Merrimack Scouting Report (21-11 / 7-4 NE10)

|  |
| --- |
|  |

Starters

**#15 plaaaaaaayer1 P Ht Cl 10.1 PPG / 2.2 RPG / 1.7 APG**

**Min**: 22.8 **FG**: 37% (61/164) **3pt**: 33% (19/58) **FT**: 82% (51/62)

**Per Game**: **FG**: 3.2 / 8.6 **3pt**: 1.0 / 3.1 **FT**: 2.7 / 3.3

**Paint**: 41% (32/79) **Mid-Range**: 38% (10/26) **Shot Distribution**: (48/17/35)

**Description:** Quick Guard that can dribble the ball. Will drive into the paint out of control looking to get bailed out. Needs space and comfort to be effective. Turns the ball over almost 3 times a game

**#15 plaaaaaayyyeerr1 P Ht Cl 10.1 PPG / 2.2 RPG / 1.7 APG**

**Min**: 22.8 **FG**: 37% (61/164) **3pt**: 33% (19/58) **FT**: 82% (51/62)

**Per Game**: **FG**: 3.2 / 8.6 **3pt**: 1.0 / 3.1 **FT**: 2.7 / 3.3

**Paint**: 41% (32/79) **Mid-Range**: 38% (10/26) **Shot Distribution**: (48/17/35)

**Description:** Quick Guard that can dribble the ball. Will drive into the paint out of control looking to get bailed out. Needs space and comfort to be effective. Turns the ball over almost 3 times a game.

**#15 plaaaaaaayer1 P Ht Cl 10.1 PPG / 2.2 RPG / 1.7 APG**

**Min**: 22.8 **FG**: 37% (61/164) **3pt**: 33% (19/58) **FT**: 82% (51/62)

**Per Game**: **FG**: 3.2 / 8.6 **3pt**: 1.0 / 3.1 **FT**: 2.7 / 3.3

**Paint**: 41% (32/79) **Mid-Range**: 38% (10/26) **Shot Distribution**: (48/17/35)

**Description:** Quick Guard that can dribble the ball. Will drive into the paint out of control looking to get bailed out. Needs space and comfort to be effective. Turns the ball over almost 3 times a game

**#15 plaaaaaaayer1 P Ht Cl 10.1 PPG / 2.2 RPG / 1.7 APG**

**Min**: 22.8 **FG**: 37% (61/164) **3pt**: 33% (19/58) **FT**: 82% (51/62)

**Per Game**: **FG**: 3.2 / 8.6 **3pt**: 1.0 / 3.1 **FT**: 2.7 / 3.3

**Paint**: 41% (32/79) **Mid-Range**: 38% (10/26) **Shot Distribution**: (48/17/35)

**Description:** Quick Guard that can dribble the ball. Will drive

**#15 plaaaaaaayer1 P Ht Cl 10.1 PPG / 2.2 RPG / 1.7 APG**

**Min**: 22.8 **FG**: 37% (61/164) **3pt**: 33% (19/58) **FT**: 82% (51/62)

**Per Game**: **FG**: 3.2 / 8.6 **3pt**: 1.0 / 3.1 **FT**: 2.7 / 3.3

**Paint**: 41% (32/79) **Mid-Range**: 38% (10/26) **Shot Distribution**: (48/17/35)

**Description:** Quick Guard that can dribble the ball. Will drive into the paint out of control looking to get bailed out. Needs space and comfort to be effective. Turns the ball over almost 3 times a game.

|  |
| --- |
|  |

|  |
| --- |
|  |

|  |
| --- |
|  |

|  |
| --- |
|  |

|  |
| --- |
|  |

Substitutes

**#15 plaaaaaaayer1 P Ht Cl 10.1 PPG / 2.2 RPG / 1.7 APG**

**Min**: 22.8 **FG**: 37% (61/164) **3pt**: 33% (19/58) **FT**: 82% (51/62)

**Per Game**: **FG**: 3.2 / 8.6 **3pt**: 1.0 / 3.1 **FT**: 2.7 / 3.3

**Paint**: 41% (32/79) **Mid-Range**: 38% (10/26) **Shot Distribution**: (48/17/35)

**Description:** Quick Guard that can dribble the ball. Will drive into the paint out of control looking to get bailed out. Needs space and comfort to be effective. Turns the ball over almost 3 times a game

**#15 plaaaaaaayer1 P Ht Cl 10.1 PPG / 2.2 RPG / 1.7 APG**

**Min**: 22.8 **FG**: 37% (61/164) **3pt**: 33% (19/58) **FT**: 82% (51/62)

**Per Game**: **FG**: 3.2 / 8.6 **3pt**: 1.0 / 3.1 **FT**: 2.7 / 3.3

**Paint**: 41% (32/79) **Mid-Range**: 38% (10/26) **Shot Distribution**: (48/17/35)

**Description:** Quick Guard that can dribble the ball. Will drive into the paint out of control looking to get bailed out. Needs space and comfort to be effective. Turns the ball over almost 3 times a game

**#15 plaaaaaaayer1 P Ht Cl 10.1 PPG / 2.2 RPG / 1.7 APG**

**Min**: 22.8 **FG**: 37% (61/164) **3pt**: 33% (19/58) **FT**: 82% (51/62)

**Per Game**: **FG**: 3.2 / 8.6 **3pt**: 1.0 / 3.1 **FT**: 2.7 / 3.3

**Paint**: 41% (32/79) **Mid-Range**: 38% (10/26) **Shot Distribution**: (48/17/35)

**Description:** Quick Guard that can dribble the ball. Will drive into the paint out of control looking to get bailed out. Needs space and comfort to be effective. Turns the ball over almost 3 times a game

**#15 plaaaaaaayer1 P Ht Cl 10.1 PPG / 2.2 RPG / 1.7 APG**

**Min**: 22.8 **FG**: 37% (61/164) **3pt**: 33% (19/58) **FT**: 82% (51/62)

**Per Game**: **FG**: 3.2 / 8.6 **3pt**: 1.0 / 3.1 **FT**: 2.7 / 3.3

**Paint**: 41% (32/79) **Mid-Range**: 38% (10/26) **Shot Distribution**: (48/17/35)

**Description:** Quick Guard that can dribble the ball. Will drive into the paint out of control looking to get bailed out. Needs space and comfort to be effective. Turns the ball over almost 3 times a game

|  |
| --- |
|  |

|  |
| --- |
|  |

|  |
| --- |
|  |

|  |
| --- |
|  |

Offensive Characteristics

**Daemen Stats (81.3 PPG):**

**Shot Distribution:** (-- / -- / --)

**FG =** 51% (30.0 / 59.1)

**Paint =** 51% (30.0 / 59.1)

**Mid =** 51% (30.0 / 59.1)

**3pt =** 41% (8.1 / 19.6)

**FT =** 76% (13.1 / 17.4)

**Rebounds =** 38.6

Offensive = 10.8

Defensive = 27.9

**Assists =** 16.3

**Turnovers =** 14.9

**Steals** = 7.0

**Blocks =** 4.1

**Opponent Stats (66.6 PPG):**

**FG =** 38% (24.6 / 64.0)

**3pt =** 32% (7.3 / 22.6)

**FT =** 76% (10.1 / 13.3)

**Rebounds =** 33.4

Offensive = 13.3

Defensive = 20.1

**Assists =** 12.1

**Turnovers =** 14.1

**Steals** = 7.8

**Blocks =** 2.1

**General Offensive Description:**

Brush screens

Trail screens

Dakota actions

Texas actions

Iowa action (similar) - Flip back

Pinch post

Handoff

Towers (double double)

Ball pick

Iso

Shoot and Get

Pound the glass

## Defensive Characteristics

### General Defensive Description:

### Man to man

### Downed ball screen in the past

### Block shots and flock to all penetration

### 1-2-2 junk in a half court

### Switch likes

### Would rather play offense

### Want the big play – steals, blocks, run outs!

Match up press/ run and jump / unorganized choas

Deny entries! Double team the rebounder especially when behind

They challenge every outlet

To Achieve Our Mission We Must:

1. BE THE MORE PHYSICAL TEAM!!
2. Can’t allow them second and third chance opportunities. Box out and FINISH every possession with force and power on both ends of the court!
3. Compete at 100% 100% of the time!!
4. Communicate on the defensive end of the court!! 80-20
5. Stick together, COMPETE, AND HAVE FUN!!