LEDECH®
SPORTS

SCOREBOARDS | VIDEOBOARD | TIMING SOLUTION

FIBA APPROVED EQUIPMENT

QUALITY CE CERTIFICATE

RoHS Compliant

ISO 9001 CERTIFIED

WWW.LEDECH.COM

We are Making Every Game
CRYSTAL CLEAR

# WHAT’S IN SIDE

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

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LEDECH®

# LEDECH®

FIBA APPROVED EQUIPMENT

LEDECH, established in 2024 in Ankara, Türkiye, is a technology-driven company focused on LED-based solutions, digital scoreboards, and automation systems. With a strong foundation in engineering, R&D, and software development, LEDECH has become a trusted name in sports technology, offering products that meet the highest international standards.

Our expertise lies in designing and manufacturing professional scoreboards and display systems for various sports disciplines. From local gyms to international arenas, LEDECH scoreboards are built to deliver clarity, accuracy, and reliability during every game. We have also participated in international basketball championships in various countries, proving the quality and global trust in our products.

QUALITY CE CERTIFICATE

RoHS Compliant

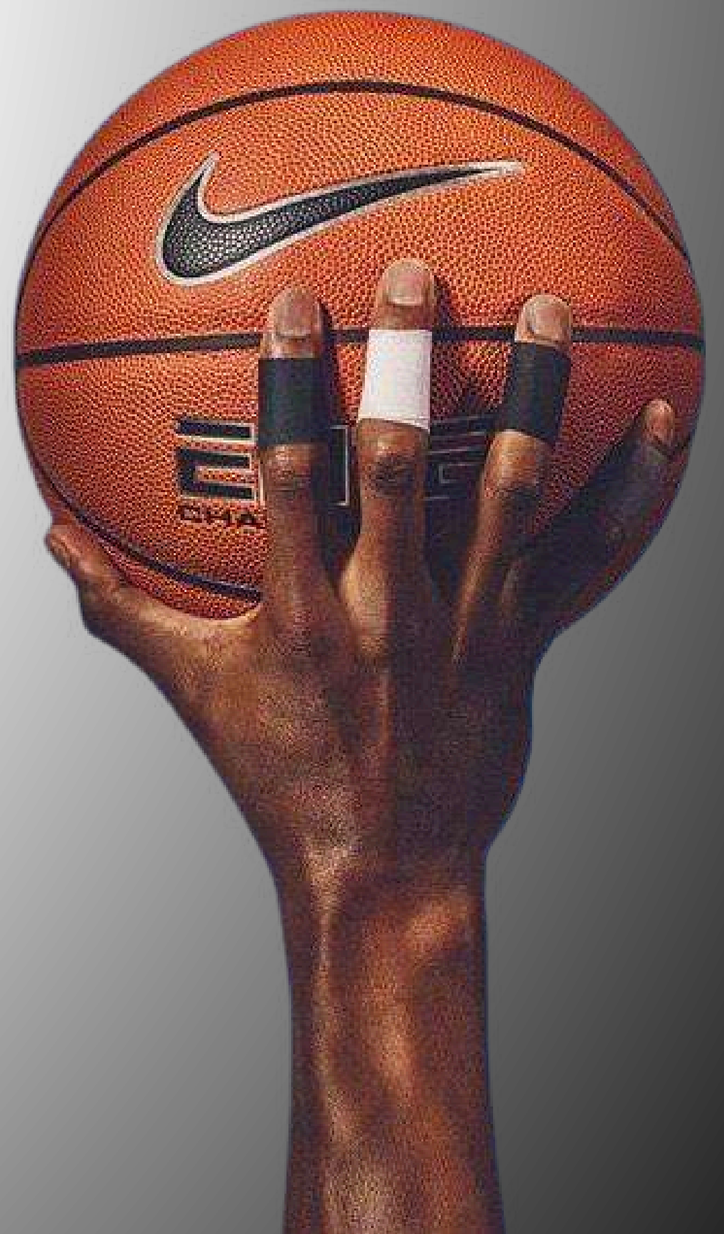
ISO 9001 CERTIFIED

BECAUSE EVERY

# SECOND MATTERS

BASKETBALL

# BASKETBALL



BASKETBALL

**MULTISPORTS SCOREBOARD SOLUTION**

Electronic scoreboards
Scoring console
Text Display
Display VideoBoard

# SCHOOL TYPE

BASKETBALL

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

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 digits | 16 cm - 1 digits | 16 cm - 1 digits | – |
| 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-BHV-V2
- Shot Clock Control : S24K

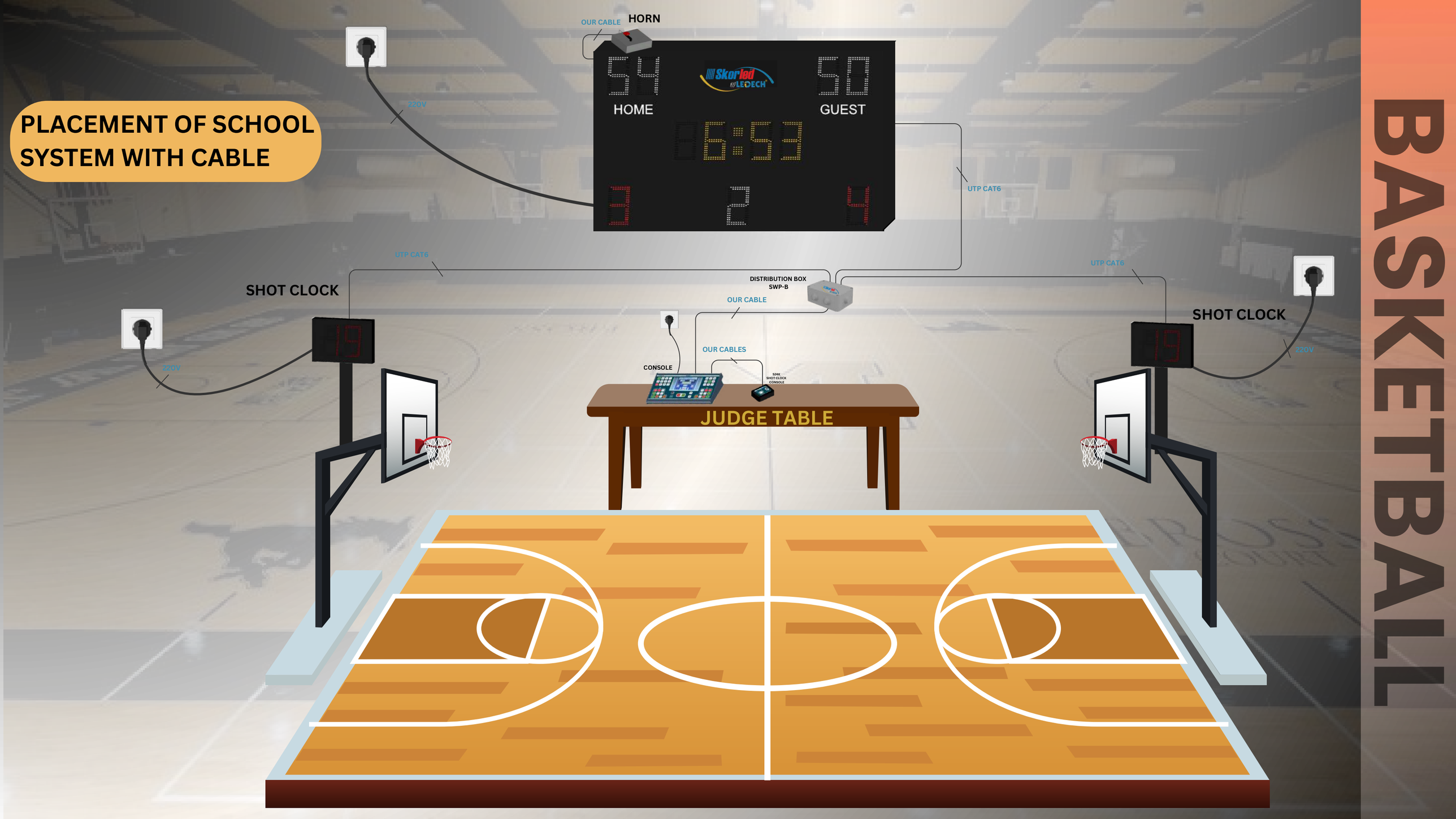
S24

S24K

SKL- BVH - V2

BASKETBALL

# PLACEMENT OF SCHOOL SYSTEM WITH CABLE




BASKETBALL

# PLACEMENT OF SCHOOL SYSTEM WIRELESS

BASKETBALL

# SBS2000X SERIES
# (NON-FIBA APPROVED)

BASKETBALL

| | 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 | ✗ | ✗ | ✓ | ✓ |

(Basic type)

SBS2000A

(Basic type with suspension time)

SBS2000H

(12 players)

SBS2000S

(16 players and suspension time)

SBS2000R

# 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 digits | 20 cm - 1 digits | 20 cm - 1 digits | 20 cm - 1 digits |
| 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 |
| Plyaer's number and supension 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 digits p.p | 10 cm, 2 digits and 1 digits p.p |
| Team name | – | – | Strickers | Strickers |

***NOTE:** P.P= PER PLAYER , P.T= PER TEAM

# NECESSARY ACCESSORIES

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

S24-14

S24K

SKL- BVH - V2

# BASKETBALL

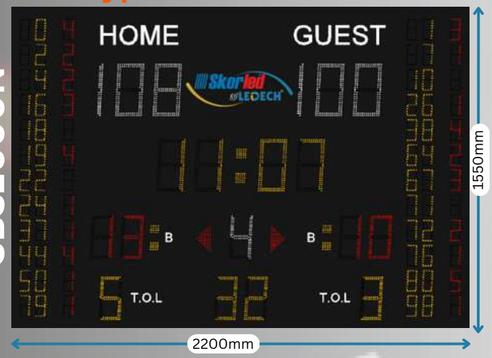
# SBS2000X SERIES (NBA TYPE)

(Basic NBA type )

SBS2000B

(NBA type WITH PLAYERS INFO)

SBS2000N




| | 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 | ✗ | ✓ |

# SBS20003 SERIES (3X3)

(3X3 Type)

SBS20003

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

BASKETBALL

# DISPLAY DETAILS

| | SBS2000B | SBS2000N |
|---|---|---|
| Game clock | 25 cm - 4 digits | 25 cm - 4 digits |
| Period | 20 cm - 1 digits | 20 cm - 1 digits |
| Team score | 25 cm - 3 digits p.t | 25 cm - 3 digits p.t |
| Team fouls | 20 cm - 2 digit p.t | 20 cm - 2 digit p.t |
| Bonus indicator | 2 yellow dots | 2 yellow dots |
| Time-out indicator | 20 cm, 1 yellow digits | 20 cm, 1 yellow digits |
| Direction indicator | 2 red arrows | 2 red arrows |
| Plyaer's number and supension time count | – | – |
| Time-out timer | – | 20 cm, 2 yellow digits |
| Player information | – | 10 cm, 2 digits and 1 digits p.p |
| Team name | – | Strickers |

***NOTE:** P.P= PER PLAYER , P.T= PER TEAM

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

# NECESSARY ACCESSORIES

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

SKL- BVH - V2

S24K

S24-14

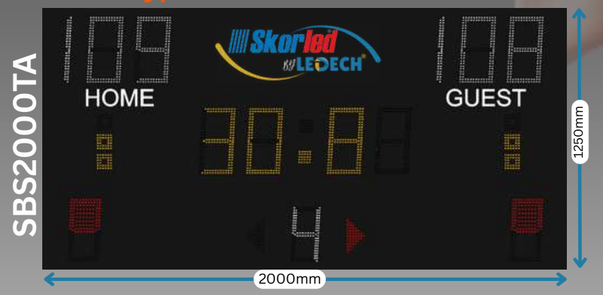
BASKETBALL

# SBS2000TX SERIES
# (FIBA LEVEL 2 TYPE SCOREBOARDS )

BASKETBALL

| | 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 | ✓ | ✓ | ✓ | ✓ |

(Basic type)




(Basic type with suspension time)

(12 players)

(16 players and suspension time)

FIBA APPROVED EQUIPMENT

# 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 digits | 20 cm - 1 digits | 20 cm - 1 digits |
| 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 |
| Plyaer's number and supension 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 digits p.p | 10 cm, 2 digits and 1 digits p.p |
| Team name | 16 cm- max 4 characters p.t | 16 cm- max 4 characters p.t | 16 cm- max 4 characters p.t | 16 cm- max 4 characters p.t |

***NOTE:** P.P= PER PLAYER , P.T= PER TEAM

FIBA APPROVED EQUIPMENT

## NECESSARY ACCESSORIES

- **Shot Clock (basic) : S24**
- **Console (basic) : SKL-BHV-V2**
- **Shot Clock Control : S24K**
- **Game Clock control: SKL-BGS-V1**

S24-14

SKL- BVH - V2

BASKETBALL

# SBS2000TX SERIES (NBA TYPE)

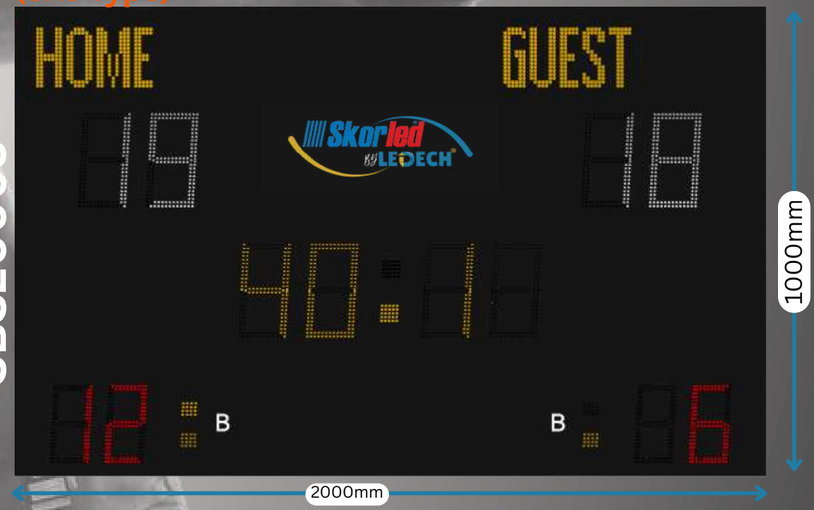
(NBA type WITH PLAYERS INFO)

(Basic NBA 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 SERIES (3X3)

(3X3 Type)



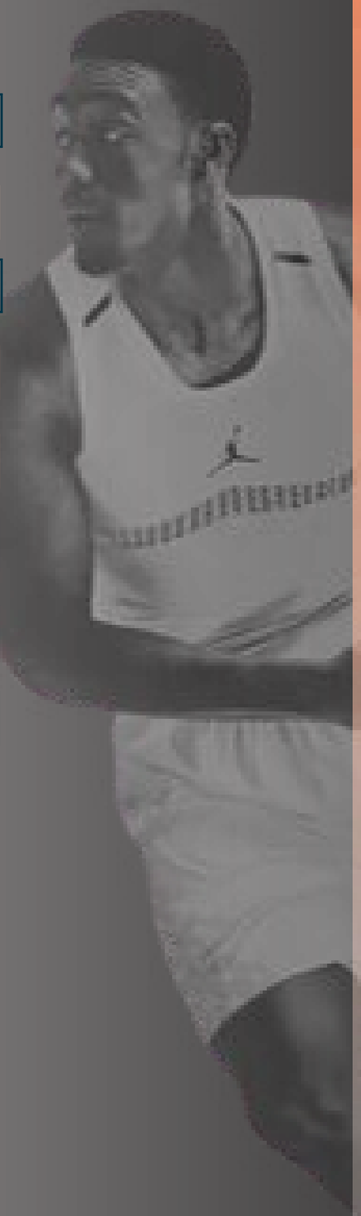

| | SBS2000T3 |
|---|---|
| Game clock | ✓ |
| Period | ✗ |
| Team score | ✓ |
| Team fouls | ✓ |
| Bonus indicator | ✓ |
| Time-out indicator | ✗ |
| Direction indicator | ✗ |
| Player's number and suspension time count | ✓ |

BASKETBALL

# DISPLAY DETAILS

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

| | SBS2000T3 |
|---|---|
| Game clock | 25 cm - 4 digits |
| Period | – |
| Team score | 25 cm,white and 3 digits p.t |
| Team fouls | 20 cm,red and 2 digit p.t |
| Bonus indicator | 2 yellow dots |
| Time-out indicator | – |
| Direction indicator | – |
| Team name | 16 cm- max 4 characters p.t |



BASKETBALL

# NECESSARY ACCESSORIES

- Shot Clock (basic) : S24
- Console (basic) : SKL-BHV-V2
- Shot Clock Control : S24K
- Game Clock control: SKL-BGS-V1

SKL- BVH - V2

SKL-BGS-V1

S24K

S24-14

# SBS3000X SERIES
# (NON-FIBA APPROVED)

BASKETBALL

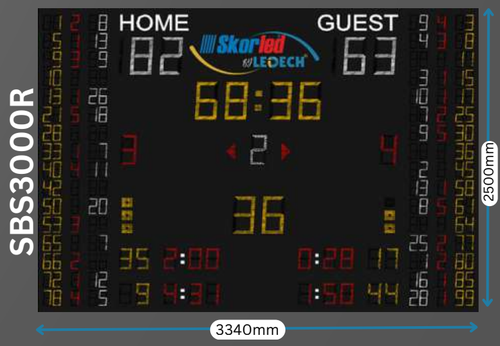
| | SBS3000A | SBS3000H | SBS3000S | SBS3000R |
|---|---|---|---|---|
| Game clock | ✓ | ✓ | ✓ | ✓ |
| Period | ✓ | ✓ | ✓ | ✓ |
| Team score | ✓ | ✓ | ✓ | ✓ |
| Team fouls | ✓ | ✓ | ✓ | ✓ |
| Bonus indicator | ✗ | ✗ | ✗ | ✗ |
| Time-out indicator | ✓ | ✓ | ✓ | ✓ |
| Direction indicator | ✓ | ✓ | ✓ |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

(Basic type)

(Basic type with suspension time)

(12 players)

(16 players and suspension time)



# 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 digits | 23 cm - 1 digits | 23 cm - 1 digits | 23 cm - 1 digits |
| 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 gidits |
| Direction indicator | 2 red arrows | 2 red arrows | 2 red arrows | 2 red arrows |
| Plyaer's number and supension 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 digit p.t | 20cm - 2 digit p.t | 20 cm, 2 yellow digits | – |
| Player information | – | – | 12 cm, 2 digits and 1 digits 2 digits p.p | 20cm, 2 digits |
| Team name | Strickers | Strickers | Strickers | Strickers |

***NOTE:** P.P= PER PLAYER , P.T= PER TEAM

# NECESSARY ACCESSORIES

- **Shot Clock (basic) : S24**
- **Console (basic) : SKL-BHV-V2**
- **Shot Clock Control : S24K**
- **Game Clock control: SKL-BGS-V1 :**

**S24-14**

**SKL-BGS-V1**

**S24K**

**SKL- BVH - V2**

# BASKETBALL

# SBS3000X SERIES (NBA TYPE)

(Basic NBA type )

(NBA type WITH PLAYERS INFO)

| | 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)

(3X3 Type)

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

BASKETBALL

# BASKETBALL

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

***NOTE:** P.P= PER PLAYER , P.T= PER TEAM

## SBS30003

| | |
|---|---|
| Game clock | 30 cm - 4 digits |
| Period | – |
| Team score | 30 cm,white and 3 digits p.t |
| Team fouls | 20 cm,red and 2 digit p.t |
| Bonus indicator | 2 yellow dots |
| Team name | Strickers |

## NECESSARY ACCESSORIES

- Shot Clock (basic) : S24
- Console (basic) : SKL-BHV-V2
- Shot Clock Control : S24K
- Game Clock control: SKL-BGS-V1

S24-14

# SBS3000TX SERIES
# (FIBA LEVEL 2 TYPE SCOREBOARDS )

BASKETBALL

| | 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)

FIBA APPROVED EQUIPMENT

# 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 digits | 23 cm - 1 digits | 23 cm - 1 digits | 23 cm - 1 digits |
| 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 |
| Plyaer's number and supension 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 digit p.t | 20cm - 2 digit p.t | 30 cm, 2 yellow digits | 30 cm, 2 yellow digits |
| Player information | – | – | 12 cm, 2 digits and 1 digits 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

FIBA APPROVED EQUIPMENT

# NECESSARY ACCESSORIES

- **Shot Clock (basic) : S24**
- **Console (basic) : SKL-BHV-V2**
- **Shot Clock Control : S24K**
- **Game Clock control: SKL-BGS-V1**

BASKETBALL

# SBS3000TX SERIES (NBA TYPE)

(Basic NBA type )

SBS3000TB

1900mm

2200mm

(NBA type WITH PLAYERS INFO)

SBS3000TN

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)

SBS30003

1350mm

2200mm

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

BASKETBALL

# BASKETBALL

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

## SBS3000T3

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

## NECESSARY ACCESSORIES

- Shot Clock (basic) : S24
- Console (basic) : SKL-BHV-V2
- Shot Clock Control : S24K
- Game Clock Control : SKL-BGS-V1

S24-14

# SBS5500X SERIES
# (FIBA LEVEL 2 TYPE SCOREBOARDS )

BASKETBALL

| | 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 | ✓ | ✓ | ✓ | ✓ |

SBS5500S

(12 player)

SBS5500R

(16 Player and suspension time )

SBS5500N

(NBA tyoe with player info)

SBS5500H

(12 players and suspension time)

FIBA APPROVED EQUIPMENT

# 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 digits | 23 cm - 1 digits | 23 cm - 1 digits | 23 cm - 1 digits |
| 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 digit 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 digits | 3 yellow dots |
| Direction indicator | 2 red arrows | 2 red arrows | 2 red arrows | 2 red arrows |
| Plyaer's number and supension 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 digit p.t | 30cm - 2 digit p.t | 30 cm, 2 yellow digits | 20 cm, 2 yellow digits |
| Player information | 12 cm, 2 digits and 1 digits 2 digits p.p | 12 cm, 2 digits and 1 digits 2 digits p.p | 12 cm, 2 digits and 1 digits 2 digits p.p | 12 cm, 2 digits and 1 digits 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

FIBA APPROVED EQUIPMENT

## NECESSARY ACCESSORIES

- Shot Clock (basic) : S24
- Console (basic) : SKL-BHV-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
- DIRECTION INDICATOR: SYG

SKL-CB-V1

SKL-TFM-V1

S24-14

SYG

SKL-BGS-V1

S24K

SKL- BVH - V2

# BASKETBALL

# PLACEMENT OF FIBA LEVEL 2 TYPE SCOREBOARDS SYSTEM WITH CABLE

# PLACEMENT OF FIBA LEVEL 2 TYPE SCOREBOARDS SYSTEM WITH WIRELESS

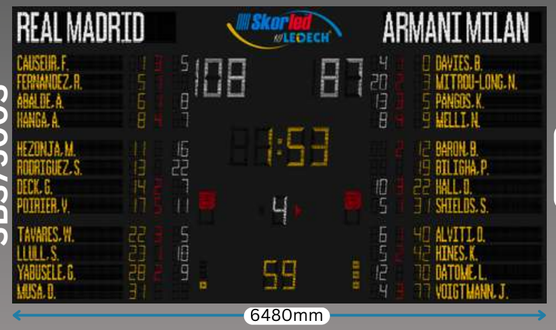
# SBS7500X SERIES
# (FIBA LEVEL 1 TYPE SCOREBOARDS )

BASKETBALL

| | 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 | ✓ | ✓ | ✓ | ✓ |

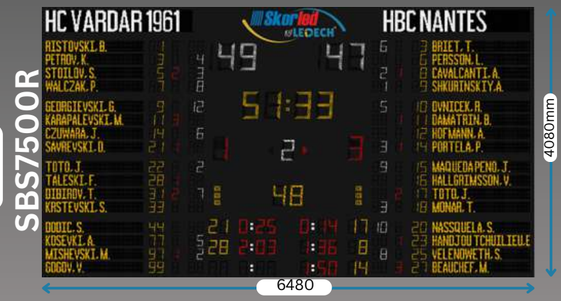
SBS7500S

(12 player)



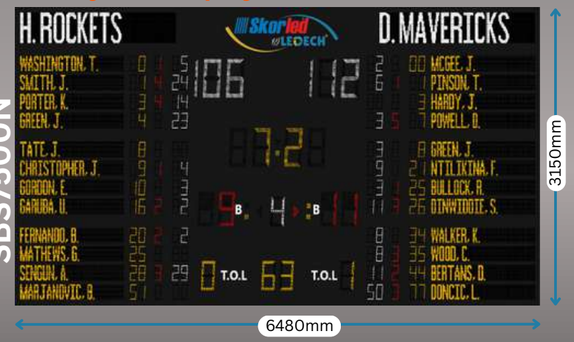

SBS7500R

(16 Player and suspension time )




SBS7500N

(NBA tyoe with player info)




SBS7500H

(12 players and suspension time)

FIBA APPROVED EQUIPMENT

# DISPLAY DETAILS

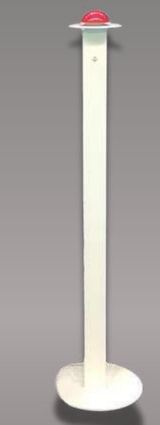
| | SBS7500S | SBS7500R | SBS7500N | SBS7500H |
|---|---|---|---|---|
| Game clock | 40 cm - 4 digits | 40 cm - 4 digits | 40 cm - 4 digits | 40 cm - 4 digits |
| Period | 30 cm - 1 digits | 30 cm - 1 digits | 30 cm - 1 digits | 30 cm - 1 digits |
| Team score | 40 cm - 3 digits p.t | 40 cm - 3 digits 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 digits | 3 yellow dots |
| Direction indicator | 2 red arrows | 2 red arrows | 2 red arrows | 2 red arrows |
| Plyaer's number and supension 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 digit p.t | 30 cm - 2 digit p.t | 30 cm, 2 yellow digits | 30 cm, 2 yellow digits |
| Player information | 15 cm, 2 digits and 1 digits 2 digits p.p | 15 cm, 2 digits and 1 digits 2 digits p.p | 15 cm, 2 digits and 1 digits 2 digits p.p | 15 cm, 2 digits and 1 digits 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

FIBA APPROVED EQUIPMENT

## NECESSARY ACCESSORIES

- Shot Clock (basic) : S24
- Console (basic) : SKL-BHV-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
- DIRECTION INDICATOR: SYG



SKL-CB-V1

SKL-TFM-V1

S24-14

SYG

SKL-BGS-V1

S24K

SKL- BVH - V2

BASKETBALL

BASKETBALL
PLACEMENT OF FIBA LEVEL 1 TYPE SCOREBOARDS SYSTEM WITH WIRELESS
FIBA LEVEL 1 SCOREBOARD
FIBA LEVEL 1 SCOREBOARD
HORN
HORN
OUR CABLE
OUR CABLE
220V
220V
REAL MADRID
ARMANI MILAN
Skorled by LEDECH
UTP CAT6
UTP CAT6
UTP CAT6
SHOT CLOCK
SHOT CLOCK
DISTRIBUTION BOX SWP-S
4 SIDED DIGITAL TEAM FOULS MARKER
BALL POSSESSION ARROW
CONSOLE
OUR CABLES
BACKBOARD LED STRIPS
BACKBOARD LED STRIPS
JUDGE TABLE
OUR CABLE
OUR CABLE
OUR CABLE 25 METER
OUR CABLE
JUNCTION BOX

# BASKETBALL

- “Custom-designed Cube Media displays for basketball arenas, delivering maximum visibility and impact.”
- “Flexible in size and style, tailored to customer needs or offered with ready design models.”
- “Proven worldwide with strong references in Turkey and international markets.”

# BASKETBALL

“High-performance Perimeter and Ribbon LED systems designed for basketball and football arenas.”
“Ideal for dynamic advertising and sponsor visibility, fully customizable in size and format.”
“Trusted globally with strong references, delivering maximum impact and reliability in every match.”

# BASKETBALL

## YOUR GAME. YOUR SCORE. OUR BOARD

EMAIL: info@ledech.com.tr
WEB : WWW.LEDECH.COM
TEL : +90541845 30 54

# EVERY TOUCH COUNTS
# WE MAKE IT TRUE

SWIMMING

# SWIMMING

SWIMMING

**SWIMMING TIMING COMPLETE SET SOLUTION**

Digital and Numeric Display
Presice Timer console
TouchPads
Starting blocks

# SWIMMING TIMING SYSTEM EQUIPMENTS

- TEST AND RECOVERY OPTION
- 00 SECOND PRECISION
- WIRELESS & WIRED
- MULTILANGUAGES
- UP TO 50 RACES
- USER FRIENDLY
- REAL TIME

Swimming timing screen

Starting block

Touchpad

Thermal Printer

Lane Box

Race Starter

Controller & Timer

SWIMMING

# 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 and precision to 0.00 seconds

SWIMMING

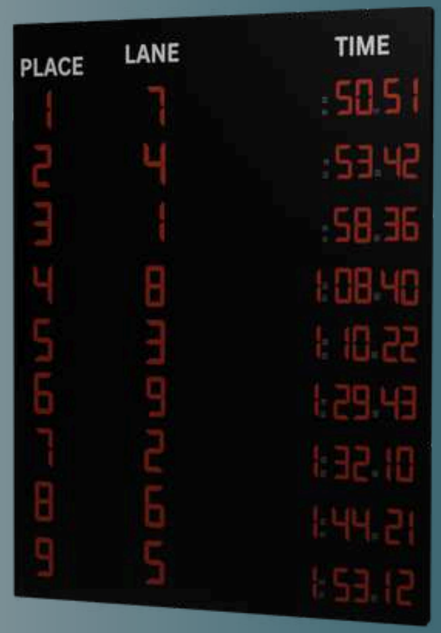
# SWIMMING SCREEN TYPES

## DIGITAL TYPE

### 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




### 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.

SWIMMING

# ADDITIONNAL SCREENS

SWIMMING

(SKL-STP-2L)

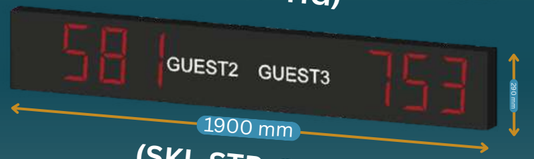
## Team Score Module

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

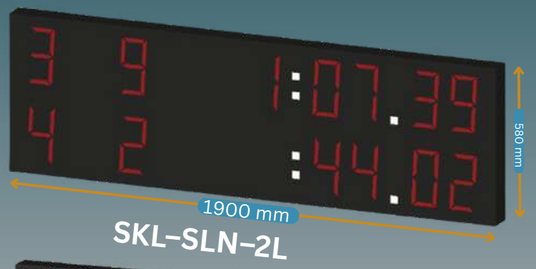
OR

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

(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)

## LAP–LENGTH–TIME Scoreboard

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

OR

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

(SKL–STM–1L)

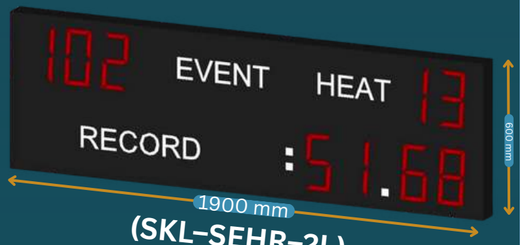
(SKL–SLL–1L)

## LAP Scoreboard

Used as LAP number showing scoreboard

(SKL–SLAP–S )

## EVENT–HEAT–RECORD Scoreboard




(SKL–SEHR–2L)

(SKL–SREC–1L)

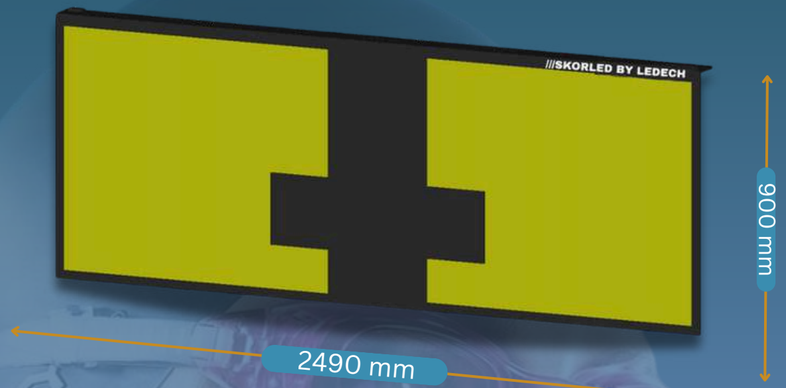
(SKL–SEH–1L)

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

OR

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

# TOUCHPAD




WORLD AQUATIC
STANDARD TOUCHPAD

- Available in two dimensions:
  -2400×90×10 cm (WORLD AQUATIC 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

- 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

Deck Plate

Lane Box

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.

SWIMMING

# SWIMMING Console & Timer

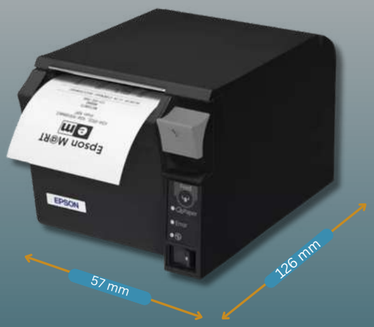
Advanced swimming timer console ensures reliable, precise, and user-friendly race management for professional competitions.

- **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

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

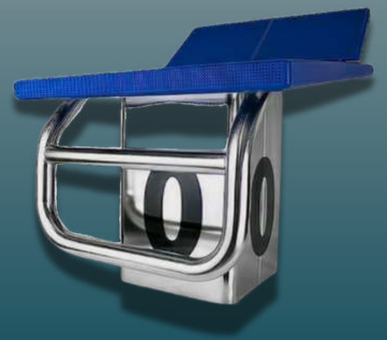
# STARTING BLOCKS

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.




SWIMMING

# ELEVATING PLATFORM

**According to the standarts, the Swimmer should be 70cm higher from the base floor,  usually the starting blocks hight is 40cm so there will be a need for an elevating platform with 30cm height**

***Some Types of Elevating Platfrom :***

***1- CONCRETE***

- *Seperated*

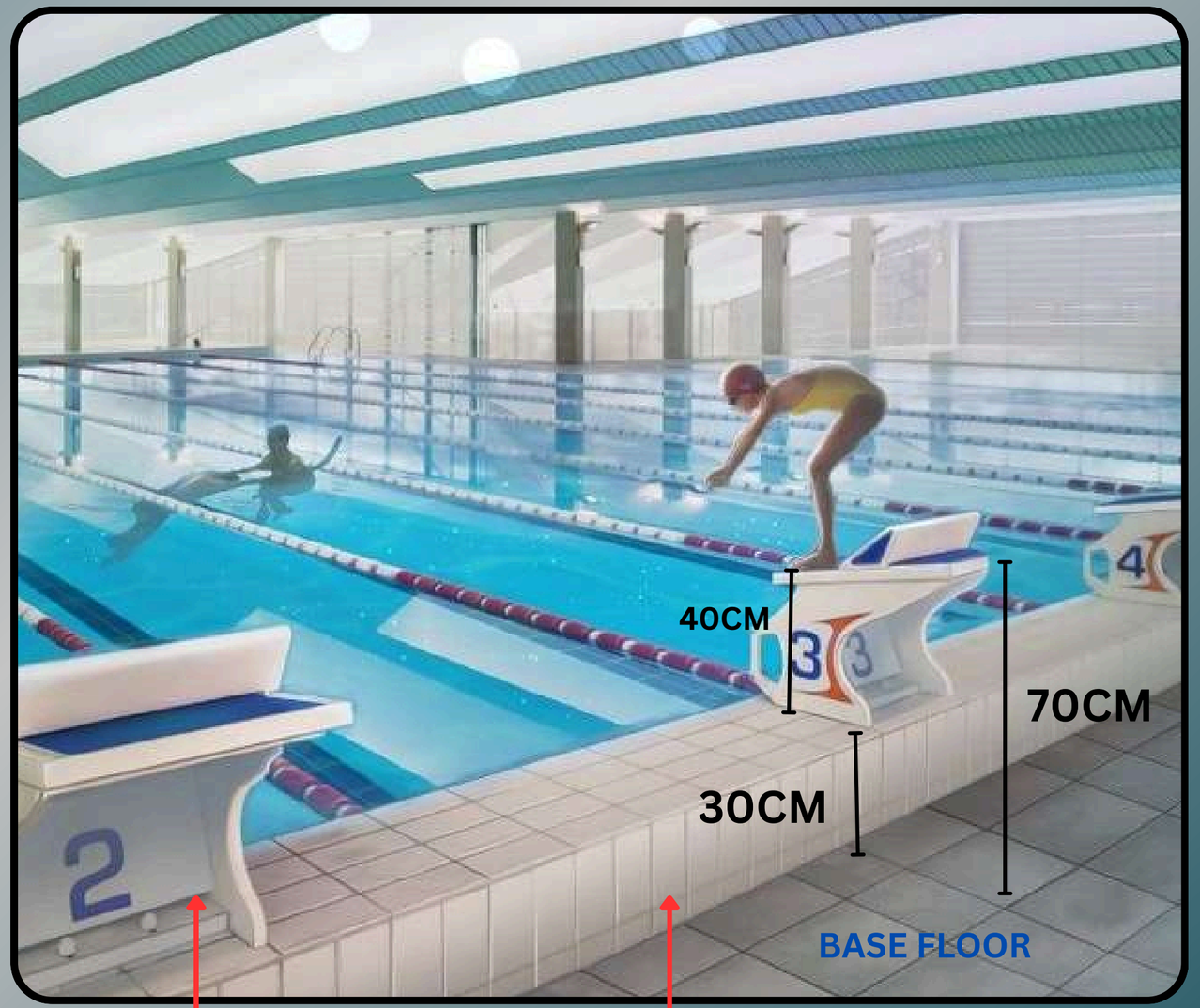
- *Full*

***2- STAINLESS STEEL/ ALUMINIUM***

- *Full*

- *Seperated*

***3- STEP ON THE STARTING BLOCKS***




SWIMMING

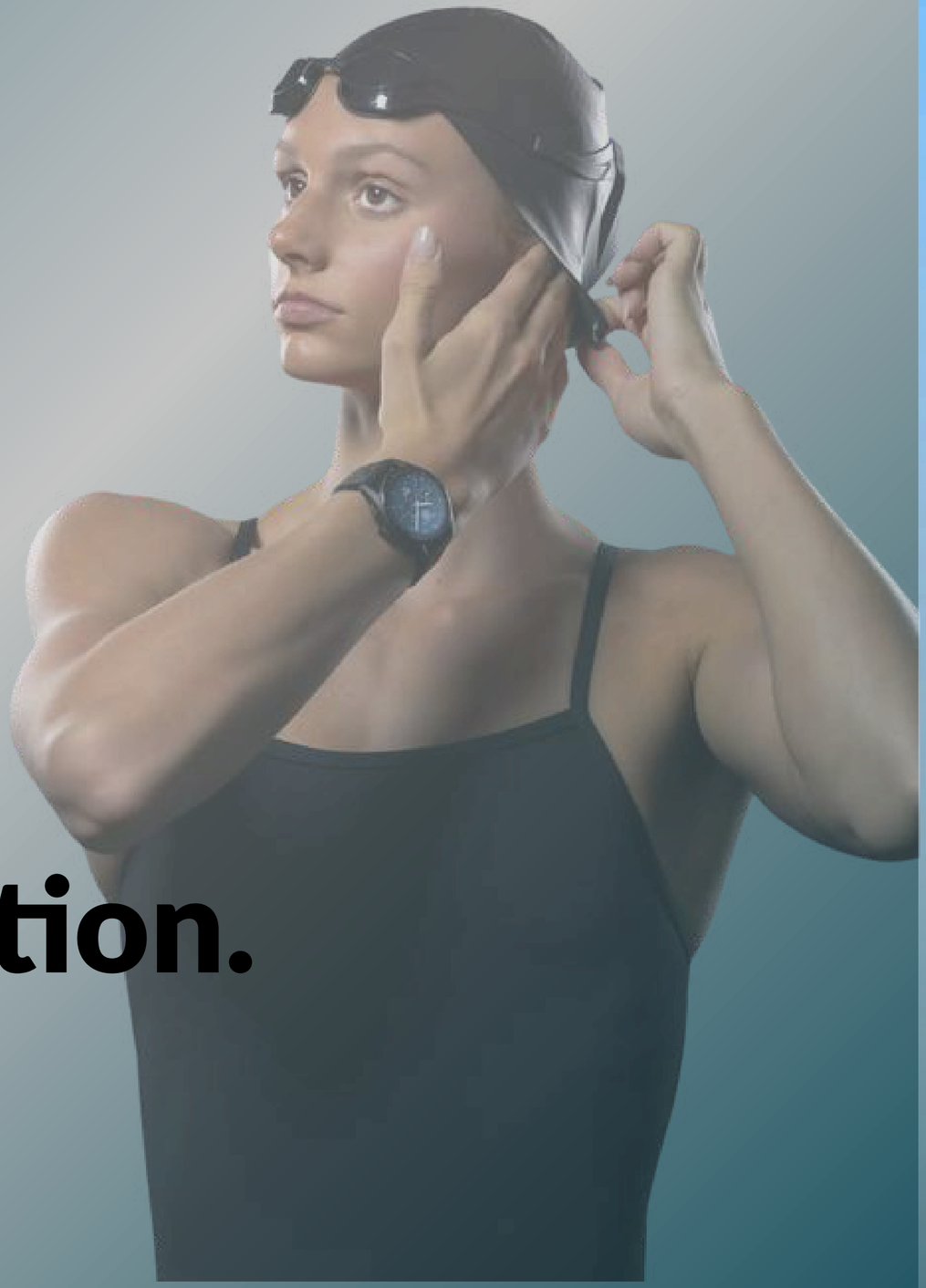
# WATER POLO

S30 (S24 AYNI)
S30G  (S24-14 AYNI)
S30B
S30GB BATTERY
12V
COACH BUTTON

## Water polo console

*EVERY LAP, EVERY TOUCH,*

# Measured to Perfection.



SWIMMING

# SSS-LVE-SX

## EQUIPMENT

- 1 piece race starter (STR – 100)
- As many as number of lanes touchpad (ST – 2490 – F)
  (It might be increased or decreased according to number of far or near lanes.)
- As many as number of lanes lane box (SKL – LB – V1)
  (It might be increased or decreased according to number of far or near lanes.)
- 1 piece thermal printer (SKL – ETP – 5V)
- 1 piece swimming controller (SKL – SWC – V2)
- 1 piece graphic scoreboard (SKL - LVE - X)
  (The screen size can be changed optionally.)

# SSS-N20-A

- 1 piece race starter (STR – 100)
- As many as number of lanes touchpad (ST – 2490 – F)
  (It might be increased or decreased according to number of far or near lanes.)
- As many as number of lanes lane box (SKL – LB – V1)
  (It might be increased or decreased according to number of far or near lanes.)
- 1 piece thermal printer (SKL – ETP – 5V)
- 1 piece swimming controller (SKL – SWC – V2)
- 1 piece lane scoreboard (SKL – SPL – X)
  (The number of lines can be increased or decreased depending to the number of lanes.)

SWIMMING

# SSS-N20-B

- 1 piece race starter (STR – 100)
- As many as number of lanes touchpad (ST – 2490 – F)
  (It might be increased or decreased according to number of far or near lanes.)
- As many as number of lanes lane box (SKL – LB – V1)
  (It might be increased or decreased according to number of far or near lanes.)
- 1 piece thermal printer (SKL – ETP – 5V)
- 1 piece swimming controller (SKL – SWC – V2)
- 1 piece time module (SKL – STM – 1L)
- 1 piece event-heat module (SKL – SEH – 1L)
- 1 piece lane scoreboard (SKL – SPL – X)

(The number of lines can be increased or decreased depending to the number of lanes.)

# SSS-N20-C

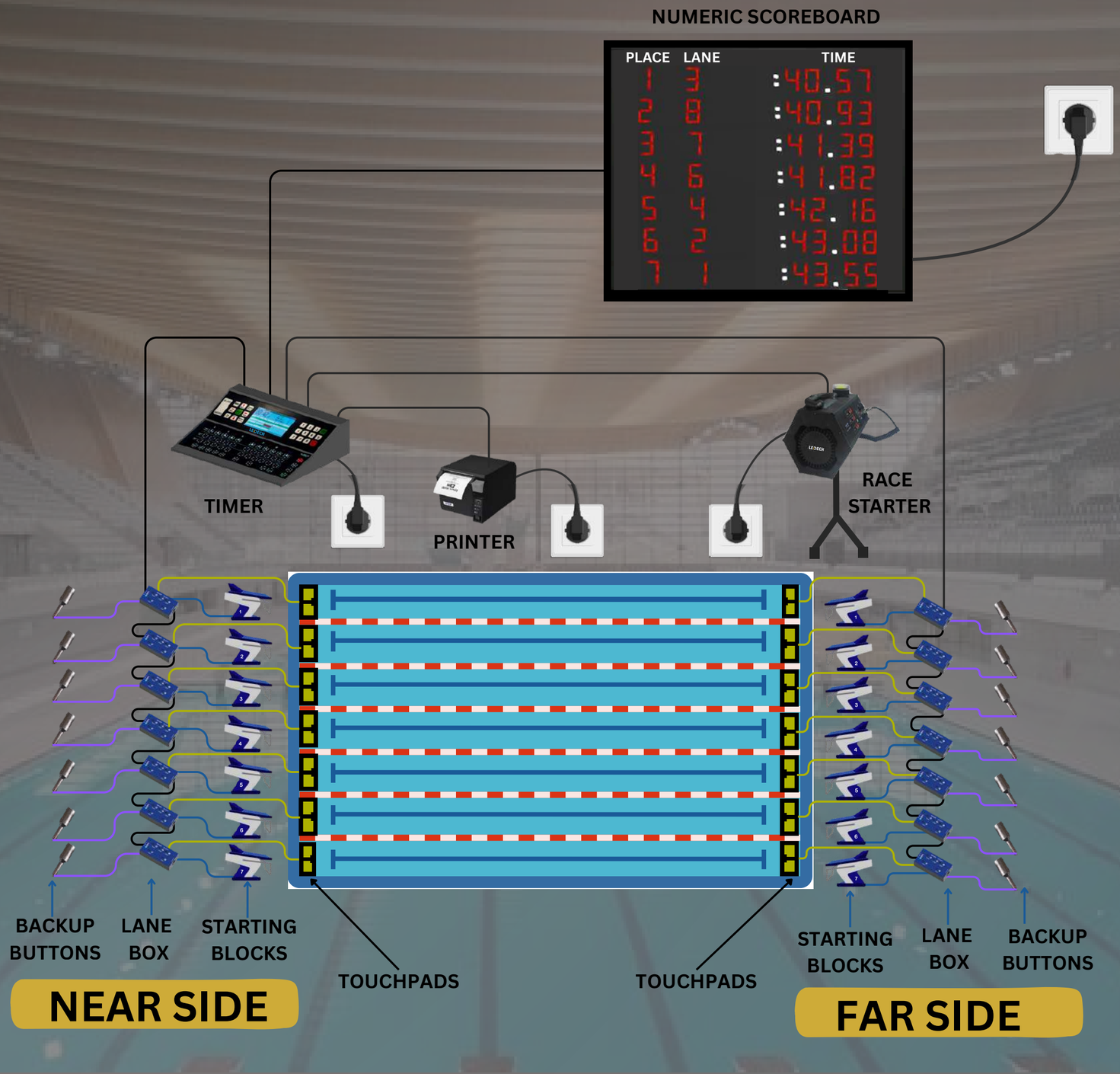
- 1 piece race starter (STR – 100)
- As many as number of lanes touchpad (ST – 2490 – F)
  (It might be increased or decreased according to number of far or near lanes.)
- As many as number of lanes lane box (SKL – LB – V1)
  (It might be increased or decreased according to number of far or near lanes.)
- 1 piece thermal printer (SKL – ETP – 5V)
- 1 piece swimming controller (SKL – SWC – V2)
- 1 piece lap-length-time module (SKL – SLT – 2L)
- 1 piece event-heat-record module (SKL – SEHR – 2L)
- 1 piece lane scoreboard (SKL – SPL – X)

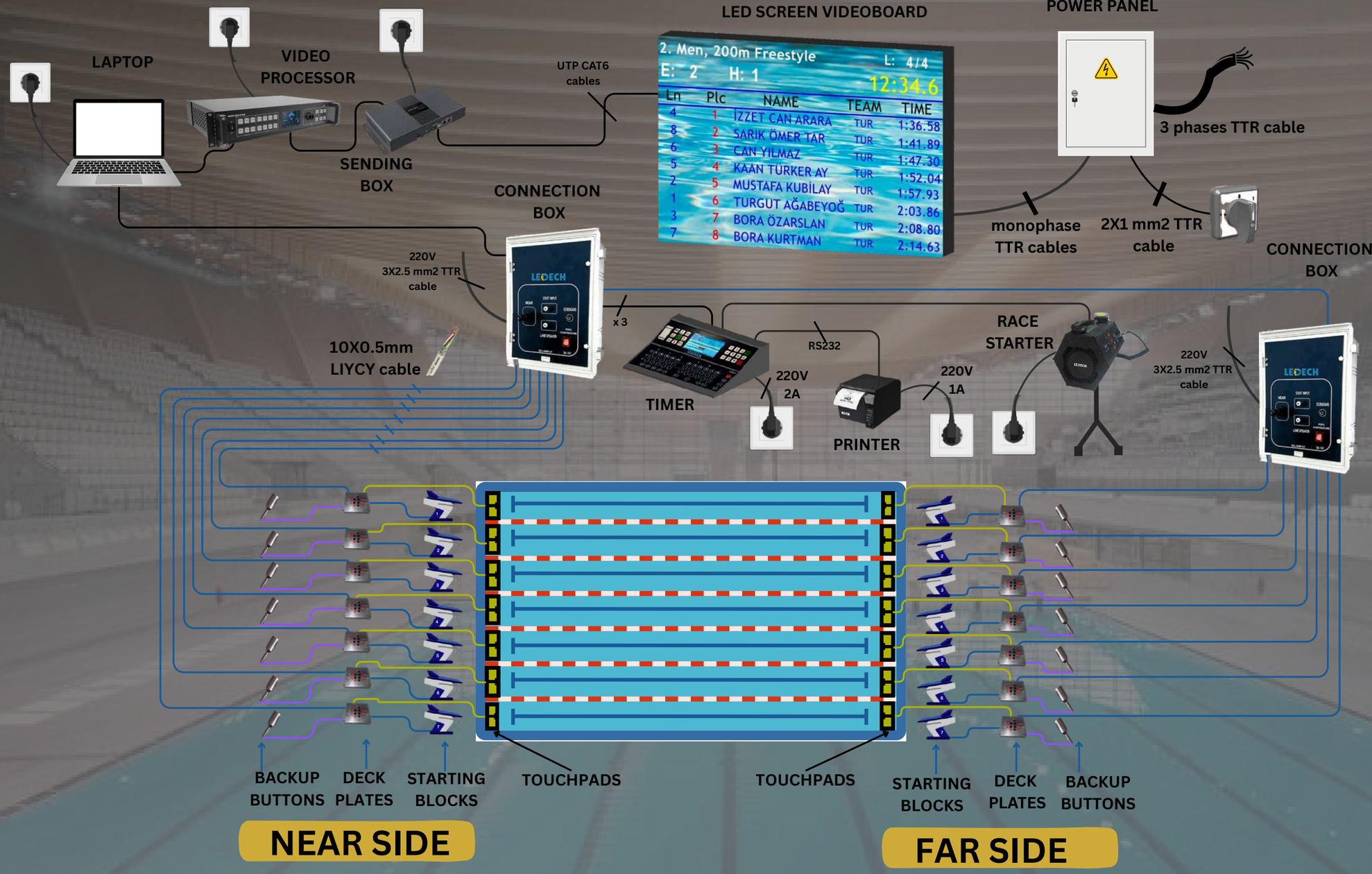
(The number of lines can be increased or decreased depending to the number of lanes.)

# SSS-N20-D

- 1 piece race starter (STR – 100)
- As many as number of lanes touchpad (ST – 2490 – F)
  (It might be increased or decreased according to number of far or near lanes.)
- As many as number of lanes lane box (SKL – LB – V1)
  (It might be increased or decreased according to number of far or near lanes.)
- 1 piece thermal printer (SKL – ETP – 5V)
- 1 piece swimming controller (SKL – SWC – V2)
- 1 piece lap-length-time module (SKL – SLT – 2L)
- 1 piece event-heat-record module (SKL – SEHR – 2L)
- 1 piece lane scoreboard (SKL – SPL – X)
  (It might be increased or decreased according to number of far or near lanes.)
- 1 piece team score module (SKL-STP-2L)
- 2 pieces lap module (SKL – SLAP – S)

# SWIMMING


NUMERIC SCOREBOARD
PLACE LANE TIME
1 3 :40.57
2 8 :40.93
3 7 :41.39
4 6 :41.82
5 4 :42.16
6 2 :43.08
7 1 :43.55
TIMER
PRINTER
RACE STARTER
BACKUP BUTTONS
LANE BOX
STARTING BLOCKS
TOUCHPADS
TOUCHPADS
STARTING BLOCKS
LANE BOX
BACKUP BUTTONS
NEAR SIDE
FAR SIDE


LAPTOP
VIDEO PROCESSOR
SENDING BOX
UTP CAT6 cables
LED SCREEN VIDEOBOARD
2. Men, 200m Freestyle
E: 2 H: 1
L: 4/4
12:34.6
Ln Plc NAME TEAM TIME
4 1 İZZET CAN ARARA TUR 1:36.58
8 2 SARIK ÖMER TAR TUR 1:41.89
6 3 CAN YILMAZ TUR 1:47.30
5 4 KAAN TÜRKER AY TUR 1:52.04
2 5 MUSTAFA KUBİLAY TUR 1:57.93
1 6 TURGUT AĞABEYOĞ TUR 2:03.86
3 7 BORA ÖZARSLAN TUR 2:08.80
7 8 BORA KURTMAN TUR 2:14.63
POWER PANEL
3 phases TTR cable
monophase TTR cables
2X1 mm2 TTR cable
CONNECTION BOX
220V 3X2.5 mm2 TTR cable
CONNECTION BOX
10X0.5mm LIYCY cable
x 3
TIMER
RS232
220V 2A
PRINTER
220V 1A
RACE STARTER
220V 3X2.5 mm2 TTR cable
BACKUP BUTTONS
DECK PLATES
STARTING BLOCKS
TOUCHPADS
TOUCHPADS
STARTING BLOCKS
DECK PLATES
BACKUP BUTTONS
NEAR SIDE
FAR SIDE

SWIMMING

FOOTBALL

*WHERE TECHNOLOGY MEETS*

# The spirit of football

# FOOTBALL

FOOTBALL

**MULTISPORTS SCOREBOARD SOLUTION**

Electronic scoreboards
Scoring console
Text Display
VIDEO BOARD

# FOOTBALL SCREEN TYPES

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also

FOOTBALL

# FOOTBALL

- Supports Turkish, English, and French with 157 characters, including German, Azerbaijani, Turkmen, and Uzbek.
- Operates wired or wireless, with up to 15 hours runtime on a 1.5-hour charge.
- User-friendly system with easy setup and operation.
- Records team, player, and match statistics.
- Includes referee, player, and card animations.
- Displays custom messages on the scoreboard.
- Built-in self-test function for reliable operation.

# FOOTBALL

## SKL-300-3L

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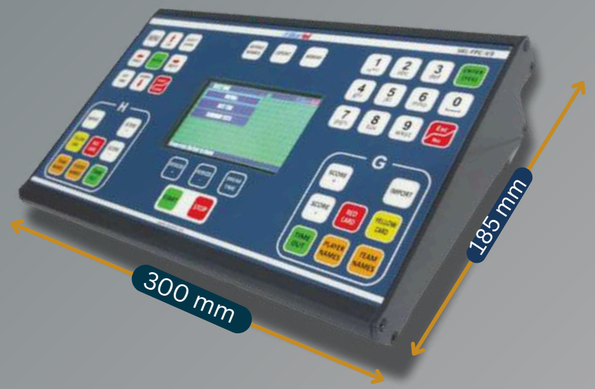
## SKL–500–3L

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever

## SKL-FPC-V3




Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever

## SKL–400–3L

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever

## SKL-128-3L

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# FOOTBALL

## SKL-250-40

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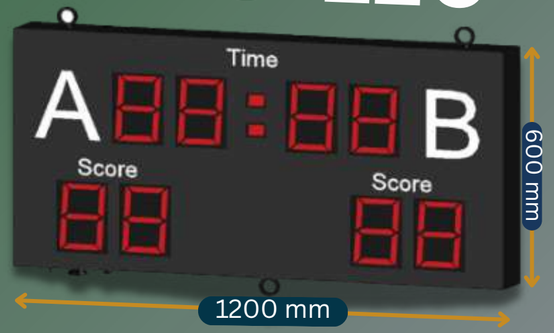
## SHS–120




## SKL-200-30

## SOD-75

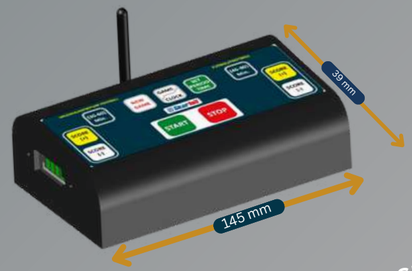
Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever

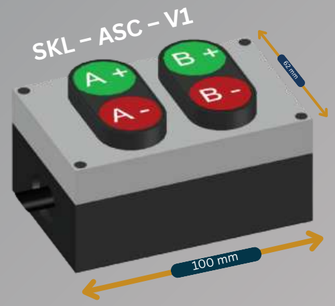
## NECESSARY ACCESSORIES

- Shot Clock (basic) : S24
- Console (basic) : SKL-BHV-V2
- Shot Clock Control : S24K
- Game Clock control: SKL-BGS-V1 :

SKL-AFC-V1 (Software)

SKL–AFC–V1 (Astroturf-Football Controller)



*FROM THE STARTING LINE TO THE FINISH*

# we keep the race alive.

ATHLETIC

# ATHLETICS

ATHLETIC

**MULTISPORTS SCOREBOARD SOLUTION**

Electronic scoreboards
Scoring console
Text Display
VIDEO BOARD

# ATHLETIC

The Wireless Photocell Module (SKL-WPM-V1) has a total weight of 3.4 kg and a maximum power consumption of just 2.5 W, making it both lightweight and energy-efficient.

The Athletics Data Center (SKL–ADC–V1) is a high-performance module designed to deliver reliable data processing for sports timing and results management. Engineered with precision and durability in mind, it ensures stable operation in demanding conditions while maintaining seamless integration with other system components.

Scoreboards are available in standard display sizes of 20, 25, 30, 35, and 40 cm, with the option to manufacture special dimensions according to specific project requirements. Each unit can be produced with different display colors to ensure maximum visibility and a professional finish.

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever

- All equipment supports wired and wireless operation, with up to 24 hours runtime on a 1.5-hour charge.
- Real-time charge monitoring across all devices.
- Import predefined race lists and export results to Excel.
- Athletes can participate in multiple races.
- Supports unlimited scoreboard setups.
- Time measurement with up to 4 gates, ensuring high accuracy and precision.

# ATHLETIC

# SAS-N20-X

- 1 piece data center (SKL – ADC – V1)
- Maximum 4 pieces wireless photocell modules (SKL - WPM - V1)
- As many as number of lanes lane box (SKL – LB – V1)
- 1 piece numeric scoreboard (SKL – ANS – V1)
- Skorled Athletics Software (SKL-ATK-V1)

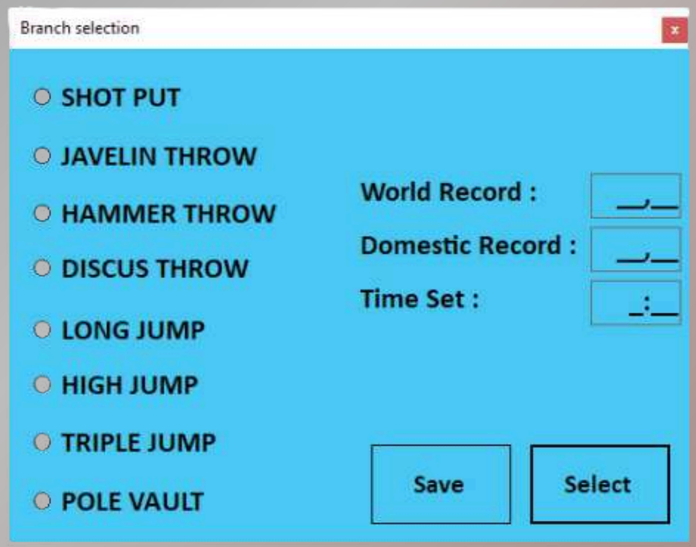
# SAS – P10

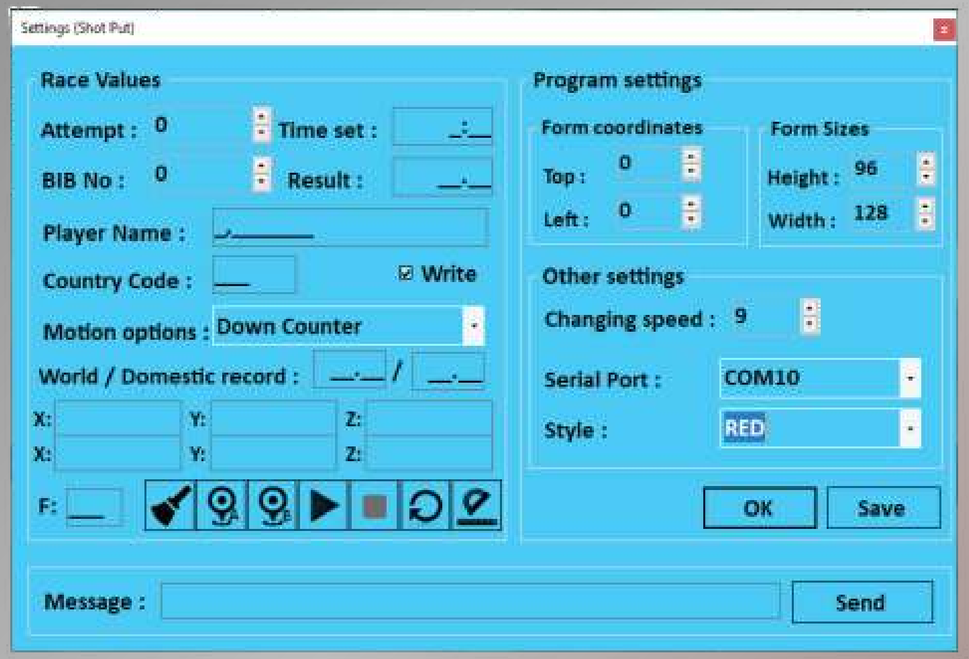
- 1 piece data center (SKL – ADC – V1)
- Maximum 4 piecegraphic scoreboard (SKL – WPM – V1)
- 1 piece graphic scoreboard ( SKL - AGS - V1)
- Skorled Athletics Software (SKL – ATK – V1)

ATHLETIC

# SAS-ATS-V1

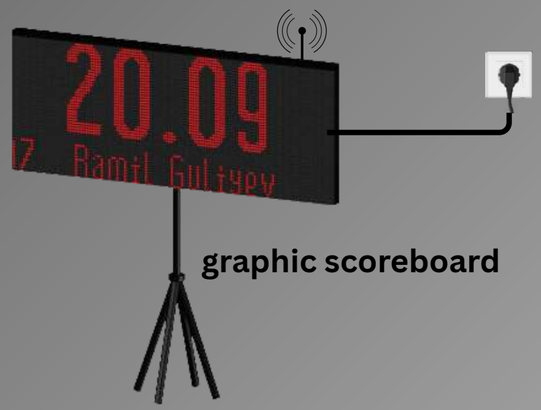
- It has the feature of starting from the desired time.
- It records and displays world record and local record.
- It can be displayed instant messages.
- It works fully compatible with TOPCON device.



ATHLETIC

# SAS – P10

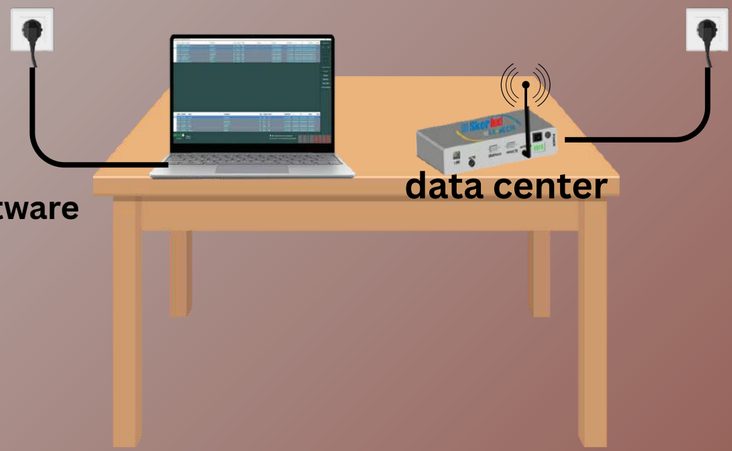



graphic scoreboard

WIRELESS PHOTOCELL MODULE

WIRELESS PHOTOCELL MODULE

LEDECH Athletics Software



data center

ATHLETIC

# SAS – P10

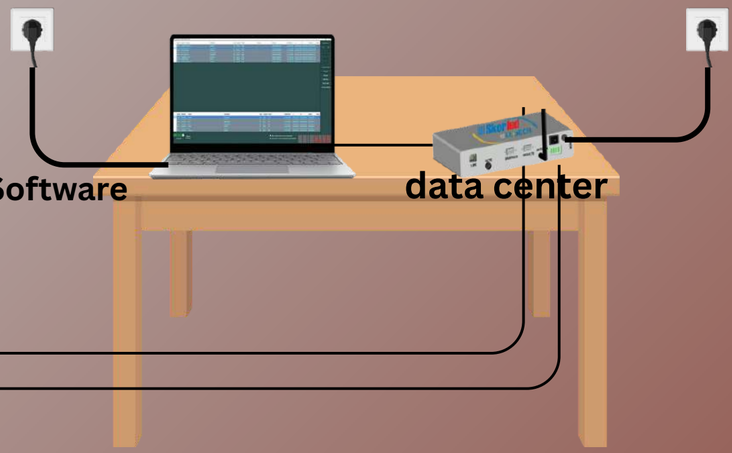
graphic scoreboard

UTP CAT6

UTP CAT6

WIRELESS PHOTOCELL MODULE

WIRELESS PHOTOCELL MODULE



LEDECH Athletics Software

data center

ATHLETIC

TENNIS
EVERY POINT COUNTS
every match remembered.

*EVERY POINT COUNTS*

# every match remembered.

TENNIS

# TENNIS

- Supports multiple languages: Turkish, English, French, plus German, Azerbaijani, Turkmen, and Uzbek characters.
- Flexible operation: wired or wireless, with up to 15 hours battery life on 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

The STS-300-3L Tennis Graphic Scoreboard delivers real-time tennis scoring with vibrant graphics and intuitive layouts. Engineered for durability and reliability, it performs flawlessly in any environment while maintaining a sleek, professional design. Seamlessly integrating into any venue, it enhances the viewing experience, making every match more engaging for players and spectators

# SKL-TNS-V1

The SKL-TNS-V1 is a durable, weather-resistant tennis scoreboard and control system. Compact, lightweight, and energy-efficient, it offers easy score management for clubs, training centers, and recreational facilities, ensuring every match is professional and precise.

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
MENU
H
G
START
STOP

# TENNIS

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

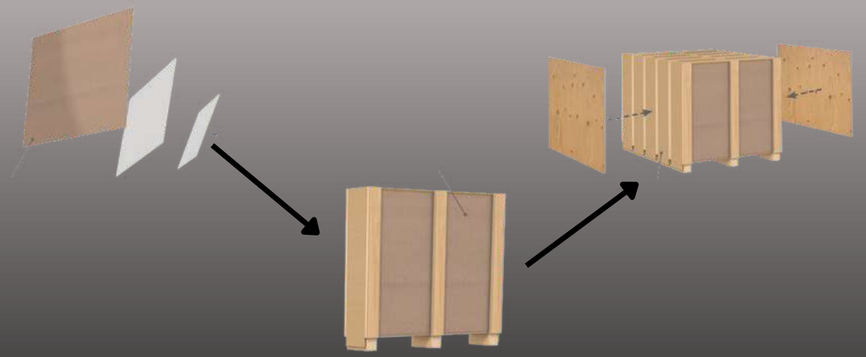
At Ledech, we deliver complete scoreboard solutions — from compact models to large-scale video screens, as well as fully customized designs tailored to our customers' needs.

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.
Please

**note:**that while Ledech applies these packing standards to the majority of our products, adjustments may be made when required by specific circumstances.