓
Team fouls	✓
Bonus indicator	✓
Time-out indicator	✗
Direction indicator	✗
Player's number and suspension time count	✓

DISPLAY DETAILS

	SBS2000TB	SBS2000TN
Game clock	25 cm - 4 digits	25 cm - 4 digits
Period	20 cm - 1 digit	20 cm - 1 digit
Team score	25 cm - 3 digits p.t	25 cm - 3 digits p.t
Team fouls	20 cm - 2 digits p.t	20 cm - 2 digits p.t
Bonus indicator	2 yellow dots	2 yellow dots
Time-out indicator	20 cm, 1 yellow digit	20 cm, 1 yellow digit
Direction indicator	2 red arrows	2 red arrows
Player's number and suspension time	—	—
count Time-out timer	—	20 cm, 2 yellow digits
Player information	—	10 cm, 2 digits and 1 digit p.p
Team name	16 cm — up to 4 characters p.t	16 cm — up to 8 characters p.t

***NOTE:** P.P= Per Player , P.T= Per Team

NECESSARY ACCESSORIES

- Shot Clock : S24-14
- Console : SKL-BVH-V2
- Shot Clock Control : S24K
- Game Clock Control : SKL- BVH - V2



	SBS2000T3
Game clock	25 cm - 4 digits
Period	—
Team score	25 cm, 3 white digits p.t
Team fouls	20 cm, 2 red digits p.t
Bonus indicator	2 yellow dots
Time-out indicator	—
Direction indicator	—
Team name	16 cm- up to 4 characters p.t

***NOTE:** P.P= Per Player , P.T= Per Team



S24-14

SBS3000X SERIES

(NON-FIBA APPROVED)

	SBS3000A	SBS3000H	SBS3000S	SBS3000R
Game clock	✓	✓	✓	✓
Period	✓	✓	✓	✓
Team score	✓	✓	✓	✓
Team fouls	✓	✓	✓	✓
Bonus indicator	✗	✗	✗	✗
Time-out indicator	✓	✓	✓	✓
Direction indicator	✓	✓	✓	✓
Player's number and suspension time count	✗	✓	✗	✓
Time-out timer	✓	✓	✓	✓
Player information	✗	✗	✓	✓
Team name	✓	✓	✓	✓

(Basic type)

SBS3000A

2200mm

1900 mm

(Basic type with suspension time)

SBS3000H

2200mm

1900 mm

(12 players)

SBS3000S

3340mm

1900 mm

(16 players and suspension time)

SBS3000R

3340mm

2500mm

DISPLAY DETAILS

	SBS3000A	SBS3000H	SBS3000S	SBS3000R
Game clock	30 cm - 4 digits	30 cm - 4 digits	30 cm - 4 digits	30 cm - 4 digits
Period	23 cm - 1 digit	23 cm - 1 digit	23 cm - 1 digit	23 cm - 1 digit
Team score	30cm - 3 digits p.t	30cm - 3 digits p.t	30cm - 3 digits p.t	30cm - 3 digits p.t
Team fouls	23 cm - 1 digit p.t	23 cm - 1 digit p.t	23 cm - 1 digit p.t	23 cm - 1 digit p.t
Bonus indicator	—	—	—	2 yellow dots
Time-out indicator	3 yellow dots	3 yellow dots	3 yellow dots	20 cm, 1 digit
Direction indicator	2 red arrows	2 red arrows	2 red arrows	2 red arrows
Player's number and suspension time count	—	16 cm, 2 digits and 3 digits p.t	—	16 cm, 2 digits and 3 digits p.t
Time-out timer	30 cm - 2 digits p.t	20 cm - 2 digits p.t	20 cm, 2 yellow digits	—
Player information	—	—	12 cm, 2 digits and 1 digit 2 digits p.p	20 cm, 2 digits
Team name	Stickers	Stickers	Stickers	Stickers

*NOTE: P.P= Per Player , P.T= Per Team

NECESSARY ACCESSORIES

- Shot Clock : S24-14
- Console : SKL-BVH-V2
- Shot Clock Control : S24K
- Game Clock control: SKL-BGS-V1



SBS3000X SERIES (NBA TYPE)



	SBS3000B	SBS3000N
Game clock	✓	✓
Period	✓	✓
Team score	✓	✓
Team fouls	✓	✓
Bonus indicator	✓	✓
Time-out indicator	✓	✓
Direction indicator	✓	✓
Player's number and suspension time count	✗	✗
Time-out timer	✓	✓
Player information	✗	✓
Team name	✓	✓

SBS30003 SERIES (3X3)



	SBS30003
Game clock	✓
Period/Set	✗
Team score	✓
Team fouls	✓
Bonus indicator	✓
Time-out indicator	✗
Direction indicator	✗
Player's number and suspension time count	✗
Time-out timer	✗
Team name	✓

	SBS3000B	SBS3000N
Game clock	30 cm - 4 digits	30 cm - 4 digits
Period	23 cm - 1 digit	23 cm - 1 digit
Team score	30 cm - 3 digits p.t	30 cm - 3 digits p.t
Team fouls	23 cm - 2 digits p.t	23 cm - 2 digits p.t
Bonus indicator	2 yellow dots	2 yellow dots
Time-out indicator	30 cm, 1 yellow digit	20 cm, 1 yellow digit
Direction indicator	2 red arrows	2 red arrows
Player's number and suspension time count	—	—
Time-out timer	30 cm 2 digits	20 cm, 2 yellow digits
Player information	—	12 cm, 2 digits and 1 digit and 2 digits p.p
Team name	Stickers	Stickers

	SBS30003
Game clock	30 cm - 4 digits
Period	—
Team score	30 cm, 3 white digits p.t
Team fouls	20 cm, 2 red digits p.t
Bonus indicator	2 yellow dots
Team name	Stickers

***NOTE:** P.P= Per Player , P.T= Per Team



S24-14

NECESSARY ACCESSORIES

- Shot Clock : S24-14
- Console : SKL-BVH-V2
- Shot Clock Control : S24K
- Game Clock control: SKL-BGS-V1

SBS3000TX SERIES

(FIBA LEVEL 2 TYPE SCOREBOARDS)

	SBS3000TA	SBS3000TH	SBS3000TS	SBS3000TR
Game clock	✓	✓	✓	✓
Period	✓	✓	✓	✓
Team score	✓	✓	✓	✓
Team fouls	✓	✓	✓	✓
Bonus indicator	✗	✗	✗	✗
Time-out indicator	✓	✓	✓	✓
Direction indicator	✓	✓	✓	✓
Player's number and suspension time count	✗	✓	✗	✓
Time-out timer	✓	✓	✓	✓
Player information	✗	✗	✓	✓
Team name	✓	✓	✓	✓

(Basic type)



(Basic type with suspension time)



(12 players)



(16 players and suspension time)



DISPLAY DETAILS

	SBS3000TA	SBS3000TH	SBS3000TS	SBS3000TR
Game clock	30 cm - 4 digits	30 cm - 4 digits	30 cm - 4 digits	30 cm - 4 digits
Period	23 cm - 1 digit	23 cm - 1 digit	23 cm - 1 digit	23 cm - 1 digit
Team score	30cm - 3 digits p.t	30cm - 3 digits p.t	30cm - 3 digits p.t	30cm - 3 digits p.t
Team fouls	23 cm - 1 digit p.t	23 cm - 1 digit p.t	23 cm - 1 digit p.t	23 cm - 1 digit p.t
Bonus indicator	—	—	—	—
Time-out indicator	3 yellow dots	3 yellow dots	3 yellow dots	3 yellow dots
Direction indicator	2 red arrows	2 red arrows	2 red arrows	2 red arrows
Player's number and suspension time count	—	16 cm, 2 digits and 3 digits p.t	—	16 cm, 2 digits and 3 digits p.t
Time-out timer	30cm - 2 digits p.t	20cm - 2 digits p.t	30 cm, 2 yellow digits	30 cm, 2 yellow digits
Player information	—	—	12 cm, 2 digits and 1 digit 2 digits p.p	20 cm, 2 digits
Team name	16 cm- max 12 characters p.t	16 cm- max 12 characters p.t	16 cm- max 12 characters p.t	16 cm- max 12 characters p.t

*NOTE: P.P= Per Player , P.T= Per Team



NECESSARY ACCESSORIES

- Shot Clock : S24-14
- Console : SKL-BVH-V2
- Shot Clock Control : S24K
- Game Clock control: SKL-BGS-V1



SBS3000TX SERIES (NBA TYPE)

SBS3000TB

(Basic NBA type)



1900mm

2200mm

SBS3000TN

(NBA type with player info)



1900mm

3340mm

	SBS3000TB	SBS3000TN
Game clock	✓	✓
Period	✓	✓
Team score	✓	✓
Team fouls	✓	✓
Bonus indicator	✓	✓
Time-out indicator	✓	✓
Direction indicator	✓	✓
Player's number and suspension time count	✓	✗
Time-out timer	✗	✓
Player information	✗	✓
Team name	✓	✓

SBS3000T3 SERIES (3X3)

(3X3 Type)



1350mm

2200mm

SBS300003

	SBS2000T3
Game clock	✓
Period/Set	✗
Team score	✓
Team fouls	✓
Bonus indicator	✓
Time-out indicator	✗
Direction indicator	✗
Player's number and suspension time count	✓

	SBS3000TB	SBS3000TN
Game clock	30 cm - 4 digits	30 cm - 4 digits
Period	23 cm - 1 digit	23 cm - 1 digit
Team score	30 cm - 3 digits p.t	30 cm - 3 digits p.t
Team fouls	23 cm - 2 digits p.t	23 cm - 2 digits p.t
Bonus indicator	2 yellow dots	2 yellow dots
Time-out indicator	30 cm, 1 yellow digit	20 cm, 1 yellow digit
Direction indicator	2 red arrows	2 red arrows
Player's number and suspension time count	—	—
Time-out timer	30 cm 2 digits	30 cm 2 digits
Player information	—	12 cm, 2 digits and 1 digit and 2 digits p.p
Team name	16 cm- max 12 characters p.t	16 cm- max 12 characters p.t

***NOTE:** P.P= Per Player , P.T= Per Team

NECESSARY ACCESSORIES

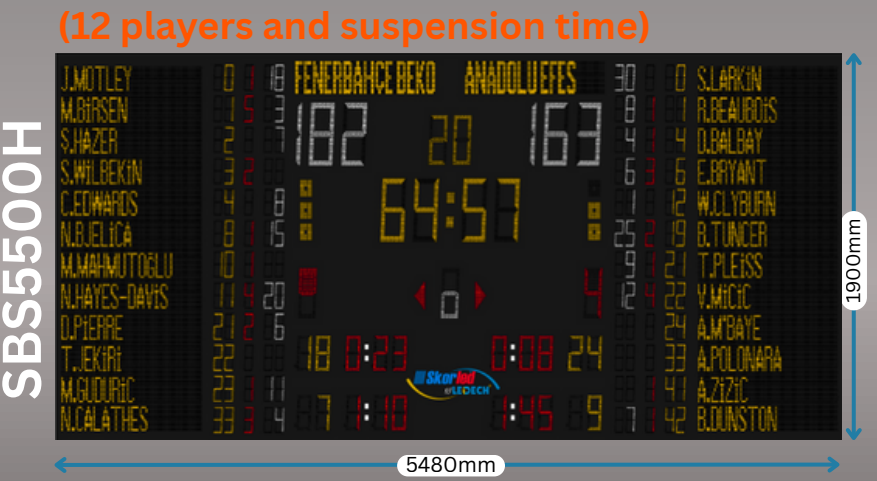
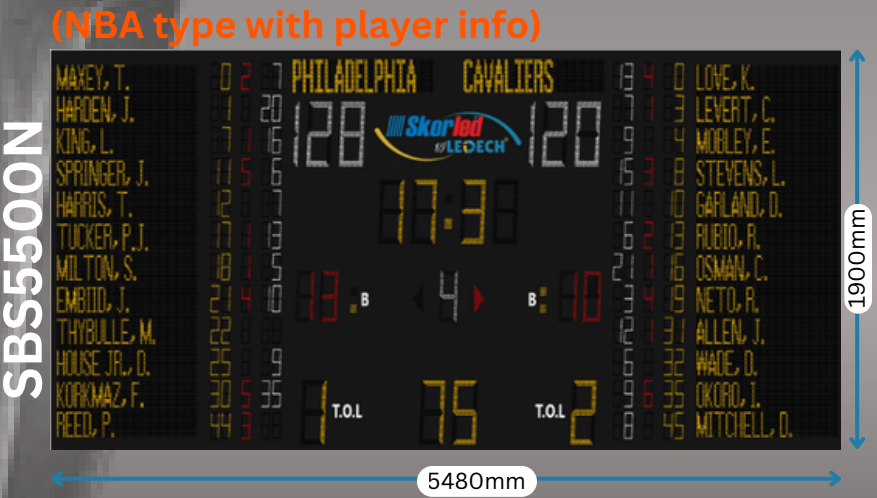
- Shot Clock : S24-14
- Console : SKL-BVH-V2
- Shot Clock Control : S24K
- Game Clock Control : SKL-BGS-V1



	SBS3000T3
Game clock	30 cm - 4 digits
Period	—
Team score	30 cm, 2 white digits p.t
Team fouls	23 cm, 2 red digits p.t
Bonus indicator	2 yellow dots
Team name	16 cm- max 12 characters p.t

SBS5500X SERIES
(FIBA LEVEL 2 TYPE SCOREBOARDS)

	SBS5500S	SBS5500R	SBS5500N	SBS5500H
Game clock	✓	✓	✓	✓
Period	✓	✓	✓	✓
Team score	✓	✓	✓	✓
Team fouls	✓	✓	✓	✓
Bonus indicator	✗	✗	✓	✗
Time-out indicator	✓	✓	✓	✓
Direction indicator	✓	✓	✓	✓
Player's number and suspension time count	✗	✓	✗	✓
Time-out timer	✓	✓	✓	✓
Player information	✓	✓	✓	✓
Team name	✓	✓	✓	✓
Player name	✓	✓	✓	✓



DISPLAY DETAILS

	SBS5500S	SBS5500R	SBS5500N	SBS5500H
Game clock	30 cm - 4 digits	30 cm - 4 digits	30 cm - 4 digits	30 cm - 4 digits
Period	23 cm - 1 digit	23 cm - 1 digit	23 cm - 1 digit	23 cm - 1 digit
Team score	30cm - 3 digits p.t	30cm - 3 digits p.t	30cm - 3 digits p.t	30cm - 3 digits p.t
Team fouls	23 cm - 1 digit p.t	23 cm - 1 digit p.t	23 cm - 2 digits p.t	23 cm - 1 digit p.t
Bonus indicator	—	—	2 yellow dots	—
Time-out indicator	3 yellow dots	3 yellow dots	20 cm, 1 yellow digit	3 yellow dots
Direction indicator	2 red arrows	2 red arrows	2 red arrows	2 red arrows
Player's number and suspension time count	—	16 cm, 2 digits and 3 digits p.t	—	16 cm, 2 digits and 3 digits p.t
Time-out timer	30cm - 2 digits p.t	30cm - 2 digits p.t	30 cm, 2 yellow digits	20 cm, 2 yellow digits
Player information	12 cm, 2 digits and 1 digit 2 digits p.p	12 cm, 2 digits and 1 digit 2 digits p.p	12 cm, 2 digits and 1 digit 2 digits p.p	12 cm, 2 digits and 1 digit 2 digits p.p
Team name	16 cm- max 12 characters p.t	16 cm- max 12 characters p.t	16 cm- max 12 characters p.t	16 cm- max 12 characters p.t
Team name	12 cm- max 12 characters p.t	12 cm- max 12 characters p.t	12 cm- max 12 characters p.t	12 cm- max 12 characters p.t

*NOTE: P.P= Per Player , P.T= Per Team



NECESSARY ACCESSORIES

- Shot Clock : S24-14
- Console : SKL-BVH-V2
- Shot Clock Control : S24K
- Game Clock control : SKL-BGS-V1
- Coach Button : SKL-CB-V1
- Four Sided Digital Team Foul Marker : SKL-TFM-V1



PLACEMENT OF FIBA LEVEL 2 TYPE WITH CABLE

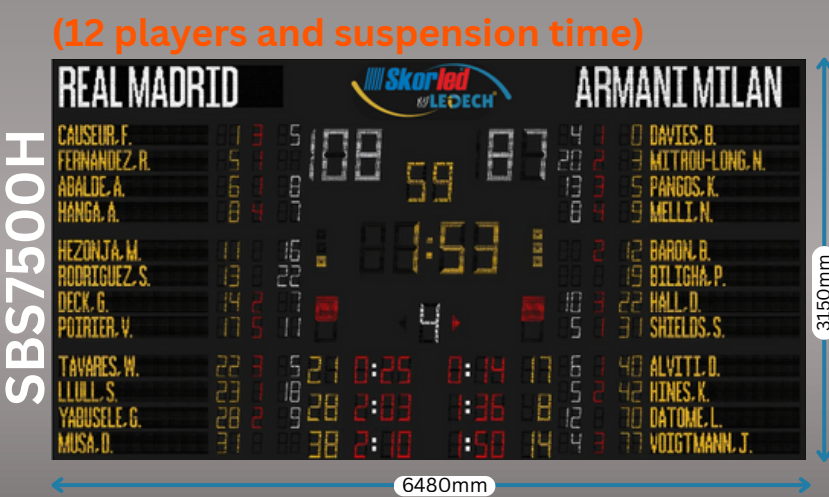
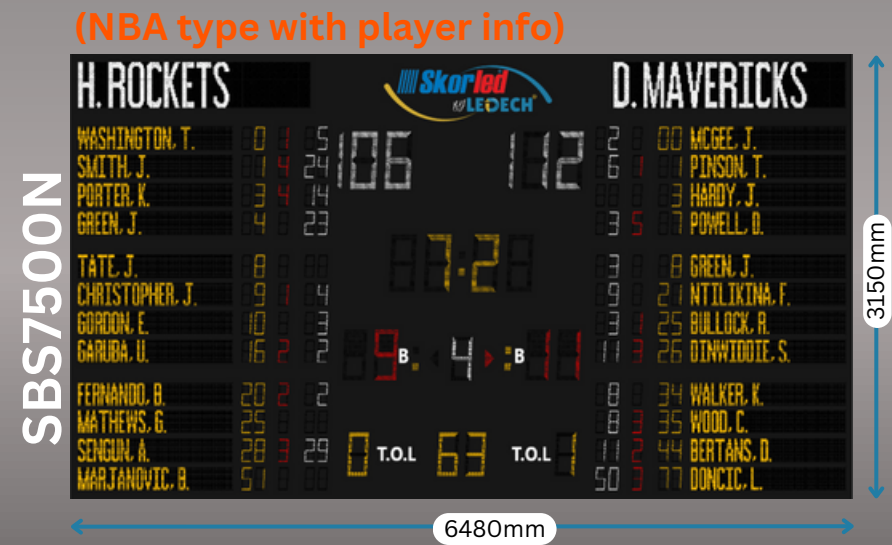
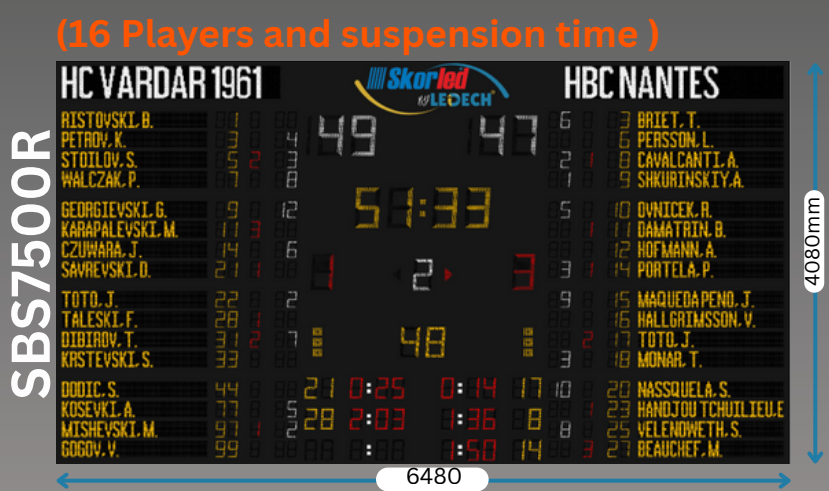
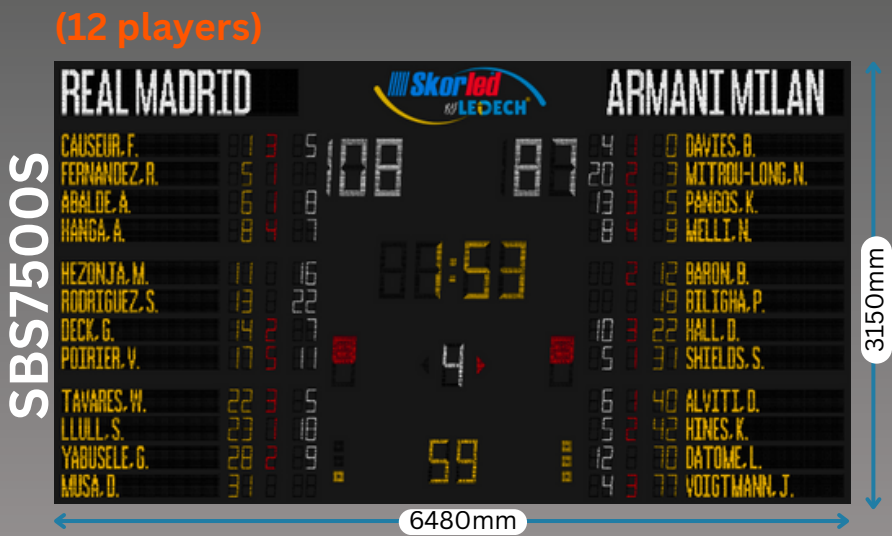


PLACEMENT OF FIBA LEVEL 2 TYPE (WIRELESS)



SBS7500X SERIES
(FIBA LEVEL 1 TYPE SCOREBOARDS)

	SBS7500S	SBS7500R	SBS7500N	SBS7500H
Game clock				
Period				
Team score				
Team fouls				
Bonus indicator				
Time-out indicator				
Direction indicator				
Player's number and suspension time count				
Time-out timer				
Player information				
Team name				
player name				



FIBA
APPROVED
EQUIPMENT

DISPLAY DETAILS

	SBS7500S	SBS7500R	SBS7500N	SBS7500H
Game clock	40 cm - 4 digits	40 cm - 4 digits	40 cm - 4 digits	40 cm - 4 digits
Period	30 cm - 1 digit	30 cm - 1 digit	30 cm - 1 digit	30 cm - 1 digit
Team score	40 cm - 3 digits p.t	40 cm - 3 digits p.t	40 cm - 3 digits p.t	40 cm - 3 digits p.t
Team fouls	35 cm - 1 digit p.t	35 cm - 1 digit p.t	35 cm - 1 digit p.t	35 cm - 1 digit p.t
Bonus indicator	—	—	2 yellow dots	—
Time-out indicator	3 yellow dots	3 yellow dots	20 cm, 1 yellow digit	3 yellow dots
Direction indicator	2 red arrows	2 red arrows	2 red arrows	2 red arrows
Player's number and suspension time count	—	20 cm, 2 digits and 3 digits p.t	—	16 cm, 2 digits and 3 digits p.t
Time-out timer	30 cm - 2 digits p.t	30 cm - 2 digits p.t	30 cm, 2 yellow digits	30 cm, 2 yellow digits
Player information	15 cm, 2 digits and 1 digit 2 digits p.p	15 cm, 2 digits and 1 digit 2 digits p.p	15 cm, 2 digits and 1 digit 2 digits p.p	15 cm, 2 digits and 1 digit 2 digits p.p
Team name	32 cm- max 12 characters p.t	32 cm- max 12 characters p.t	32 cm- max 12 characters p.t	32 cm- max 12 characters p.t
Team name	16 cm- max 16 characters p.t	16 cm- max 16 characters p.t	16 cm- max 16 characters p.t	16 cm- max 16 characters p.t

***NOTE:** P.P= Per Player , P.T= Per Team



NECESSARY ACCESSORIES

- Shot Clock Pro : S24-4Y
- Console Pro : SKL-BVH-V2
- Shot Clock Control : S24K
- Game Clock control : SKL-BGS-V1
- COACH BUTTON : SKL-CB-V1
- FOUR SIDED DIGITAL TEAM FOUL MARKERS : SKL-TFM-V1



PLACEMENT OF FIBA LEVEL 1 TYPE SCOREBOARDS SYSTEM WITH WIRELESS



MEDIA CUBE

Our Cube LED Screen is a premium, four-sided, center-hung video display designed for maximum impact in indoor sports arenas. Perfectly suited for basketball courts and multipurpose venues, it delivers an unforgettable viewing experience with 360° coverage.



- **360° Visibility:** Four-sided LED faces ensure every seat has a clear view.
- **High-Resolution Display:** Crisp video for live scores, replays, and ads.
- **Customizable Design:** Size, resolution, and structure tailored to the venue.
- **Complete Project Support:** Study, concept, engineering, installation.
- **Seamless Integration:** Works with timing systems, scoreboards, and broadcast.
- **Durability & Safety:** Works with timing systems, scoreboards, and broadcast.

Transform your arena into a world-class venue with LEDECH's Media Cube.

RIBBON & PERIMETER LED SCREENS

Ribbon and Perimeter LED Screens deliver maximum sponsor exposure and fan engagement by surrounding the arena or playing field with continuous, high-impact visuals. These long-format LED displays create a dynamic atmosphere and turn every moment into an advertising opportunity.



- **Full Venue Coverage:** Continuous LED panels for maximum visibility.
- **Dynamic Advertising:** Perfect for animated sponsor ads and real-time updates.
- **Custom-Fit:** Manufactured to match venue size and layout.
- **Bright & Clear:** High resolution and excellent viewing angles.
- **Easy Integration:** Compatible with scoring and content systems.
- **Impact-Resistant:** Safe and reliable for indoor and outdoor use.

SHOOT DEVELOPMENT DEVICE

This device is engineered to help athletes of all ages refine and perfect their shooting technique.

Available in Multiple Configurations:

1. Fully Adjustable Height: Accommodates users of all ages and skill levels.
2. Ergonomic Armrest Adjustment: Ensures optimal shooting posture.
3. Customizable Resistance/Weight: Tailored to individual training needs.



BASKETBALL TRAINING MACHINE



APPLICATION

- Professional Basketball Clubs
- Sports Training Facilities:
- Individual Training Centers
- Youth Development Academies

OUR DIFFERENCE

- Motorized Shooting System: Provides smooth, automated operation.
- Maintenance-Free Design: Minimizes downtime and service requirements.
- Consistent, Precise Performance: Ensures accuracy and repeatability for every shot.
- Durable, Long-Lasting Construction: Built for reliable, extended use.
- Adaptive Shooting Power: Automatically adjusts based on player height and distance.

SMART BASKETBALL SHOOTING MACHINE

It is engineered to maximize training efficiency and elevate player performance.

- Automatic Ball Collection & Return: Keeps training continuous and efficient.
- Multi-Angle, Multi-Zone Shooting: Simulates realistic game scenarios.
- Adjustable Speed & Shot Frequency: Customizable to match training intensity and player needs.



BODY TRAINING MACHINE



APPLICATIONS

- Elite Fitness Facilities
- University & Collegiate Sports Programs
- Military & Tactical Training Centers
- Professional Sports Academies
- Individual & Team Conditioning Programs

UNIQUE FEATURES

- Bi-Directional Functionality
- Full-Body Training

YOUR GAME. YOUR SCORE. OUR BOARD

EMAIL: info@ledech.com.tr

WEB : www.ledech.com

TEL : +90 541 814 30 54 - +90 541 845 30 54

BASKETBALL



EVERY TOUCH COUNTS
WE MAKE IT TRUE

SWIMMING

SWIMMING

SWIMMING

SWIMMING TIMING COMPLETE SET SOLUTION

Digital and Numeric Display
Precise Timer console
TouchPads
Starting blocks



SWIMMING TIMING SYSTEM EQUIPMENT



TEST AND RECOVERY OPTION



0.01 SECOND PRECISION



WIRELESS & WIRED



MULTILANGUAGES



UP TO 50 RACES



USER FRIENDLY



REAL TIME

2 . Erkekler, 200m Freestyle

E: 2 H: 1 L: 4/4

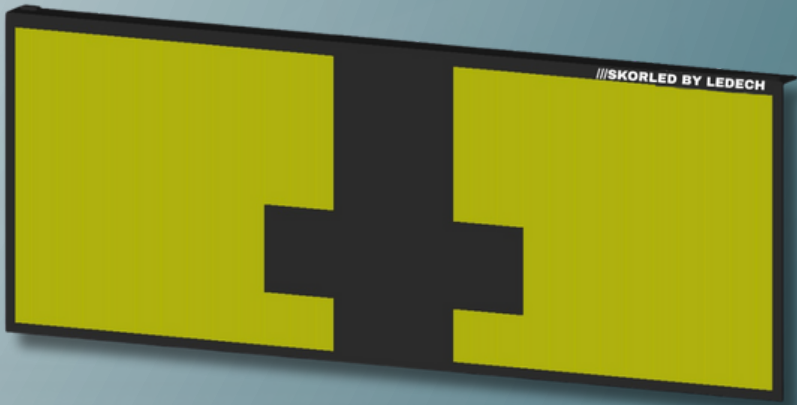
11:08.9

Ln	Plc	Name	Team	Time
4	3	Liam Parker	TUR	1:20:35
8	7	Ethan Carter	TUR	1:21:11
6	5	Noah Mitchell	TUR	1:21:37
1	9	James Walker	TUR	1:23:40
7	2	Samuel Turner	TUR	1:25:51
2	8	Alexander Cooper	TUR	1:29:35
3	1	Daniel Morgan	TUR	1:36:45
5	4	Henry Bennett	TUR	1:40:53

Swimming timing screen



Starting block



Touchpad



Thermal Printer



Lane Box



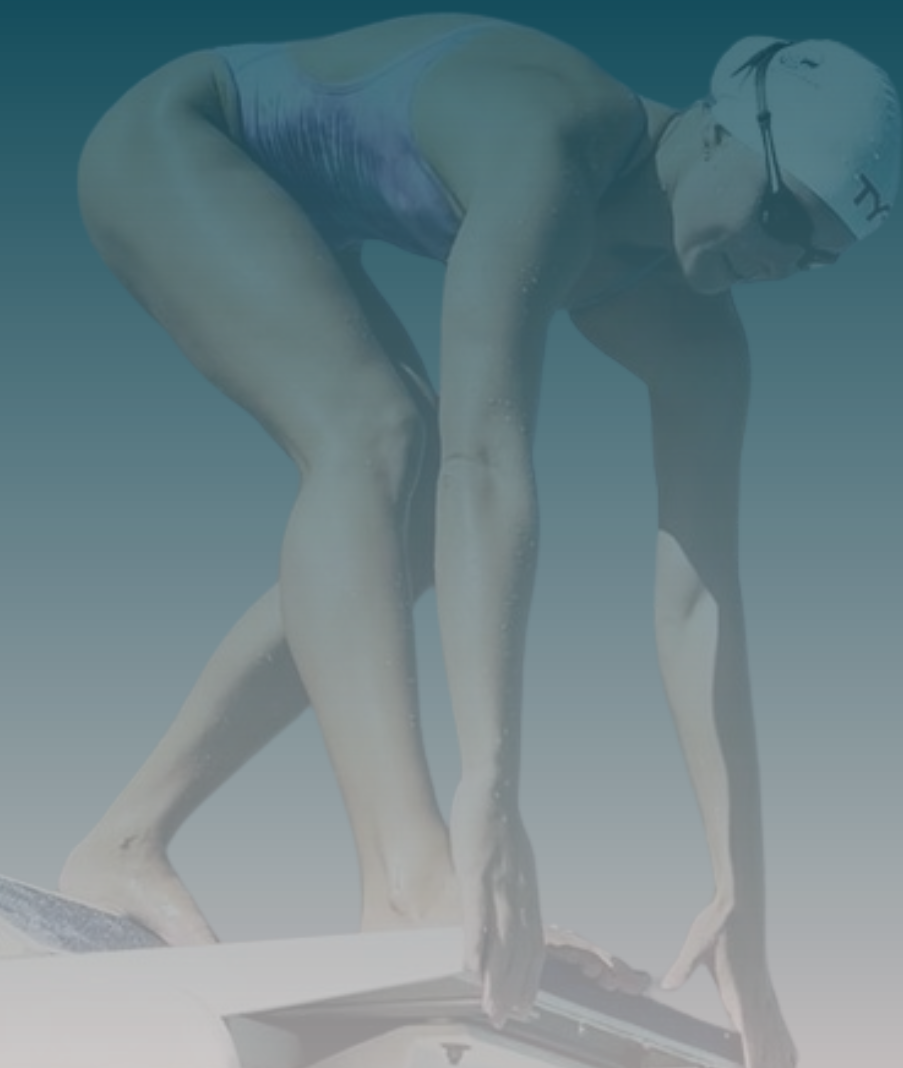
Race Starter



Controller & Timer

WHAT SETS IT APART

- Supports Turkish, English, and French, with 157 characters including German, Azerbaijani, Turkmen, and Uzbek.
- Operates in wired or wireless mode; up to 4 hours wireless use with 1-hour charging.
- User-friendly interface with full compatibility with Splash Meet Manager.
- Allows testing of all equipment and recovery of delayed races.
- Stores up to 50 races, 128 event orders, and 100 flash event orders.
- Real-time lane error monitoring on both lane box and controller.
- Time measurement accuracy 0.01 seconds



SWIMMING SCREEN TYPES

DIGITAL TYPE



A digital swimming scoreboard displaying race results. The screen shows the event name '2 . Erkekler, 200m Freestyle', the pool number 'E: 2', the heat number 'H: 1', and the lane 'L: 4/4'. The current time is '11:08.9'. Below this, a table lists the swimmers, their lane numbers, names, teams, and times.

Ln	Plc	Name	Team	Time
			TUR	1:20:35
4	3	Liam Parker	TUR	1:21:11
8	7	Ethan Carter	TUR	1:21:37
6	5	Noah Mitchell	TUR	1:23:40
1	9	James Walker	TUR	1:25:51
7	2	Samuel Turner	TUR	1:29:35
2	8	Alexander Cooper	TUR	1:36:45
3	1	Daniel Morgan	TUR	1:40:53
5	4	Henry Bennett	TUR	

LED Screens for Aquatic Sports

- Available in all dimensions to meet customer requirements.
- Optional software integration upon request.
- Multiple display options for flexible use.
- Compliant with World Aquatics standards.

NUMERICAL TYPE



A numerical swimming scoreboard displaying lane numbers and times. The screen shows the event name '2 . Erkekler, 200m Freestyle', the pool number 'E: 2', the heat number 'H: 1', and the lane 'L: 4/4'. The current time is '11:08.9'. Below this, a table lists the swimmers, their lane numbers, names, teams, and times.

PLACE	LANE	TIME
1	7	50.51
2	4	53.42
3	1	58.36
4	8	1:08.40
5	3	1:10.22
6	9	1:29.43
7	2	1:32.10
8	5	1:44.21
9	6	1:53.12

Numeric Swimming Scoreboards

- Displays swimmer classification during races.
- Shows lane number and finishing time with precision.
- Available in all dimensions, tailored to pool requirements.
- Produced according to lane configuration and competition needs.

ADDITIONAL SCREENS



(SKL-STP-2L)

(SKL-STP-HG)

(SKL-STP-GG)

SKL-SLN-2L

SKL-SLN-1L

Team Score Module

Available as attached two modules in two line SKL-STP-2L.

OR

Separated Modules each module is one line SKL-STP-HG & SKL-STP-GG.

Lane Scoreboard

available as additional modules in two lines SKL-SLN-2L or single line SKL-SLN-1L. Showing Swimmer classification, Lane number and finishing time

LAP-LENGTH-TIME Scoreboard

(SKL - SLT - 2L)

OR

(SKL-STM-1L)

Separated Modules each module is one line SKL-STM-1L & SKL-SLL-1L.

(SKL-SLL-1L)

LAP Scoreboard

Used as LAP number showing scoreboard

(SKL-SLAP-S)

EVENT-HEAT-RECORD Scoreboard

(SKL-SEHR-2L)

(SKL-SREC-1L)

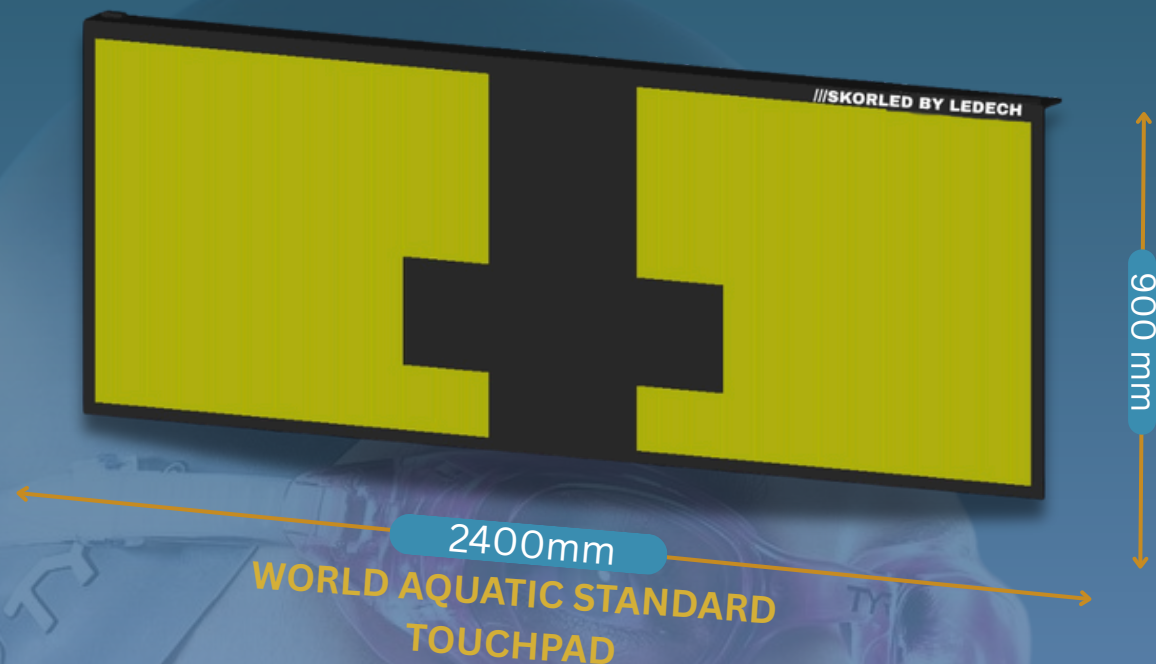
(SKL-SEH-1L)

Available as attached two modules in two line SKL-SEHR-2L.

OR

Separated Modules each module is one line SKL-SREC-1L showing the Record & SKL-SEH-1L Showing Event and Heat.

TOUCHPAD (ST – 2490 – F)



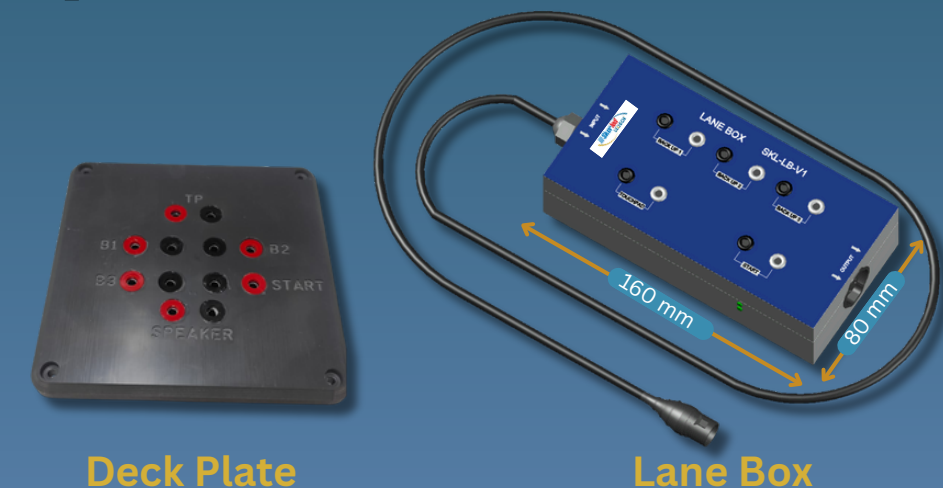
- Available in two dimensions:
-2400×90×10 cm (World Aquatics standards)
-1900×90×10 cm
- Adapted to project requirements and pool lane dimensions.
- Ensures millisecond time precision with full system synchronization.
- Smooth and sensitive touch response for accurate swimmer detection.
- High-quality materials designed for durability and safety.
- Seamless connection with the complete timing and display system.

RACE STARTER (STR – 100)



- Works synchronously with the swimming timing system.
- Equipped with microphone, tripod, and connection apparatus.
- Strobe light activates simultaneously with the start sound.
- Supports up to 20 external speakers.
- Programmable start tune settings.
- Powered by rechargeable Li-Ion battery.

DECK PLATE & LANE BOX (SKL – LB – V1)



Deck Plate / Lane Boxes

- Two solutions with the same function.
- Deck Plate: embedded system for permanent installation.
- Lane Boxes: portable system for flexible use.
- Both fully compatible with the swimming timing system.

CONSOLE & TIMER (SKL – SWC – V2)



Advanced swimming timer console ensures reliable, precise, and user-friendly race management for professional competitions.

- **Seamless Connectivity:** Communicates directly with touchpads, relay take-off platforms, buttons, numeric or graphic scoreboards, and the Splash program.
- **Instant Data Output:** Race results are immediately available via the external thermal printer.
- **Comprehensive Testing:** All connected equipment can be tested simultaneously for smooth operation.
- **User-Friendly Interface:** Intuitive design enables quick access and faster race data verification.
- **Efficient Power Management:** Equipped with fast charging; one hour of charge provides an average of 4 hours of use. Battery status is displayed live on the screen.
- **Race Rescue Function:** Supports recovery of races that could not be started on time.
- **Ample Memory:** Stores up to 50 races, 128 events, and 50 flash orders for flexible meet management.

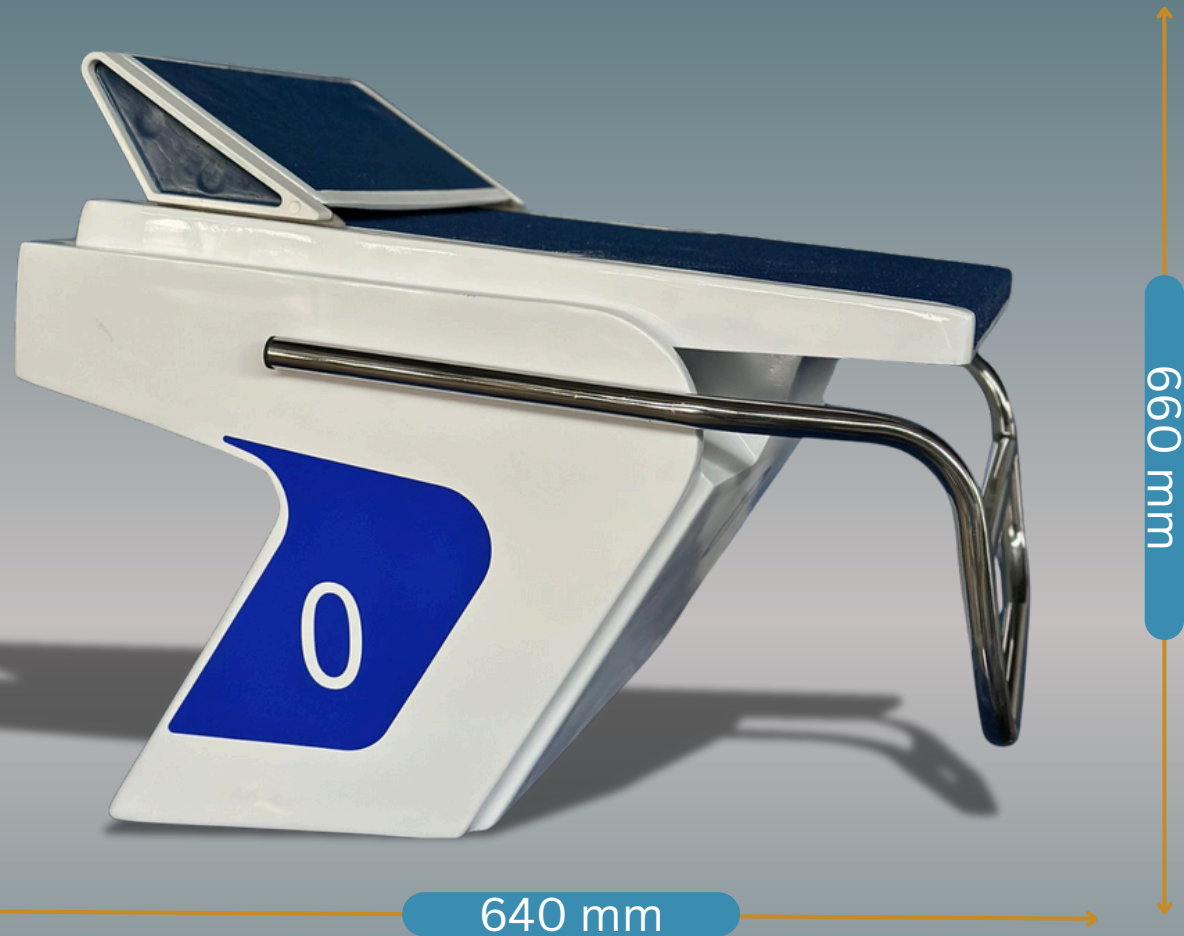
THERMAL PRINTER (SKL-EPS-T70)

The dedicated thermal printer ensures fast and reliable output of race information during competitions.

- **Instant Results:** Prints current race data, as well as current or previous race results.
- **Easy Paper Handling:** Thermal paper rolls can be replaced quickly and effortlessly.
- **Flexible Split Time Printing:** Supports both subtractive and cumulative split time formats for detailed analysis.

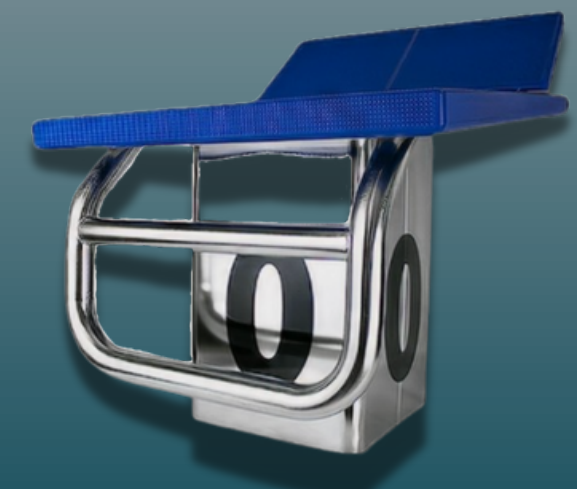
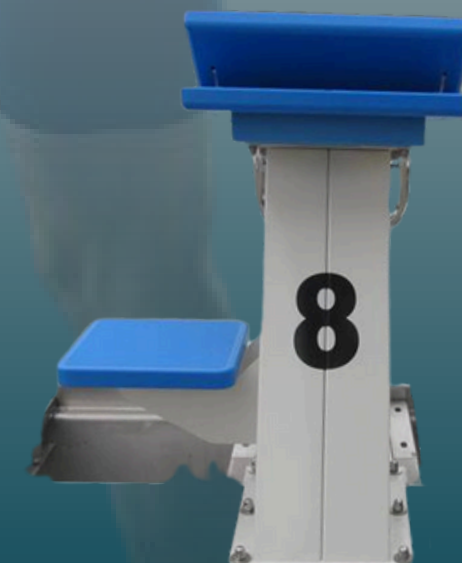
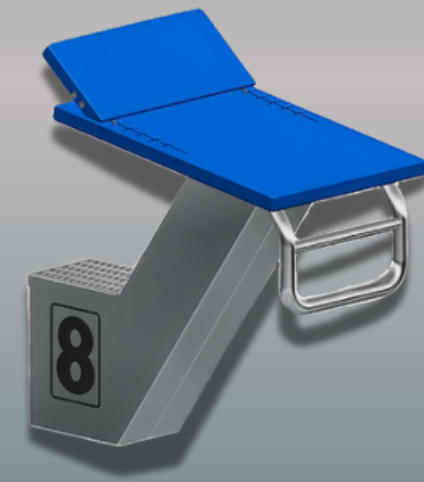


STARTING BLOCKS



Second Model offer a simple, durable solution for training and competition, available in different models to fit pool requirements: with step (no need for extra platform) or without step.

- **Safe & Stable:** Non-slip surface and strong build for secure starts.
- **Practical Choice:** Reliable and cost-effective for any facility.



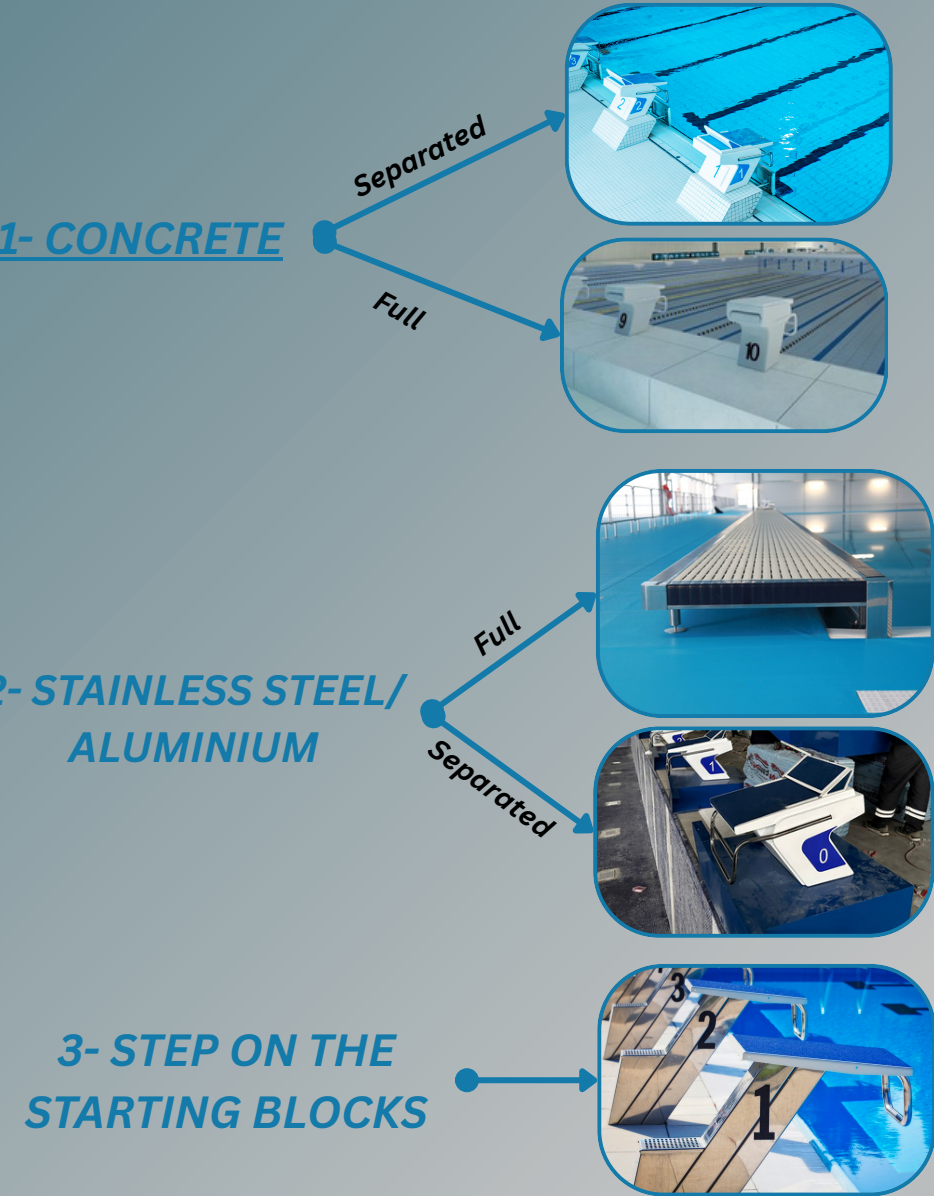
Our starting blocks are designed for accuracy, comfort, and reliability in professional swimming competitions.

- **Available in two types:** standard and relay with reaction system.
- **Standard Block:** Stable, ergonomic, and reliable for all swimming events.
- **Relay Block:** Measures swimmers' starting reactions and relay take-off times for precise, fair results.
- **Adjustable Heel Plate:** 5 position settings for optimal comfort and power.
- **Durable Design:** Anti-slip surface and robust build for long-term use.

RISER (OPEN FACE) PLATFORM

According to standards, swimmers should stand 70 cm above the base floor. Since typical starting blocks are 40 cm high, a 30 cm platform is required.

Some Types of Riser Platform :



WATER POLO CONTROLLING SYSTEM

The Water Polo Game Controlling System is a complete solution designed to manage every aspect of match operations with accuracy and ease. The system includes two shot clocks, available in two versions:

- Shot Clock + Game Clock (S30G)
- Shot Clock only (S30)

Both models can be provided as wireless with rechargeable battery or cabled, and are powered by 12V for safe, stable operation. The system also features two coach buttons (SKL-CB-V1) and a game control console (SKL-WP-V2), giving referees and officials full command over match timing and substitutions. Reliable, flexible, and user-friendly — built to meet the demands of professional water polo competitions.



S30



S30G



300 mm

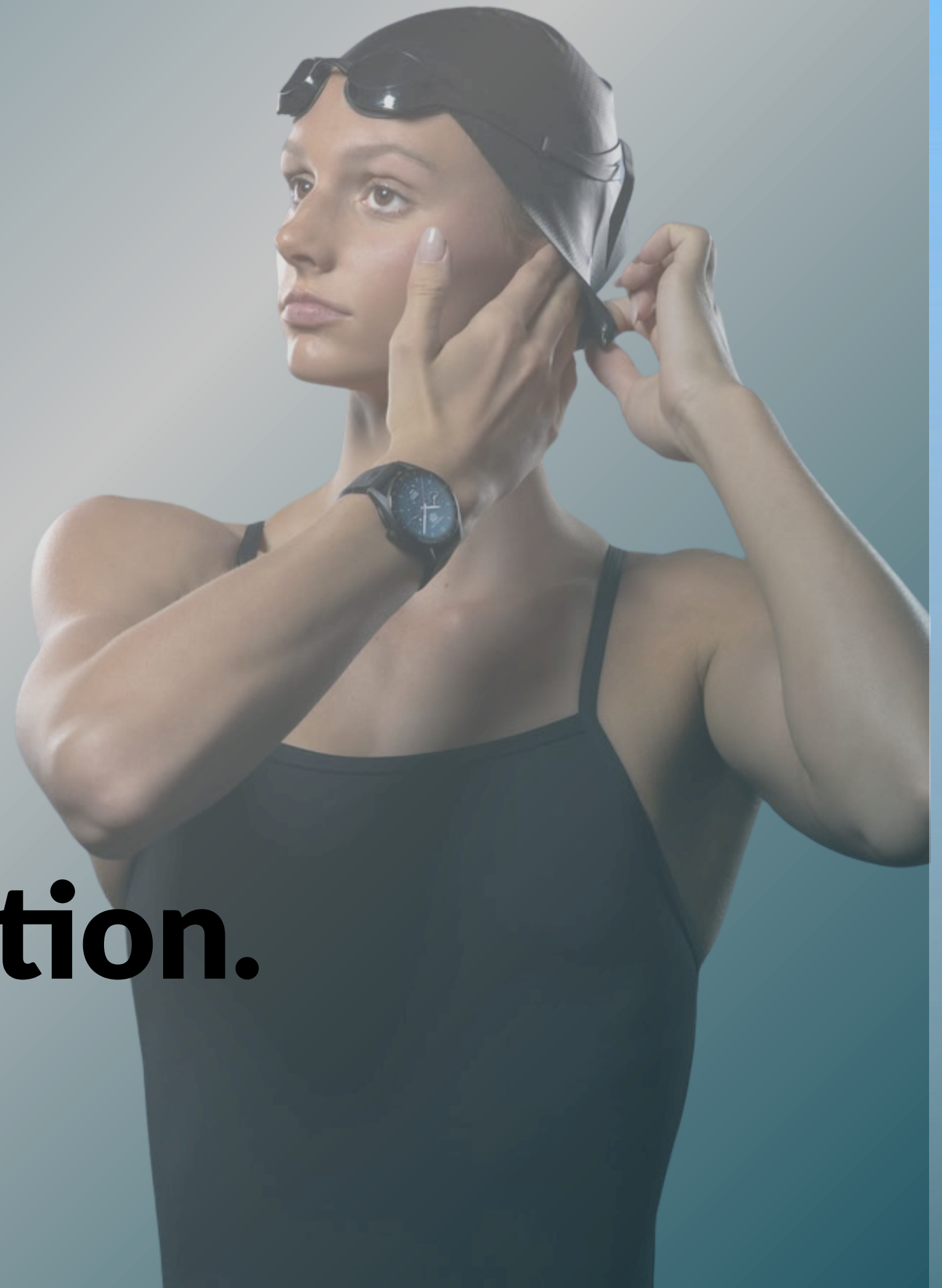
SKL-WP-V2



SKL-CB-V1

EVERY LAP, EVERY TOUCH,

Measured to Perfection.



SWIMMING

SWIMMING SYSTEM READY SETS

Our complete Swimming Solutions can be delivered as ready-to-install sets, customized according to the project requirements and client needs — from design and planning to final implementation.

NOTES:

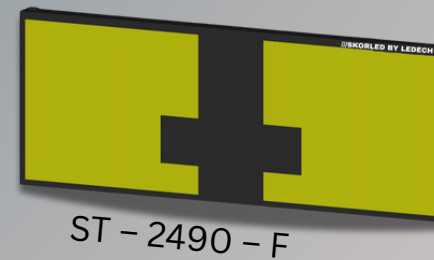
- The LED screen size can be changed according to the project needs
- The quantity of the touchpads and lane boxes is provided according to the number of lanes.
- The Numeric Scoreboard is customized according to the lanes number
- The starting blocks are proposed separately according to the project needs.

SSS-LVE-SX



2 . Erkekler, 200m Freestyle					L: 4/4
E:	2	H:	1		11:08.9
Ln	Plc	Name	Team	Time	
	3	Liam Parker	TUR	1:20:35	
4	7	Ethan Carter	TUR	1:21:11	
8	5	Noah Mitchell	TUR	1:23:40	
6	9	James Walker	TUR	1:25:51	
1	2	Samuel Turner	TUR	1:29:35	
7	8	Alexander Cooper	TUR	1:36:45	
2	1	Daniel Morgan	TUR	1:40:53	
3	4	Henry Bennett			
5					

SKL - LVE - X



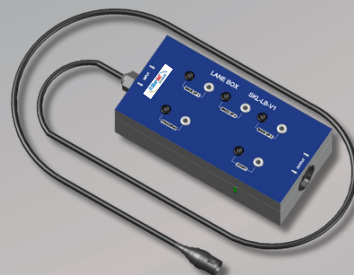
ST - 2490 - F



SKL - SWC - V2



STR - 100

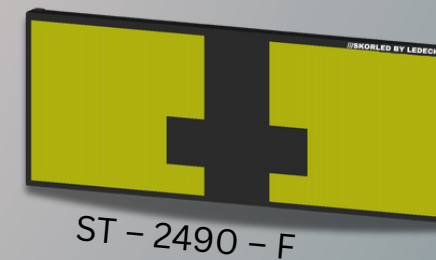


SKL - LB - V1



SKL-EPS-T70

SSS-N20-A



ST - 2490 - F



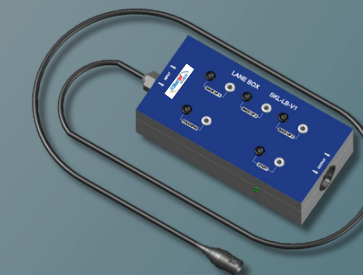
SKL - SWC - V2



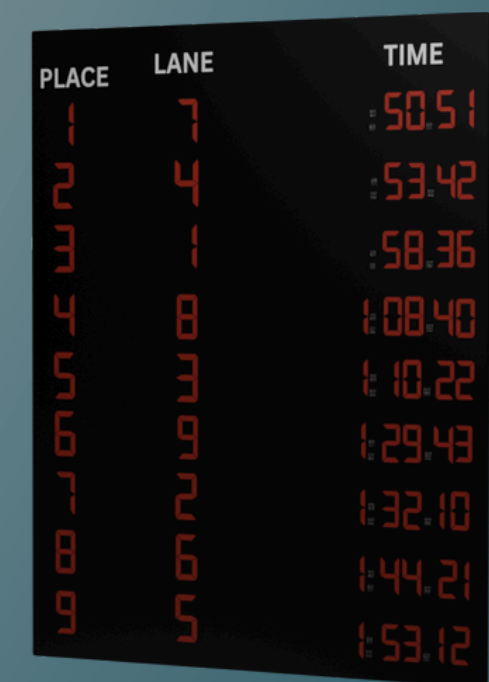
SKL-EPS-T70



STR - 100



SKL - LB - V1



PLACE	LANE	TIME
1	1	50.51
2	4	53.42
3	1	58.36
4	8	1:08.40
5	2	1:10.22
6	5	1:29.43
7	2	1:32.10
8	6	1:44.21
9	5	1:53.12

SKL - SPL - X

SSS-N20-B

TIME 32:47.63

SKL - STM - 1L

284 EVENT HEAT 90

SKL - SEH - 1L

PLACE	LANE	TIME
1	7	:50.51
2	4	:53.42
3	1	:58.36
4	8	:1:08.40
5	3	:1:10.22
6	9	:1:29.43
7	2	:1:32.10
8	6	:1:44.21
9	5	:1:53.12

SKL - SPL - X

SKL - SWC - V2

ST - 2490 - F

STR - 100

SKL - LB - V1

SKL-EPS-T70

SSS-N20-C

102 EVENT HEAT 13

RECORD :51.68

SKL - SEHR - 2L

TIME 1:29.47

LAP 8 / 16 LENGTH

SKL - SLT - 2L

PLACE	LANE	TIME
1	7	:50.51
2	4	:53.42
3	1	:58.36
4	8	:1:08.40
5	3	:1:10.22
6	9	:1:29.43
7	2	:1:32.10
8	6	:1:44.21
9	5	:1:53.12

SKL - SPL - X

SKL - SWC - V2

ST - 2490 - F

STR - 100

SKL - LB - V1

SKL-EPS-T70

SSS-N20-D

ST - 2490 - F

LAP 24

2 Pieces (SKL - SLAP - S)

TIME 1:29.47

LAP 8 / 16 LENGTH

SKL - SLT - 2L

1093 HOME GUEST1 672

845 GUEST2 GUEST3 910

SKL-STP-2L

102 EVENT HEAT 13

RECORD :51.68

SKL - SEHR - 2L

PLACE	LANE	TIME
1	7	:50.51
2	4	:53.42
3	1	:58.36
4	8	:1:08.40
5	3	:1:10.22
6	9	:1:29.43
7	2	:1:32.10
8	6	:1:44.21
9	5	:1:53.12

SKL - SPL - X

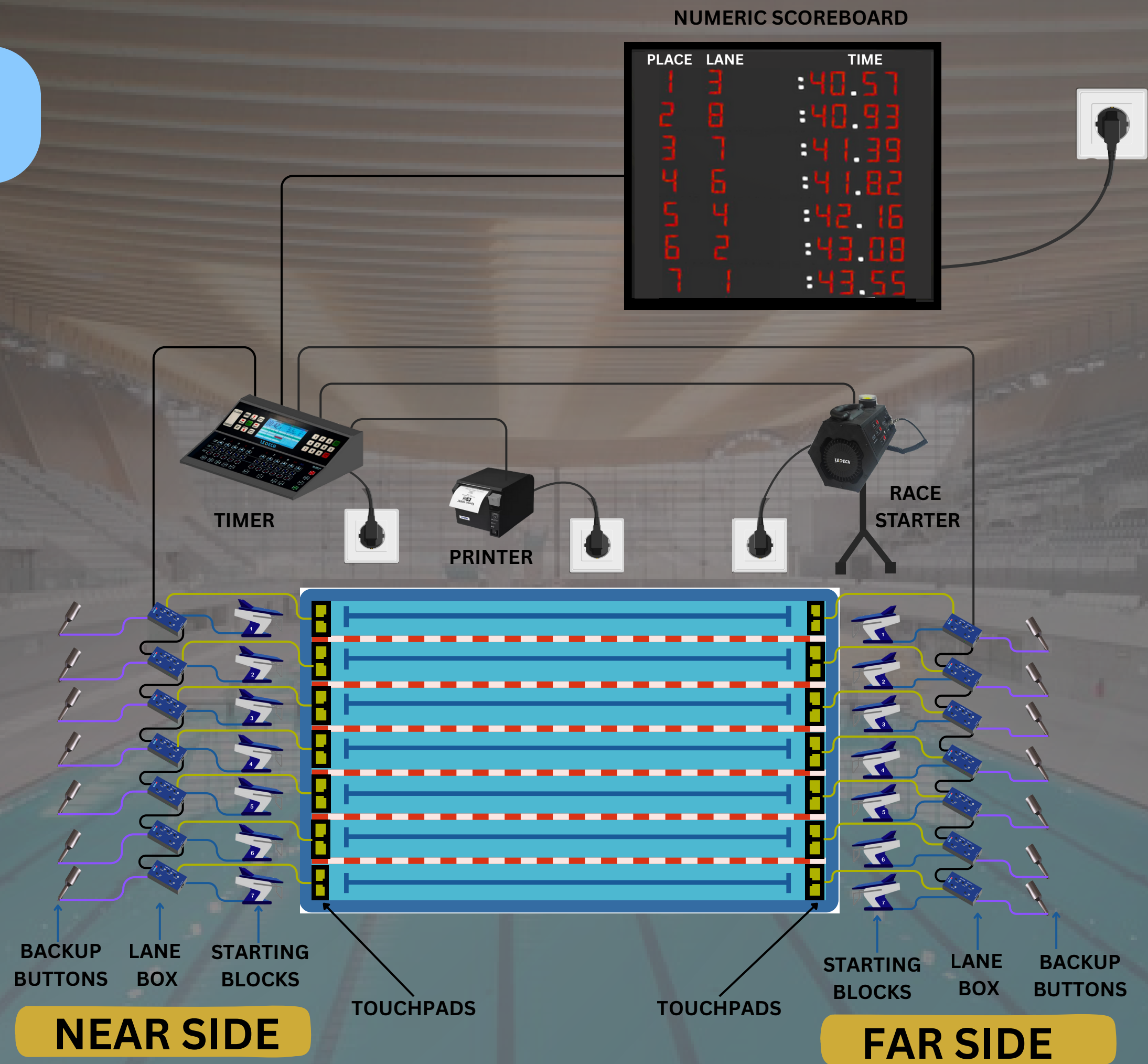
SKL - SWC - V2

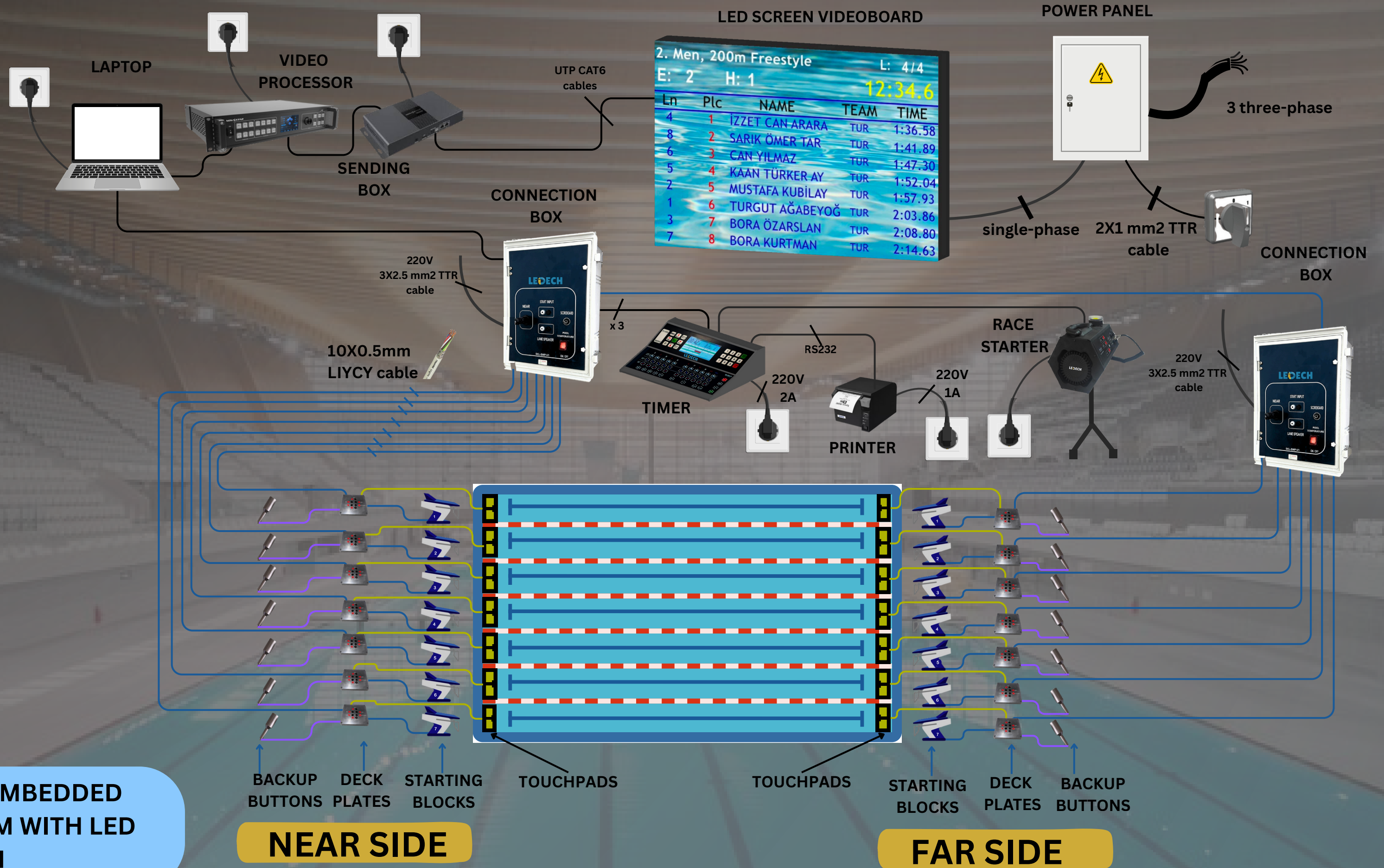
STR - 100

SKL - LB - V1

SKL-EPS-T70

PLACEMENT OF PORTABLE SWIMMING SYSTEM WITH NUMERIC SCOREBOARD





WHERE TECHNOLOGY MEETS

The spirit of football



FOOTBALL

FOOTBALL

FOOTBALL SCOREBOARD AND CONTROL SOLUTION

- Numeric Football scoreboards
- Scoring control consoles
- Substitution Board
- Football Video Board



FOOTBALL STADIUM LED SCREEN

Football Stadium LED Screens are designed to deliver maximum visibility, performance, and durability in demanding outdoor environments. Available in multiple sizes and pixel pitches, these solutions are tailored to each stadium's requirements, ensuring excellent image quality from every seat.



- **Custom Sizes & Pixel Pitches:** Multiple dimensions and pixel pitches to suit any stadium.
- **Outdoor-Ready:** Weatherproof and bright for clear visibility in sunlight.
- **Long-Term Reliability:** Extended lifespan with comprehensive warranty.
- **Easy Match Control:** User-friendly software to manage scores and content from a laptop.
- **Sponsor-Friendly:** Ideal for ads, replays, and live announcements.

FOOTBALL

FOOTBALL MATCH CONTROL CONSOLE

An advanced yet user-friendly software solution designed to make managing football matches and controlling scoreboards simple, efficient, and reliable — all from a single laptop interface.



- **3 Languages:** Turkish, English, French (Supports an extended 157-character set, including German, Azerbaijani, Turkmen, and Uzbek).
- **Wired or Wireless:** Flexible connection options.
- **Long Battery Life:** Up to 15 hours use on a 1.5-hour charge.
- **Team & Player Data:** Record names, substitutions, and stats.
- **Dynamic Animations:** Referee, player, and card animations.
- **Custom Messages:** Show announcements on the scoreboard.
- **Quick Test Mode:** Verify system functions before matches.

FOOTBALL

FOOTBALL NUMERIC SCOREBOARD

(With Team names)

The Football Numeric Scoreboard is a reliable solution for displaying essential match information with maximum clarity. It shows the game clock, home and guest team names, and scores in a bold, easy-to-read format.

Available in four different dimensions (as shown in the catalogue), this scoreboard is suitable for various field sizes and viewing distances. Its bright, high-contrast digits ensure visibility for players, referees, and spectators in all lighting conditions.

SKL-300-3L



SKL-500-3L



SKL-400-3L

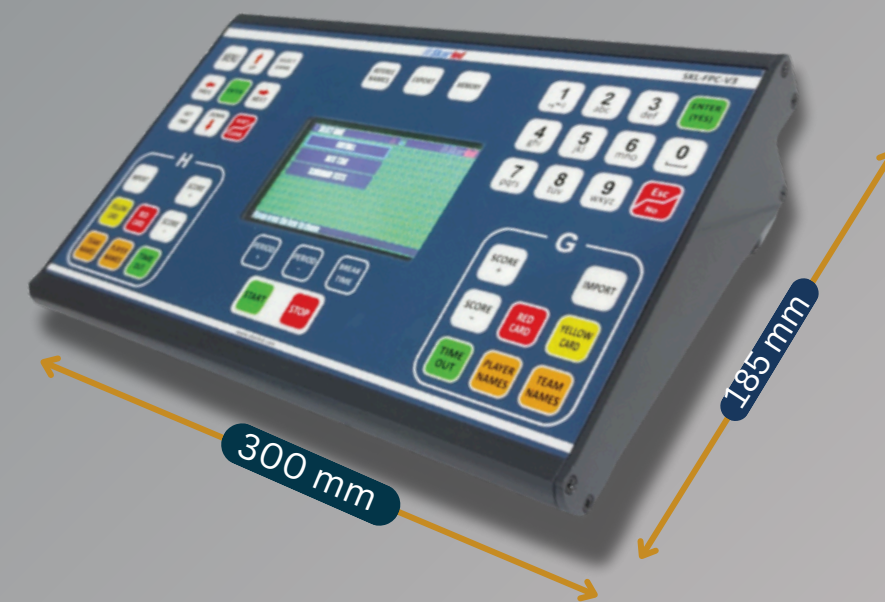


SKL-128-3L



NECESSARY ACCESSORIES (plural)

- Football Control Console SKL-FPC-V3



SKL-FPC-V3

FOOTBALL NUMERIC SCOREBOARD (Without Team names)

Displays the game clock and scores for both teams, labeled as A and B.
Available in three dimensions (as shown below), it is a simple, reliable, and easy-to-read solution for football fields and training grounds.

SKL-250-40



SKL-200-30

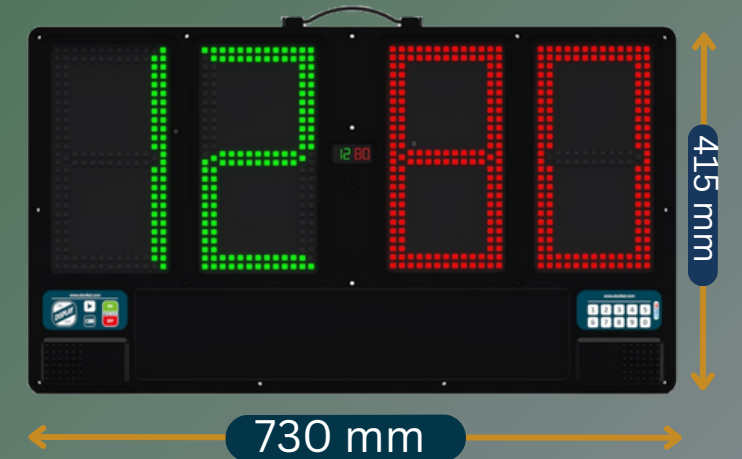


SHS-120



SUBSTITUTION BOARD

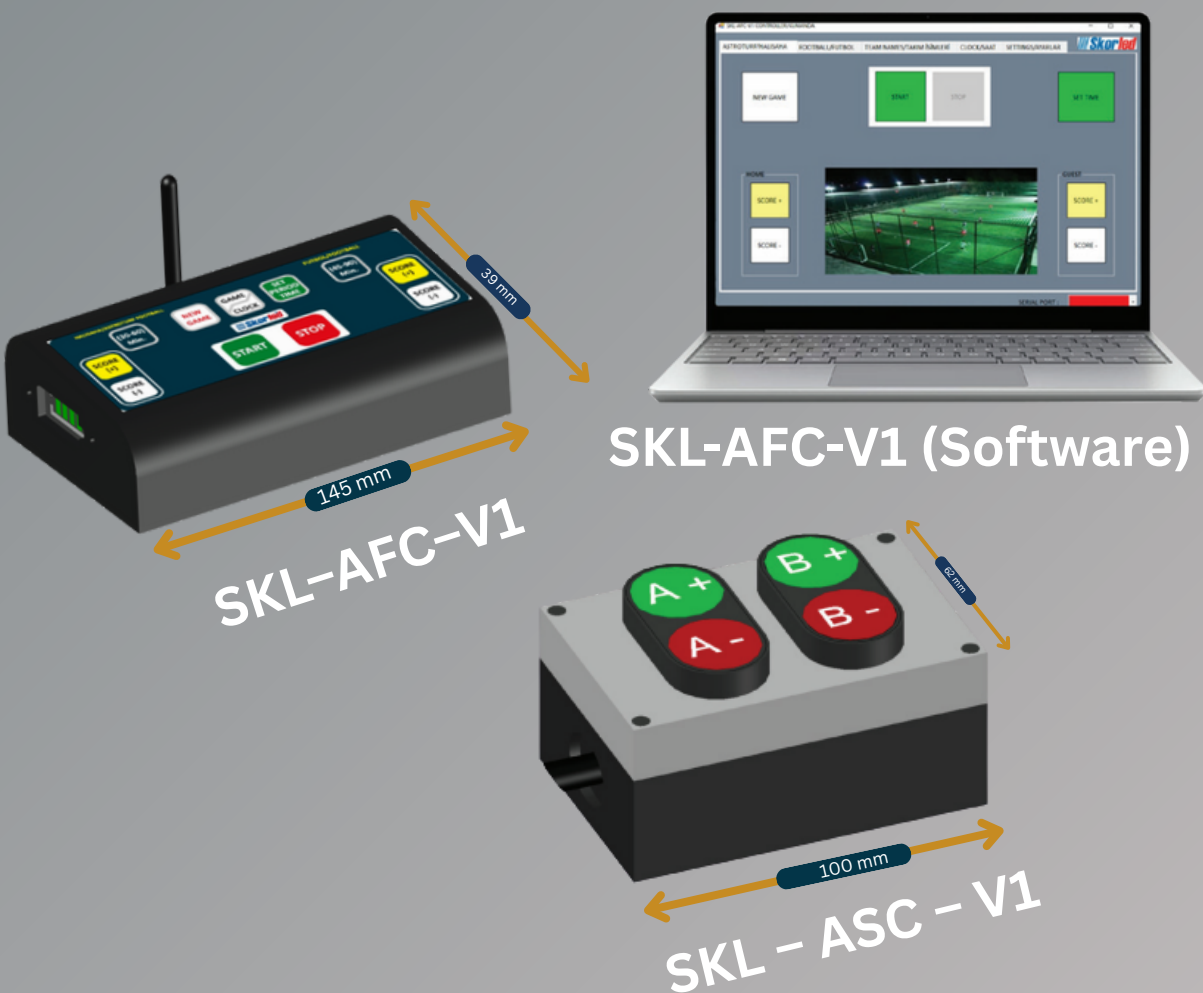
SOD-75



Displays the outgoing player number in red and the incoming player number in green.
Lightweight, portable, long battery life.

CONTROL ACCESSORIES

- Astroturf basic console : SKL – ASC – V1
- Astroturf console : SKL – AFC – V1
- Football Control Software: SKL-AFC-V1 (Software)



*FROM THE STARTING LINE TO THE
FINISH*

we keep the race alive.



ATHLETIC

ATHLETICS

ATHLETIC



ATHLETICS TIMING SOLUTION

Timing scoreboards
Photocell Module
Athletics Data Center
Athletics Management Software

ATHLETICS TIMING SOLUTION

The Athletics Control Solution is a complete, integrated system designed to deliver precision and reliability for track and field events. Combining a central data center (SKL – ADC – V1), photocell timing system (SKL - WPM - V1), athletics scoreboard (SKL – ANS – V1), and user-friendly control software (SKL-ATK-V1), it ensures accurate timekeeping and smooth event management.

- **Wired or Wireless:** All equipment supports both options.
- **Long Battery Life:** Data center runs up to 24 hours on a 1.5-hour charge.
- **Instant Monitoring:** Live charging status shown on all devices.
- **Race Management:** Import pre-created race lists and export results in Excel format.
- **Multiple Entries:** Athletes can participate in more than one race.
- **Flexible Setup:** Any number of scoreboards can be connected.
- **Multi-Gate Timing:** Supports up to 4 timing gates.
- **High Precision:** Measures time with 0.01 accuracy for professional competitions.



SKL – ADC – V1



SKL-ATK-V1



SKL – ANS – V1



SKL - WPM - V1

ATHLETICS CONTROLLING SYSTEM



SKL – ANS – V1

Scoreboards come in 20, 25, 30, 35, and 40 cm standard sizes, with custom dimensions available. Display colors can be customized for maximum visibility and a professional finish.

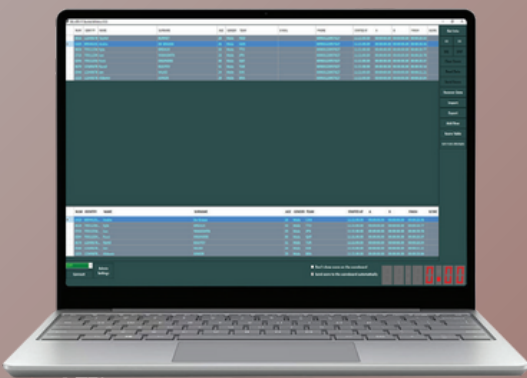


SKL - WPM - V1

The Photocell System ensures high-precision timing for athletics events, capturing results with absolute accuracy. It provides reliable start and finish detection even in challenging conditions.



The Data Center delivers reliable, high-precision data processing for sports timing and results management. Built for durability, it runs stably under demanding conditions and integrates seamlessly with all system components.



SKL-ATK-V1

A precise and easy-to-use solution for managing track and field events. Fully integrated with the data center, photocells, and scoreboards, it delivers millisecond timing, real-time results, and seamless race management — all from a simple, user-friendly interface.

ATHLETICS CONTROLLING SYSTEM

The Athletics Timing Solution is offered in two set options, differing by the type of scoreboard, with up to four pieces scoreboards provided per system according to project requirements. The two sets are as below:

SAS-N20-X

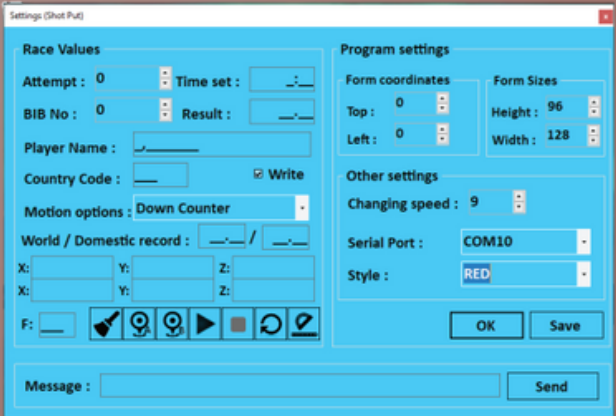
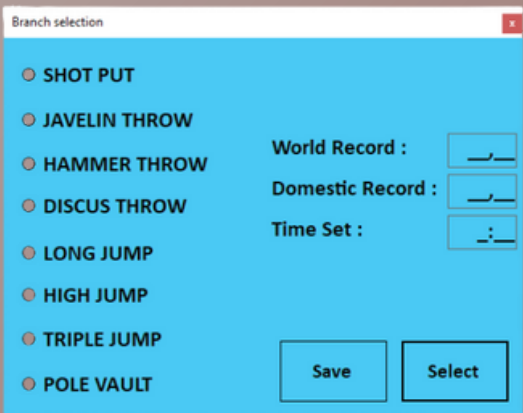


SAS – P10



SAS-ATS-V1

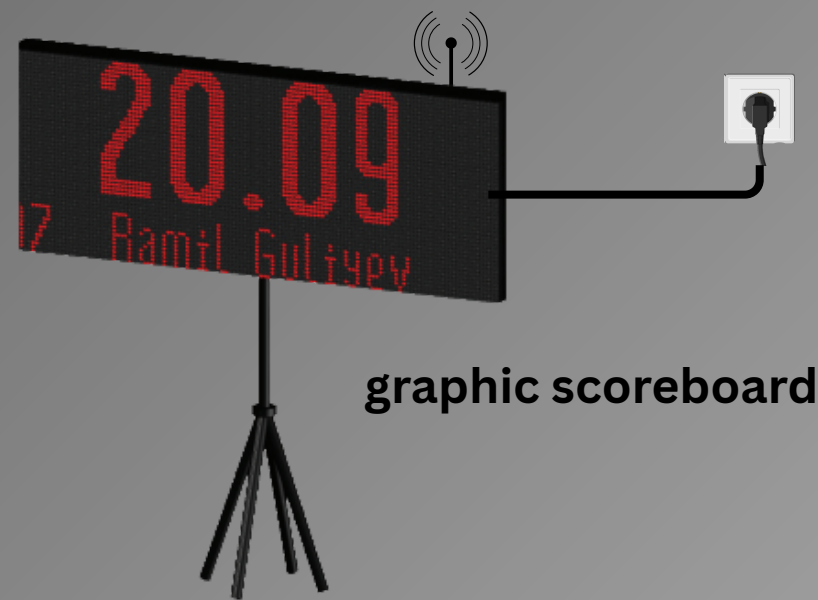
The system allows timing to begin from any desired point. World and local records can be stored and displayed instantly. Custom messages may be shown on the scoreboard, and full compatibility with the TOPCON device ensures seamless integration.





ATHLETIC

SAS – P10



graphic scoreboard



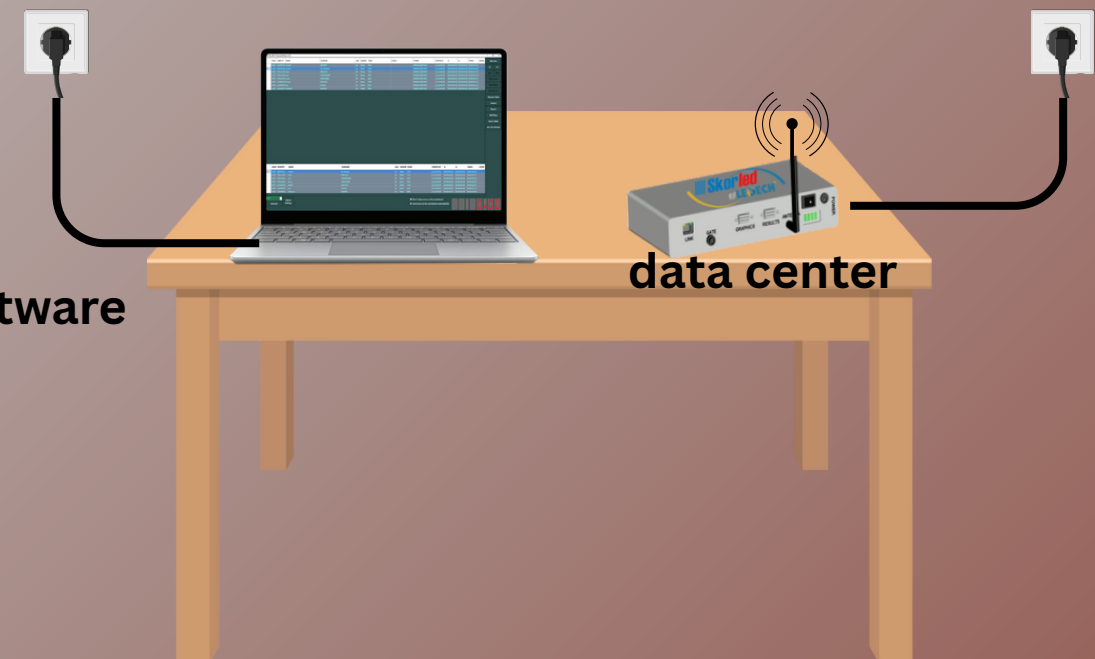
WIRELESS PHOTOCELL MODULE

	8
	7
	6
	5
	4
	3
	2
	1



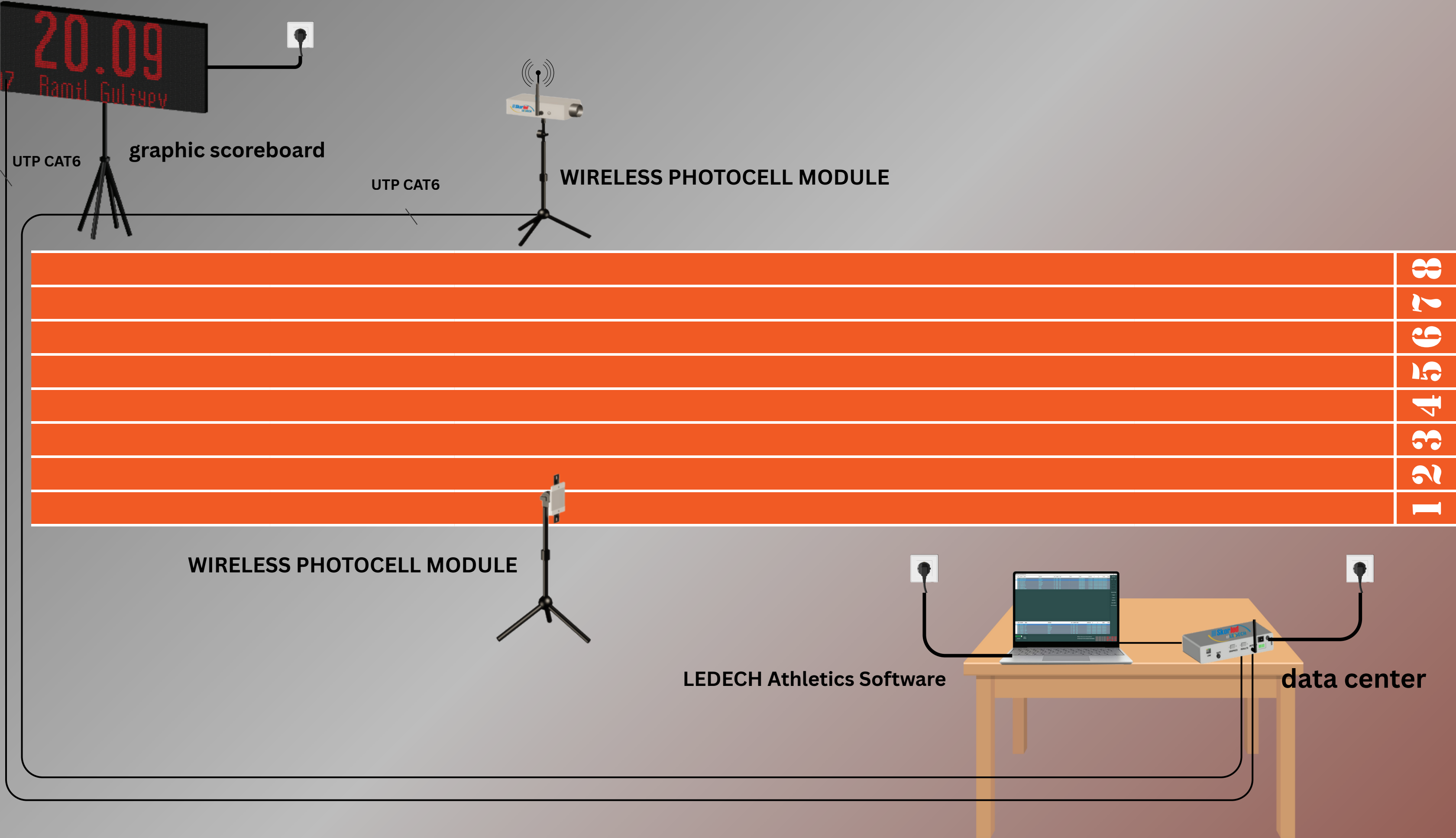
WIRELESS PHOTOCELL MODULE

LEDECH Athletics Software



data center

SAS – P10



TENNIS

EVERY POINT COUNTS
every match remembered.

EVERY POINT COUNTS
every match remembered.

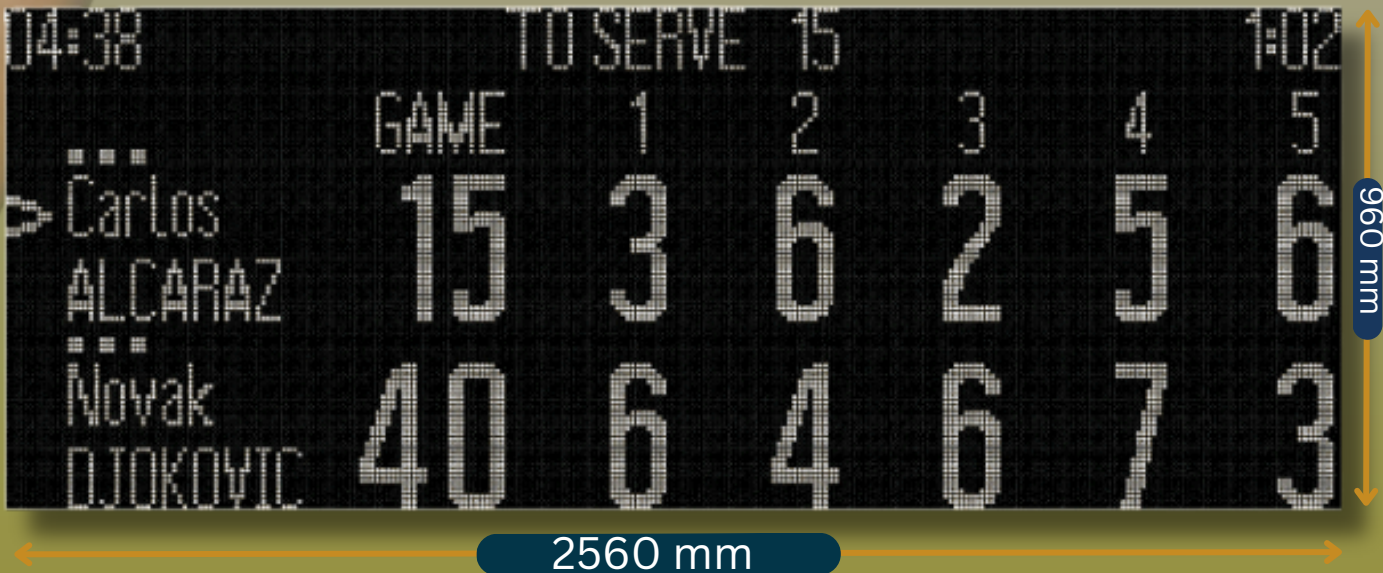


TENNIS

TENNIS SCORING SYSTEM

- Multi-language support: Turkish, English, and French, plus German, Azerbaijani, Turkmen, and Uzbek character sets.
- Wired or wireless operation: up to 15-hour battery life with a 1.5-hour charge
- Intuitive controller interface for easy use.
- Scoreboard test mode ensures reliable operation.
- Displays game clock and current time on the scoreboard.

STS-300-3L



SKL-TNS-V1



“Durable outdoor scoreboard with real-time tennis scoring and vibrant graphics.”

TENNIS

04:38 TO SERVE 15 1:02

	GAME	1	2	3	4	5
Carlos ALCARAZ	15	3	6	2	5	6
Novak DJOKOVIC	40	6	4	6	7	3

TENNIS



At Ledech, we love what we do and who we do it for

At Ledech, we deliver complete scoreboard solutions — from compact models to large-scale video screens, as well as fully customized designs tailored to our customers' needs.

Every project is handled with the highest level of professionalism, supported by our skilled and service-oriented team.

We ensure our products meet the latest standards and regulations, and we continuously update and refine our solutions to provide reliable, future-ready scoreboards.

Careful product verification

To guarantee reliability, we perform rigorous quality checks both during production and prior to dispatch.



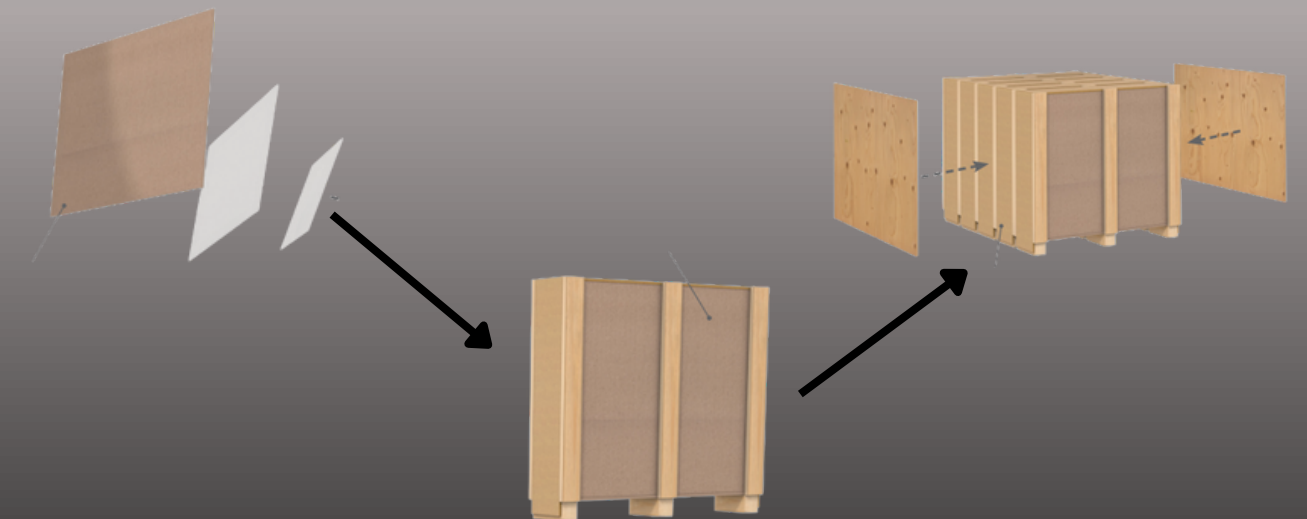
PACKAGING

At Ledech, we have developed and refined our packaging standards over many years to ensure the safe transport of our scoreboards.

Each unit is individually secured in a wooden frame with cardboard padding, reinforced with protective corners and polystyrene for maximum safety during freight.

For shipments containing multiple scoreboards, the individually packed units are combined and stabilized with additional wooden reinforcements to guarantee a secure delivery.

Note that while LEDECH applies packing standards to the majority of products, adjustments may be made when required by specific circumstances.





LEDECH REFERENCE







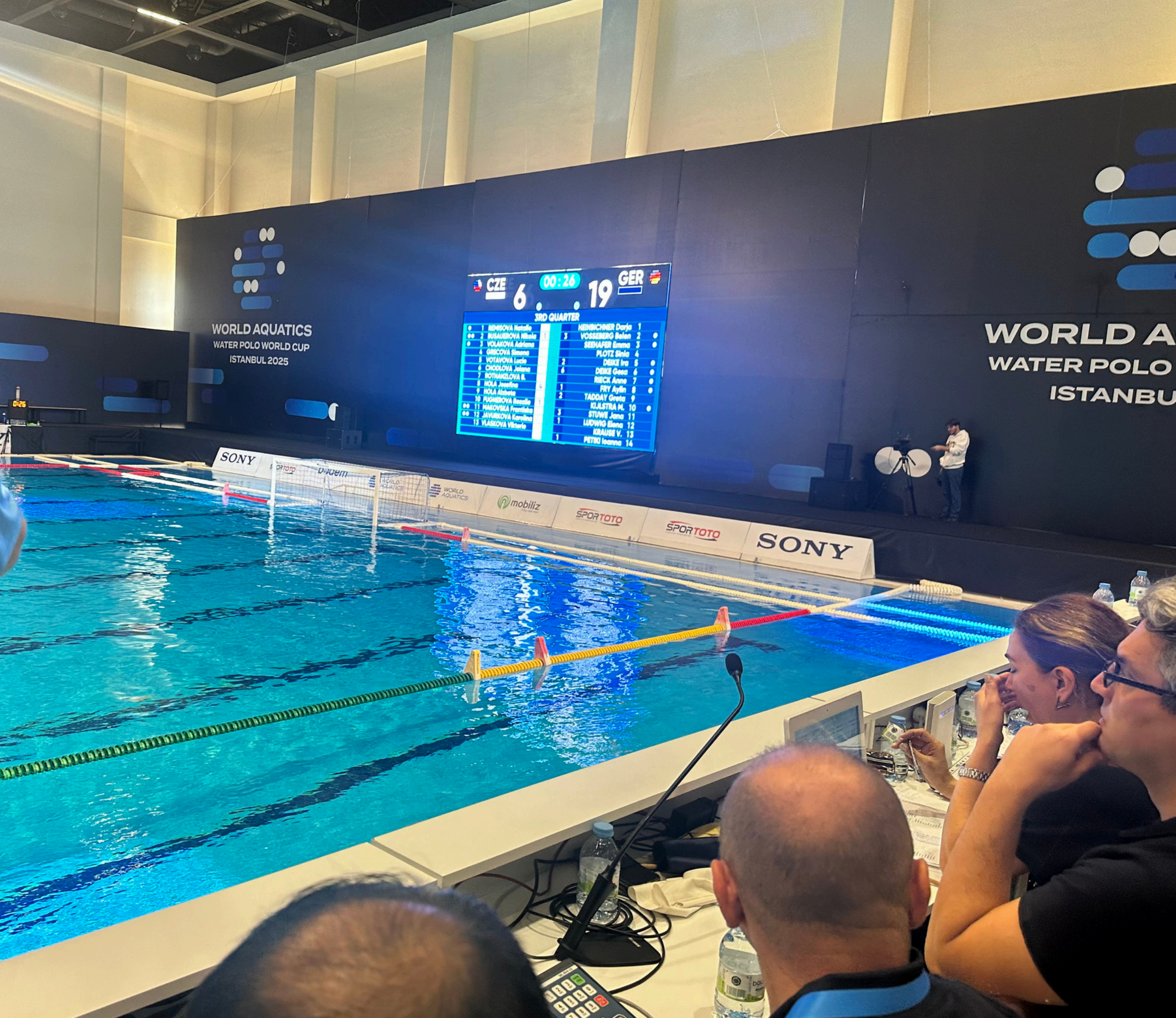













CZE

6

00:26

19


GER

3RD QUARTER

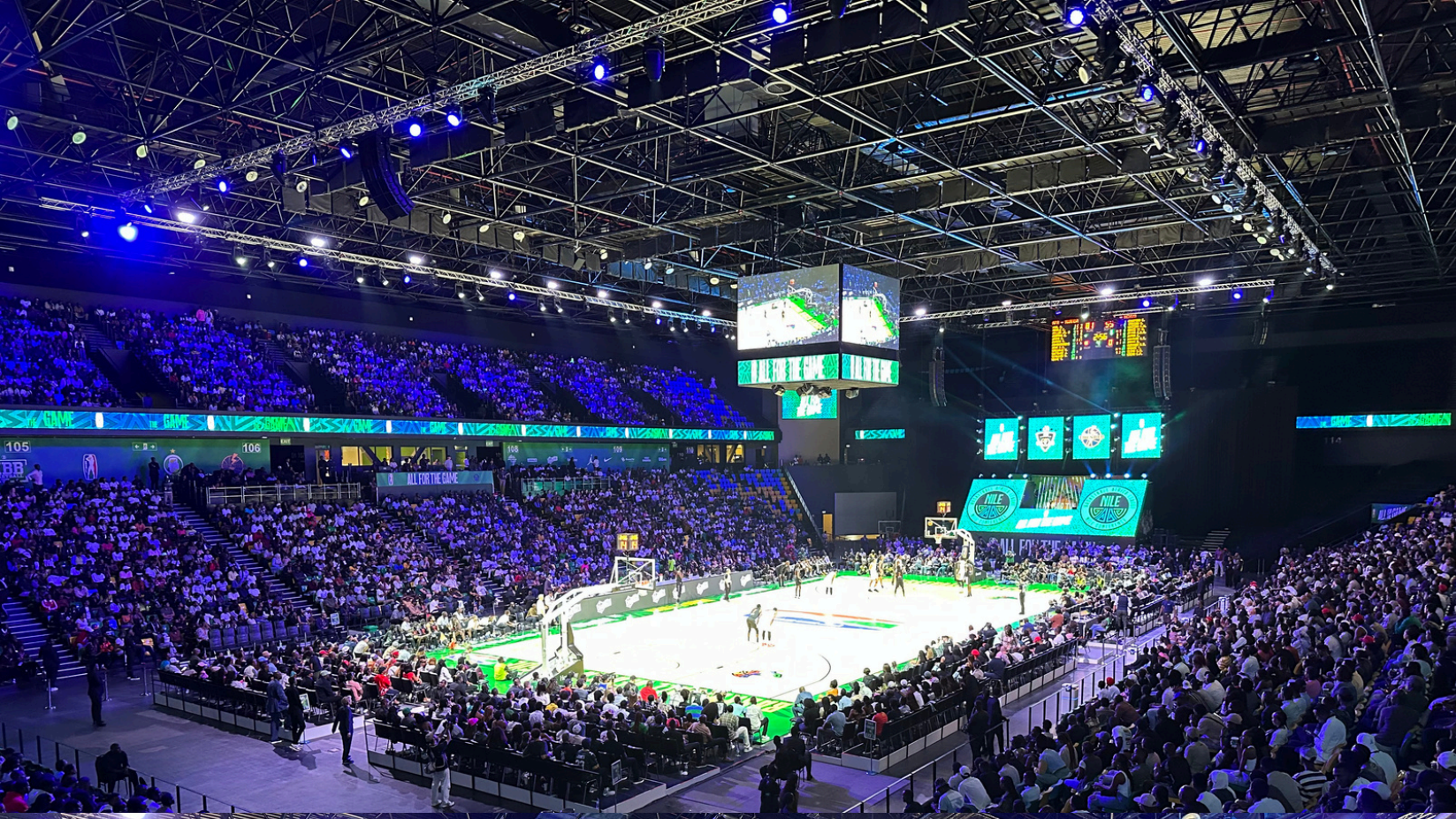
1	BERNOVA Hana	1	HEINICHNER Dorja	1
00	BULANIKOVA Milica	3	VOSSBERG Helen	2
0	VOLAKOVA Adrena	3	SEIDHARTER Emma	3
4	GRICOVA Simona		PLÖTZ Silke	4
5	VOJAVOVA Lucie	2	DEIKE Iva	5
6	CHODLOVA Jolana	4	DEIKE Gena	6
7	ROTMANKLOVA B.	6	NICK Anna	7
8	HOLA Josefina	1	FRY Aylin	8
9	HOLA Alibona	2	TADDAY Greta	9
10	PUGHROVA Renata		KALSTRA M.	10
00	MAROVSKA Preridika	3	STUMME Jana	11
00	JAVANSKOVA Katerina	1	LADWIG Elena	12
13	VLASKOVA Viterka		KRAJCE V.	13
		1	PETRU Ioana	14



WORLD AQUATICS
WATER POLO WORLD CUP
ISTANBUL 2025









FIBA
APPROVED
EQUIPMENT

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