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BREAKING THE ANALYTICS WING SCORING DEVELOPMENT

BREAKING THE ANALYTICS: WING SCORING DEVELOPMENT

Today's game is driven off of the monster known as analytics. In some ways, it has advanced the game into new, forward thinking, as it pertains to coaching the game in the 2000's. In other ways, it has also hampered the game. Gone are the actions that create simple pin-down jump shots, mid-range 1 and 2 dribble, jump shots, and isolations. The IN thing now is pace and space, along with total 3-point field goals attempted.

With the heightened focus on skill development, perimeter wing players have the ability to accomplish more than just running to the 3-point line and defending. If you think about it, coaches spend approximately 20-30 minutes per day in practice with ball handling, passing, and making reads within the offense. With 100 practices at 30 minutes per day, that is 50 total hours used. We get into games and now tell wings to sprint to corners for spacing? The bottom line is utilizing your total roster for productivity. PER, not matter how it is accomplished, is the most important analytic. How efficient a player can be, coupled with the amount of total free throws attempted and made, and quality 3-point attempts, ultimately have the biggest impact on the game. Listed below are areas that I feel begin the process of wing development to score efficiently and effectively.

Footwork:

Having the ability to get settled on a catch is critical. Utilizing pivots as a move are very important when scoring the basketball. Every coach has a different way to receive the ball on the perimeter. Listed are the areas that will allow for effective scoring potential:

- Meet passes (Seems rhetorical but needs focus)
- Catch with inside shoulder to rim
- Chin to inside shoulder to locate defender
- Quick scan of defender's foot/body position

Once this has been executed, it will allow for offensive player to use 1 of 4 pivots:

- Front left pivot
- Front right pivot
- Reverse left pivot
- Reverse right pivot

These are used when the ball is caught, defense scanned, and offensive player ready to make an effective move. Again, taking advantage of the work put in, allows the offense to be established with an inside/out game plan. Here is a formula to follow:

- $\text{FGA} - \text{Off Rebounds} + (\text{FTAX} .475) + \text{Turnovers} = \text{Total Offensive Possessions}$
- $73 \text{ possessions in } 40 \text{ minutes} = 2400 \text{ seconds} / 73 \text{ Possessions} = 1 \text{ Offensive and } 1 \text{ Defensive Possession every } 16.7 \text{ seconds}$
- This may look a little obscure. The goal is to score 75 points per game as a team. As a team, we need to shoot 45%, while holding opposing teams to 37%. As a team, we want to shoot 35% from 3-point range, 74% from the free throw line, and 54% on all shots inside of 3-point range. We want to limit 3-point attempts to 15 or less. We want to get to the foul line and get 20 free throw attempts per game.

Handwork:

Equally as important as footwork. Understanding how to use sweeps and rips are important. Understanding the difference between a quick rip and a sweep through are very important as well.

Sweep: Used when a player is being defended by a larger player that offensive player can get their center of gravity below the defender. It requires a longer step, looking to get effectively off of contact and into a scoring area.

Rip: At face or belly-button level, used to attack a closeout. It requires a shorter, quicker step to beat the defender. Very easy to counter out of if the defense plays the move.

Finish:

Having the ability to finish through, over, and around defense is essential to success.

Scoring areas (Kill Zones): Know where and how, within the structure of the offense, to get to areas where your players can be most efficient in their quest to score. Personally, I like to play to and through the elbow areas. Receiving the ball in this area or driving into these areas can put defenders in very difficult spots. Utilizing proper footwork, within the confines of the offense

Finishing Moves:

Once a move is made, how does a player get to their shot or, get off of contact, or get separation to score? Ideally, getting a layup or drawing a foul. Here are the different moves that can be used once players get inside of the scoring areas.

- Pro Hop
- Euro-Step
- Spin
- Fake Spin
- Inside Hand Finish (Quick Finish)

Each one of these particular moves require balance, good center of gravity, and the ability to play through contact.

All of these particular moves serve a purpose. Put pressure on the interior of the defense. By doing this, it creates scoring opportunities, shooting opportunities, for the right people at the right time. Put pressure on the defense to stop your team!