





***WE MAKE 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.

MULTISPORT SCOREBOARD SOLUTIONS ----- Page 7 -43

Professional scoreboards, shot clocks, control consoles, and FIBA-approved systems for basketball, volleyball, handball, futsal, and more—designed for schools, clubs, and arenas.

AQUATIC TIMING SYSTEM SOLUTIONS ----- Page 44-69

Swimming / water polo timing systems compliant with World Aquatics standards.

FOOTBALL SYSTEM SOLUTIONS ----- Page 70-79

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

ATHLETICS TIMING SYSTEM SOLUTIONS ----- Page 80-86

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

TENNIS SYSTEM SOLUTIONS ----- Page 87-89

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

FIBA
APPROVED
EQUIPMENT

MULTISPORT

Our Multisport system Solution supports :



Basketball - Volleyball - Handball - Futsal - Hockeys

MULTISPORTS SCOREBOARD SOLUTION

Electronic scoreboards

Scoring console

Text Display

Display Videoboard

SCHOOL TYPE SCOREBOARDS

	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



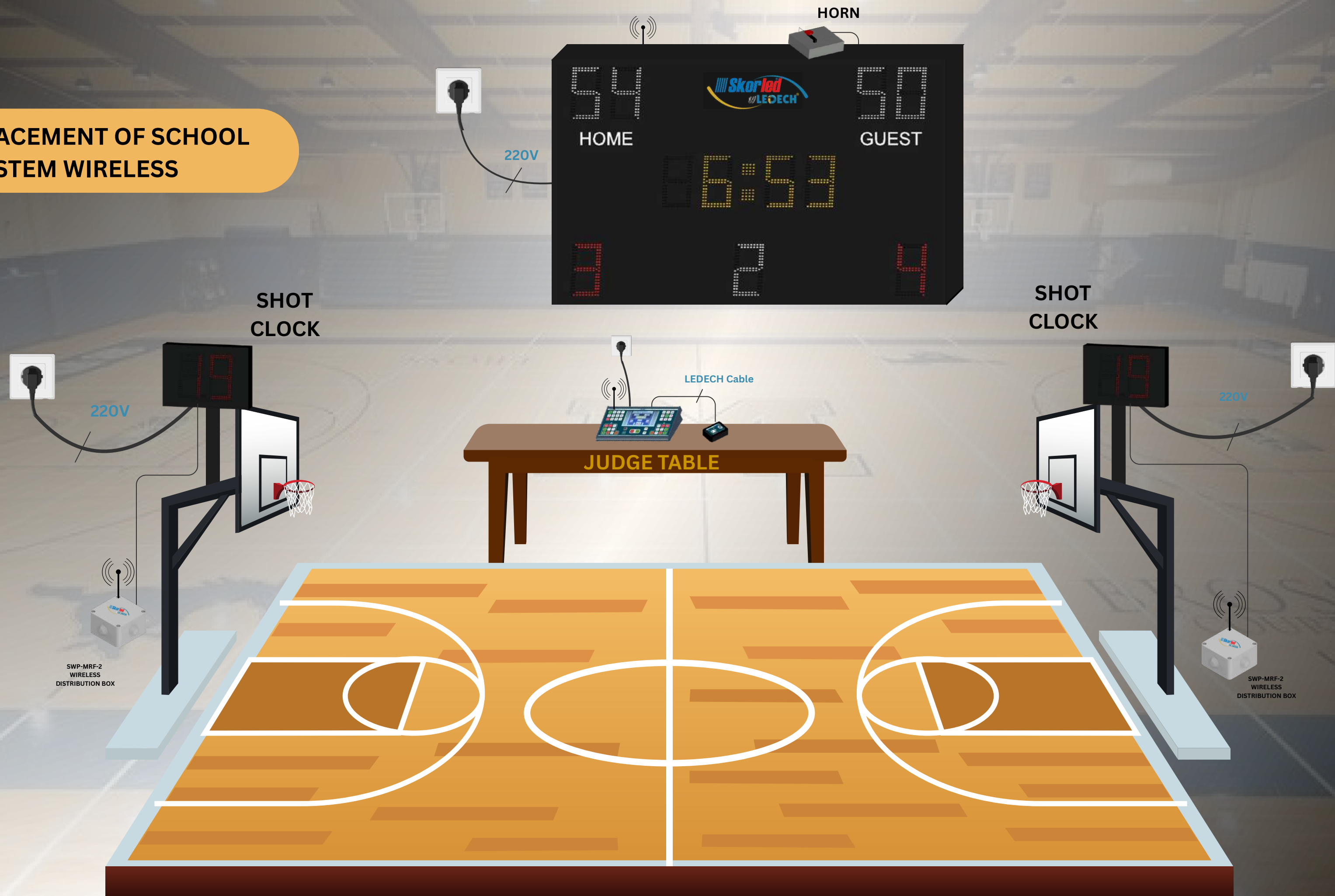
S24K



SKL-BVH-V2



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

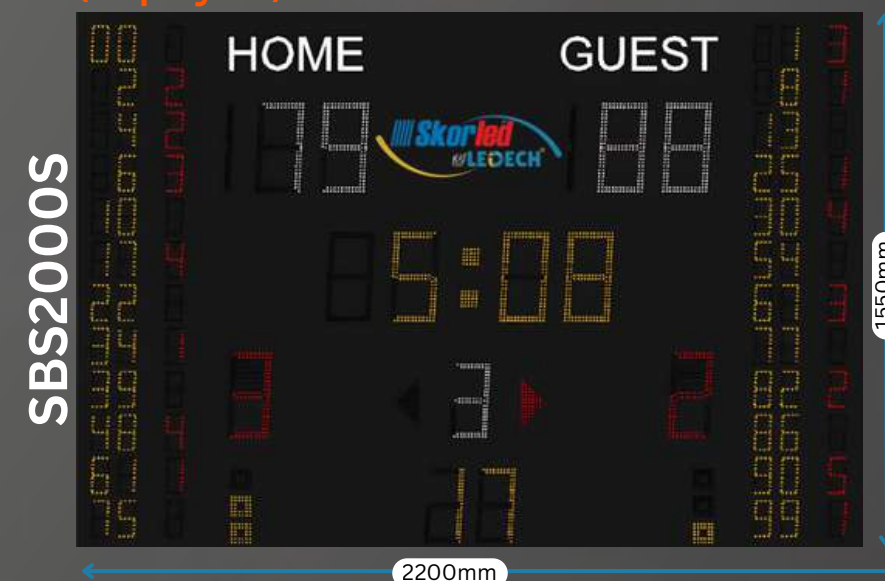
(Basic type)



(Basic type with suspension time)



(12 players)



(16 players and suspension time)



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

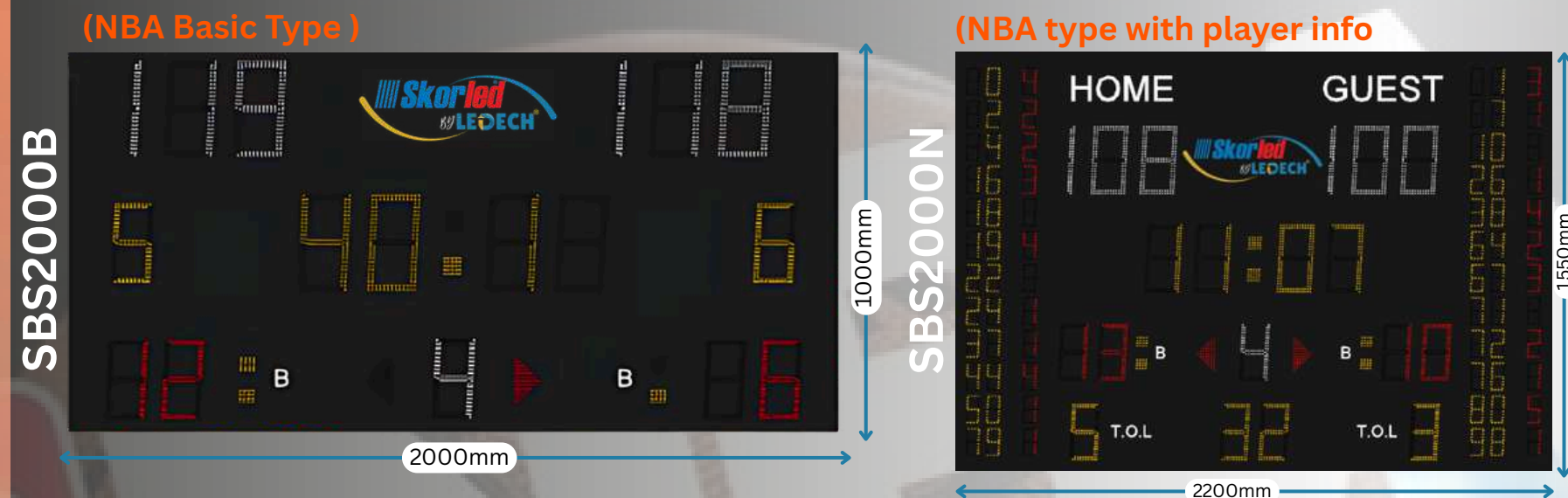
***NOTE:** P.P= Per Player , P.T= Per Team.

NECESSARY ACCESSORIES

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



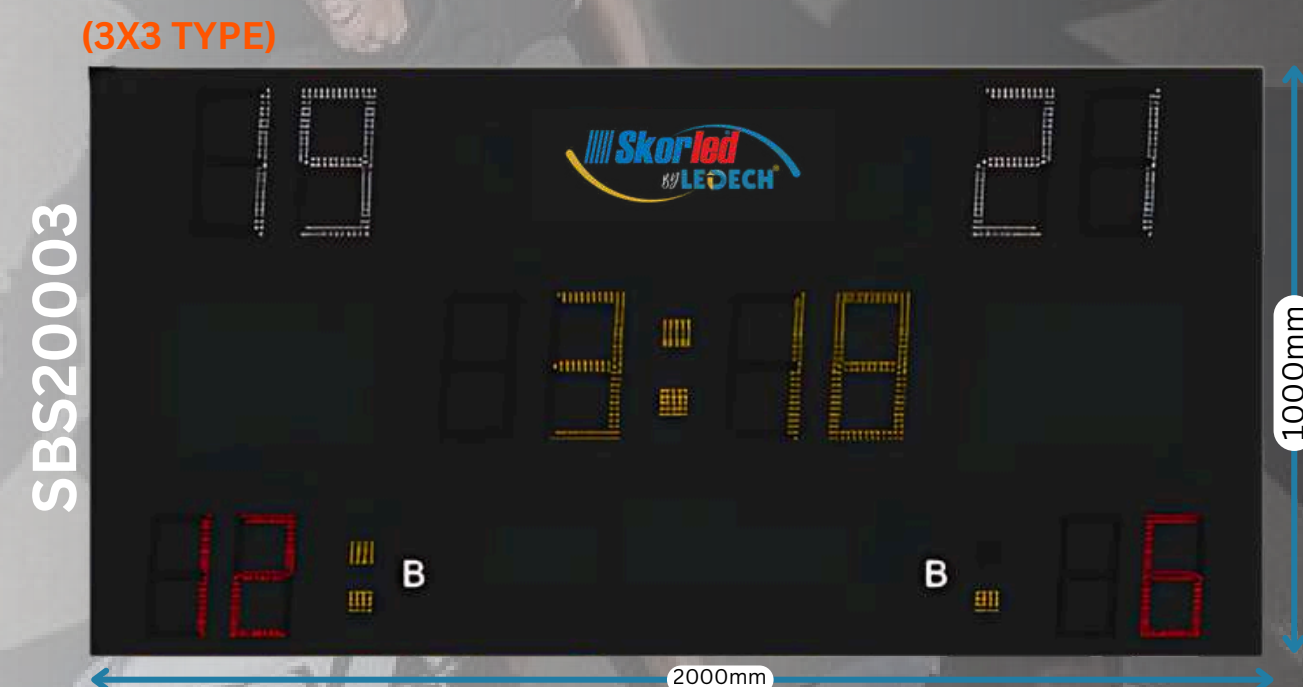
SBS2000X SERIES



	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)



	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

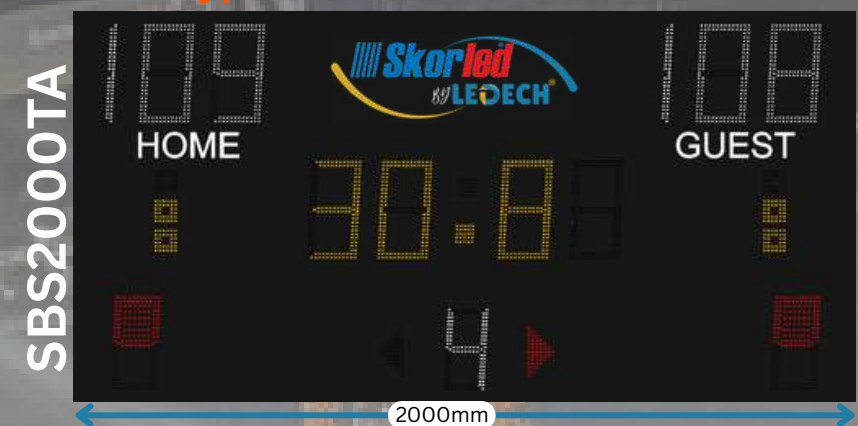


	SBS2000TA	SBS2000TH	SBS2000TS	SBS2000TR
Game clock	✓	✓	✓	✓
Period	✓	✓	✓	✓
Team score	✓	✓	✓	✓
Team fouls	✓	✓	✓	✓
Bonus indicator	✗	✗	✗	✗
Time-out indicator	✓	✓	✓	✓
Direction indicator	✓	✓	✓	✓
Player's number and suspension time count	✗	✓	✗	✓
Time-out timer	✗	✗	✓	✓
Player information	✗	✗	✓	✓
Team name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

*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

SBS2000T3 SERIES

SBS2000TB



SBS2000TN



SBS200003



	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	✓



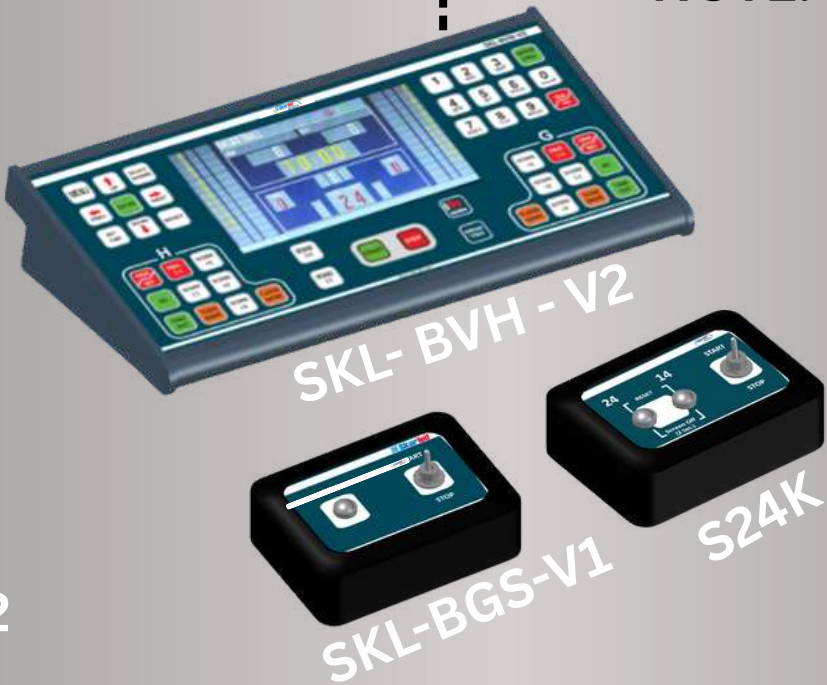
DISPLAY DETAILS

	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

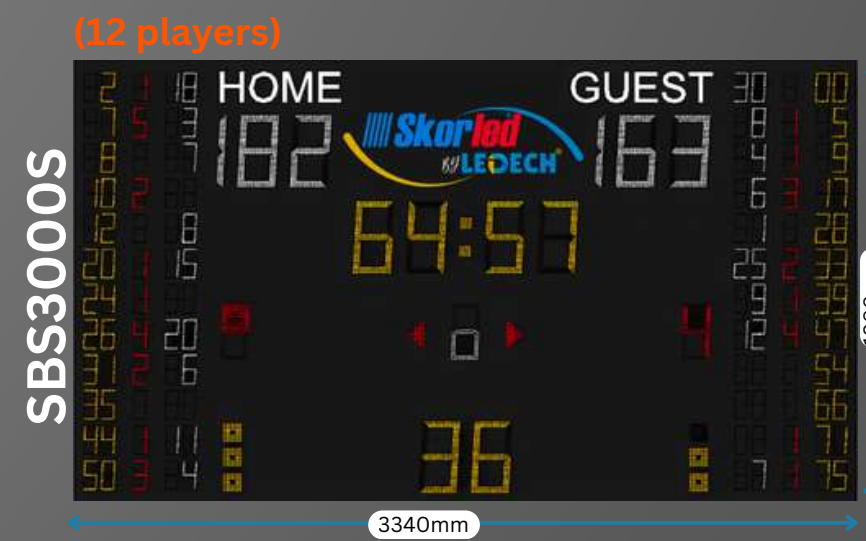
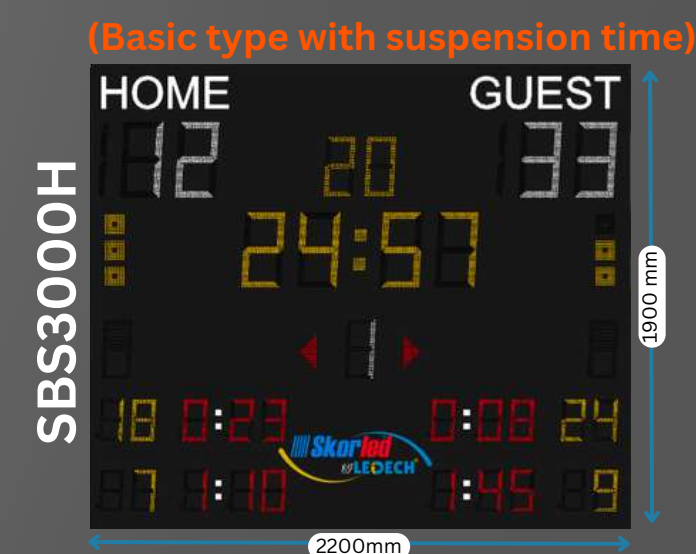
***NOTE:** P.P= Per Player , P.T= Per Team



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	✓	✓	✓	✓



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

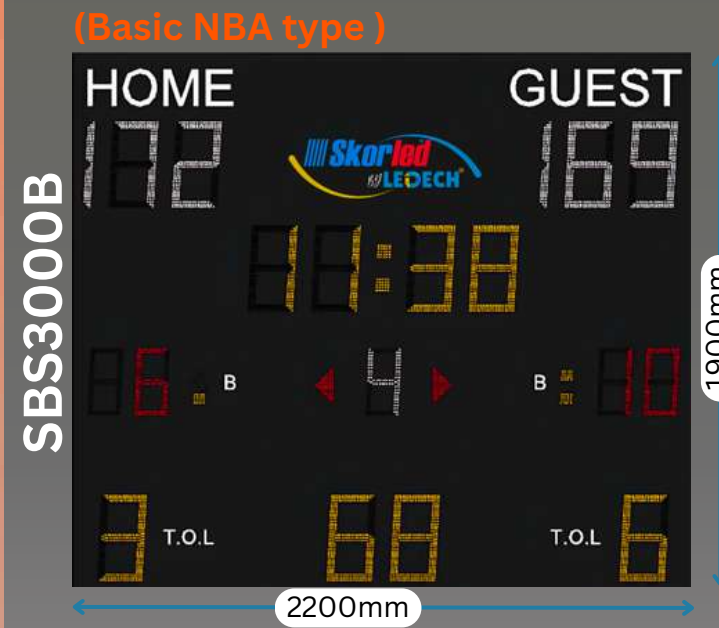
***NOTE:** P.P= Per Player , P.T= Per Team

NECESSARY ACCESSORIES

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



SBS3000X SERIES



SBS30003 SERIES (3X3)



	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
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

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

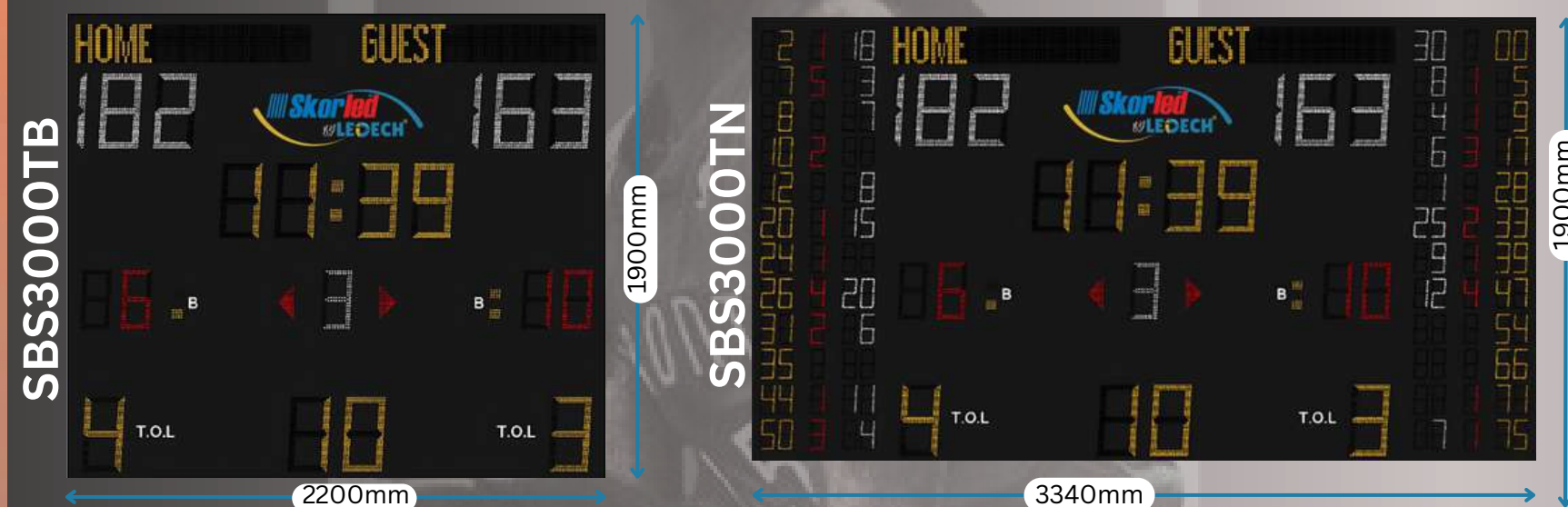


NECESSARY ACCESSORIES

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



SBS3000TX SERIES



	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)



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

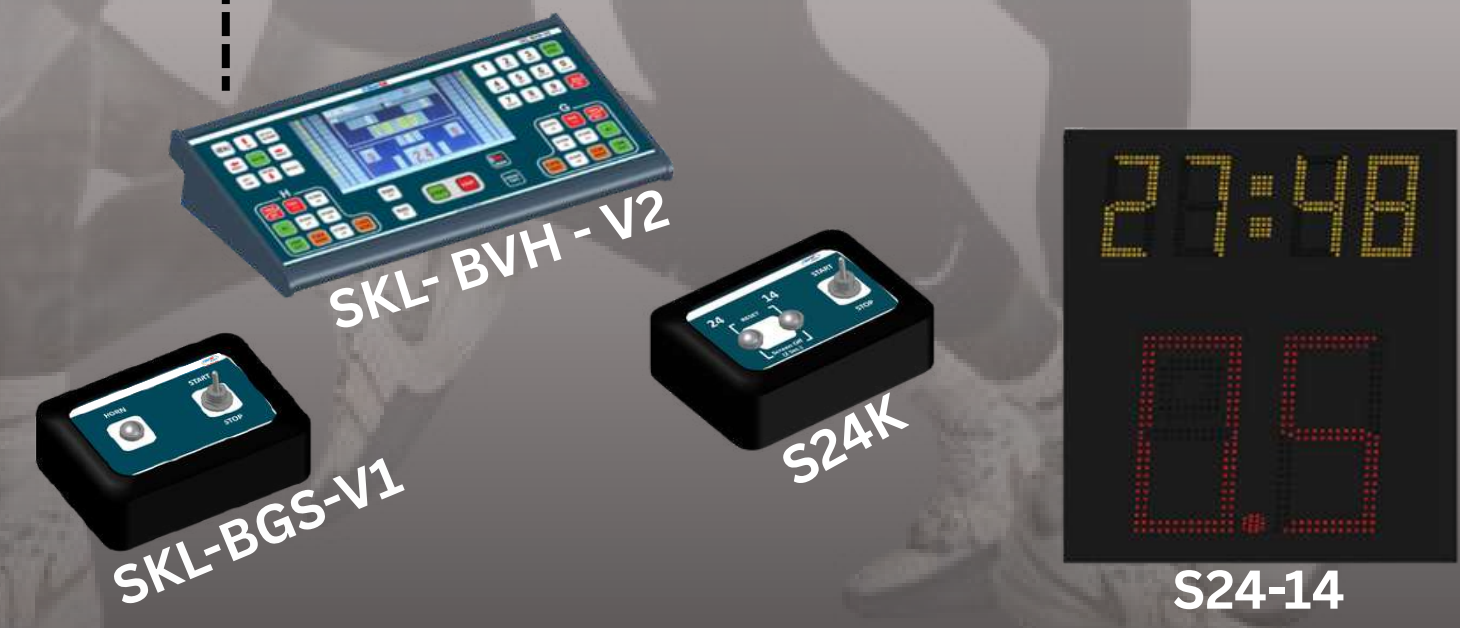
	SBS3000TB	SBS3000TN
Game clock	30 cm - 4 digits	30 cm - 4 digits
Period	23 cm - 1 digit	23 cm - 1 digit
Team score	30 cm - 3 digits p.t	30 cm - 3 digits p.t
Team fouls	23 cm - 2 digits p.t	23 cm - 2 digits p.t
Bonus indicator	2 yellow dots	2 yellow dots
Time-out indicator	30 cm, 1 yellow digit	20 cm, 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

	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

***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

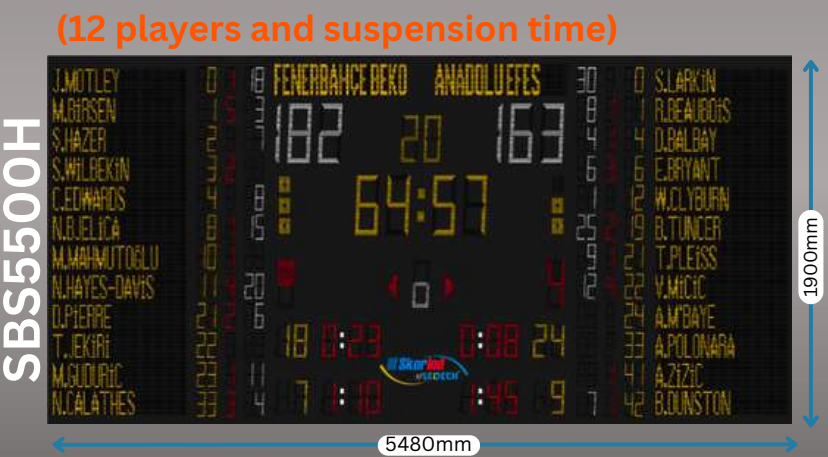


SBS5500X SERIES

(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

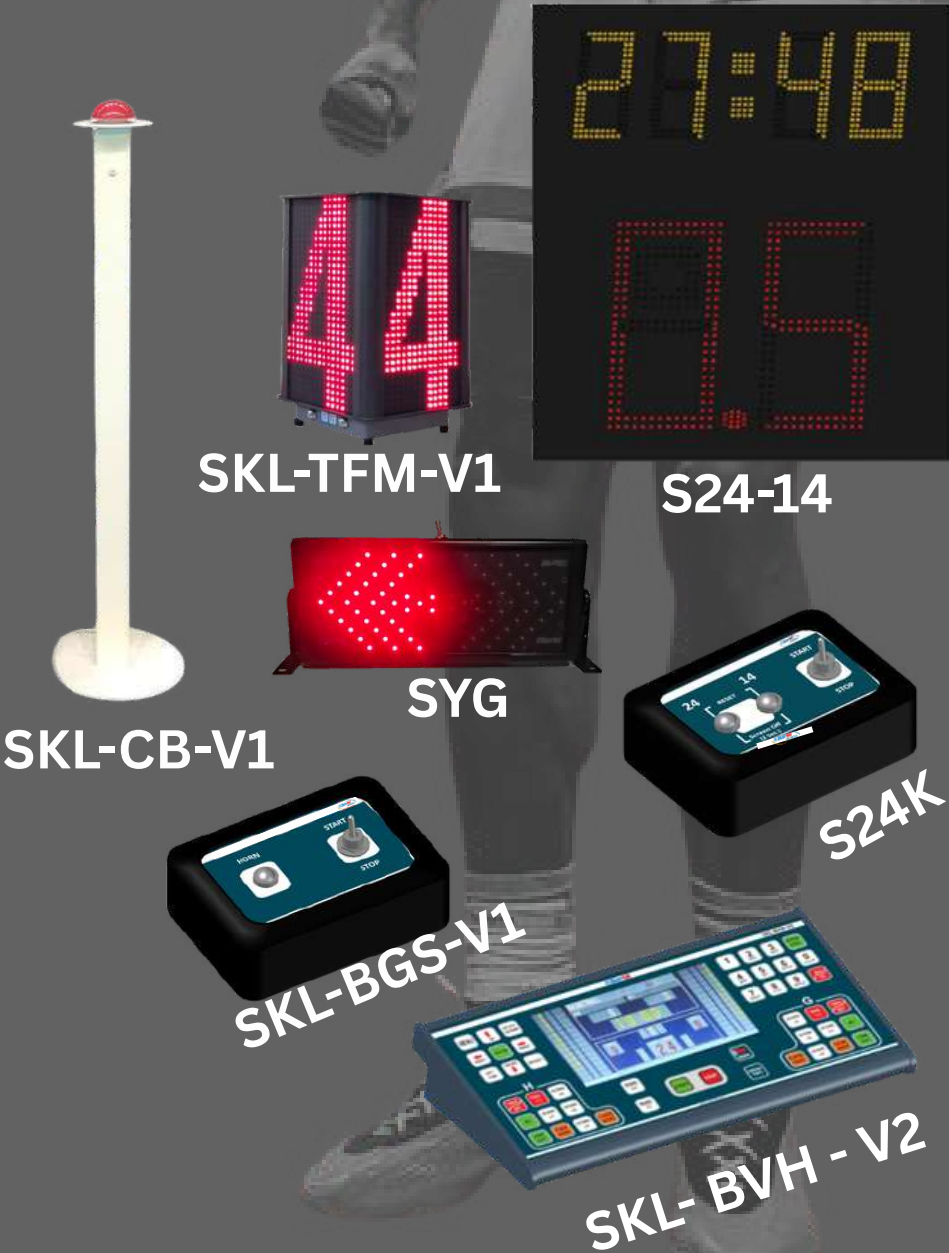
	SBS5500S	SBS5500R	SBS5500N	SBS5500H
Game clock	30 cm - 4 digits	30 cm - 4 digits	30 cm - 4 digits	30 cm - 4 digits
Period	23 cm - 1 digit	23 cm - 1 digit	23 cm - 1 digit	23 cm - 1 digit
Team score	30cm - 3 digits p.t	30cm - 3 digits p.t	30cm - 3 digits p.t	30cm - 3 digits p.t
Team fouls	23 cm - 1 digit 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	✓	✓	✓	✓

(12 players)

SBS7500S

REAL MADRID	ARMANI MILAN
CAUSEUR, F. FERNANDEZ, R. ABALDE, A. HANGA, A. HEZONJA, M. RODRIGUEZ, S. DECK, G. POIRIER, V. TAVARES, W. LLULL, S. YABUSELE, G. MUSA, D.	DAVIES, B. MITROU-LONG, N. PANGOS, K. MELT, N. BARON, B. BILIGHA, P. HALL, D. SHIELDS, S. ALVITI, D. HINES, K. DATOME, L. VOIGTMANN, J.

6480mm

(16 Players and suspension time)

SBS7500R

HC VARDAR 1961	HBC NANTES
RISTOVSKI, B. PETROV, K. STOILOV, S. WALCZAK, P. GEORGIEVSKI, G. KARAPALEVSKI, M. CZUHARA, J. SAVREVSKI, D. TOTO, J. TALESKI, F. DIBIROV, T. KRSTEVSKI, S. DODIC, S. KOSEVCI, A. MISHEVSKI, M. GOGOV, V.	BRIET, T. PERSSON, I. CAVALCANTI, A. SHURINSKIY, A. OVNICEK, R. DAMATIN, B. HOFMANN, A. PORTELA, P. MAQUEDA PENO, J. HALLGRIMSSON, V. TOTO, J. MONAR, T. NASSUELA, S. HANDJOU TCHUJELLE VELENOVETH, S. BEAUCHEF, M.

6480

(NBA type with player info)

SBS7500N

H. ROCKETS	D. MAVERICKS
WASHINGTON, T. SMITH, J. PORTER, K. GREEN, J. TATE, J. CHRISTOPHER, J. GORDON, E. GARUDA, U. FERNANDO, B. MATHEWS, G. SENGUN, A. MARJANDVIC, B.	MCGEE, J. PINSON, T. HARDY, J. POWELL, D. GREEN, J. NYTILJIKINA, F. BULLOCK, R. DINWIDDIE, S. WALKER, K. WOOD, C. BERTANS, D. DONCIC, L.

6480mm

(12 players and suspension time)

SBS7500H

REAL MADRID	ARMANI MILAN
CAUSEUR, F. FERNANDEZ, R. ABALDE, A. HANGA, A. HEZONJA, M. RODRIGUEZ, S. DECK, G. POIRIER, V. TAVARES, W. LLULL, S. YABUSELE, G. MUSA, D.	DAVIES, B. MITROU-LONG, N. PANGOS, K. MELT, N. BARON, B. BILIGHA, P. HALL, D. SHIELDS, S. ALVITI, D. HINES, K. DATOME, L. VOIGTMANN, J.

6480mm

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





SHOT CLOCK



BACKBOARD LED STRIPS



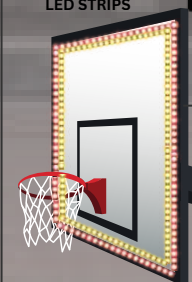
4 SIDED DIGITAL TEAM FOULS MARKER



JUDGE TABLE



BACKBOARD LED STRIPS



SHOT CLOCK



PLACEMENT OF FIBA LEVEL 1 TYPE SCOREBOARDS SYSTEM WITH WIRELESS

LED DISPLAY PRODUCT SERIES

X SERIES INDOOR LED DISPLAY

SKL-LVE-BX

Technical Specifications

- Pixel Pitch Options: 1.56–5.95 mm
- Cabinet Size: 1000 × 500 × 48 mm
- Module Size: 250 × 250 mm
- Cabinet Material: Die-cast aluminium
- Brightness: 800–4,000 nits
- Refresh Rate: 7,680 Hz
- Viewing Angle: 140° horizontal / 140° vertical
- Operating Temperature: –10°C to +40°C
- Protection Rating: IP30
- Maintenance: Front service



INDOOR LED DISPLAY APPLICATIONS



Note: Suitable for indoor sports arenas, shopping malls and retail stores, as well as stages, events and entertainment venues.

FIBA LEVEL 1 VIDEOBOARD



MEDIA CUBE

SKL-LVE-MCX

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.

MEDIA CUBE



PERIMETER LED SCREENS

UE6-SERIES INDOOR LED DISPLAY

SKL-LVE-UE6

Technical Specifications

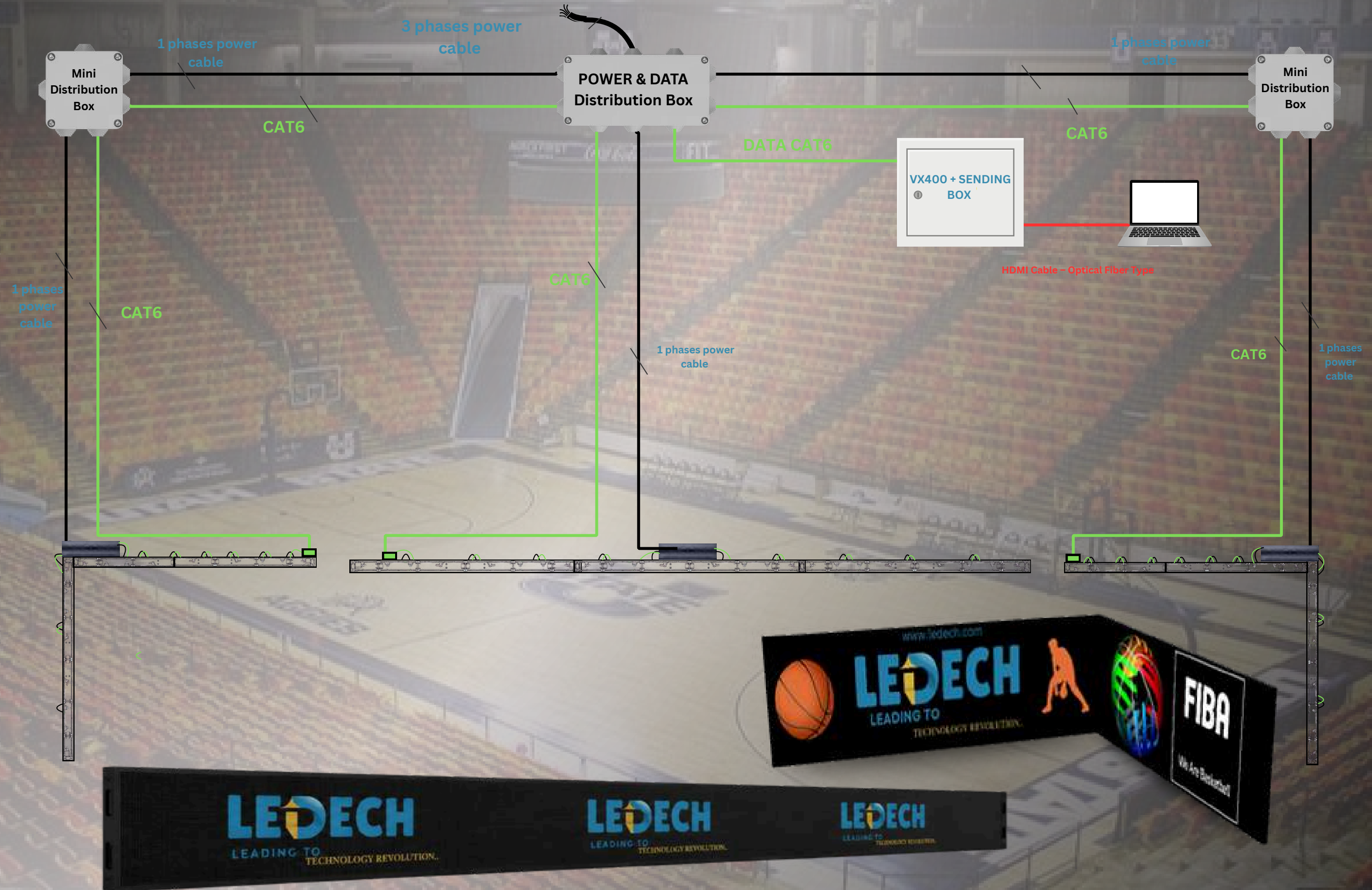
- Model: UE6
- Pixel Pitch: 6.25 mm
- Panel Size: 1200 × 925 (800) × 104 mm
- Panel Resolution: 192 × 128 pixels
- Material: Aluminium
- Panel Weight: 37.5 kg
- Greyscale: 16 bit
- Brightness: 1,500 nits
- Refresh Rate: 7,680 Hz
- Power Consumption: 375 W/m² max. / 125 W/m² avg.
- Protection Rating: IP30 front / IP30 rear
- Maintenance: Front and rear service

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.

RIBBON & PERIMETER LED SCREENS



DIGITAL CLOCK



SKL-ST-160T6

APPLICATION AREAS:

Locker Rooms • Sports Venues • Schools

WHERE EVERY SECOND MATTERS



SKL-ST-125T4



SKL-SOS-V1

TIME KEEPER FOR LOCKER ROOMS

Operates through a centralised timing system.
All clocks throughout the sports venue receive the time simultaneously from the central system.

The display can be configured to operate in either HH:MM or MM:SS format

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.



SMART BASKETBALL SHOOTING MACHINE

Improves shooting practice with smart and efficient training.

- Automatic ball return
- Multi-angle shooting
- Adjustable speed



BASKETBALL TRAINING MACHINE



APPLICATION

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

BODY TRAINING MACHINE

Unique Features

- Bi-directional use
- Full-body training

Applications

- Fitness clubs
- Sports academies
- Team 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

MULTISPORT



SWIMMING

EVERY TOUCH COUNTS
WE MAKE IT TRUE

SWIMMING

SWIMMING TIMING COMPLETE SET SOLUTION

Digital and Numeric Display
Precise Timer console
TouchPads
Starting blocks



SWIMMING



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

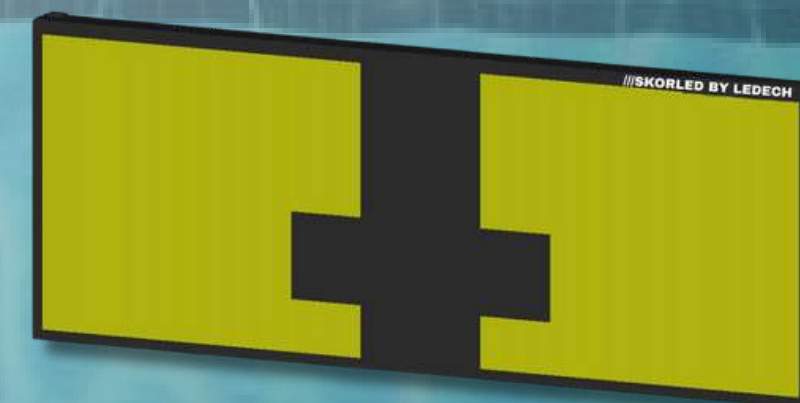
11:08.9

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



SWIMMING SCREEN TYPES

DIGITAL TYPE

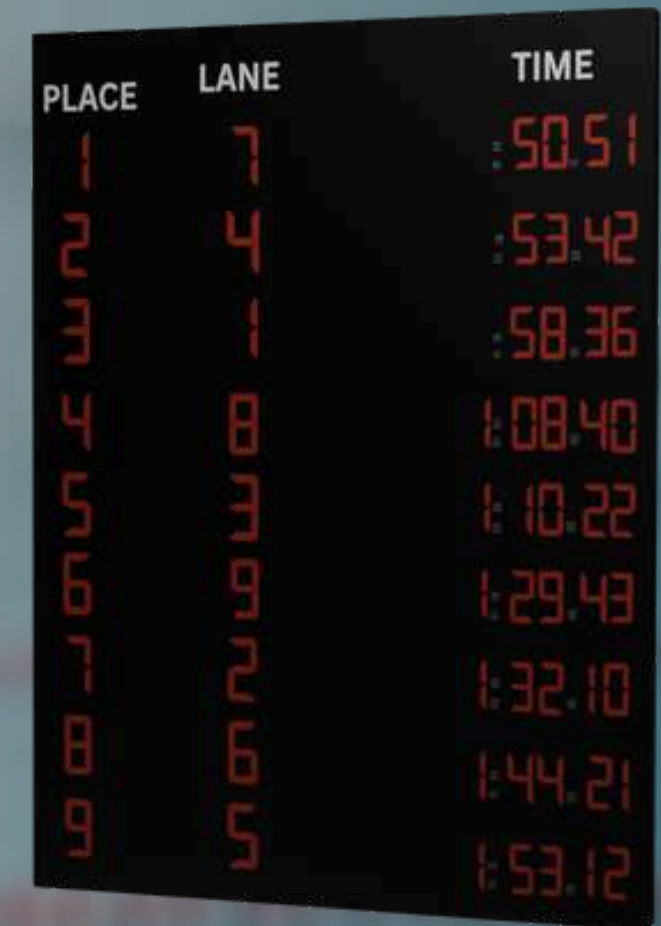


2 . Erkekler, 200m Freestyle				L: 4/4
E: 2 H: 1				11:08.9
Ln	Plc	Name	Team	Time
4	3	Liam Parker	TUR	1:20:35
8	7	Ethan Carter	TUR	1:21:11
6	5	Noah Mitchell	TUR	1:21:37
1	9	James Walker	TUR	1:23:40
7	2	Samuel Turner	TUR	1:25:51
2	8	Alexander Cooper	TUR	1:29:35
3	1	Daniel Morgan	TUR	1:36:45
5	4	Henry Bennett	TUR	1:40:53

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

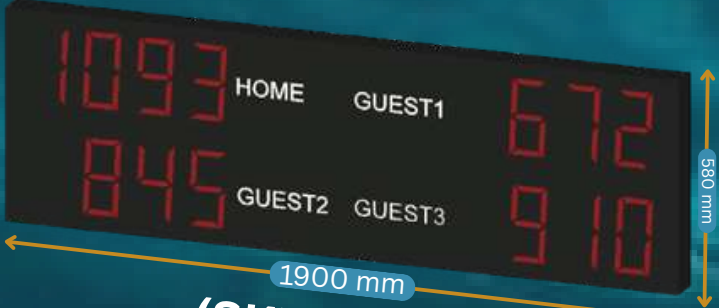


PLACE	LANE	TIME
1	7	:50.51
2	4	:53.42
3	1	:58.36
4	8	1:08.40
5	3	1:10.22
6	9	1:29.43
7	2	1:32.10
8	6	1:44.21
9	5	1:53.12

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.

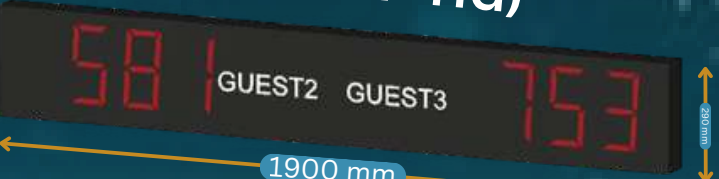
ADDITIONAL SCREENS



(SKL-STP-2L)



(SKL-STP-HG)



(SKL-STP-GG)

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.



SKL-SLN-2L



SKL-SLN-1L

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



(SKL-SLT-2L)



(SKL-STM-1L)



(SKL-SLL-1L)

LAP-LENGTH-TIME Scoreboard

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

OR

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



(SKL-SLAP-S)

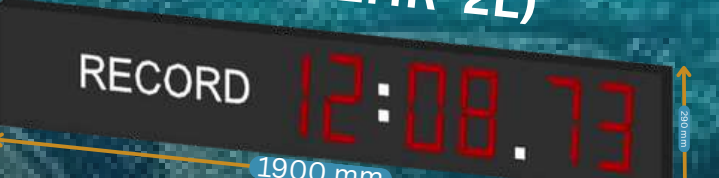
LAP Scoreboard

Used as LAP number showing scoreboard

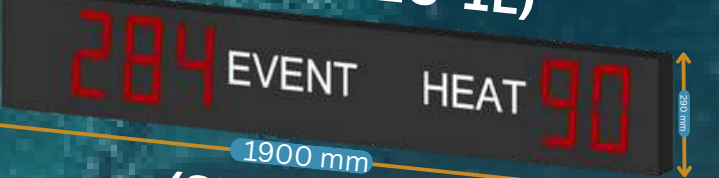
EVENT-HEAT-RECORD Scoreboard



(SKL-SEHR-2L)



(SKL-SREC-1L)



(SKL-SEH-1L)

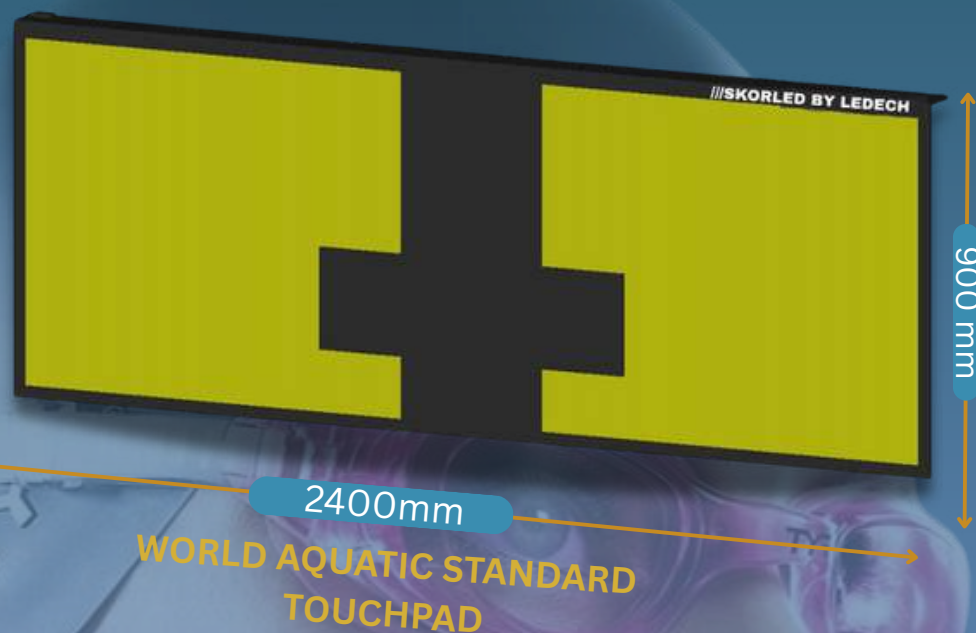
Available as attached two modules in two line SKL-SEHR-2L.

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)



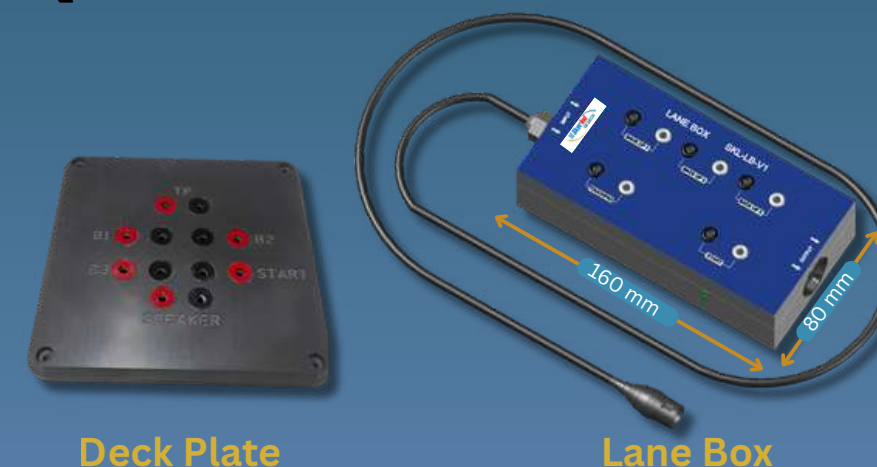
- Available in two dimensions:
 - 2400×90×10 cm (World Aquatics standards)
 - 1900×90×10 cm
- Adapted to project requirements and pool lane dimensions.
- Ensures millisecond time precision with full system synchronization.
- Smooth and sensitive touch response for accurate swimmer detection.
- High-quality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



SWIMMING



STARTING BLOCKS (Take-off Platforms)



SKL-SBF-40



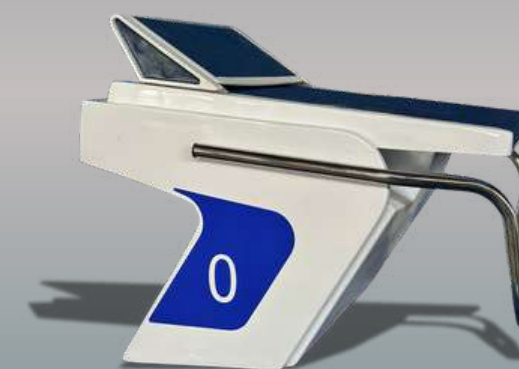
SKL-SBF-70

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.
- **Durable Design:** Anti-slip surface and robust build for long-term use.

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.



SKL-RTS-V1 / SKL-TS-V1



SKL - STS - V1



SKL - STS - V2

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 :



STARTING BLOCK

RISER (OPEN FACE) PLATFORM



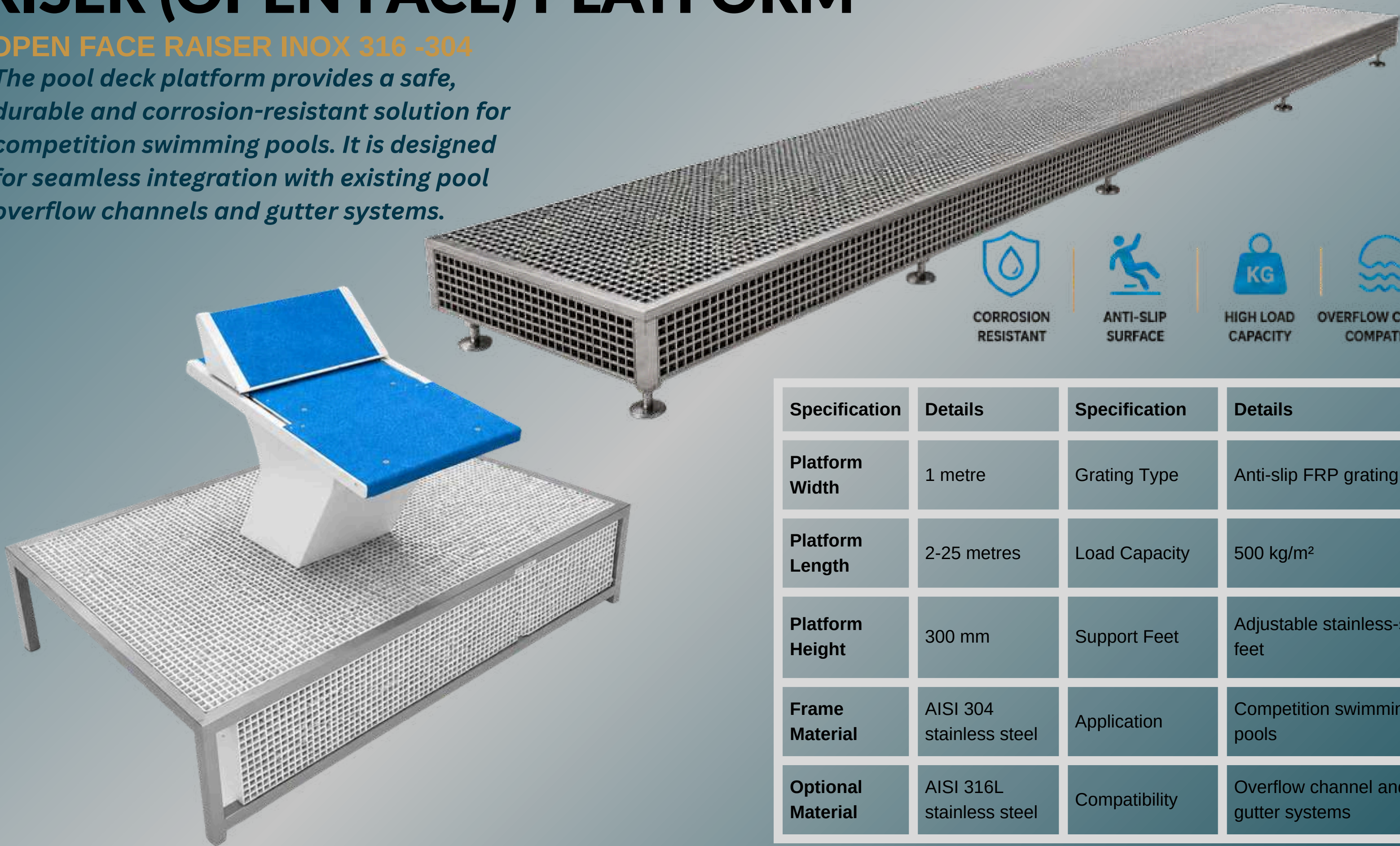
SWIMMING



RISER (OPEN FACE) PLATFORM

OPEN FACE RAISER INOX 316 -304

The pool deck platform provides a safe, durable and corrosion-resistant solution for competition swimming pools. It is designed for seamless integration with existing pool overflow channels and gutter systems.



CORROSION
RESISTANT



ANTI-SLIP
SURFACE



HIGH LOAD
CAPACITY



OVERFLOW CHANNEL
COMPATIBLE

Specification	Details	Specification	Details
Platform Width	1 metre	Grating Type	Anti-slip FRP grating
Platform Length	2-25 metres	Load Capacity	500 kg/m²
Platform Height	300 mm	Support Feet	Adjustable stainless-steel feet
Frame Material	AISI 304 stainless steel	Application	Competition swimming pools
Optional Material	AISI 316L stainless steel	Compatibility	Overflow channel and gutter systems



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:

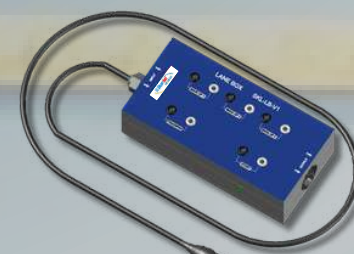
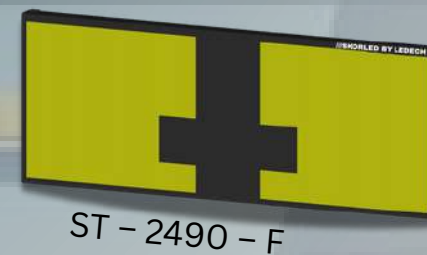
- The LED screen size can be changed according to the project needs
- The quantity of the touchpads and lane boxes is provided according to the number of lanes.
- The Numeric Scoreboard is customized according to the lanes number
- The starting blocks are proposed separately according to the project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

SSS-LVE-SX



2 . Erkekler, 200m Freestyle				
E:	2	H:	1	L: 4/4
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

SKL - LVE - X



SSS-N20-A



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



SSS-N20-B



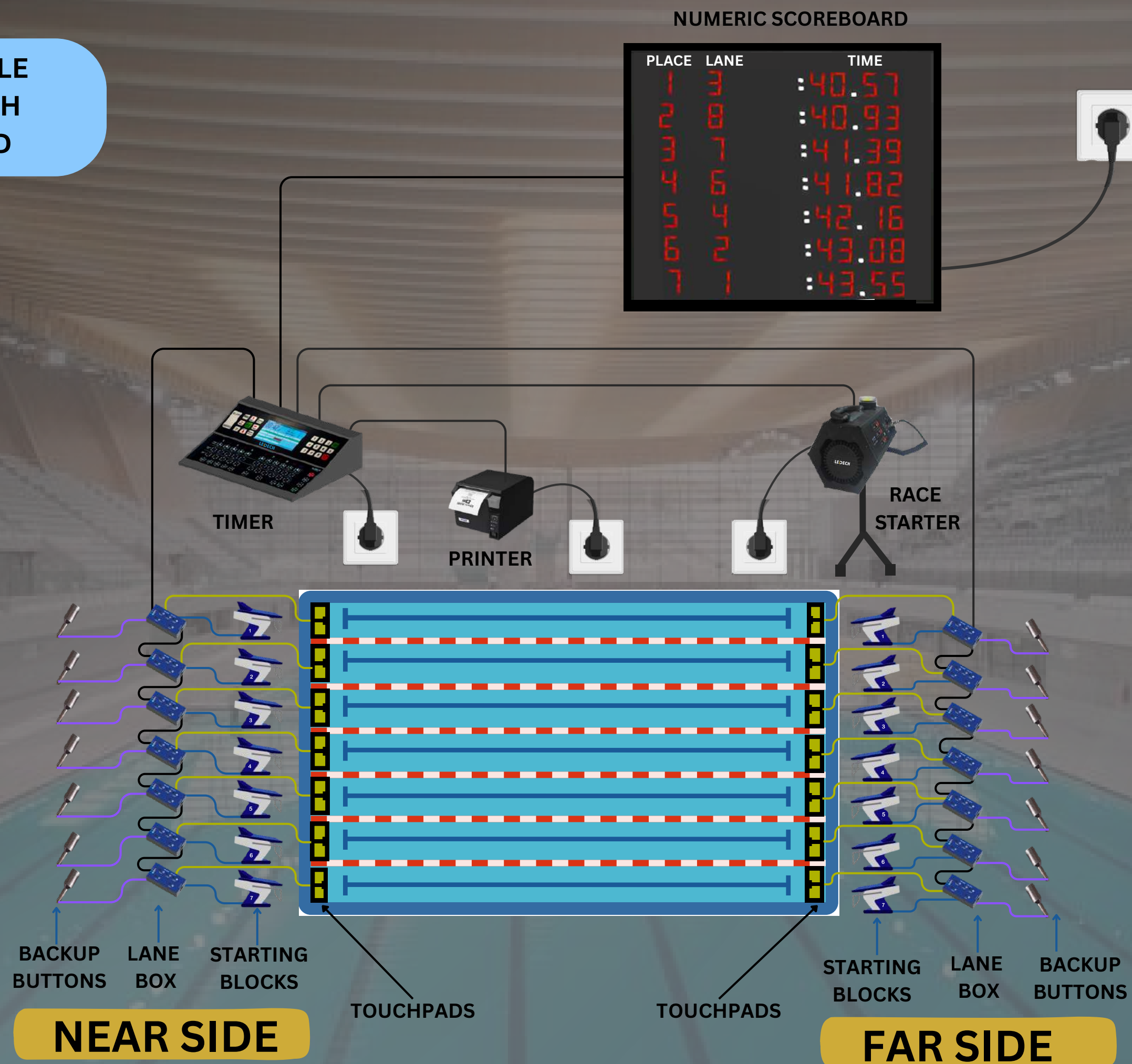
SSS-N20-C



SSS-N20-D



PLACEMENT OF PORTABLE
SWIMMING SYSTEM WITH
NUMERIC SCOREBOARD



SWIMMING



LED DISPLAY PRODUCT SERIES

N SERIES OUTDOOR LED DISPLAY

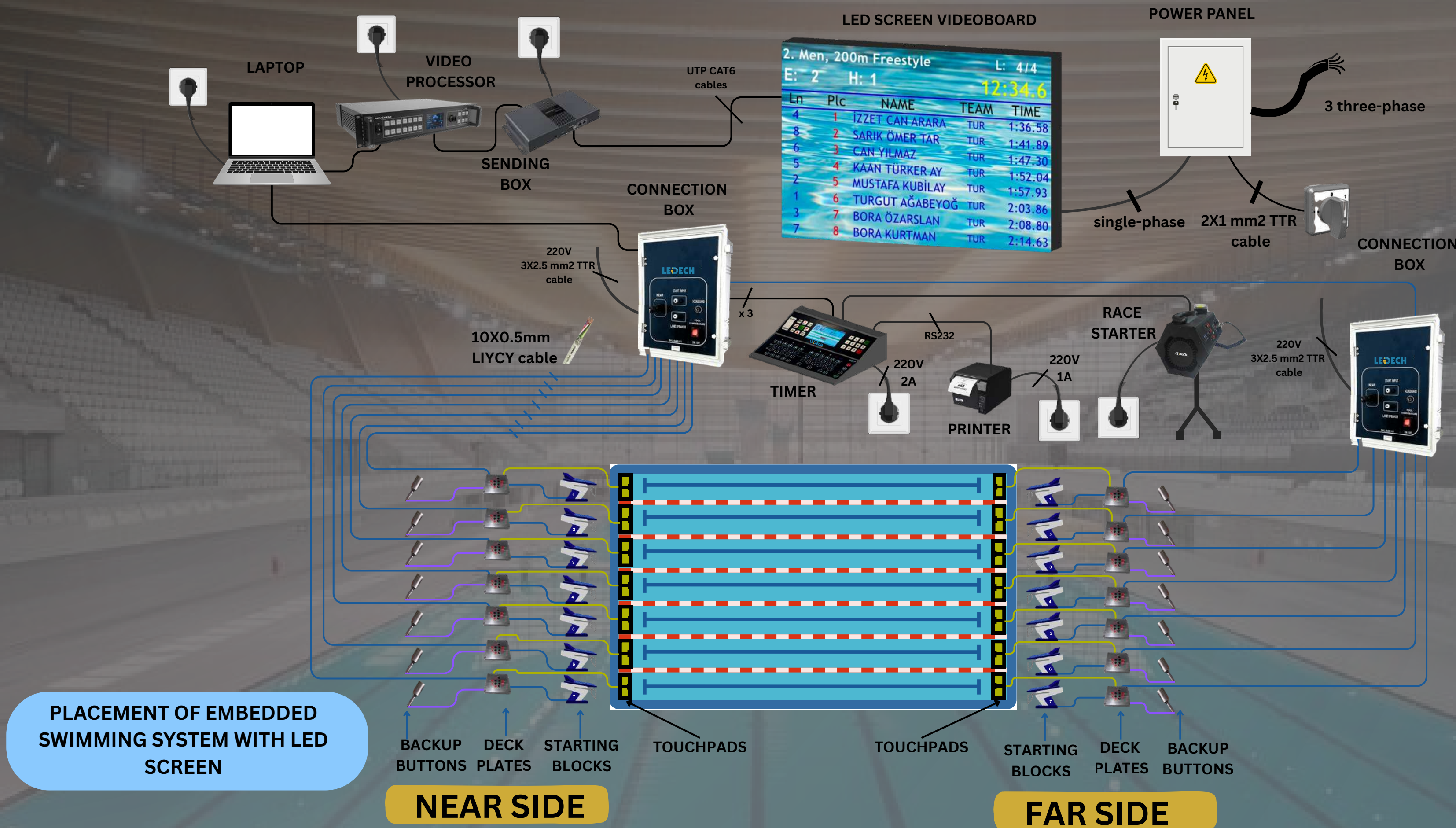
Technical Specifications



SKL-LVE-SX

- Pixel Pitch Options: 3.8–16 mm
- Cabinet Size: 1280 × 960 mm
- Cabinet Material: Aluminium
- Brightness: 5,000–8,500 nits
- Refresh Rate: 3,840 Hz
- Greyscale: 14–16 bit
- Protection Rating: IP65 front / IP54 rear
- Maintenance: Front and rear service
- Certifications: CE, ETL and FCC
- Power Consumption: 380–750 W/m² maximum

Note: Designed for high-brightness outdoor applications with excellent visibility, durable construction and reliable performance in various weather conditions.





WATER POLO

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.



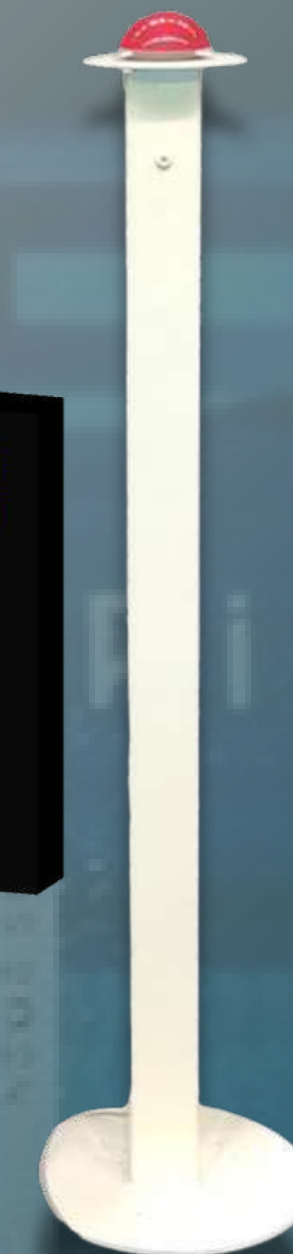
S30



S30G



SKL-WP-V2



SKL-CB-V1

SCHOOL TYPE WATER POLO SCOREBOARDS

	SWS1200	SWS1280A
Game clock	✓	✓
Period	✓	✓
Team score	✓	✓
Team fouls	✗	✓
Bonus indicator	✗	✗

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

SWS1280A



800mm

1200mm

SWS1200



600mm

1200mm



SWS2000X SERIES

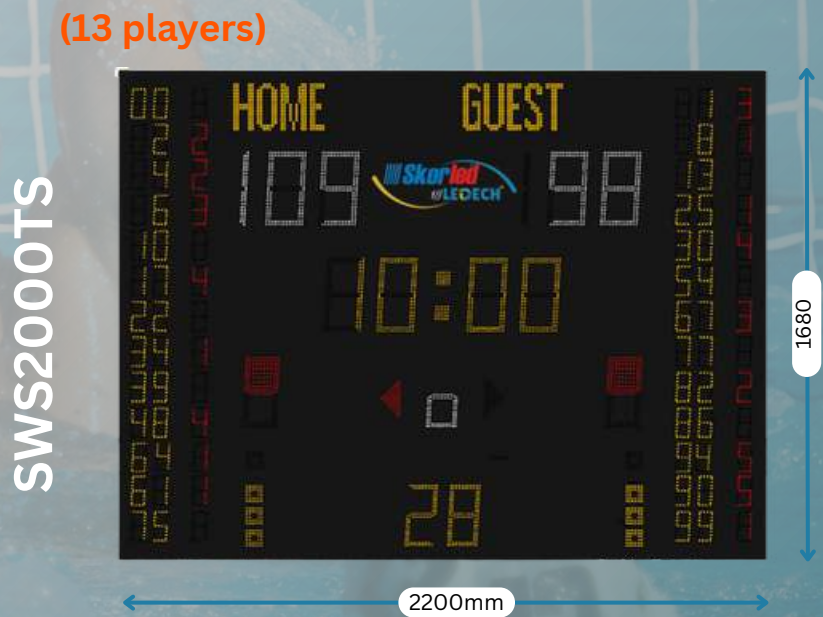
	SWS2000A	SWS2000H	SWS2000S	SWS2000R
Game clock	✓	✓	✓	✓
Period	✓	✓	✓	✓
Team score	✓	✓	✓	✓
Team fouls	✓	✓	✓	✓
Bonus indicator	✗	✗	✗	✗
Time-out indicator	✓	✓	✓	✓
Direction indicator	✓	✓	✓	✓
Player's number and suspension time count	✗	✓	✓	✓
Time-out timer	✗	✗	✓	✓
Player information	✗	✗	✓	✓
Team Name Label	✗	✗	✓	✓

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



SWS2000TX SERIES

	SWS2000TA	SWS2000TH	SWS2000TS	SWS2000TR
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	✓	✓	✓	✓





SWS3000X SERIES

	SWS3000A	SWS3000H	SWS3000S	SWS3000R
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)



(13 players)



(16 players and suspension time)



SWS3000TX SERIES

	SWS3000TA	SWS3000TH	SWS3000TS	SWS3000TR
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)



(13 players)



(16 players and suspension time)





SWS5500X SERIES

(13 players)

	SWS5500S	SWS5500R
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	✓	✓

SWS5500S

2060mm



5480mm

(16 Players and suspension time)

SWS5500R

2500mm



5480mm

SWS7500X SERIES

	SWS7500S
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	✓

(13 players)



SWS7500S

6480mm

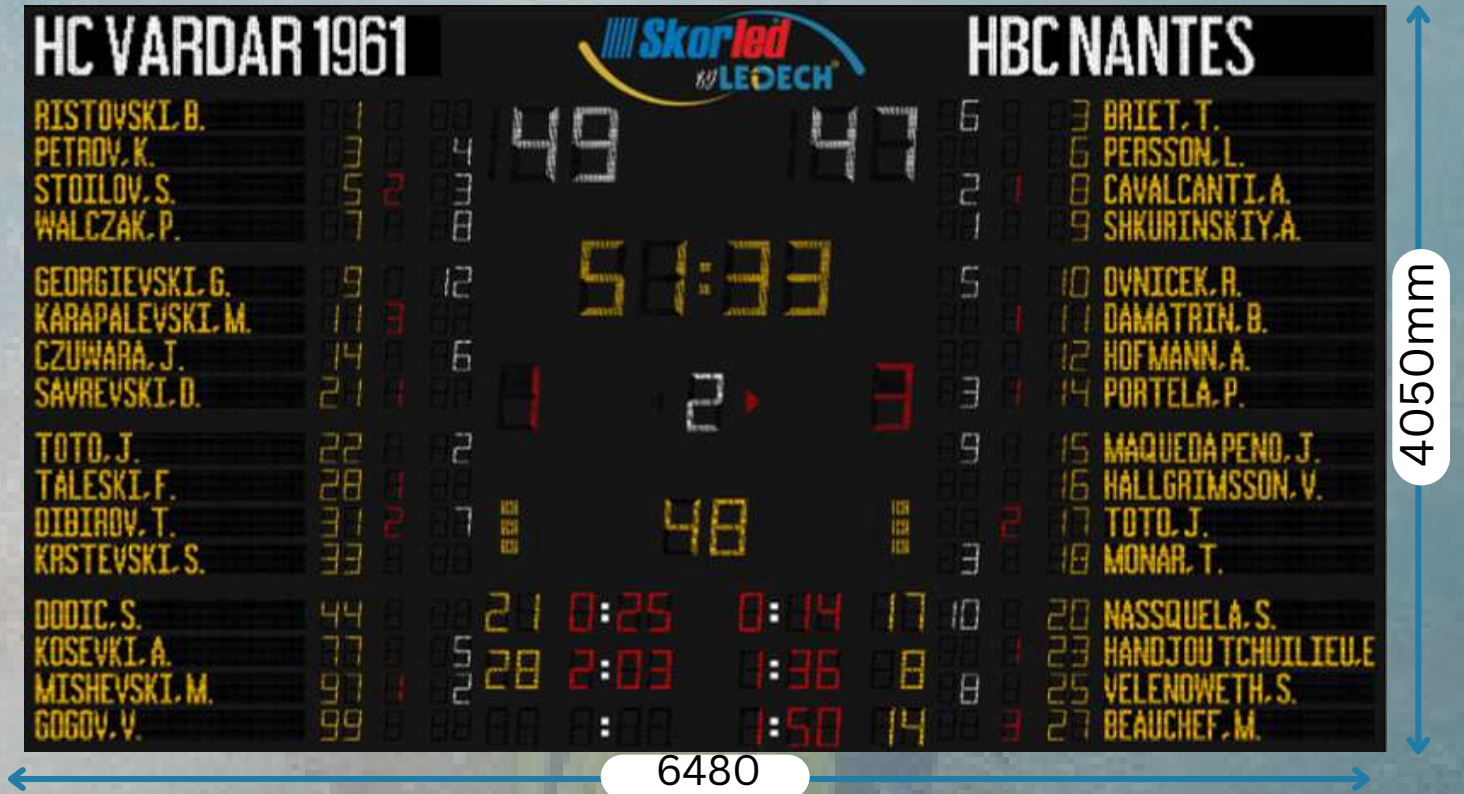
3300mm

SBS7500X SERIES

(16 Players and suspension time)

	SBS7500R	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	✓	✓

SWS7500R



(13 players and suspension time)

SW S750H



A background image showing a group of water polo players in a pool. They are wearing white caps with numbers and the word "HUN" (Hungary) on them. One player is wearing a red cap. The water is blue and the players are in various positions, some swimming and some standing.

EVERY LAP, EVERY TOUCH,
Measured to Perfection.

FOOTBALL

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 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 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.

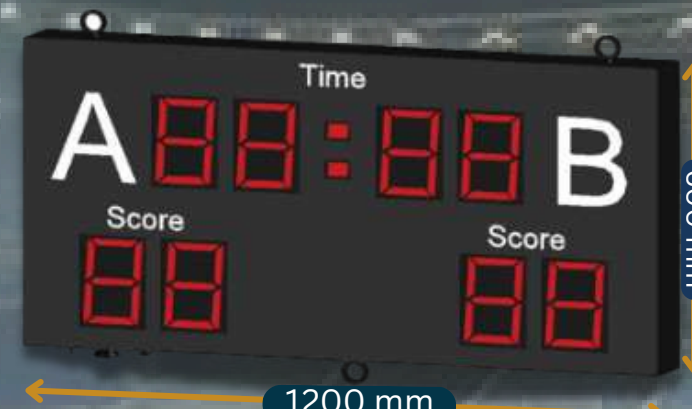
SKL-250-40



SKL-200-30

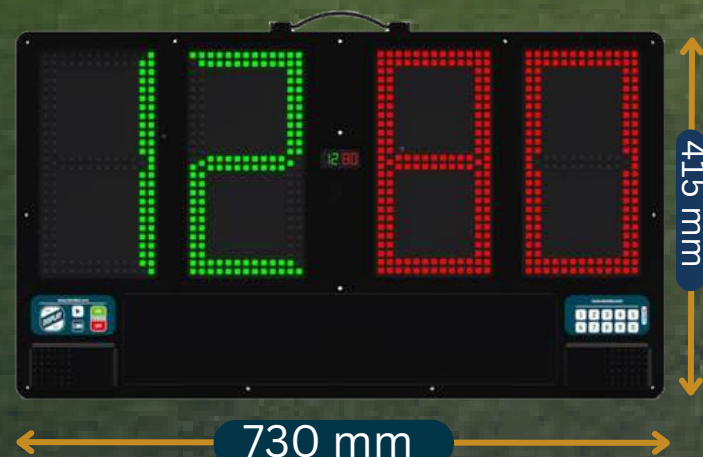


SHS-120



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)

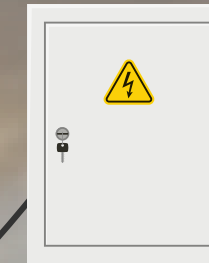


UTP CAT6



3 x 2,5 mm²
phases TTR cable

POWER PANEL



3 phases power
cable

2 x 1 mm²
phases TTR
cable

Electrical switch



FOOTBALL SCOREBOARD



BROADCAST CONTROL ROOM

FOOTBALL

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.

LED DISPLAY PRODUCT SERIES

L SERIES OUTDOOR LED DISPLAY

SKL-LVE-FX



Technical Specifications

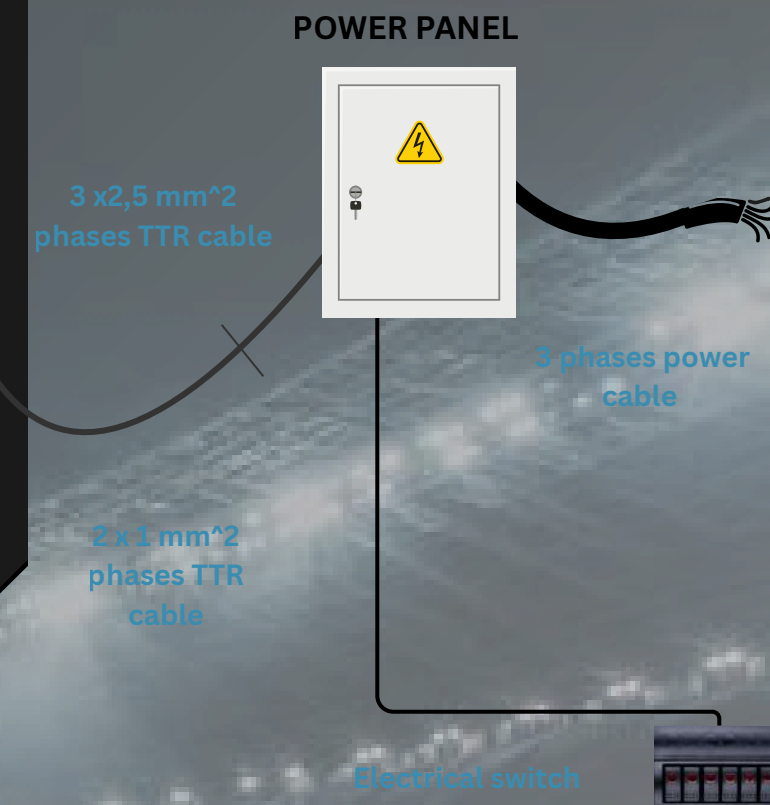
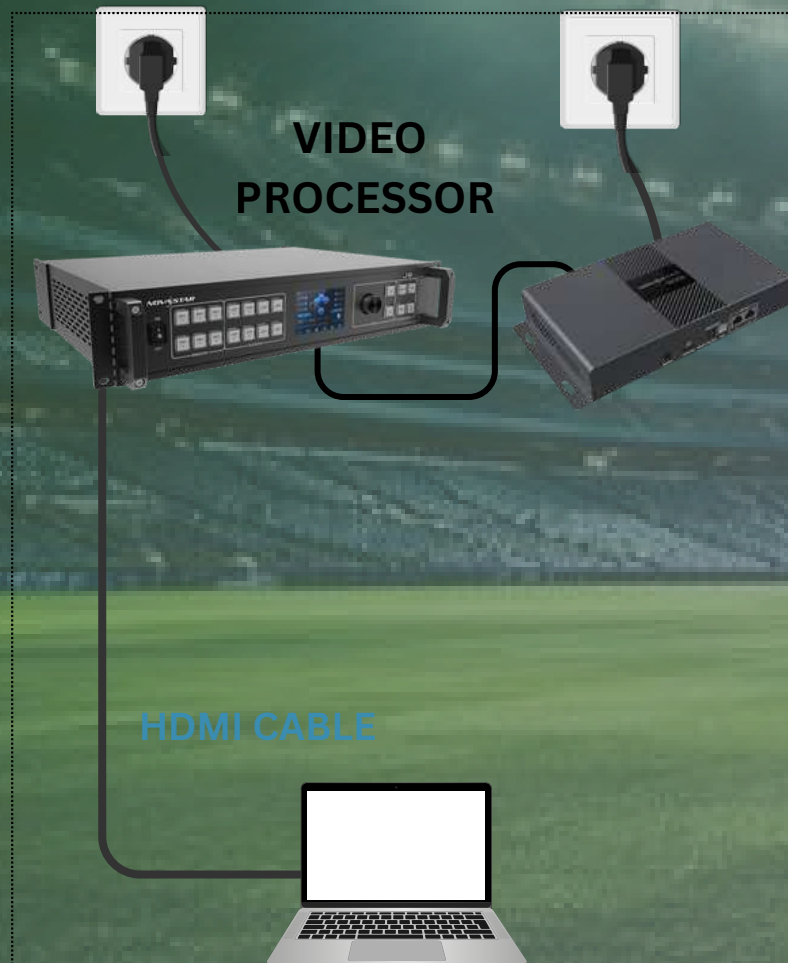
- Pixel Pitch Options: 2.5–6.25 mm
- Module Size: 250 × 250 mm
- Cabinet Size: 1000 × 750 mm
- Cabinet Material: Aluminium
- Brightness: 5,000–6,500 nits
- Refresh Rate: 3,840 Hz
- Greyscale: 14–16 bit
- Protection Rating: IP65 front / IP54 rear
- Maintenance: Rear or front and rear service
- Maximum Power Consumption: 665–750 W/m²

Note: Suitable for outdoor advertising displays, stadiums, public areas, building façades and large-scale event applications.

FOOTBALL

BROADCAST CONTROL ROOM

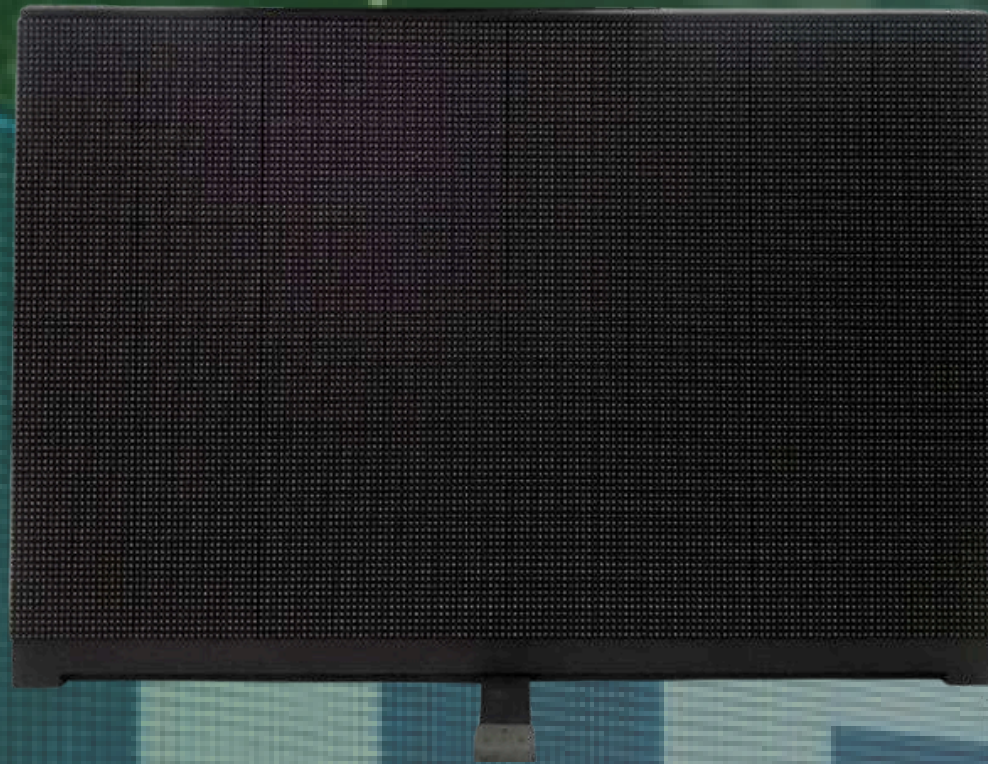
UTP CAT6
3



FOOTBALL VIDEOBOARD

LED DISPLAY PRODUCT SERIES

SKL-LVE-FUX



U SERIES LED STADIUM DISPLAY



Technical Specifications

- Pixel Pitch Options: 2.5–6.25 mm
- Module Size: 250 × 250 mm
- Cabinet Size: 1000 × 750 mm
- Cabinet Material: Aluminium
- Brightness: 5,000–6,500 nits
- Refresh Rate: 3,840 Hz
- Greyscale: 14–16 bit
- Protection Rating: IP65 front / IP54 rear
- Maintenance: Rear or front and rear service
- Maximum Power Consumption: 665–750 W/m²



Note: Suitable for outdoor advertising displays, stadiums, public areas, building façades and large-scale event applications.

FOOTBALL

*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.



SKL – ADC – V1

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

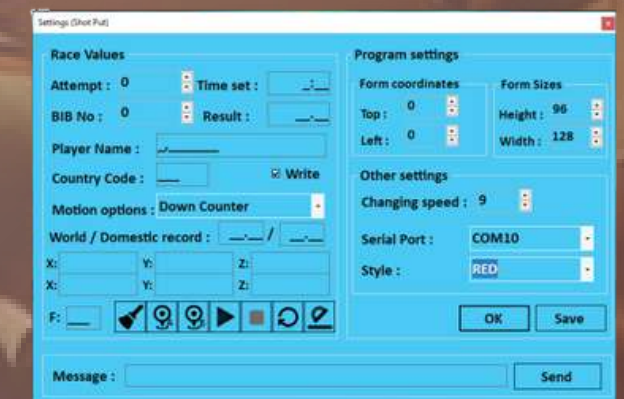
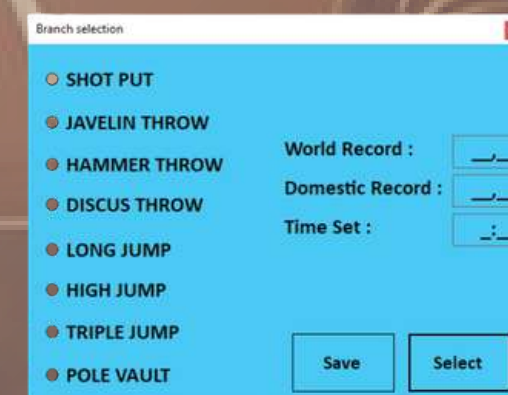


SAS – P10



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.



SAS – P10



graphic scoreboard

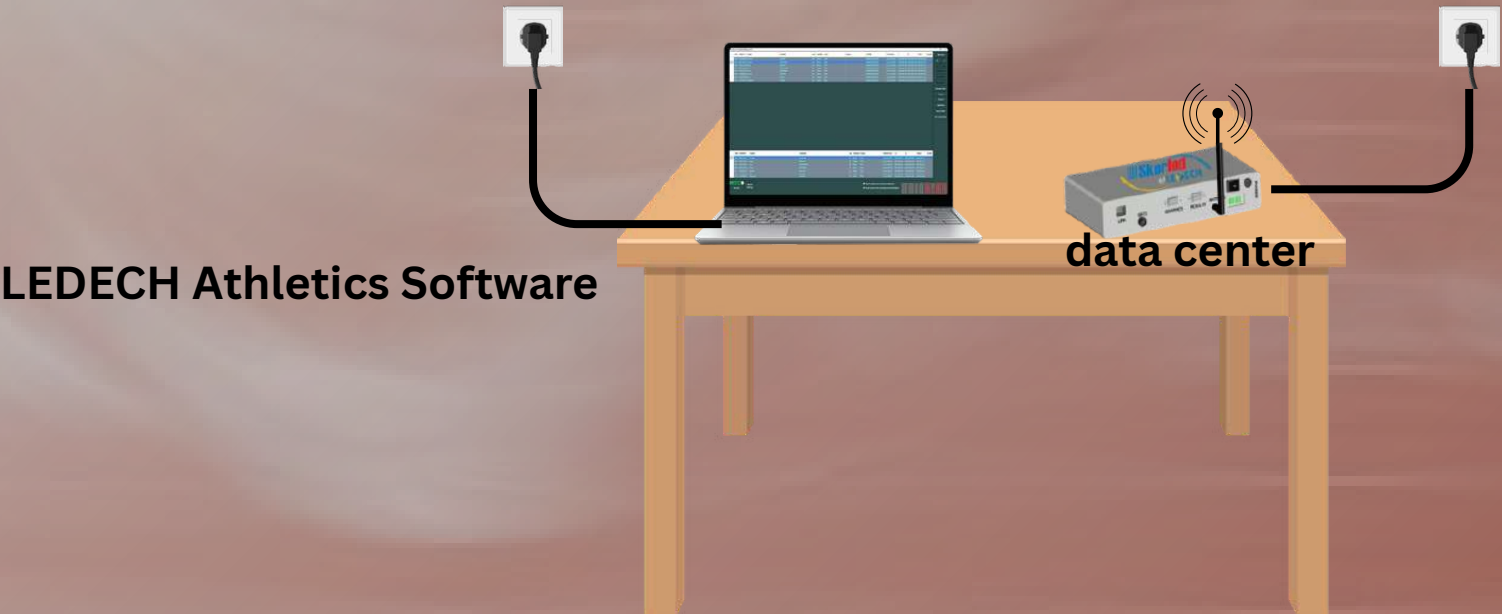


WIRELESS PHOTOCELL MODULE

	8
	7
	6
	5
	4
	3
	2
	1



WIRELESS PHOTOCELL MODULE

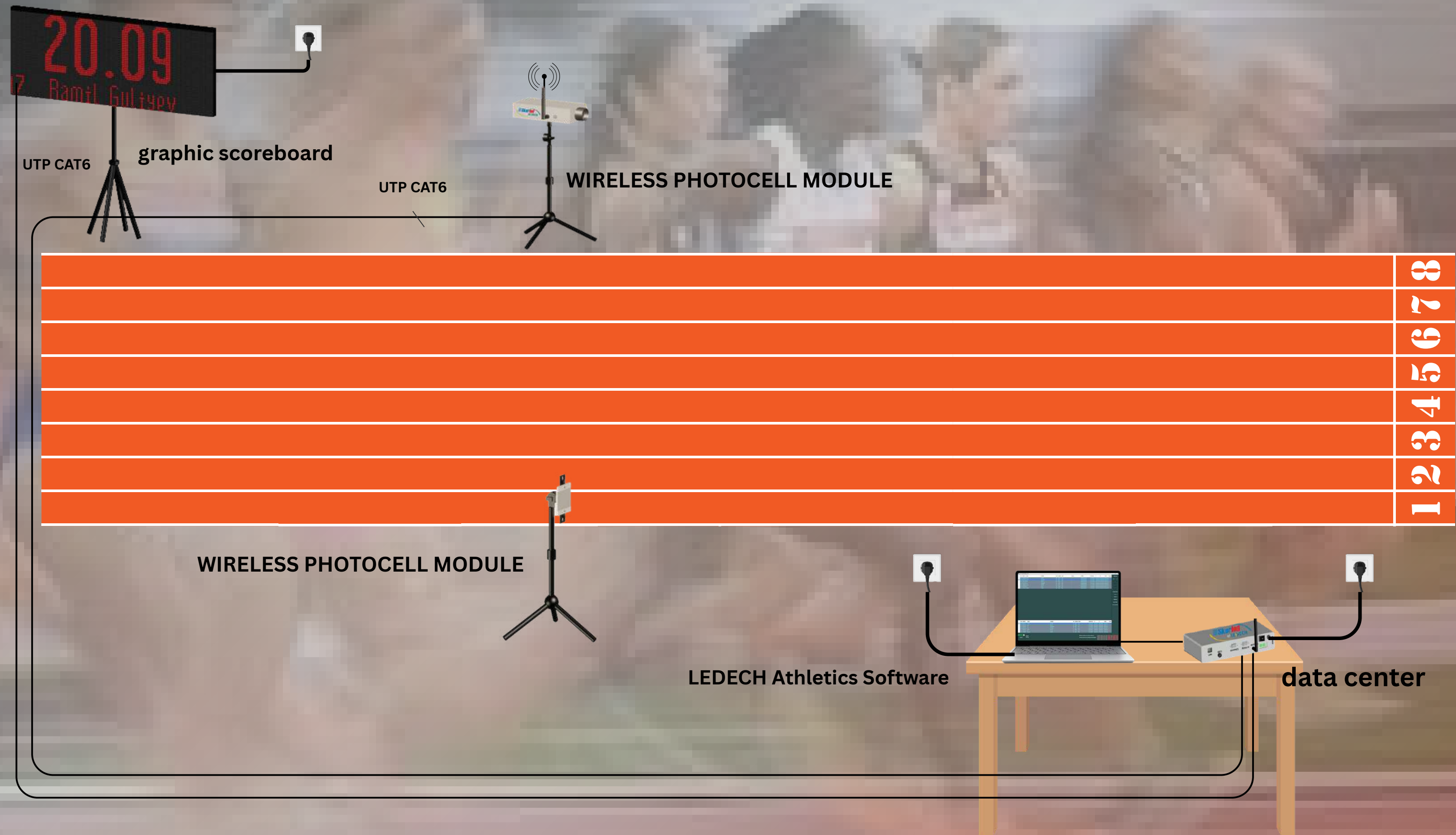


LEDECH Athletics Software

data center

ATHLETIC

SAS – P10



EVERY POINT COUNTS

every match remembered.



TENNIS SCORING SYSTEM

TENNIS

- 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.

SKL-TNS-V1



300 mm

STS-300-3L

A large outdoor LED scoreboard with a black background and white text. It displays the current time as 04:38 and the time to serve as 1:02. The match is between Carlos Alcaraz and Novak Djokovic. The scoreboard shows the current game score (15-40) and the set score (3-6).

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

960 mm

2560 mm

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

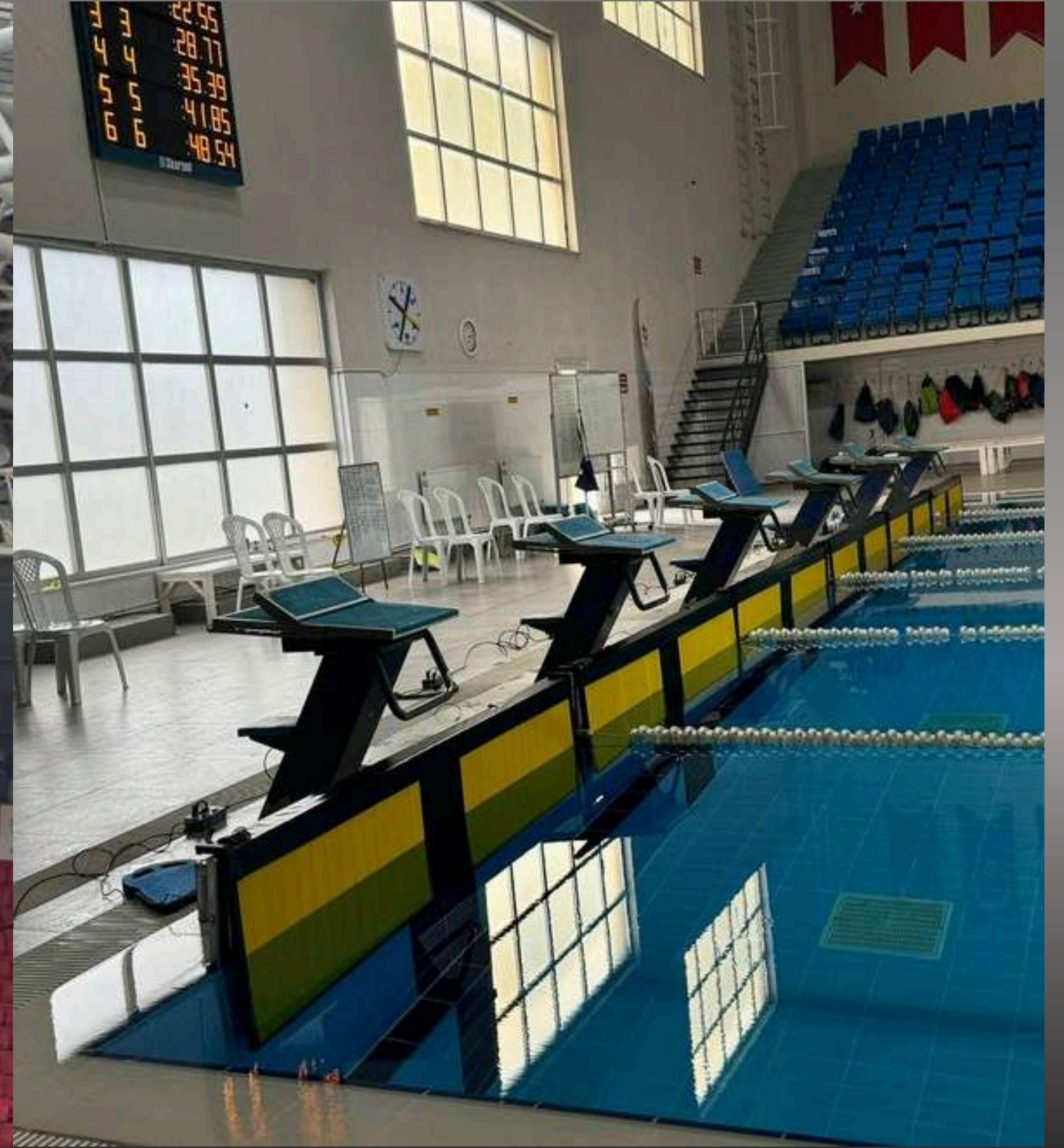


04:38	TO SERVE	15	1:02			
...	GAME	1	2	3	4	5
> Carlos ALCARAZ	15	3	6	2	5	6
...						
Novak DJOKOVIC	40	6	4	6	7	3

TENNIS



LEDECH REFERENCE



המחשבים והטלפונים

HOME

GUEST

LEDECH

9:46

2

המחשבים והטלפונים

10:22 1 0:09
1 2 3 4 5

11:24



EVENT LEDECH HEAT

2/ 2

8:32.9

PLACE LANE

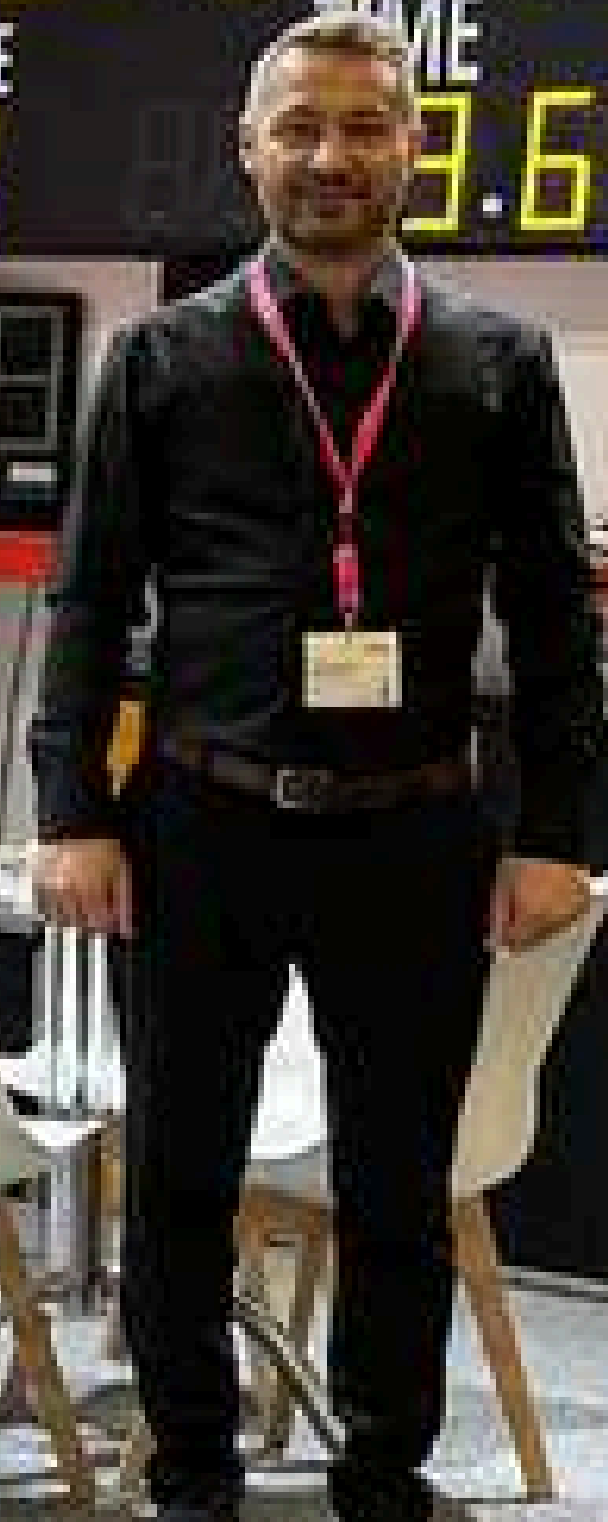
1 2

TIME

3.64

100 100

8:88 8:88 8:88 8:88



10:00

LEDECH

9:46

LEDECH





RISE WITH THE GAME

9:38 65 70
1 1 0
2 2 0
3 3 0
4 4 0
5 5 0
6 6 0
7 7 0
8 8 0
9 9 0
10 10 0

9:38 6 6

9:38 6 6
1 1 0
2 2 0
3 3 0
4 4 0
5 5 0
6 6 0
7 7 0
8 8 0
9 9 0
10 10 0

122

















ŞEREFLE SAVUNDUK

BU ŞEHİRİ SATMADIK!

TEK SEVDAM KONYASPOR

ONAL CAĞILARI

MEDICANA





9 35

0.7

LEDECH



GLOBAL

AYHAN BOZYEL

SINAN OGUZ

MUSTAFA OGUZ

RAMAZAN YILDIZ

NECATI SUMER

RECEB BAY

BEDIRHAN

ALI YAZAR

VELI BOZAR

AHMET KACAR

RIZA BIYIK

SERKAN SAKAL

1
12
15
18
24
26
32
35
54

8

6

9 35

2

0

0

0

AYHAN BOZY

2 ZLI UNAL

3 RAMIZ GECIMLI

4 SINAN OGUZ

8 MUSTAFA OGUZ

9 RAMAZAN YILDIZ

10 MUSTAFA KOKSAL

11 FATMA CULERO

16 VELI YAVUZ

26 RECEB BAY

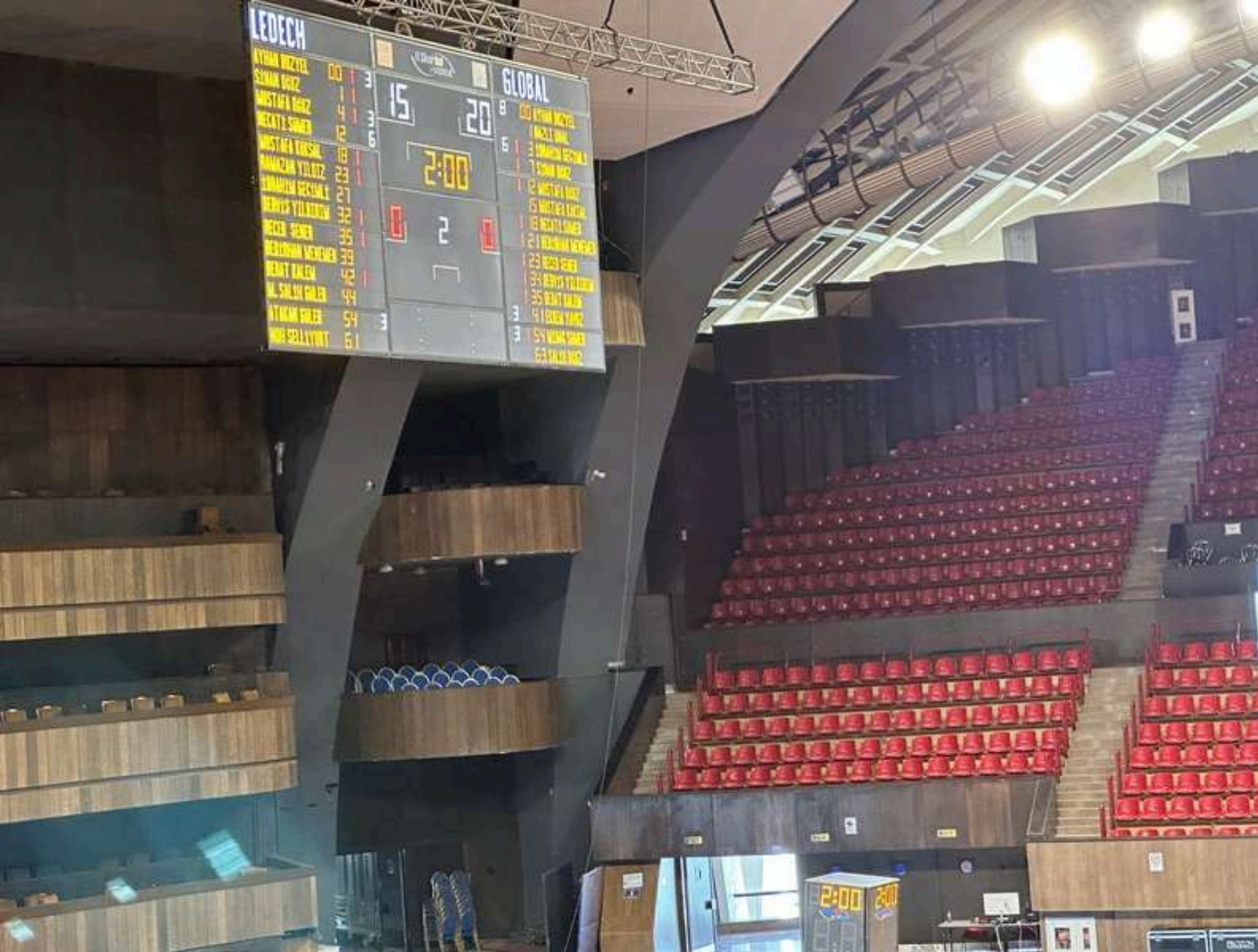
27 BEDIRHAN

28 MUT YILDIZ

29 A YILMAZ

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45:00
0-0

OSIMSEKLERO

SAMSUNG SPOR











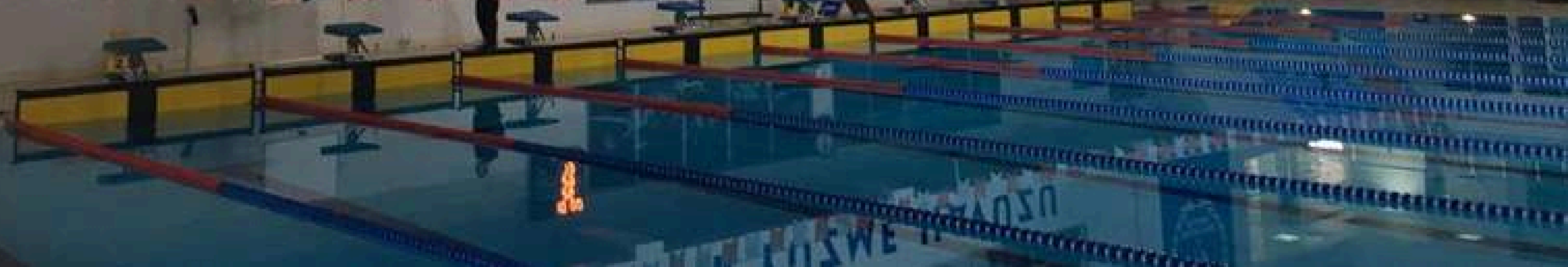


TEKİRDAĞ OLİMPİK YÜZME HAVUZU

1	1	12898	5	5	15870
2	2	13667	6	6	20601
3	3	14420	7	7	21448
4	4	15150	8	8	22094

TEKİRDAĞ GENÇLİK HİZMETLERİ VE SPOR İL MÜDÜRLÜĞÜ

OLİMPİK YÜZME HAVUZU





1453
1903.25

KII

EVENT		HEAT
TIME		51.7
PLACE	LANE	
1	3	16.54
2	2	30.04
3	1	41.01
4	4	49.92



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Ankara, Türkiye***



FIBA
APPROVED
EQUIPMENT

LEDECH[®]
GROUP

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SPORTS

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