Kyle Krebs
Scout Team Data Analysis Ideas & Capabilities

Player Scouting Reports

Efficiency Meaning:

[Total Amount of Plays,	Total 3pt Shots,	Total 3pt Makes,	3pt%,
	Total 2pt Shots,	Total 2pt Makes,	2pt%,
	Total MidRange,	Total Midrange Makes,	Midrange%,
	Effective FG%,	Turnovers,	Fouls

]

For each player on a specific team, I can see the proportion of play types they score on, along with the efficiency of each type of play.

→ Off Cuts
- Basket Cuts
- Flash Cuts
- Cuts Off Screens

→ Off Pick n Rolls

Direction
- Going Left
- Going Right

Response to Screen
- Accepting Screen
- Rejecting Screen

→ Off Post Ups

Place of Post Up
- Middle
- Right Block
- Left Block

Shot From Where
- Over Left Shoulder
- Over Right Shoulder
- Facing Up

→ Off Handoffs

Spot of Handoffs
- Top of Key
- Ball Handler going Left
- Ball Handler going Right

Type of Handoff
- Dribble
- Stationary

→ Off Off Ball Screens

Direction Shooter runs off the screen
- Left
- Right

Type of Screen
- Flare
- Straight
- Curl

→ Off Iso's

Where the player Iso's from
- Top of Key
- Left Side
- Right Side

→ Off Spot Ups

Which way they drive off Spot Ups
- Left
- Right
- Straight
- Jumper (not driving)

→ Off Transitions

Type of play
- Ball Handler (player takes it himself)
- Catches on Left Wing
- Catches on Right Wing
- Hits Trail Man
- First Middle (player gets hit as a Rim Runner)

→ Off PnR Rollmans

Direction Player Rolls and Drives
- Left
- Right

What player does after Screen
- Pops
- Rolls
- Slips

I can also see when specific players help create a shot by running one of the specific actions to which they pass the ball to someone else doing a different action.

> **Example**: Given a player "Matt Caggiano", I can see the proportion of players he tends to pass to when in the PNR with another player "Josiah Turner", "Kenny Wilburn", etc… which leads to a shot taken. Along with the efficiency of each combination of players.

> → Player X (PnR) passes to Player Y (PnR Rollman)

> → Player X (PnR) passes to Player Y (Spot up Shooter)

> → Player X (Iso) passes to Player Y (Spot up Driver)

> → Player X (Post) passes to Player Y (Spot up Shooter)

I can also see when a player "Brock Bowen" scores, what proportion of players "Matt Caggiano", "Chase Dickens", etc… were the ones to pass him the ball. Along with the efficiency of each combination

> → Player X (Spot Up Jumper) gets ball from Player Y (Any Play)

> → Player X (Cutter) gets ball from Player Y (Any Play)

Other Questions I could Answer

I can also compare someone's stats to everyone else in the Liberty League, creating a better idea of how well a specific player actually performs a specific play.

I can do all these calculations on teams as well, getting a better understanding of where that team's proportion of shots actually come from. Along with the efficiency of each type of shot.