



17-10, 9-3

# STETSON HATTERS

February 22, 2024



---

## OFFENSE

---

One of the most efficient offenses in the country (1.09 PPP).

Play with great spacing and have at least 4 guys on the floor that can shoot it at all times.

They run a lot of actions to get their guards downhill. BSs for #30 Swenson and #23 Harrison, PDs and DHOs for #5 Blackmon.

#30 Swenson is a great passer and finds open shooters at a high rate (26.6 3PA per game).

### Transition:

Guards look for spray aheads for early 3s and lay-ups.

Bigs rim-run hard for easy baskets.

### Secondary:

Lots of BSs, set at all different angles. Trying to get #30 Swenson downhill early.

- Drag
- Drag Shallow
- Double
- Double \$ (#5 Blackmon)
- Wide Step

### Sets:

Run a ton of sets, have different packages each game. Will run a set nearly every time down the floor.

Most sets are for #30 Swenson or #5 Blackmon to get downhill off ballscreens, hand-offs or curls.

Put shooters in the corners and a lob threat at the rim to give #30 Swenson and #5 Blackmon space/options to make plays.

Started the last game against us by punching it in several times.

- Low Scrape
- UTEP
- UTEP Runner/Stagger
- Box Sets
  - Gate
  - Diag
  - LA
  - Zipper Scrape
  - Point Over Quick (#5 Blackmon)
  - Chin Re (#5 Blackmon)
  - Chin Flex
- Bluff Step/Get
- Horns
- Middle BS Sets
  - Elbow RnR (PD)
  - Elbow CB
  - Pop Zoom
  - Step/Spain/RnR
- 50 Sets
  - Zoom
  - Korver Get
  - Korver Double
  - Korver Reject → Zoom/Spain
  - Stagger Get → Korver (#5 Blackmon)
  - Wedge Empty
  - LA Drag/RnR
  - LA Empty Stagger
- Trail PF → Zags
- Scrape LA → Zags
- Weave Drag Shallow
- Floppy/Diamond Runner
- X Zoom
- Flex Zipper

### Zone:

Have several looks against zone, but mostly their version of Zone Sequence or Bounce.

Will run their man actions against zones as well.

### How to Get Stops:

1. Get back, get matched, talk! No easy baskets.
2. Play team defense. Ball pressure/hands/scrapes/digs/pulls/box-outs.
3. Fly around! Make them make 1 more pass.

---

## DEFENSE

---

### **Man to Man: 78.2%**

#### *Transition:*

- Deadball occasionally will pick ball up.
- Made baskets & def reb no pick-up point.
- Can be slow matching up & do not fight cross matches.

#### *On Ball & 1 Pass Away:*

- Solid activity on ball - not a huge pressure team. Vulnerable to getting beat off bounce.
- Will deny when they switch an action off the ball. Will press up when they think their man is going to get the ball.
- Lunging arm scrapes on gap drives.

#### *Weakside & Help:*

- Rotate over & Down. Coming to superman except #21 - He tries to block every shot.
- Do a pretty good job rotating to corner drift.

#### *Off Ball Screens / Cuts:*

- Screens look to Lock & Trail & Jump Under most of the time when involving non-like personnel.
  - Will switch common screens aggressively - G/G in staggers - Zooms - Single Screens.
- Cuts - Vulnerable to cuts when in help due to turning heads and watching ball. Back doors when driven at.

#### *Ball Screens / Hand-offs:*

- Ball Screens: 100% scout based
  - A lot of Flat Hedge / Drop / Under / Blue / Green / Red when a team has someone who gets into the paint & makes plays.
- Hand-offs:
  - Step Back Slide Thru & Blow Up/Trail when it is a Forward to Guard hand-off.
  - Switch when it is like personnel - **Except a scout decision**

#### *Box-Outs:*

- Vulnerable vs teams / players who attack rebounds - giving up **10.9 OREB's** per game.

#### **Press:** Scout based pressing team - When they go zone - they will do it after makes behind their press.

- 2-2-1 zone press - Top two deny the entry passes. Back to their 2-3 Zone
- 1-2-2 zone press

#### **BLOB's:**

- Primary is Man-to-Man on the ball. Occasionally will Plug.
- Have seen them jump into their Match-Up Zone a couple times.

#### **SLOB's:**

- Primary is Man-to-Man on the ball.
- Will jump into the Match-Up zone.

### **Zone: 21.8%**

- Run a couple Match-Up zones that will start as a 2-3 alignment and a 3-2 alignment.
  - Ran their 2-3 zone vs us.
  - Pass cutters off, Switch Screens, will get out of alignment to stay w/ an offensive player if needed.

#### **How to Score:**

1. Relentless Transition Pressure -- Including vs Press !!!
2. Space & Pace
3. Put Pressure on the paint.
  - Hard / Decisive Cuts
  - Quick / Physical Drives
  - Attack Close-outs
4. Paint Decision & Finish !!
5. OREB & Score - Quick put back or See **DAGGERS** !

## STARTERS



#30 Stephan Swenson										1	6-2		190		SR
	MIN	PTS	FGM/A	FG%	3PM/A	3P%	3FREQ	FTM/A	FT%	REB	OREB	AST	TO	STL	BLK
Overall	32.2	12.3	118/311	37.9%	34/114	29.8%	36.7%	63/76	82.9%	4.6	0.8	6.1	2.7	1.5	0.0
Conference	33.0	13.2	56/152	36.8%	19/55	34.5%	36.2%	27/37	73.0%	4.3	1.0	5.7	2.4	1.3	0.1

Lefty facilitator. Has 50 more assists than made baskets this season.  
Driver 1st, Shooter 2nd. Can and will go either way, but better passer with his left.  
Likes to use ball screens then put defender in jail - will flop.  
Streaky 3P shooter; off the catch and off the bounce.  
Stop the ball in transition. Make him use his right hand and keep him in front, make him a scorer over length.



#5 Jalen Blackmon										2	6-3		181		JR
	MIN	PTS	FGM/A	FG%	3PM/A	3P%	3FREQ	FTM/A	FT%	REB	OREB	AST	TO	STL	BLK
Overall	34.1	20.4	185/427	43.3%	91/226	40.3%	52.9%	91/100	91.0%	2.7	0.7	1.7	1.9	0.8	0.1
Conference	34.7	17.1	69/180	38.3%	33/97	34.0%	53.9%	34/40	85.0%	2.8	0.3	1.6	2.0	0.8	0.1

Scoring-minded guard with the ultimate green light. Has taken 100 more shots than anyone else on the team  
Not great at finishing at the rim, prefers to create space for jumpers.  
Elite scorer when he is comfortable/has space.  
Comes off a lot of PDs and DHOs to his right hand for pull-ups.  
**Get back, get matched. Make him work for everything; every catch, every shot, every drive. Don't let him feel comfortable.**



#0 Alec Oglesby									3/4	6-5		200		SR	
	MIN	PTS	FGM/A	FG%	3PM/A	3P%	3FREQ	FTM/A	FT%	REB	OREB	AST	TO	STL	BLK
Overall	33.3	11.2	98/231	42.4%	59/152	38.8%	65.8%	35/42	83.3%	4.6	0.8	1.2	1.0	0.5	0.2
Conference	36.7	10.9	46/116	39.7%	26/74	35.1%	63.8%	13/18	72.2%	4.9	0.8	0.9	0.8	0.7	0.3

Shooter, Shooter, Shooter!  
Gets out fast in transition for spray ahead 3s.  
Shooter 1st and 2nd option, SL driver with right hand 3rd.  
Likes to use shot fakes to get to 1 dribble pull-up/side-step.  
**Get back, get matched. High hands on all close-outs, make him a driver and finisher at the rim.**



#1 Tristan Gross										4/3	6-6		175		FR
	MIN	PTS	FGM/A	FG%	3PM/A	3P%	3FREQ	FTM/A	FT%	REB	OREB	AST	TO	STL	BLK
Overall	17.8	3.4	32/88	36.4%	22/63	34.9%	71.6%	6/6	100.0%	1.9	0.4	0.7	0.4	0.3	0.0
Conference	15.0	2.3	10/27	37.0%	6/18	33.3%	66.7%	2/2	100.0%	1.5	0.3	0.6	0.3	0.2	0.0

Shooter, Shooter, Shooter  
Spots up in the corners for 3s off guard drives.  
Will shot fake against poor close-outs. Capable 1 or 2 dribble SL driver.  
**Get back, get matched. High hands on all close-outs, make him a driver and finisher at the rim.**



#21 Aubin Gateretse										5	6-11		215		JR
	MIN	PTS	FGM/A	FG%	3PM/A	3P%	3FREQ	FTM/A	FT%	REB	OREB	AST	TO	STL	BLK
Overall	23.9	11.4	128/175	73.1%	1/2	50.0%	1.1%	50/77	64.9%	7.5	3.1	0.9	1.7	0.4	1.4
Conference	25.2	12.6	61/79	77.2%	1/1	100.0%	1.3%	28/41	68.3%	7.3	2.9	1.1	1.8	0.8	1.3

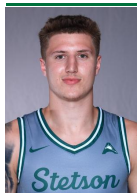
Long, athletic runner-roller-rebounder.  
Scores nearly all of his points around the rim.  
Guards look for him for dump-offs and lobs vs help uphill.  
Uses length to get hands on offensive rebounds.  
**No easy buckets, don't over-help/help uphill. Push his catches out, make him score over us. Box-out!**

## A portrait of a young man with short dark hair, wearing a light blue Stetson basketball jersey with green trim. The jersey features a Nike logo on the left chest and a Stetson logo on the right chest. The word "Stetson" is printed in green across the front.

Lefty combo guard. Tries to do all of the same things #30 Swenson does. Capable shooter and driver. Better going left. Hates ball pressure, turnover prone.



Long stretch forward.  
Wants to pop off screens for catch and shoot 3s.  
Will also score off rolls and from the dunker spot.  
**High hands on all close-outs, make him a driver and finisher at the rim.**



Long runner-roller-rebounder.  
Good 3P shooter off the catch. Go-to move is SF → right hand drive.  
Multiple effort guy on the offensive glass.  
**Be the aggressor, be physical. Shorter close-outs until he proves it. Box-out!**



High-energy combo forward. Quicker 1st step than you'd think.  
SL driver 1st and 2nd option. Only shoots if left wide open.  
Scores over left shoulder with back to basket.  
**Shorter close-outs until he proves it. Move your feet, keep him in front. Box-out!**



Shifty combo guard. Wants to shoot 1st, drive 2nd.  
Struggles to finish over length/through contact. Prefers floaters and spin-back jumpers.  
Guard him like #30 Swenson. Heat him up, but don't bail him out.



Shoot 1st dirty-work guard.  
Scores off of spot-up jumpers, cuts and in transition.  
High hands on close-outs, move your feet. Don't let him out-work us, box-out!



Big wing slasher.  
Scores off right hand drives, cuts and offensive rebounds.  
Shorter close-outs, more help mentality, but see both. Box-out!



Long post player. Runs in transition for easy buckets.  
Thinking SL drive with right hand 1st on perimeter catches. Capable 3P shooter with time/space.  
**Guard him like #42 Thompson, be physical, box-out!**