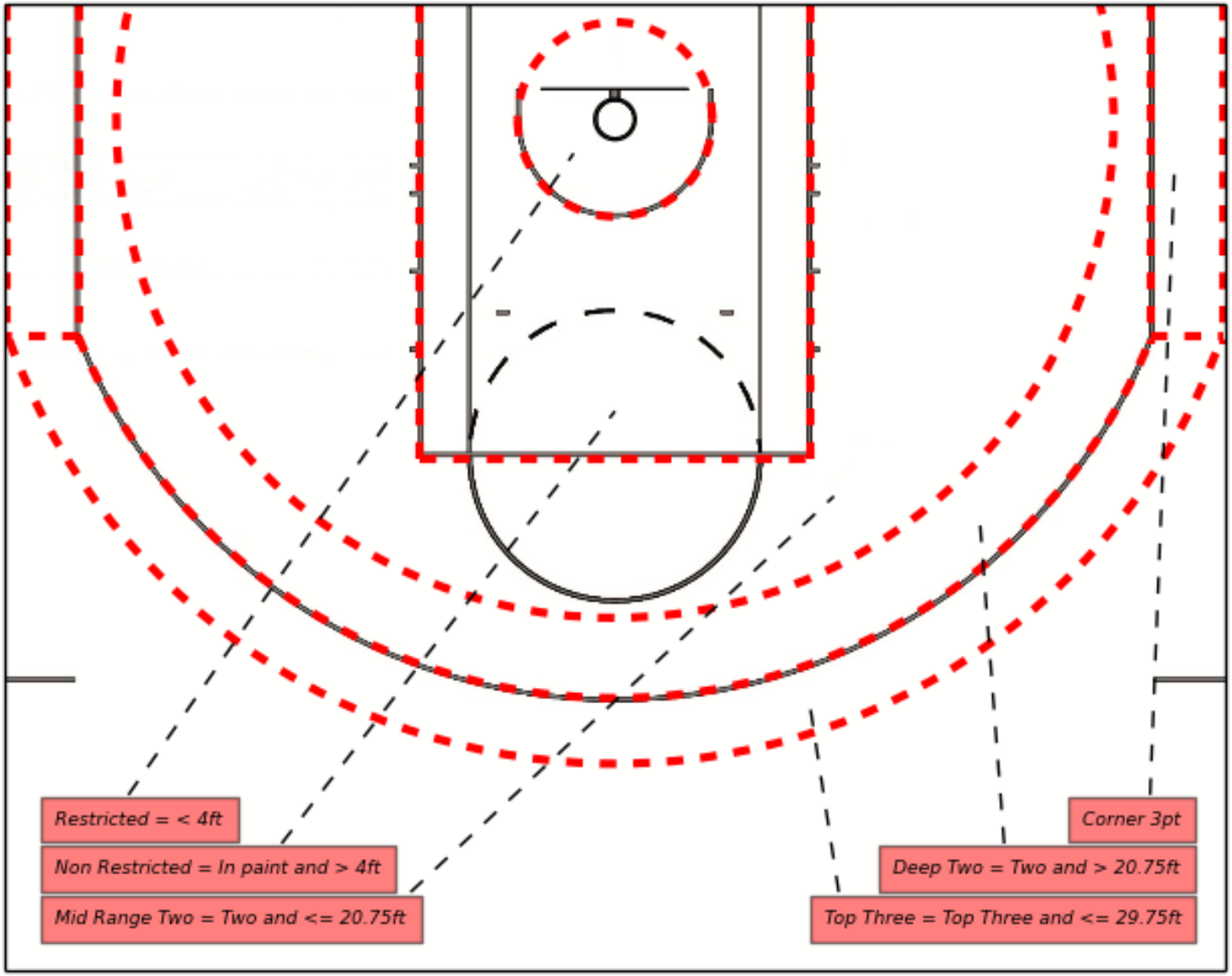
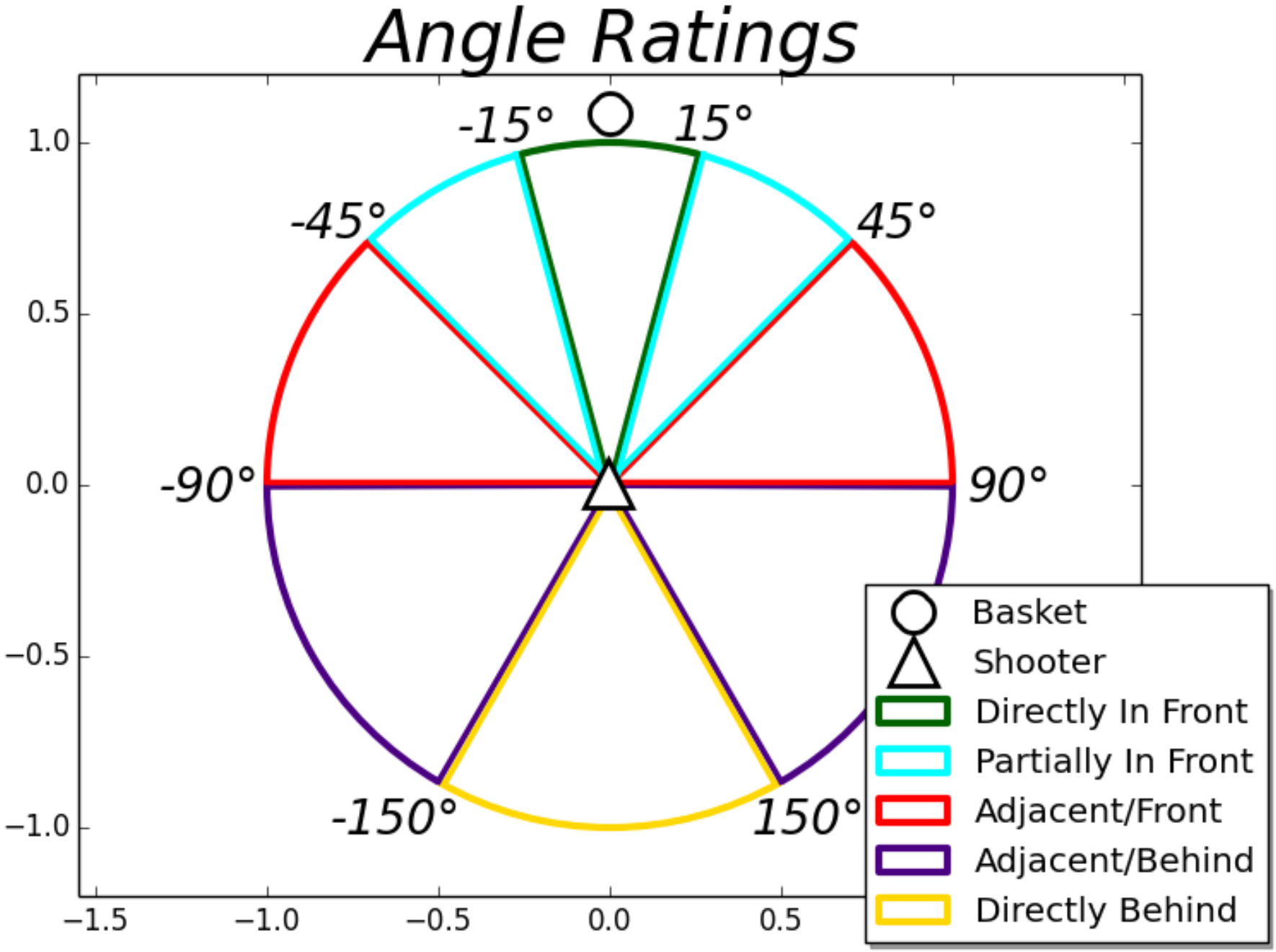
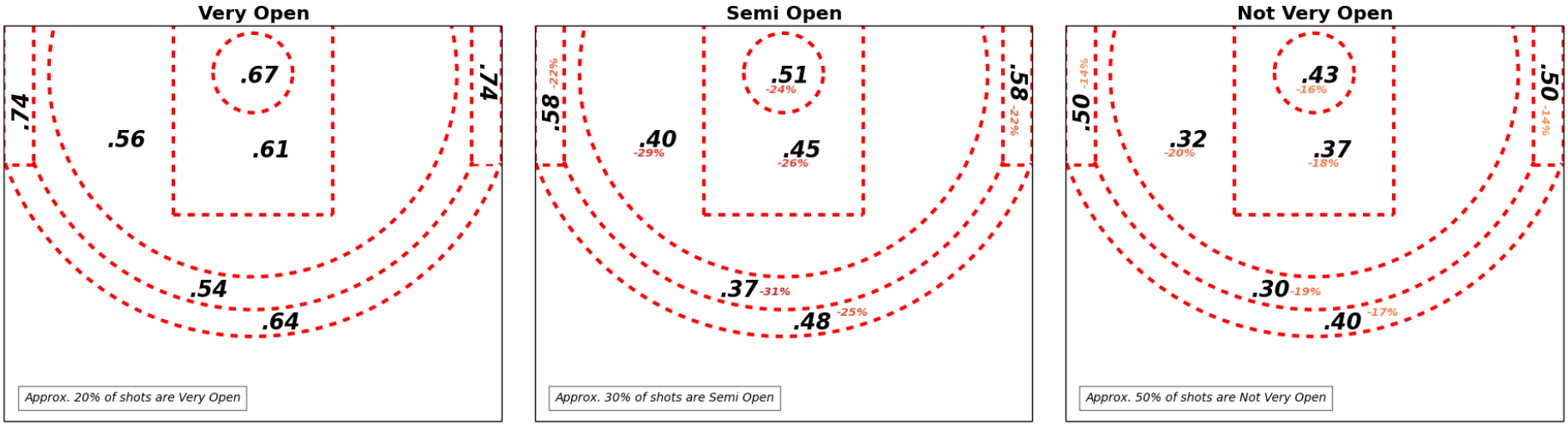
# Six Shot Locations



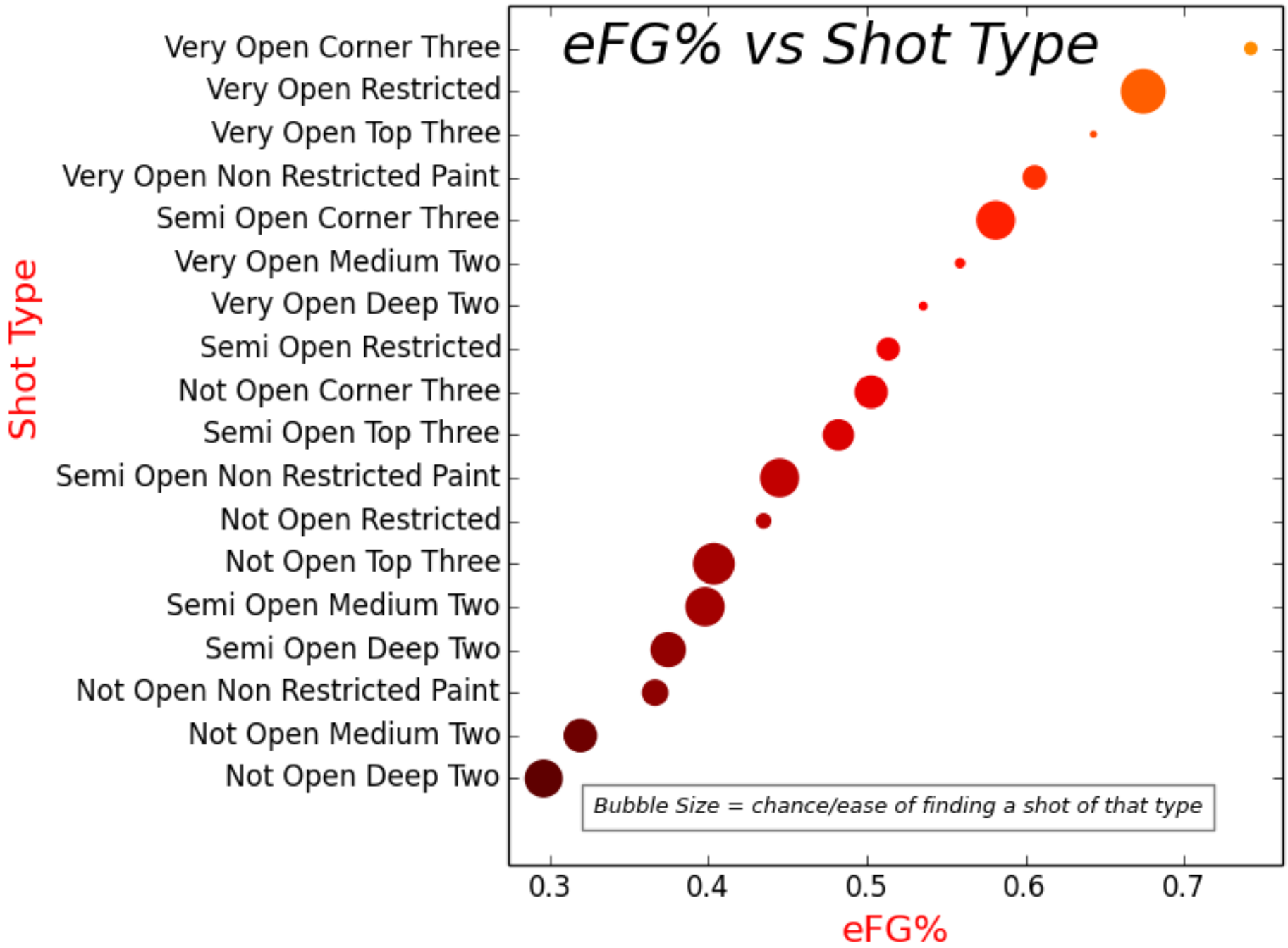

Angle Ratings
-15°
15°
-45°
45°
-90°
90°
-150°
150°
1.0
0.5
0.0
−0.5
−1.0
−1.5
−1.0
−0.5
0.0
0.5
Basket
Shooter
Directly In Front
Partially In Front
Adjacent/Front
Adjacent/Behind
Directly Behind

# *How Shot Location and Openess Effects eFG%*




~ The eFG% for the respective region is shown in black, the red numbers show the decrease in effectiveness (% Change) from the the previous graph. i.e. A Semi Open corner three is 22% less effective than a Very Open corner three. Openess = (defender distance / shot distance) * Angle Region multiplier

**Top 5 Shots:**
**1. Very Open Corner Three (.74)**
**2. Very Open In Restricted Area (.67)**
**3. Very Open Top Three (.64)**
**4. Very Open Non Restricted Paint (.61)**
**5. Semi Open Corner Three (.58)**


eFG% vs Shot Type
Shot Type
Very Open Corner Three
Very Open Restricted
Very Open Top Three
Very Open Non Restricted Paint
Semi Open Corner Three
Very Open Medium Two
Very Open Deep Two
Semi Open Restricted
Not Open Corner Three
Semi Open Top Three
Semi Open Non Restricted Paint
Not Open Restricted
Not Open Top Three
Semi Open Medium Two
Semi Open Deep Two
Not Open Non Restricted Paint
Not Open Medium Two
Not Open Deep Two
Bubble Size = chance/ease of finding a shot of that type
0.3
0.4
0.5
0.6
0.7
eFG%