

SCOUTING REPORT – MARCH MADNESS

TEAM | HOWARD

	<u>TRANSITION</u>	<u>SLOBs & BLOBs</u>	<u>OFFENSE</u> TIMES OF SETS LOCATED IN OFFENSE	
# 3 Elijah Hawkins	#0 Marcus Dockery	#2 Steve Settle	#24 Jordan Wood	#22 Shy Odom
#1 Khalil Robinson	#5 Jelani Williams	#34 Bryce Harris	#12 Kobe Dickson	

DESCRIPTION OF STARTERS PLAYERS – 3, 0, 2, 24, 22

KEYS TO VICTORY	LAST 5 GAMES (5 - 0)	Keys to the Win	
DEFENSIVE 1. 5 VS THE BALL (Walls and Shrink the Floor but don't over help on #0, #24, & #5) – ALL GAME LONG ➢ Don't let the ball get ahead of the Defense ▪ Calculated and strategic stunt vs cutters and hammer screen in mind ➢ Stop #3 penetration – 5 vs. the ball ▪ #3 PNR Fight over the screen Flat up with radar; X up with likeness 2. SEE BALL AND DON'T LOSE YOUR MAN ➢ Calculated and strategic stunt ➢ Be aware of cutters ▪ No corner or 45 cuts. ▪ No same side kicks ➢ No same side kick – based on personnel 3. NO TRANSITION POINTS ➢ No transition points for 3s for #0, #5, & #2 ➢ No coast-to-coast drives for #2 #3 or #5 2. TAKE CHARGES; PLAYERS DONT STOP THEIR BODIES AFTER DRIVES ➢ Take charges on #22, #5, & #34 3. HOW TO DEFEND AGAINST ACTIONS ➢ vs PNR/DHO – Communicate Early / ▪ #3 PNR Fight over the screen Flat up with radar; X up with likeness ➢ vs RIFLES – 5 Man Drop; Guards watch the cut and be ready for DHO ➢ Post Entry – Wall up; Guards watch the cutters and the hammer screens ▪ Ball Hawk drivers if you are not guarding a shooter OFFENSIVE 1. LOOK FOR 1MORE; SHOOT YOUR SHOT – eFG% over 50% ➢ Don't settle for threes. ➢ Attack #3 Hawkins and #1 Robinson in the post 2. MAKE BONUS PLAYS; GET THE BALL AHEAD OF THE DEFENSE ➢ Move the ball and attack slow footed players in space. ➢ Get to the FT line and get their players in foul trouble ▪ Play with both feet and under control 3. OUT TOUGH & WIN THE BOARDS 4. LIMIT TURNOVERS – WIN THE ASSIST to TURNOVER RATIO	Norfolk St 64 Howard 65 Dockery 3PT shot kept Howard in the game Key inboundng TO down the stretch allowed #5 Williams to knock down 2 FTs. MD-Eastern Shore 55 Howard 74 No players for UMES scored in double digits. Howard kept the fouls even. 15:40 - 11:57 Howard held UMES scoreless and increased lead by 12 (7 pts) SC State 55 Howard 91 SCS only shot 11 FTs this time around and Howard shot 20. Final 10 min of 1 st half 4 FGs allowed. Norfolk St 67 Howard 87 Norfolk shot 29 FTs. Tate and Bankston were the only double-digit scorers. Bryant ended with 9 points. Howard 82 SC State 78 #5 Williams led Howard with 23; Bench only scored 5 other points (two other bench players only shot (2/4). Dickenson scored the rest of the bench points with 5 pts.	70% FT (17/24) 70% FT (21/30) 14% 3PT (3/21); 38% 2PT FG (15/39) 17 Assists; 54% 2PT FG (19/35) 32% FG (21/64); 40% 2PT FG (14/35) 50% FG (35/69); 56% 2PT FG (27/48) 35% 3PT (5/14); 36% FG (22/60) 53% 3PT (14/26); 52% FG (30/57) 45% 3PT (11/28); 69% FTs (9/13) 23% 3PT (5/21); 84% FTs (21/25)	
	OFFENSE Drag Actions Start of Video Late Clock / Late Game 6:57 Dribble Weave Actions 56 Seconds Zone & Additional Actions 10:26 Spanish PNR Actions 5:24	PLAYERS TO ATTACK <ul style="list-style-type: none"> Biggs can't guard in space (#12, #22, #24, and #34). Attack #3 in the paint and as much as possible (avg 30 mpg). Attack #0 and #5 in space. Shift their body & go. 	DEFENSE They will look to take charges Plays a 2-3 zone that has an irregular rotation <ul style="list-style-type: none"> BLOB plays. Normally plays M2M defense <ul style="list-style-type: none"> Switch like screens Defense is sound but gives up a lot fouls and FTs <ul style="list-style-type: none"> Have the opportunity to get offensive rebounds Full Court Press – First Pass and jump to get ball out of PGs hand <ul style="list-style-type: none"> They don't hold the middle after the ball has been reversed ➢ Middle and weakside advance pass is open 1-2-2 M2M Full Court 1-2-2 Full Court 2-2-1 Full Court Side PNR will make corner defender plug. <ul style="list-style-type: none"> Corner three will be open or roll guy On High PNR <ul style="list-style-type: none"> Short Roll or guard can get in the paint and play inside out ➢ Don't fall in love with the midrange shot look to attack ➢ Roll man will be open if playing with pace; hit corner man if guard plugs Can beat them in transition; make them run when they don't want to run.
	When Howard's eFG is above 50% they are 18 – 5 Main Sets 4-OUT; Drag, Double Drag, Spanish PNR, Horns, Single Side w/ Stagger. Must watch for 45 cut when PNR has occurred. Hammer screens and Back screens away from the ball. Last 14 seconds PNR or flip depending on who has the ball at the end of the shot clock 31 st in the country in 3PT percentage; Offensive Rebounding %age 29 th in the country and ranked at 103 in eFG% Guards can shoot the ball very well behind the arc <ul style="list-style-type: none"> Most shots will come from the corner or the wing ➢ These are the same looks in transition The ball stays in the hands of the players who can make and deliver the right read. <ul style="list-style-type: none"> Guards keep hands high on PNR so the lob or corner pass is difficult to make. Biggs can score in the paint and with defense must decide whether to let them eat or give up open 3PTs <ul style="list-style-type: none"> Both biggs are good passers out of the post ➢ #22 Odom looks for the wings and the corner 		

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<ul style="list-style-type: none"> ➤ #12 Kobe Looks for the slots and top of the key <ul style="list-style-type: none"> • They rebound and create extra possessions for the team • Will score off slips and rolls <p>Physical team</p> <ul style="list-style-type: none"> • Fouls a lot <ul style="list-style-type: none"> ➤ Need to attack them and get them in foul trouble make sure we don't foul. <p>#5 Williams is there go-to offensive player when he is in the game. He looks to score when the team needs a bucket. He was the guy offensively who helped them beat NSU.</p>	<p>Weakside defense is easier to attack when the ball gets in the paint.</p> <ul style="list-style-type: none"> • Players ball watch and lose their man • Corner drives to the middle are there to take <p>Howard looks to run on offense BUT if stopped from scoring on that possession, they don't run as hard to get back on defense.</p>
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TENDENCIES

Transition / Early Offense: Looks to get ball to PG once the ball has been secured on the defensive end. They sprint hard and wide and #3 Hawkins finds them. Everyone is looking to kick the ball ahead. Soft spots Howard attacks is the wings and the corners. Boomerang for the slot after the ball has been passed ahead. Howard is looking to take the three. No actions in the beginning of the transition since the ball is being kicked ahead.

- Howard gets easy buckets turning people over.
- Looking to push the ball right after the score.
- Howard will crash the ball on shots and will get 2nd chance opportunities and or get to the FT line.
- When PG is crosses the court and drives towards a shooter, he's looking to flip for a quick 3.
- #2 Howard will attack the rim whenever he gets the opportunity if he does not kick the ball ahead during the break.

Secondary Offense / Half Court: Single Drag, Double Drag to possible DHO; Drag to Second Screen with big; Flips with training player; 3 Man I;

- Someone will always be open for the roll/slip when both shooters are in both corners ready to shoot. This makes the help a second slow.
- Double Drag – First screener is shooter who receives a screen from the second drag after PG has cleared and pops. PG is looking for pop or strong side corner cut.
- Outside screen to single side

Post Ups: #22 Shy posts left and right side and can make the pass to both corners; #12 Kobe posts right and can score with left hand; Posts are looking to kick the ball out to shooters.

- When #22 Shy is posting up and dribbling middle, he is looking for a weakside pass to a shooter
 - A cut or hammer curl will normally occur while he is dribbling

ISO: Weakside stagger. Ball is on one side for the potential isolation. Bottom stagger twirl, bottom screener pops using the second screen into PNR if no shot.

- Will look for the advantage after the switch and attack
- #2 Elijah and #5 Williams are normally in ISO moments from either the top or wing.
 - #2 Elijah is normally looking to find the open man or hit the cutter. Will attack in transition
 - #5 Williams is normally looking to score if the opportunity is there (wont normally force the shot).

Side PNR: Can occur during the Transition break after the ball has been passed ahead (#5 Williams motioned PG to go opposite). Slot PNR occurs watch the 45-cut on the weakside. Flips are an option if the PNR is not used. Low Wing DHOs allow for 2v1 opportunities on the weakside especially if a big as switched onto a guard at the wing position (Spain PNR action can force this action).

4-OUT - Dribble Weave: Option 1 with PNR - Sequence starts off with wing DHO, then passing back to weakside slot; PNR: (Passer cuts away then goes ball side and receives hammer screen from weakside corner – no corner help).

- **Option 2 Pass to the Wing** - Sequence starts off with wing DHO, then passing back to weakside slot; pass to wing (passer cuts to weakside corner – might receive back screen from big before big goes to the PNR action); Pass to Slot Post: Can turn into strong or weakside DHO
- **High Action with all action being ran from the FT up.**
- **Single Side to Opposite Side Stagger:** Bottom guard runs through: Bottom screener pops to slot and receives pass from PG; PG gets back screen from big from the drag and big pops (guard cuts opposite); Big goes into 3 man I (Opposite wing/big sets down screen for opposite corner cut); 3 man I cutter sets screen for corner guard.
 - Corner cutter eliminates help side man and 3 man I cutter's defender screens opens corner or defense gives up cut for score.

High PNR: Action is Dribble weave; Spanish PNR with #24 Wood. Outside PNR when Spanish PNR is being run (both bigs are on same side).

- High PNR attacking single side, strong side corner cut

Continuity / Late Clock: Cutting, Side PNRs, and DHOs.

- Late clock attack is around 14 seconds with a middle PNR with PGs
 - If 14 seconds and ball is not in the hands of the PG
 - Ball is passed to the big and then guard sets a flip
 - Ball can be entered into the post to get inside out action.
 - Spanish PNR option – Right slot only
 - Think about Force left and blitz
 - They are looking to attack the corners for open shots.

Zone Offense: BOX-1 or Triangle and 2 | Single Drag offensive action. 1-2-2, 2-1-2, and 2-3 | 4-Out Action (hit the big for inside out action).

Out of Bounds: Shy posts up left side and goes right; Weakside shooter will be looking for the kick out to shoot out of a hammer screen.

- **Who is taking the ball out?**
 - BLOBs - #3 Elijah Hawkins
 - Focus is strong side corner. Will look to run some PNR action afterwards.
 - Strong side big normally receives the inbound pass.
 - SLOBs - #3 Elijah Hawkins
 - Most SLOBs are plays that they normally run with a boomerang into a drag or PNR.
 - Shooter receives the ball from in bounder and is available for the kick back.

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- Strong side big man is an option for a quick hitter or release pass.

Player Performance:

- #24 Wood - Last three games: 13% 3PT (2/15); 15% FG 3/19
- #0 Dockery - Last three games: 31% 3PT (7/22); 38% FG (10/26)
- #5 Williams - Last three games: Has not taken more than two threes per game.

End of Game:

- **Defense:** M2M
- **Offense:** Dribble Weave to outside PNR with #24 Williams and #2 Hawkins
 - 4 Low to Horns – Settle slips to a ghost into a screen given by opposite big
 - PG dribbles Single side: corner guard cuts (opposite stagger: no twirl, guard cuts through to strong side corner); top big follows for PNR
 - Single side Outside PN; double side corner cut

Adjustments Made

- Against UMES
 - Attacked out of the Spanish PNR
 - Went to 4-OUT offense and created space to attack
 - Went away from predictable offense
- Against NFS
 - 4-OUT Single Side attack
 - 4-OUT Single side, Weakside Stagger
 - Let Williams work out by putting him in space against defenders who could not guard him.

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DESCRIPTION STARTERS – 3, 0, 2, 24, 22

	TRANSITION				SLOBs & BLOBs				OFFENSE															
# 3 Elijah Hawkins	#0 Marcus Dockery				#2 Steve Settle				#24 Jordan Wood				#22 Shy Odom											
	#5 Jelani Williams				#34 Bryce Harris				#12 Kobe Dickson															
ELIJAH HAWKINS																								
3	AVG 13.4 PTS		eFG	54.6%	DESCRIPTION		ENGINE - KEEP OUT THE MIDDLE WITHOUT GIVING ASSISTS UP						OVERALL 3s		50/103	48.5%								
	YR	POSITION	HEIGHT	MP	FG		2PT FG		3PT FG		FT		REB	ORB	AST	TO	STL							
	SO	G	5'11	30.3	56/130		43.1%		26/70		37%		30/60		50%		47/58		81%		3.8	.6	7.2	4
STRENGTHS	<ul style="list-style-type: none"> Very shifty - Gets into the middle consistently. Can shoot the three. Will find players. Average 7 Assists per game. Passes the ball ahead in transition Will attack bigs in isolation when they are guarding him after switch 																							
TENDENCIES	<ul style="list-style-type: none"> Pass first guard who is not looking for his shot at the beginning of the shot clock. Favors going left when on right side of the court Looks to change directions around the FT line – behind the back or between the legs or spin Does not look to shoot the midi Plays 																							
OFFENSIVE WEAKNESSES	<ul style="list-style-type: none"> Not a good mid-range shooter and does not finish consistently at the rim. Struggles to hit the transition 3. The longer he dribbles the more likely he will turn the ball over IF defense doesn't fall asleep. Attack him when he is playing defense. 																							
DEFENSIVE STRATEGY	<ul style="list-style-type: none"> Keep him out the middle, make him force a pass or shoot contested mid-range shot. Have longer defender guard him to make it hard for him to complete passes and shoot over Don't let him dance - Play with active hands 																							
OFFENSIVE STRATEGY	<ul style="list-style-type: none"> Post up when given the opportunity. Attack when given the chance. Plays 30 min. Goal is to tire him out. <ul style="list-style-type: none"> Sprint down the floor on offense. He doesn't like to sprint back consistently. Doesn't fight over PNR well. Catch and shoot maybe the best first option depending on how much helps off. 																							
POSSIBLE DEFENDERS																								

MARCUS DOCKERY																								
0	AVG 12.6 PTS		eFG	62.5%	DESCRIPTION		LFY SHOOTER – APPLY PRESSURE & DON'T LOSE! NO EASY BUCKETS						OVERALL 3s		29/37	45.7%								
	YR	POSITION	HEIGHT	MP	FG		2PT FG		3PT FG		FT		REB	ORB	AST	TO	STL							
	SO	G	6'2	21.9	88/187		47%		30/60		50%		58/127		45.7%		15/22		68.2%		2.4	.6	1.6	1.4
STRENGTHS	<ul style="list-style-type: none"> Dangerous 3PT shooter but will find different ways to score inside the 3PT line. Key player that has been stopped when team has lost. When he scores double digits, the team has a higher percentage in winning 																							
TENDENCIES	<ul style="list-style-type: none"> Catch and shoot. Willing driver and scrappy. 																							
WEAKNESSES	<ul style="list-style-type: none"> Not a strong ball handler. Can apply ball pressure and be physical. Easiest player to take out the game. 																							
DEFENSIVE STRATEGY	<ul style="list-style-type: none"> Apply ball pressure and be physical. Don't lose him or help off him 																							
OFFENSIVE STRATEGY	<ul style="list-style-type: none"> Slow footed. Look to attack when he is in a close out moment. <ul style="list-style-type: none"> Pump and ball fakes, jabs, and blow bys will be effective based on your skillset. <ul style="list-style-type: none"> Flips, boomerangs, and movement into making him guard will be difficult for him adjust too. 																							
POSSIBLE DEFENDERS																								

STEVE SETTLE III																								
2	AVG 10.7 PTS		eFG	56.4%	DESCRIPTION		BIG GUARD – APPLY PRESSURE AND BE PHYSICAL						OVERALL 3s		82/98	28.4%								
	YR	POSITION	HEIGHT	MP	FG		2PT FG		3PT FG		FT		REB	ORB	AST	TO	STL							
	R-JR	G	6'10	27.4	38/78		48.7%		26/42		61.9%		12/36		33%		30/37		81.1%		5.7	1.8	.6	1.5
STRENGTHS	<ul style="list-style-type: none"> Long and is an X-factor. Can defend and score but is not aggressive. 																							
TENDENCIES	<ul style="list-style-type: none"> Stay down on fakes. Hunts pull ups & dribble posts; attacks the boards. Gets a lot of corner 3 and wing threes. 																							
DEFENSIVE WEAKNESSES	<ul style="list-style-type: none"> Has a high dribble that isn't extremely tight. Can get physical with him. Make him go left 																							
DEFENSIVE STRATEGY	Get under him and attack the ball. Contest 3PT shot but don't let him get easy looks in the paint.																							
OFFENSIVE STRATEGY	<ul style="list-style-type: none"> Long guard who uses his length to compensate for his slow foot speed. Good at guarding PNRs when he goes under. Slow footed. Look to attack when he is in a close out moment. Not a physical defender; Main scorers create space and you will be able to get your shot off. Does not always contest shots. Slow to contest. <ul style="list-style-type: none"> Pump and ball fakes, jabs, and blow bys will be effective based on your skillset. <ul style="list-style-type: none"> Flips, boomerangs, and movement into making him guard will be difficult for him adjust too. 																							
POSSIBLE DEFENDERS																								

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JORDAN WOOD																	
24	AVG 9.7 PTS		eFG	54.2%		DESCRIPTION		SHOOTER – BALL PRESSURE AND BE PHYSICAL					OVERALL 3s		61/156		39.1%
	YR	POSITION	HEIGHT	MP	FG	2PT FG	3PT FG	FT		REB	ORB	AST	TO	STL			
	JR	F	6'9	20.2	51/119	42.9%	24/51	47%	27/68	39.7%	7/12	58.3%	3.8	.7	.8	1.3	.6
STRENGTHS	<ul style="list-style-type: none"> Shooter; will run in transition and get open looks willing rebounder but not a great rebounder 																
TENDENCIES	<ul style="list-style-type: none"> BSC / Pop & Ghost screen for 3s. Looks to corner slash. Will post against smaller players. Normally passes out of the post to the slot and top of the key. 																
WEAKNESSES	<ul style="list-style-type: none"> Not extremely strong. Can be negated with a player who is just as tall with strength. Not extremely quick and can be taken off the dribble. Has not shot the ball well within the past three games. 																
DEFENSIVE STRATEGY	<ul style="list-style-type: none"> Apply ball pressure and be physical 																
OFFENSIVE STRATEGY	<ul style="list-style-type: none"> Slow footed. Look to attack when he is in a close out moment. Not a physical defender; Main scorers create space, and you will be able to get your shot off. Falls asleep on defense. Does not always contest shots. Slow to contest. <ul style="list-style-type: none"> Cut to get open or score when he is not looking. Pump and ball fakes, jabs, and blow bys will be effective based on your skillset. <ul style="list-style-type: none"> Flips, boomerangs, and movement into making him guard will be difficult for him adjust too. When posting him up. <ul style="list-style-type: none"> Not a shot blocker; pump fake or go up strong with a hook 																
POSSIBLE DEFENDERS																	

SHY ODOM																	
22	AVG 12 PTS		eFG	51.3%		DESCRIPTION		DAWG – FIGHT HIM – OUT TOUGH HIM					OVERALL 3s		3/13		23.1%
	YR	POSITION	HEIGHT	MP	FG	2PT FG	3PT FG	FT		REB	ORB	AST	TO	STL			
	FR	F	6'9	24.3	61/119	51.3%	61/114	53.5%	0/5	%	46/67	68.7%	5.4	2.6	1.8	1.9	.8
STRENGTHS	<ul style="list-style-type: none"> Rim to rim; Post back down; gives team second opportunities with offensive rebounds 																
TENDENCIES	<ul style="list-style-type: none"> All shots are in the red zone. Not a good shooter or FT shooter. A fighter who will find different ways to score around the basket. Normally passes out of the post to the corner and wing. Rebounder 																
WEAKNESSES	<ul style="list-style-type: none"> Can't shoot, not extremely athletic 																
DEFENSIVE STRATEGY	<ul style="list-style-type: none"> Out tough and limit rebounds and easy buckets around the rim No dump offs Wall up 																
OFFENSIVE STRATEGY	<ul style="list-style-type: none"> Slow footed. Look to attack when he is in a close out moment. Physical defender; Main scorers to create space and you will be able to get your shot off. When he is on the wing. <ul style="list-style-type: none"> Pump and ball fakes, jabs, and blow bys will be effective based on your skillset. <ul style="list-style-type: none"> Flips, boomerangs, and movement into making him guard will be difficult for him adjust too. When posting him up. <ul style="list-style-type: none"> Not a shot blocker; pump fake or go up strong with a hook 																
POSSIBLE DEFENDERS																	

CLICK WORDS AND PLAYER NUMBERS IN RED TO PULL UP VIDEO EDITS

DESCRIPTION OF ROLE PLAYERS – 5, 34, 12, 1, 11

		TRANSITION			SLOBs & BLOBs				OFFENSE								
# 3 Elijah Hawkins		#0 Marcus Dockery			#2 Steve Settle				#24 Jordan Wood				#22 Shy Odom				
		#5 Jelani Williams			#34 Bryce Harris				#12 Kobe Dickson								
JELANI WILLIAMS																	
5	AVG 10.9 PTS		eFG	54%	DESCRIPTION		X FACTOR – BULLY GUARD WHO CAN SHOOT THE 3 – OUT TOUGH						OVERALL 3s		25/72	34.7%	
	YR	POSITION	HEIGHT	MP	FG	2PT FG	3PT FG	FT	REB	ORB	AST	TO	STL				
	GR	6'5	G	23.5	53/112	47.3%	38/80	47.5%	15/32	46.9%	32/44	46.9%	5.1	1.8	2.2	1.4	1.3
STRENGTHS	<ul style="list-style-type: none"> Scoring guard who can score on all three levels. Can shoot the three and will work the FT line to get midrange shots. Does not shoot a lot of threes. Looks to attack the rim first. He reads what the defense gives him. Tough player, will not be denied. 																
TENDENCIES	<ul style="list-style-type: none"> Likes to spin and go right. Catch and shoot beyond the arc. Can score on the left side as well but will come back to his right hand. Crafty and finds different ways to score. Comes off the bench and scores double digits. Team defers to him to score when a bucket is needed. Likes to attack from the left side and middle of the court. 																
WEAKNESSES	<ul style="list-style-type: none"> Does not have a great handle. Most moves are 3 to 5 dribbles. Speed him up Turns the ball over when he gets in the paint and can't shoot over defender. Be ready to intercept pass. 																
DEFENSIVE STRATEGY	<ul style="list-style-type: none"> Force him right and don't give him a rhythm three. He will come back to his right. Apply pressure and have players stunt at him or double him 																
OFFENSIVE STRATEGY	<ul style="list-style-type: none"> Slow footed. Look to attack when he is in a close out moment. Not a physical defender; Main scorers create space, and you will be able to get your shot off. Does not fight over the PNR well. Does not always contest shots. Slow to contest. <ul style="list-style-type: none"> Pump and ball fakes, jabs, and blow bys will be effective based on your skillset. <ul style="list-style-type: none"> Flips, boomerangs, and movement into making him guard will be difficult for him adjust too. 																
POSSIBLE DEFENDERS																	

BRYCE HARRIS																
34	AVG 6.3 PTS		eFG	62.3%	DESCRIPTION		BULL – OUT TOUGH						OVERALL 3s		11/32	34.4%
	YR	POSITION	HEIGHT	MP	FG	2PT FG	3PT FG	FT	REB	ORB	AST	TO	BLK			
	SO	F	6'4	15	33/57	57.9%	28/42	66%	5/15	33.3%	11/15	73.3%	3.2	1.2	.2	.8
STRENGTHS	<ul style="list-style-type: none"> Rebounder and scores off cuts. Will shoot and hit the occasional 3 Rebounder 															
TENDENCIES	<ul style="list-style-type: none"> Slashes for dunks; Bully Driver; and attacks the glass. 															
WEAKNESSES	<ul style="list-style-type: none"> Not a scorer. Takes the shot if given. Does create his shot. Speed him up and he will turn the ball over on the wing 															
DEFENSIVE STRATEGY	<ul style="list-style-type: none"> Contest knowing he wants to drive or post up Let him take a contested three No dump offs and box him out on shots Wall up; not a good finisher around the rim 															
OFFENSIVE STRATEGY	<ul style="list-style-type: none"> Sneaky physical defender. Will stay in front and contest shots (long arms). Main scorers create space, and you will be able to get your shot off. He contests hard when in closeout situations. <ul style="list-style-type: none"> Pump and ball fakes, jabs, and blow bys will be effective based on your skillset. <ul style="list-style-type: none"> Flips, boomerangs, and movement into making him guard will be difficult for him adjust too. When posting him up. <ul style="list-style-type: none"> Not a shot blocker; pump fake or go up strong with a hook 															
POSSIBLE DEFENDERS																

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KOBÉ DICKSON																
12	eFG		62.2%	DESCRIPTION		REBOUNDING FACILITATING BIG – DOMINATE HIM						OVERALL 3s		0/5	0.0%	
	YR	POSITION	HEIGHT	MP	FG	2PT FG	3PT FG	FT	REB	ORB	AST	TO	STL			
	GR	F	6'9	13.4	28/45	62.2%	28/45	62.2%	NA	%	13/15	86.7%	2.4	1.4	.9	1.6
STRENGTHS	<ul style="list-style-type: none"> A facilitator and gives Shy a rest. 															
TENDENCIES	<ul style="list-style-type: none"> Doesn't look to take the 3 but will get in the paint. Not a good finisher around the rim. Takes a lot of dribbles and we can ball hawk. Rebounder 															
WEAKNESSES	<ul style="list-style-type: none"> Not a good 3-point shooter and does not draw a lot of fouls. Slow moves in the paint. Can be bullied. 															
DEFENSIVE STRATEGY	<ul style="list-style-type: none"> Apply pressure. Force him into TOs. Use your quickness and attack the ball. Wall up. 															
OFFENSIVE STRATEGY	<ul style="list-style-type: none"> Slow footed. Look to attack when he is in a close out moment. <ul style="list-style-type: none"> Pump and ball fakes, jabs, and blow bys will be effective based on your skillset <ul style="list-style-type: none"> Flips, boomerangs, and movement into making him guard will be difficult for him adjust too. When posting up <ul style="list-style-type: none"> Be strong and quick. He is not a shot blocker and slow footed in the post <ul style="list-style-type: none"> He walls up. He does not jump when guarding in the post. 															
POSSIBLE DEFENDERS																

KHALIL ROBINSON																	
1	AVG 2 PTS		eFG	55.9%	DESCRIPTION		BACK UP PG – APPLY PRESSURE – FACILITATES DOESN'T LOOK2 SHOOT						OVERALL 3s		7/10	30.8%	
	YR	POSITION	HEIGHT	MP	FG	2PT FG	3PT FG	FT	REB	ORB	AST	TO	STL				
	SR	G	6'	10.7	8/17	47.1%	5/8	62.5%	3/9	33.3%	7/8	87.5%	1	.3	1	.7	.2
STRENGTHS	<ul style="list-style-type: none"> Third leading assist man on team Quick Can make the easy read 																
TENDENCIES	<ul style="list-style-type: none"> Pass first guard who facilitates while he is in the game Can shoot but does not take many shots 																
WEAKNESSES	<ul style="list-style-type: none"> Does not handle the trap well and can be sped up 																
DEFENSIVE STRATEGY	<ul style="list-style-type: none"> Apply pressure don't let him make the easy read Trap him when he does not see it coming 																
OFFENSIVE STRATEGY	<ul style="list-style-type: none"> Post up when given the opportunity. Attack when given the chance. <ul style="list-style-type: none"> Gives up the middle drive often. Doesn't fight over PNR well. Catch and shoot maybe the best first option depending on how much helps off. 																
POSSIBLE DEFENDERS																	

OSE OKOJIE																
11	AVG 8 PTS		eFG	28.6%	DESCRIPTION		OVERALL 3s						NA			
	YR	POSITION	HEIGHT	MP	FG	2PT FG	3PT FG	FT	REB	ORB	AST	TO	STL			
	FR	G	6'5	9.7	2/7	28.6%	2/7	28.6%	NA	%	3/6	50%	.9	.4	.2	.7
STRENGTHS																
TENDENCIES																
WEAKNESSES																
DEFENSIVE STRATEGY																
OFFENSIVE STRATEGY																
POSSIBLE DEFENDERS																

Who is taking the ball out?

- BLOBs - #3 Elijah Hawkins
 - Focus is strong side corner. Will look to run some PNR action afterwards.
 - Strong side big normally receives the in bound pass.
- SLOBs - #3 Elijah Hawkins
 - Most SLOBs are plays that they normally run with a boomerang into a drag or PNR.
 - Shooter receives the ball from in bounder and is available for the kick back.

Strong side big man is an option for a quick hitter or release pass