

SCOUTING REPORT

TEAM | SAM HOUSTON STATE

	<u>TRANSITION</u>	<u>SLOBs & BLOBs</u>	<u>OFFENSE</u>	
			<i>TIMES OF SETS ARE LOCATED UNDER OFFENSE</i>	
#2 Qua Grant	#24 Donte Powers	#11 Javion May	#25 Cameron Huefner	#1 Kaosi Ezeagu
#3 Lamar Wilkerson	#13 Jaden Ray	#12 Tristan Ikpe	#10 Damon Nicholas Jr.	#40 Kian Scroggins

DESCRIPTION OF STARTERS PLAYERS – 2, 25, 24, 3, 1

KEYS TO VICTORY DEFENSIVE 1. ELIMINATE EXTRA POSSESSIONS > Box Out & Rebound > No 2 nd Chance points > Win the 50/50 battle 2. PRESSURE MAIN GUARDS FULL COURT BUT DON'T GET BEAT > Tire them out and Don't give main guards time to catch their breath 3. THE ROLE PLAYERS SHOOT > Make #2 Grant, #24 Powers, and #25 Huefner passers ▪ Help off non shooters 4. NO BIGS FINISHES AT THE RIM > No drop off or lob passes 5. PLAY ZONE (to eliminate space and movement) > ZONE THROWS THEIR OFFENSIVE PACE OFF ▪ 1-2-2 ▪ 2-2-1 ▪ 3-2 ▪ Diamond OFFENSIVE 1. TAKE CARE OF THE BALL > No Turnovers > Create second chance opportunities > On time and Attack passes 2. BALL STAYS AHEAD OF THE DEFENSE > Drive & Kick – No over dribbling ▪ Overhelp and player movement (drift/shakeup) will create space ▪ Be ready to shoot or drive (look to create for others) > Make the defense help ▪ 1MORE Passing ▪ Find corner shooters 3. TAKE YOUR SHOT – eFG% over 50% 4. GET INTO THE BONUS > Get into the bonus early > Make FTs > Get their guards in foul trouble	LAST 5 GAMES (3 - 2) Sam Houston 55 North Texas 75 Santa Clara 56 Sam Houston 58 Grand Canyon 78 Sam Houston 75 CA Baptist 51 Sam Houston 64 Abilene Christian 54 Sam Houston 72	Key to the Win 37% FG; 29% 3PT (7/24); Assists 9 52% FG; 55% 3PT (16/29); Assists 17 Missed FTs & missed shots at EOG Clutch FTs & Shot at EOG; D Stops Played zone to limit space; 16 3s made 71% FTs 20/28 (missed 2 to tie) 21% 3PT (7/33); 10/20 2PT FGs 31% 3PT (6/19); 45% 2PT (15/33) 31% FG (15/47); 20% 3PT (3/15) 46% FG (25/54); 48% 3PT (12/25)
	Only starter in double figures was #2 Grant. Grant had 3 of the 7 made threes. #3 Wilkerson made two clutch FTs & #25 Huefner hit the game winning jump shot. SHS was up by ten during the second half. Ezeagu missed two game tying FTs with 8 seconds left. #3 Wilkerson only had 2 pts with 3 attempts (played 24 min). Only player in double digits was #24 Powers with 21 points. #2 Que had 9 Three starters were in double digits for SHS. #25 Huefner and #24 Powers (15 pts); #2 Que with 19 pts	
	PLAYERS TO ATTACK <ul style="list-style-type: none"> ATTACK TO DRAW HELP <ul style="list-style-type: none"> Cut Hard Drive the ball PLAYERS TO ATTACK ON THE WING <ul style="list-style-type: none"> #2, Grant, #3 Wilkerson, #24 Powers, #25 Huefner <ul style="list-style-type: none"> Make quick moves PLAYERS TO ATTACK IN THE POST <ul style="list-style-type: none"> #25 and Guards if there is a mismatch <ul style="list-style-type: none"> Post play will be difficult due to the amount of ball help that comes when the ball is in the paint. <ul style="list-style-type: none"> Make quick moves Look to kickout when additional ball pressure arrives. 	

OFFENSE <table border="1"> <tr> <td>Horns Actions</td> <td>Beginning of Video</td> <td>Zone</td> <td>18:22</td> </tr> <tr> <td>4-Out Actions</td> <td>9:43</td> <td>Blocker / Mover</td> <td>19:53</td> </tr> <tr> <td>Floppy Actions</td> <td>15:00</td> <td>1-4 Flat</td> <td>20:40</td> </tr> </table>	Horns Actions	Beginning of Video	Zone	18:22	4-Out Actions	9:43	Blocker / Mover	19:53	Floppy Actions	15:00	1-4 Flat	20:40	DEFENSE Defense 14 th - Forces a lot of Defensive TOs / #37 - Good Defensive Rebounding Team.
Horns Actions	Beginning of Video	Zone	18:22										
4-Out Actions	9:43	Blocker / Mover	19:53										
Floppy Actions	15:00	1-4 Flat	20:40										

Main Sets Horns, 4 Out, & Floppy may run some 1-4 Flat and some Blocker / Mover Horns Strong side Dribble – Pin Down, Zipper Cut, V-Cut, and UCLA Cut Must watch for various actions after pin down on the weak side. Back Screen, Stagger Screen (Twirl), DHO, and PNR <ul style="list-style-type: none"> Guards are great in space because they are extremely quick. #2 and #25 get into the paint at will and are 3 level scorers. Players reads the offense well and will make good decisions, but they struggle when a zone is used against them. Guard oriented team. <ul style="list-style-type: none"> Bigs don't shoot the 3 Bigs post up <ul style="list-style-type: none"> Most times when posting up they are looking to shoot Low average assist total for bigs. Not efficient Bigs get most of their points <ul style="list-style-type: none"> On the roll Drop off 	<ul style="list-style-type: none"> Top 20 Defensive team M2M Defense – Deny passes AND will OVER help/stunt. <ul style="list-style-type: none"> Will allow for open 3s and closeout opportunities. Backdoor when over played. Selective switching – Guards normally fight through the screen. Strong interior defense <ul style="list-style-type: none"> Defense allows a lot of open 3PT attempts <ul style="list-style-type: none"> Corners are open based on the tag and 1More. Corners and wings are vulnerable to attack. <ul style="list-style-type: none"> Baseline drive to corner drift (1more wing pass). Flare screen to the wing Bigs help on drives and help the helper back side <ul style="list-style-type: none"> Keep the bigs high eliminate help on drives. Use them in PNR situations to force corners to help. ISO – Clear out to attack or PNR lob PNR Defense – Flat Bigs help on drives and help the helper backside M2M Defense is their go to defense. Rarely play half court zone but will press full court with zone and go back to man. Full court M2M (will only send guards who can press full court). Goal is to make the guards work while bring the ball up. Normally meets ball handler ¼ court no later than half court.
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CLICK ON WORDS AND PLAYER NUMBERS IN ORANGE TO PULL UP VIDEO EDITS

<ul style="list-style-type: none"> ▪ Offensive rebounds • Physical Team Great rebounding and screening team. • #21st - High frequency PNR • #65th - Efficient 3PT shooting and 48th a lot of shots attacking the rim • #311 - Slow Tempo / Good Rebounding • 1.14 PPP on cuts <p>Offense operates by getting the defense out of position and then attacking. Players understand their strengths and do not operate outside of them. 3 to 4 players will consistently shoot the three. A lot of action is to get into the middle of the floor or hit the corners or wing for open shots.</p>	<ul style="list-style-type: none"> • Defenses <ul style="list-style-type: none"> ➢ M2M Full Court (2-4 Guards) ➢ 2-2-1 Full Court (back to man) ➢ M2M Half Court ➢ 1-2-2 Half Court ➢ 2-3 Defense <p>EOG – Will play zone to mix it up and throw off the pace of the game.</p>
<p>TENDENCIES</p> <p>Transition / Early Offense: PG will receive drag or double drag from big and will flip the PNR from time to time. Will push and score if it is an easy basket but will mostly control the pace.</p> <p>Post Ups: Most of the post ups occur during the Floppy Twirl Action. Short corner action is more in the Horns set.</p> <p>ISO: Multiple players will look for ISO opportunities at the top of the key. Will shoot the three, mid-range shots and will drive the ball. Dunker shots. (put players #)</p> <p>Side PNR: Will look to set to go to the middle and will set the outside PNR. Normally will come after a DHO.</p> <p>Dribble Weave: Will result in a passing sequence. Goal is to move the defense; PG will get the ball back and receive a Mid PNR. Big will flip the screen at the last second.</p> <ul style="list-style-type: none"> • Spain PNR is an option and there are a couple counters they use out of the weave <p>High PNR: Occurs at the end of the dribble weave or right the beginning of the play of PG is in the high wing. Guards will look to reject as much as using the screen. Backside cuts will occur when player is driving. They will force passes when driving. Guards look for bigs when in the PNR.</p> <p>Continuity / Late Clock: Bigs look to set screens, backdoor cuts, and DHOs occur when the ball is rotated. Slow pace allows them to start their offense later in the shot clock and by the time they are attacking the clock is no longer important to their offensive pace since they are in motion of attacking the defense. Anyone can attack and make a read at this point in the clock.</p> <p>Zone Offense: Normally use the man-to-man offense (Drag, 4 out, Floppy).</p> <ul style="list-style-type: none"> • These offenses struggled against 1-2-2 because the defense was in the right alignment to switch after the PNR <p>Out of Bounds: BOBs – Box Set (based off reads and some calls). Watch for slips and Corner 3s. SOB – Most SOBs go into a 4-out set, Floppy, or Horns set.</p> <ul style="list-style-type: none"> • Who is taking the ball out? <ul style="list-style-type: none"> ➢ BLOBs - #2 Grant <ul style="list-style-type: none"> ▪ Focus is strong side corner or outlet towards the slots. Will look to run some PNR action afterwards. ▪ Strong side big normally receives the inbound pass. ➢ SLOBs - #11 May, #3 Wilkerson <ul style="list-style-type: none"> ▪ Normally goes into their horns set or PNR. Will look at Floppy set as well. ▪ Passer goes to corner. <p>Player Performance:</p> <ul style="list-style-type: none"> • #11 May and #24 Huefner have not scored in double digits for the last 4 games. • #24 Huefner - Last three games: 19% FG (5/26) 18% 3PT (2/11) – DON'T LET HIM GET OUT OF HIS SLUMP!!! • Team struggles when #23 Powers and Huefner is not playing well. Take them out the game!!! <p>End of Game:</p> <ul style="list-style-type: none"> • Defense - Will apply full court pressure at the end of the game (Man, 1-2-2 or 2-2-1). <ul style="list-style-type: none"> ➢ They will press full court to look for traps and force turnovers. ➢ Will play half court zone (1-2-2 or 2-3) • Offense: Offensive Tempo will pick up and attack. Shots will be taken much quicker. <ul style="list-style-type: none"> ➢ 1-4 Low to Horns – Settle slips to a ghost into a screen given by opposite big ➢ Get PG #2 and #24 in space. (PNR, Ghost, ISO, Reject Screens). ➢ PG dribbles Single side: corner guard cuts (opposite stagger: no twirl). 	

CLICK ON WORDS AND PLAYER NUMBERS IN ORANGE TO PULL UP VIDEO EDITS

DESCRIPTION STARTERS – 2, 11, 24, 25, 1

		TRANSITION			OFFENSE			SLOBs & BLOBs												
#2 Qua Grant		#24 Donte Powers			#11 Javion May			#25 Cameron Huefner			#1 Kaosi Ezeagu									
#3 Lamar Wilkerson		#13 Jaden Ray			#12 Tristan Ikpe			#10 Damon Nicholas Jr.			#40 Kian Scroggins									
QUA GRANT																				
2	AVG 14.2 PTS		eFG	48%	DESCRIPTION		ENGINE	MOST IMPORTANT PLAYER		SCORER		OVERALL 3s		55/152	36%					
	YR	POSITION	HEIGHT	AMP	FG		2PT FG		3PT FG		FT		REB	ORB	AST	TO	STL			
	SR	G	6'1	29.2	95/226		42%	69/149		46%		26/77		33.8%	46/66	69%	4.1	.5	4	2.4
STRENGTHS	<ul style="list-style-type: none"> Can shoot with both hands around the paint. Strong handle with both hands. Rebounding guard who is shifty. Gets easily into paint. Must respect jump shot although he is streaky. 																			
TENDENCIES	<ul style="list-style-type: none"> Spin dribble; Half spin; looking to attack when ball is dribbled between the legs. 																			
WEAKNESSES	<ul style="list-style-type: none"> Will lose control of his handle at times 																			
DEFENSIVE STRATEGY	SCORER MAKE HIM WORK THE ENTIRE GAME – NO EASY BUCKETS - NO BLOW BYS - WALL UP IN PAINT – ELIMINATE HIS RHYTHM Place a longer athlete to defend him. Guard him full court and apply constant pressure on him. He is the lifeblood of the team; test his stamina to play the entire game. Play arms distance; protect against the drive but be able to contest 3PT; Active hands, get deflections. TO will come bc bigs are not physical. He will force passes when driving.																			
	<ul style="list-style-type: none"> Force him to the sideline and use the base and sidelines as defenders to help contain and know his counters. Make him work for everything Go under (can shoot but more lethal as a driver) No easy transition buckets Wall up in paint; make him shoot tough finishes 																			
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. Force him to sprint back consistently. Attack in closeout opportunities. <ul style="list-style-type: none"> Jabs, Pass and Pump Fakes. Don't over dribble into help; get the ball ahead of the defense. Get him in foul trouble 																			
POSSIBLE DEFENDERS																				

JAVION MAY																				
11	AVG 3.2 PTS		eFG	45.2%	DESCRIPTION		FIGHTER	DRIVER / REBOUNDER		OVERALL 3s		7/28	25%							
	YR	POSITION	HEIGHT	AMP	FG		2PT FG		3PT FG		FT		REB	ORB	AST	TO	STL			
	SO	G	6'2	22.5	22/53		41.5%	18/39		46%		4/14		28.6%	9/23	39.1%	5.1	1.1	1.6	.9
STRENGTHS	<ul style="list-style-type: none"> Drives and cuts to the basket <ul style="list-style-type: none"> Stronger driving going left Good passer Good rebounder Physical player 																			
TENDENCIES	<ul style="list-style-type: none"> Corner cut Left wing to middle drive with right hand dribble into PNR 																			
WEAKNESSES	<ul style="list-style-type: none"> Doesn't shoot the three well Doesn't finish well when contested 																			
DEFENSIVE STRATEGY	DRIVER NO BLOW BYS – STUNT, ANTICIPATE THE DROP – WALL UP WHEN SHOOTING THE LAYUP – PLAYER WE CAN HELP OFF Can play off and help but understand that he will cut. He understands he is not a shooter and finds different ways to get easy buckets. Be aware of his cuts when you help. Stunt with help and make him cut with the anticipation of him receiving the pass after he cuts.																			
	<ul style="list-style-type: none"> Play him as a driver and let him shoot the three. Players in help be aware of the drive but also watch for the pass. Don't get beat back door – always looking to cut Box out No transition buckets 																			
OFFENSIVE STRATEGY	Loves to play defense. Hard worker and his focus is not to shoot. <ul style="list-style-type: none"> Use his aggression against him. Win the war, don't focus on winning all the battles <ul style="list-style-type: none"> Pump fakes, jabs, DHOs, and Flips will work with multiple actions. Play strong, low, and smart. Don't over dribble into help; get the ball ahead of the defense. 																			
POSSIBLE DEFENDERS																				

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DONTÉ POWERS																	
24	AVG 11.2 PTS		eFG	51%		DESCRIPTION		ENGINE – 2 ND MOST IMPORTANT PLAYER					OVERALL 3s		70/173		40%
	YR	POSITION	HEIGHT	AMP	FG	2PT FG	3PT FG	FT		REB	ORB	AST	TO	STL			
	SR	G	6'2	29.8	57/151	37%	17/57	29%	40/94	42%	47/57	82.5%	2.9	.2	1.6	1.4	.8
STRENGTHS	<ul style="list-style-type: none"> He is a shooter. Shoots the 3PT and midrange well. <ul style="list-style-type: none"> Majority of shots is catch and shoot (1.05 PPP), off the dribble three (1.01 PPP) is second most Stronger driving going left Long midrange is third most taken shot (.78 PPP). Good rebounder 																
TENDENCIES	<ul style="list-style-type: none"> Force him to the sideline and use the base and sidelines as defenders to help contain and know his counters. Not looking to get to the rim. Willing to settle for midrange shots if the three is not there. He is looking to shoot when he gets the ball. 																
WEAKNESSES	<ul style="list-style-type: none"> Does not finish well at the rim. Forces a lot of shots. 																
DEFENSIVE STRATEGY	SCORER MAKE HIM SHOOT CONTESTED MIDIS AND WALL UP IN THE PAINT – ELIMINATE HIS RHYTHM – MAKE HIM WORK Don't let him get comfortable dribbling and building a rhythm. Apply pressure and make him shoot a contested long two. Make him become a driver and make the pullup uncomfortable to take.																
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. Force him to sprint back consistently. Attack in closeout opportunities. <ul style="list-style-type: none"> Jabs, Pass and Pump Fakes. Don't over dribble into help; get the ball ahead of the defense. Get him in Foul Trouble. 																
POSSIBLE DEFENDERS																	

KAOSI EZEAGU																
1	AVG 6 PTS		eFG	68.5%		DESCRIPTION		DAWG AND BRUISER					OVERALL 3s		-	-
	YR	POSITION	HEIGHT	AMP	FG	2PT FG	3PT FG	FT		REB	ORB	AST	TO	BLK		
	JR	F	6'10	19.9	48/70	68%	%	-	-	12/24	50%	3.7	1.6	.4	1.2	.5
STRENGTHS	Scores the basketball well off the move. Does not take a lot of shots but is not looking to pass the ball when he has it in the post. <ul style="list-style-type: none"> Cut drop off pass for layup (layup PPP 1.81) Finishes at the basket well - Looking to dunk the ball Drive to the basket and roll man 															
TENDENCIES	Likes to pump fake before shooting When posting up; two to three dribbles then shot – watch the pump fake															
WEAKNESSES	<ul style="list-style-type: none"> Finishes at the basket well - Looking to dunk the ball <ul style="list-style-type: none"> Drive to the basket and roll man Doesn't finish as well on the left side (doesn't shoot with left hand) Not good at posting up on either block <ul style="list-style-type: none"> Make him spin and shoot away from the rim instead of turning towards the rim Not looking for shooters when posting up (low assist numbers) 															
DEFENSIVE STRATEGY	DAWG BALL HAWK – BOX OUT – WALL UP – OUT RUN HIM Force him to make spin shots in the paint. Play physical and wall up. Box out															
OFFENSIVE STRATEGY	Extremely strong defender in the post. <ul style="list-style-type: none"> Use your quickness and fakes to create opportunities to score Elbow action, ball fake and drive. Look to make contact first Be ready for dump offs Be ready to kick out to shooters 															
POSSIBLE DEFENDERS																

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CAMERON HUEFNER																
25	AVG 12 PTS		eFG	55.7%	DESCRIPTION			KORVER SHOOTER					OVERALL 3s		48/115	41%
	YR	POSITION	HEIGHT	AMP	FG	2PT FG	3PT FG	FT	REB	ORB	AST	TO	STL			
	SO	F	6'7	22.7	66/147	44.9%	34/81	42%	32/66	48.5%	51/60	85%	3.2	.9	.7	1.8
STRENGTHS	<ul style="list-style-type: none"> Guarded catch and shoot 3pt is 1.18 PPP but has not been shooting well <ul style="list-style-type: none"> Off the dribble 3s 1.21 and 1.12 PPP (Stay on your feet) Efficient midrange <ul style="list-style-type: none"> Two dribble pull up or drive .79 PPP Finishes better on the right-hand drive vs the left-hand drive Efficient scoring off the pass 															
TENDENCIES	<ul style="list-style-type: none"> Shoots a lot of guarded catch and shoot but has not been hitting them in the past couple games. Likes to pump fake before and after the dribble. Prefers to drive left on the wing Prefers to drive right in the post. 															
WEAKNESSES	<ul style="list-style-type: none"> Post up on the left block and drives to the basket. Midrange pull up is not a strength 															
DEFENSIVE STRATEGY	SHOOTER OUT TOUGH – NO OPEN THREES – CONTEST WITH CONTROL – BE PHYSICAL Don't let Huefner get catch and shoot threes. <ul style="list-style-type: none"> Make him drive and expect after second dribble to pump fake or shoot. Get tough and physical with him. 															
OFFENSIVE STRATEGY	Slow footed defender. The weakest link of the starting five and will be on the wing and post. <ul style="list-style-type: none"> Attack him on the wing <ul style="list-style-type: none"> Jab, Pump and Pass fakes, Blow Bys. Be a playmaker - Don't hesitate to attack when matched up with him (you don't have to score). Attack him in the post <ul style="list-style-type: none"> Be physical, use footwork and get a good shot. Not a shot blocker, can get any shot you want. Be prepared for doubles and kick out to shooters 															
POSSIBLE DEFENDERS																

DESCRIPTION OF ROLE PLAYERS – 3, 13, 12, 10, 40, 4, 0, 33, 5

		TRANSITION			OFFENSE			SLOBs & BLOBs								
#2 Qua Grant		#24 Donte Powers			#11 Javion May			#25 Cameron Huefner			#1 Kaosi Ezeagu					
#3 Lamar Wilkerson		#13 Jaden Ray			#12 Tristan Ikpe			#10 Damon Nicholas Jr.			#40 Kian Scroggins					
LAMAR WILKERSON																
3	AVG 7.2 PTS		eFG	49.5%	DESCRIPTION			X FACTOR – MAKE HIM WORK					OVERALL 3s		41/110	37%
	YR	POSITION	HEIGHT	AMP	FG	2PT FG	3PT FG	FT	REB	ORB	AST	TO	STL			
	SO	G	6'4	17.8	42/102	41.2%	25/55	45.4%	17/47	36.2%	14/17	82.4%	2.7	.6	.5	.6
STRENGTHS	Runs off screen open catch and shoot (1.05 ppp). Guarded catch and shoot (1.03) off the dribble 3PT (1.01 ppp)															
TENDENCIES	Fakes at the end of drives. Left side slot 3PTs															
WEAKNESSES	Right drive; Catch and shoot midrange, off the dribble midrange. <ul style="list-style-type: none"> Jump on the side when contesting throws his shot off 															
DEFENSIVE STRATEGY	SCORER NO 3s CONTEST SMART – MAKE HIM A 2 LEVEL SHOOTER OR TAKE CONTESTED RIM SHOTS – WALL UP <ul style="list-style-type: none"> Not an efficient finisher. Force him from shooting 3s and make him shoot midrange shots and finishing at the rim with contest. Will force shots. Don't go for fakes, make him finish over you. 															
OFFENSIVE STRATEGY	Since the defense is a deny and over help defense, read what the defense gives you. Look to the corners for assists and read the screens and flares. Make the simple but right pass. Rotate the ball if you don't have anything and look to cut when you have the opportunity. Corner drifts and 1More passing will be a key to success. Dribble drives will open up the defense if you force help on your drive. <ul style="list-style-type: none"> Attack in closeout opportunities <ul style="list-style-type: none"> Pump fakes, jabs, DHOs, and Flips will work with multiple actions. Don't over dribble into help; get the ball ahead of the defense. 															
POSSIBLE DEFENDERS																

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JADEN RAY																	
13	AVG 6.0 PTS		eFG	53%	DESCRIPTION	BULL – OUT TOUGH						OVERALL 3s		17/32	53%		
	YR	POSITION	HEIGHT	AMP	FG		2PT FG		3PT FG		FT		REB	ORB	AST	TO	STL
	SR	G	5'10	20.6	15/33	45.5%	10/22	45.4%	5/11	45.5%	7/12	58.3%	1.1	.3	3.2	1.5	.9
STRENGTHS	<ul style="list-style-type: none"> Lefty; Does not take a lot of shots but is efficient when taking them. Can shoot the catch and shoot 3 and drive to the basket. Normally drives the ball or shoots the 3. Plays the defensive land 																
TENDENCIES	<ul style="list-style-type: none"> Goes left, does not look to go right When driving left will sometime shoot with the right hand depending on the driving angle Looks to drive first 																
WEAKNESSES	<ul style="list-style-type: none"> Not an efficient midrange shooter Creates his own shot but is inefficient (shooting the 3 and attacking the rim) 																
DEFENSIVE STRATEGY	DRIVER STUNT – WALL UP IN THE PAINT – NO DUMP OFF PASSES Force the player right and play him like a driver. Does not look to shoot the three much.																
OFFENSIVE STRATEGY	Since the defense is a deny and over help defense, read what the defense gives you. Look to the corners for assists and read the screens and flares. Make the simple but right pass. Rotate the ball if you don't have anything and look to cut when you have the opportunity. Corner drifts and 1More passing will be a key to success. Dribble drives will open up the defense if you force help on your drive. <ul style="list-style-type: none"> Attack in closeout opportunities <ul style="list-style-type: none"> Pump fakes, jabs, DHOs, and Flips will work with multiple actions. Don't over dribble into help; get the ball ahead of the defense. 																
POSSIBLE DEFENDERS																	

TRISTAN IKPE																	
12	AVG 4.5 PTS		eFG	66.3%	DESCRIPTION	DRIVER						OVERALL 3s		9/21	42%		
	YR	POSITION	HEIGHT	AMP	FG		2PT FG		3PT FG		FT		REB	ORB	AST	TO	STL
	SR	F	6'6	20.2	23/52	44.2%	18/41	62.2%	5/11	45%	25/40	62.5%	3.9	1.7	1.1	.9	.7
STRENGTHS	<ul style="list-style-type: none"> A facilitator and gives Hawkins a rest. 																
TENDENCIES	<ul style="list-style-type: none"> Doesn't look to take the 3 but will get in the paint 																
WEAKNESSES	<ul style="list-style-type: none"> Not a good 3 point shooter and does not draw a lot of fouls. 																
DEFENSIVE STRATEGY	DRIVER PLAYER WE CAN HELP OFF <ul style="list-style-type: none"> Stay in front and apply pressure. Force him into TOs. 																
OFFENSIVE STRATEGY	Since the defense is a deny and over help defense, read what the defense gives you. Look to the corners for assists and read the screens and flares. Make the simple but right pass. Rotate the ball if you don't have anything and look to cut when you have the opportunity. Corner drifts and 1More passing will be a key to success. Dribble drives will open up the defense if you force help on your drive. <ul style="list-style-type: none"> Attack in closeout opportunities <ul style="list-style-type: none"> Pump fakes, jabs, DHOs, and Flips will work with multiple actions. Don't over dribble into help; get the ball ahead of the defense. 																
POSSIBLE DEFENDERS																	

DAMON NICHOLAS JR.																	
10	AVG 3.7 PTS		eFG	57.7%	DESCRIPTION	DRIVER - DAWG / CUTTER						OVERALL 3s		9/33	27%		
	YR	POSITION	HEIGHT	AMP	FG		2PT FG		3PT FG		FT		REB	ORB	AST	TO	STL
	SO	G	6'2	13.3	23/45	51%	17/28	60%	6/17	35%	7/13	53.8%	2.5	1.1	.5	.7	.5
STRENGTHS	<ul style="list-style-type: none"> Plays strong. Rebounds and finds ways to score. A lot of points come from rebounding and layups 																
TENDENCIES	<ul style="list-style-type: none"> Attacks the glass and looks to score in space 																
WEAKNESSES	<ul style="list-style-type: none"> Not a good 3PT shooter or midrange shooter. 																
DEFENSIVE STRATEGY	DRIVER NO EASY BUCKETS – BE PHYSICAL - PLAYER WE CAN HELP OFF <ul style="list-style-type: none"> Box him out when the shot goes up Play physical with him Play him as a driver 																
OFFENSIVE STRATEGY	Since the defense is a deny and over help defense, read what the defense gives you. Look to the corners for assists and read the screens and flares. Make the simple but right pass. Rotate the ball if you don't have anything and look to cut when you have the opportunity. Corner drifts and 1More passing will be a key to success. Dribble drives will open up the defense if you force help on your drive. <ul style="list-style-type: none"> Attack in closeout opportunities <ul style="list-style-type: none"> Pump fakes, jabs, DHOs, and Flips will work with multiple actions. Don't over dribble into help; get the ball ahead of the defense. 																
POSSIBLE DEFENDERS																	

CLICK ON WORDS AND PLAYER NUMBERS IN ORANGE TO PULL UP VIDEO EDITS

KIAN SCROGGINS																
40	AVG 2.9 PTS		eFG	48.7%	DESCRIPTION			DAWG REBOUNDER					OVERALL 3s		-	-
	YR	POSITION	HEIGHT	AMP	FG	2PT FG	3PT FG	FT	REB	ORB	AST	TO	STL			
SO	F	6'7	13	20/41	48%	-	-	-	-	12/20	60%	2.6	1.2	.5	1	.6
STRENGTHS	<ul style="list-style-type: none"> Finishes well. Looks to dunk the ball. Attacks the rim on shots 															
TENDENCIES	<ul style="list-style-type: none"> Makes himself available on all drives. Catches the ball close to the rim and finishes with dunk or layup. 															
WEAKNESSES	<ul style="list-style-type: none"> Force him to make moves in the post Not a good midrange shooter Does not shoot the 3 															
DEFENSIVE STRATEGY	DAWG BOX OUT – BE PHYSICAL <ul style="list-style-type: none"> Play physical and box him out Stunt at driver and anticipate the drop off pass When contesting shot wall up; make him shoot over you 															
OFFENSIVE STRATEGY	Since the defense is a deny and over help defense, read what the defense gives you. Look to the corners for assists and read the screens and flares. Make the simple but right pass. Rotate the ball if you don't have anything and look to cut when you have the opportunity. Corner drifts and 1More passing will be a key to success. Dribble drives will open up the defense if you force help on your drive. <ul style="list-style-type: none"> Attack in closeout opportunities <ul style="list-style-type: none"> Pump fakes, jabs, DHOs, and Flips will work with multiple actions. Don't over dribble into help; get the ball ahead of the defense. Be ready to kick out if posting up. 															
POSSIBLE DEFENDERS																

ANTHONY WRZESZCZ																
4	AVG 2.6 PTS		eFG	28.6%	DESCRIPTION								OVERALL 3s		8/28	28%
	YR	POSITION	HEIGHT	AMP	FG	2PT FG	3PT FG	FT	REB	ORB	AST	TO	STL			
FR	G	6'3	8.9	12/29	41.4%	2/7	28.6%	5/15	33%	8/12	66%	.9	0	.4	.4	.4
STRENGTHS																
TENDENCIES																
WEAKNESSES																
DEFENSIVE STRATEGY																
OFFENSIVE STRATEGY																
POSSIBLE DEFENDERS																

RON MITCHELL																
0	AVG .9 PTS		eFG	28.6%	DESCRIPTION								OVERALL 3s		12/35	34%
	YR	POSITION	HEIGHT	AMP	FG	2PT FG	3PT FG	FT	REB	ORB	AST	TO	STL			
SR	G	6'2	5.7	2/12	16%	2/7	28.6%	2/9	22%	-	-	.3	.2	.9	.6	.3
STRENGTHS																
TENDENCIES																
WEAKNESSES																
DEFENSIVE STRATEGY																
OFFENSIVE STRATEGY																
POSSIBLE DEFENDERS																

GIOVANNI EMEJURU																
33	AVG .8 PTS		eFG	28.6%	DESCRIPTION								OVERALL 3s		NA	
	YR	POSITION	HEIGHT	AMP	FG	2PT FG	3PT FG	FT	REB	ORB	AST	TO	BLK			
SO	F	6'10	4	3/5	60%	-	-	NA	%	-	-	1	1.3	.1	.3	.1
STRENGTHS																
TENDENCIES																
WEAKNESSES																
DEFENSIVE STRATEGY																
OFFENSIVE STRATEGY																
POSSIBLE DEFENDERS																

JACOBY BISHOP																
5	AVG 0 PTS		eFG	28.6%	DESCRIPTION								OVERALL 3s		1/4	25%
	YR	POSITION	HEIGHT	MP	FG	2PT FG	3PT FG	FT	REB	ORB	AST	TO	STL			
SO	G	6'2	1	-	-	-	-	-	-	-	-	0	.4	.1	.1	.1
STRENGTHS																
TENDENCIES																
WEAKNESSES																
DEFENSIVE STRATEGY																
OFFENSIVE STRATEGY																
POSSIBLE DEFENDERS																

CLICK ON WORDS AND PLAYER NUMBERS IN ORANGE TO PULL UP VIDEO EDITS