

- Pace
- Spacing & Ball Movement
- Shot Selection

OFFENSIVE STYLE OF PLAY CHARACTERISTICS



SHOT SPECTRUM

Shot Spectrum

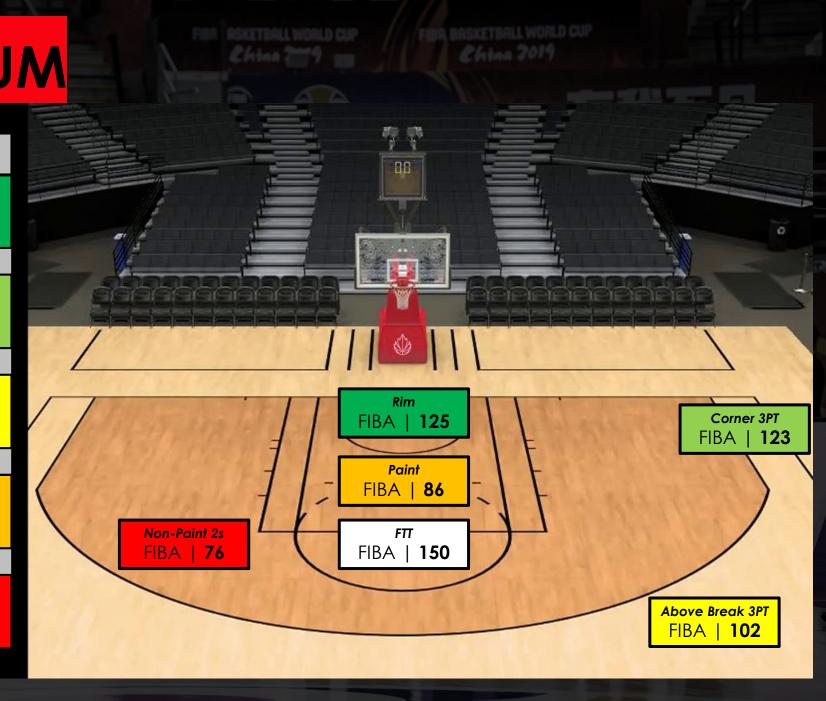
RIM 125 Points per 100 Shots

CORNER 3PT 123 Points per 100 Shots

ABOVE THE BREAK 3PT 102 Points per 100 Shots

PAINT 86 Points per 100 Shots

NON-PAINT 2s 76 Points per 100 Shots



EFFICIENCY HIERARCHY



Shot Location	Points Per Shot
Dunk	1.78
Free Throw Trip	1.50
Corner 3PT Catch & Shoot Jump Shot	1.23
Layup	1.18
Top 3PT Dribble Jump Shot	1.10
Top 3PT Catch & Shoot Jump Shot	1.08
Wing 3PT Catch & Shoot Jump Shot	1.01
Tip-In	0.97
Wing 3PT Dribble Jump Shot	0.92
Top Mid-Range Catch & Shoot Jump Shot	0.90
Paint Runner / Floater	0.87
Paint Dribble Jump Shot	0.84
Wing / Corner Mid-Range Dribble Jump Shot	0.80
Paint Hook Shot	0.76
Wing / Corner Mid-Range Catch & Shoot Jump Shot	0.74
Top Mid-Range Dribble Jump Shot	0.72
Wing / Corner Mid-Range Runner / Floater	0.67



ADDING CONTEXT



- 10 scoring actions
- Standardized analysis and video
- Lead directly to an outcome (shot attempt, foul, turnover)

SCORING ACTIONS



Excellent Shots

Great Shots



Cut

Transition

ORB

PnR Man

Spot Up

Off Screen

Hand Off

Post Up

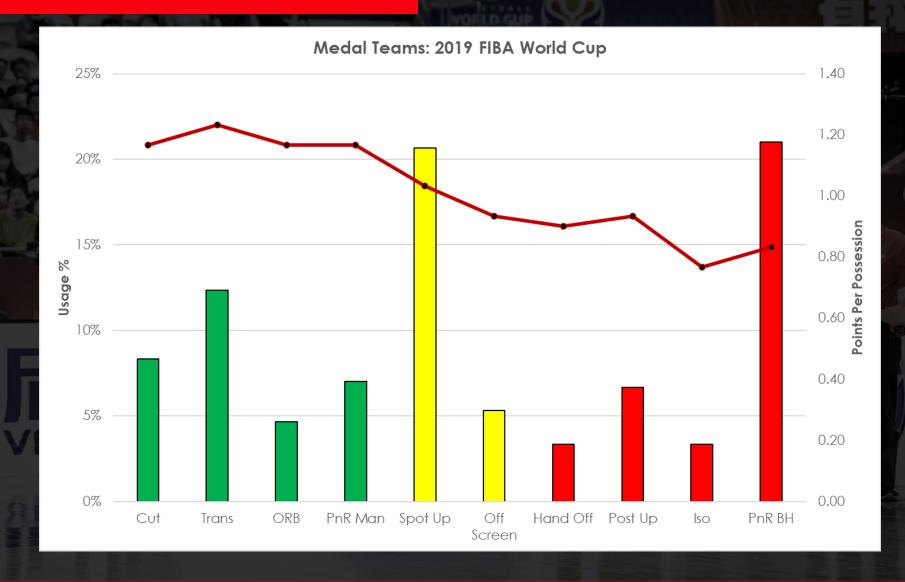
Isolation

PnR BH



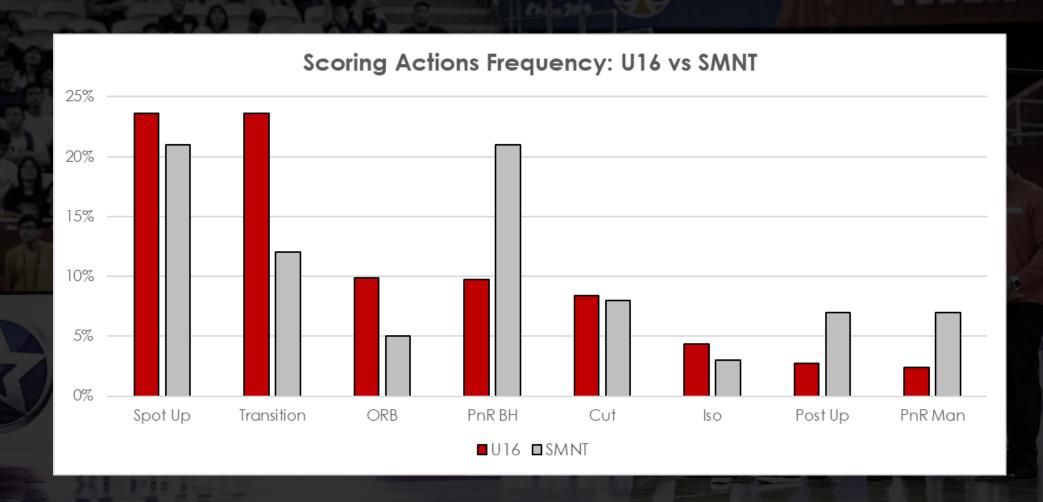
SCORING ACTIONS





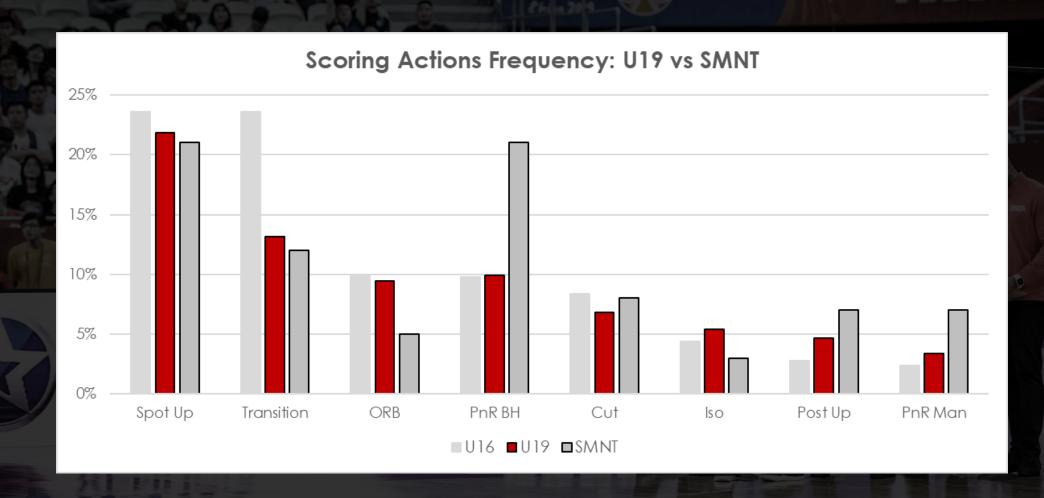
AGE GROUP: U16





AGE GROUP: U19





Outcome Stats vs Process
 Stats



- Small sample size outcomes
- Unique abilities of individual players
- Defence!

TEAM ANALYSIS

EXAMPLE: PAINT THREATS



- Driving efficient offence:
 - Uncontested Layups & Wide-Open Threes
 - Getting to the FT line
- Outcome Stats:
 - Shot spectrum, scoring actions, eFG%, TS%, etc.
- Create a framework for tracking Process:
 Paint Threats

EXAMPLE: PAINT THREATS

- Applying Pressure on the Paint
- Many different ways:
 - Drive
 - Roll
 - Post-Up
 - Transition Rim Run
 - Cut
 - Off Screen
 - Offensive Rebound

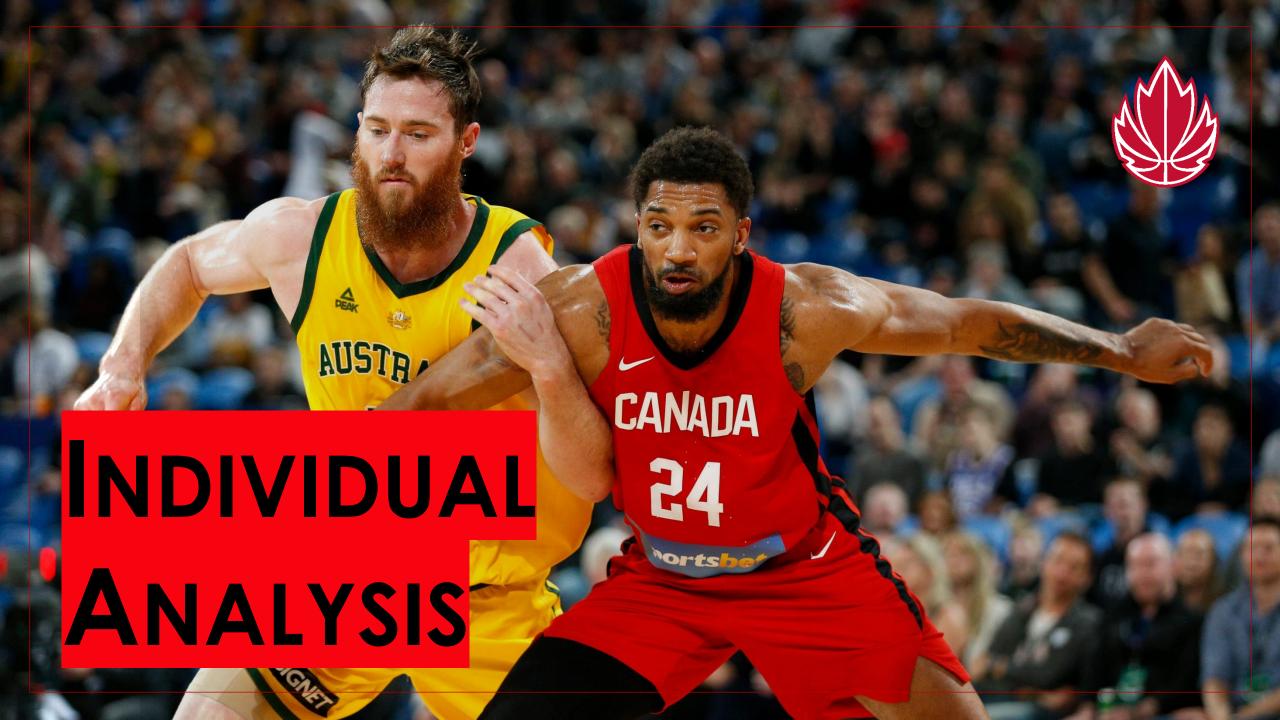
EXAMPLE: PAINT THREATS



Tracking threats that contribute to efficient offence

Paint Threat	POSS	PTS	PPP	FTT
Drive	64	58	0.91	11
Roll	21	24	1.14	6
Post Up	8	75	0.88	2
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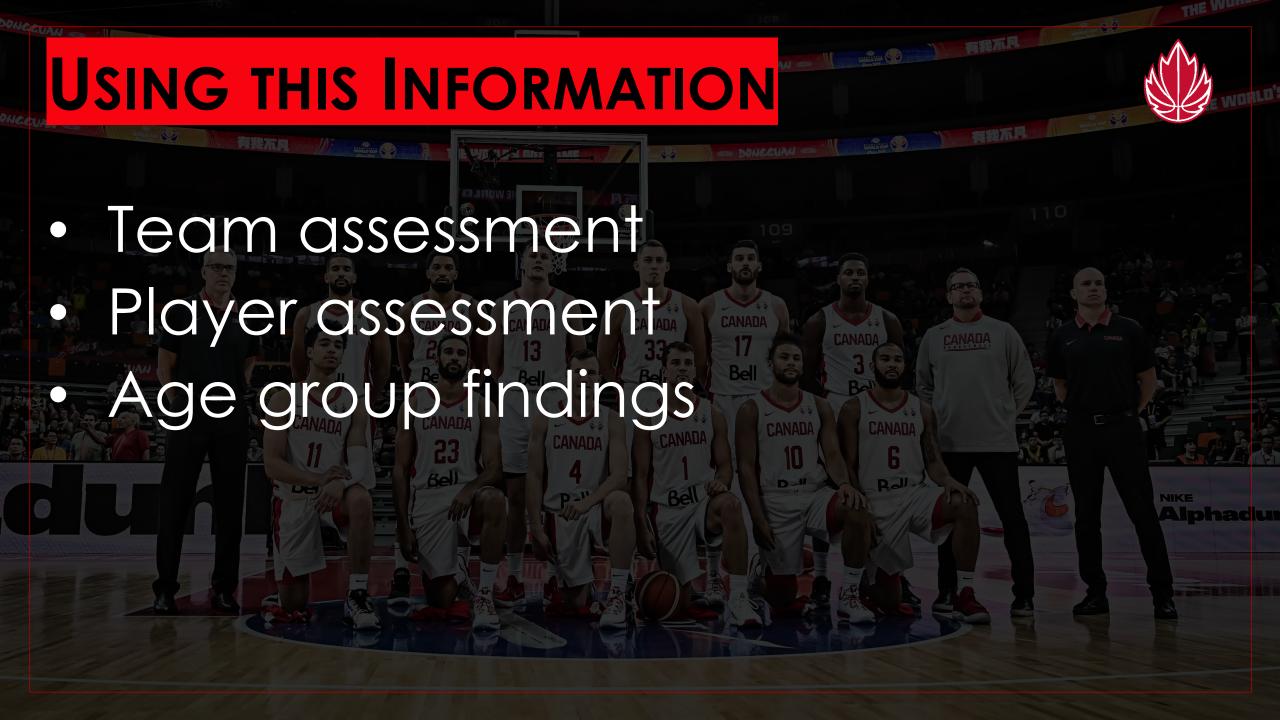
- Multiple paint threats!?
- Track anything within style of play



SHOT SELECTION RATING



Player X	Shot Type	Expected Value	Actual Value
Shot 1	Layup	1.18	0
Shot 2	Free Throw Trip	1.50	1
Shot 3	Paint Runner/Floater	0.87	0
Shot 4	Top Mid-Range Dribble Jump Shot	0.90	0
Shot 5	Wing 3PT Catch & Shoot Jump Shot	1.01	3
Shot 6	Free Throw Trip	1.50	2
Total	All Shots	7.0	6
SSR	Per Shot	1.2	1



KEEP IN MIND!



- Small sample size!
- Expected efficiencies are averages
- Does not take into account location and contest level of defender
 - Does not take into account position

ANOTHER METHOD...



- Setting up a simple scale
 - For example, rate every possession on a 0 5
 - Individual and team totals
- Can be tracked live in games
- Over time, establish level you are familiar with



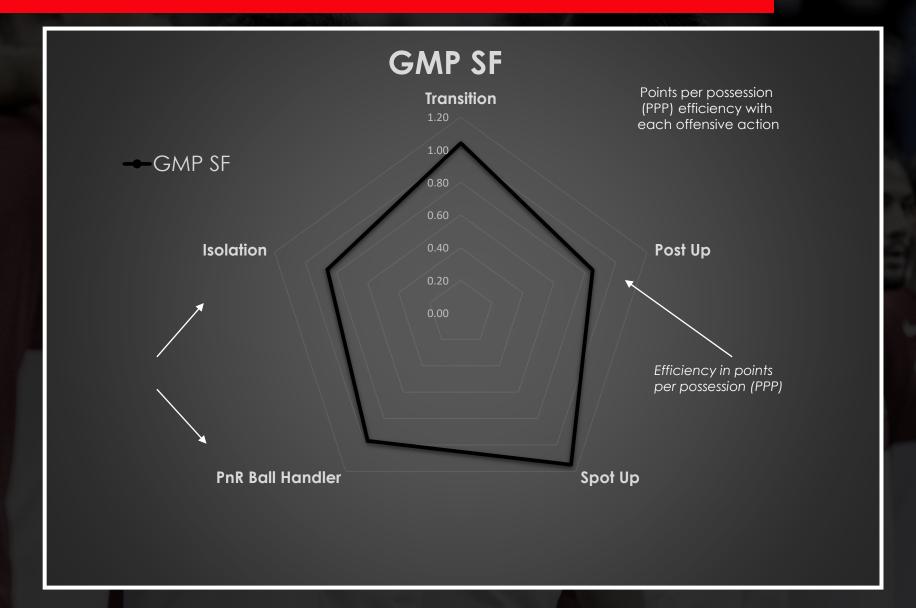


- Objective athlete assessment tool
- Consistent framework for analysis
- Simple and clear diagrams
- Grounded in video analysis
- Easily replicable
- Incorporates expert recommendations (ie. skills matrix)

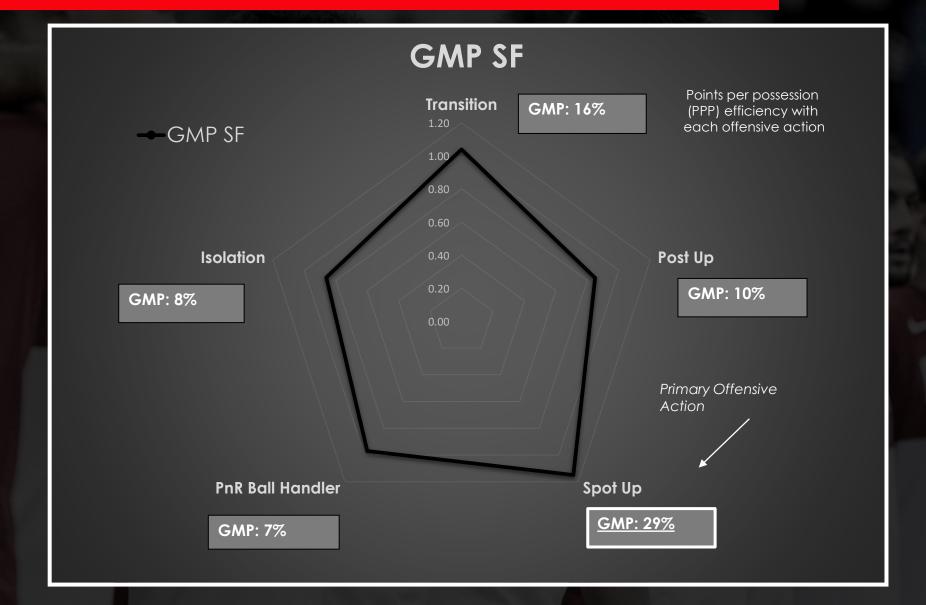


- Identify what drives performance at each position:
 - Context of shots
 - Type of shots
 - Frequency of shots









Using this Information



- Individual Performance Plans
- Team Selection
- Prep for training and assessment camps
- Scouting
- Team-level assessment

Thank you!

Questions?



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STAND ON GUARD.