

Sample Scouting Report (AI film opinion)

Example report. All player names, jersey numbers, and teams are fictional; it is based on a real full-game film read, with identifying details changed.

Written by AI from one full game of film. This is a film opinion of tendencies, not a stat sheet.

How to Beat the Sample Opponent

1. **Turn #11 Dalton right, and trap him on the sideline.** Almost every Dalton drive goes left: baseline left, left in the open floor, one- or two-dribble pull-ups going left to the elbow. Shade his left hand on every catch. When he's trapped he picks up his dribble and throws a panic skip pass or forces the ball into the post. Trap him at the sideline and jump the skip.
2. **Don't let #3 Brooks get comfortable running the show.** He runs their offense for most of the second half and gets the ball late. Go under #24's high ball screen, give him a cushion, and make him a pull-up shooter. Late in the game his move is a hard left dribble into an elbow/FT-line pull-up or a deep 3. Sit on his left hand and contest without fouling. He forces contested shots late, and he's turned it over when trapped on baseline drives.
3. **Front #24 Ellis and take away the left shoulder.** He only plays in the paint. His go-to move, and their one repeat set, is a post catch, a turn over his left shoulder, and a right-hand hook. Front him so their guards have to force entries (they will, and they've been deflected and picked off). If he catches it, dig soft with a second defender. He kicks it right out, or he brings the ball down to his waist where you can strip it. Box him hard. He's active on the offensive glass.
4. **Wall off the baseline.** All their wings (#0, #10, #15, #33) like to drive the baseline, mostly to the right, and pass when help comes. Take the baseline away and send help on those drives. Their baseline drives have ended in jump balls, steps out of bounds, panic passes, and forced passes into the post.
5. **Run every time.** Their transition defense is bad from start to finish. Leaks, jogging back, uncontested layups late, open wing 3s in transition. Push off makes and misses. If they press after a make, throw it over the top. Long passes beat it.
6. **Attack their defense based on what they're in.** Against the **2-3 zone** (mainly the first half): reverse the ball fast, skip it, flash the high post, and drive the baseline to pull #24 out. That opens the weak-side block, so crash the weak side. Against **man** (mainly the second half): drive in straight lines (their help is slow), shot-fake their hard closeouts, and kick to the shooter whose man over-helped. Keep moving on long possessions; they lose shooters.
7. **Late game: stay patient, they'll speed up.** Trailing, the opponent did not press. They fouled fast inside a minute, took rushed early-clock shots, and #10 Carver forced deep contested 3s. Take care of the ball and let them hurry. If they're ahead they spread the floor and stall with Brooks. He protects the ball well, so foul him rather than chase him. He missed late free throws. In the final stretch they didn't use timeouts, so be ready for what they run with no stoppage.

Player-by-Player

#3 Brooks: lead guard / engine (consistent)

- **Role:** Played the wing in the first quarter and ran the point from late in the first half through the end of the game. He starts their actions with hand signals: a raised hand or a pointed finger to start the ball swing. He's the one they want holding the ball at the end.
- **Driving hand/direction:** Uses both hands, but more right-handed. Drives right and kicks, or drives left to dump it to the post. Late in the game his scoring move is a **hard left dribble into an elbow/FT-line pull-up**. Uses #24's high ball screen, then drives and dumps to #24.
- **Shot spots:** Elbow/FT-line pull-up. Deep 3s from the top and wings (he airballed deep, contested 3s in two different stretches, including late in the shot clock). Right-hand floater when he catches on the wing and drives.
- **Under pressure:** Mixed. When trapped on a baseline drive, he panicked and turned it over, and in transition he went into traffic recklessly. Against wing pressure late he turned his back, pivoted, and protected the ball well. Shaky at the line late.
- **Passing habits:** First look is to pass. Drive-and-kick, dump-offs to #24 off the ball screen, ahead passes and post entries (some forced ones were picked off).
- **How to guard him:** **Go under the ball screen, give him a cushion, wall off the baseline, and make him take tough pull-ups. In crunch time sit on his left hand. Late, foul him rather than chase him.**

#10 Carver: guard / volume scorer (role consistent, shooting and decisions less sure)

- **Role:** Main ball handler in the first half, and he pushes it after defensive rebounds, including coast-to-coast. In the second half he's more of a wing/shooter, and he often inboundes after made baskets. Plays fast.
- **Driving hand/direction:** Right-handed, but he drives hard left a lot, and he has repeatedly missed contested **left-hand finishes**. Also drives the right baseline from the wing or corner.
- **Shot spots:** Catch-and-shoot 3s from both wings and the top, pull-up 3s in transition, right-elbow pull-up, floaters. He'll take contested shots, and when the opponent is trailing he forces deep, contested 3s.

- **Under pressure:** Inconsistent. Sometimes he handles pressure well, comes to the ball to help, and passes out of traps. Other times he throws careless cross-court passes and telegraphs post entries when the lanes are closed, or forces passes when doubled. He spun into a turnover going left and stepped out of bounds on a left baseline drive.
- **Passing habits:** Good post-entry passer when he's under control and keeps the ball moving with quick reversals. Found #33 inside late.
- **How to guard him:** Pick him up early and keep him out of transition. Close out on his catch-and-shoot 3s, make him finish left at the rim through a body, and contest his tough shots without fouling.

#11 Dalton: scoring guard (very consistent left hand)

- **Role:** Their most dangerous scorer early. Secondary handler or point guard in the first half, then a wing/spot-up player in the second half. Attacks closeouts.
- **Driving hand/direction:** **Strongly left.** Drives baseline left, goes left in the open floor, and takes left pull-ups to the elbow and mid-range. Right-hand drives are rare (once he drew a foul going right).
- **Shot spots:** Left-elbow/mid pull-up off one or two dribbles, wing 3s, corner 3s late.
- **Under pressure:** His weak spot. When trapped he picks up his dribble and throws panic skip passes, forced passes into the paint, and a forced baseline pass. He was calmer in one second-quarter stretch, but the pattern repeats.
- **Passing habits:** Forces post entries.
- **How to guard him:** Force him right on every catch, trap him at the sideline, and jump the skip pass. Late, stay home on him in the corner.

#24 Ellis: post (consistent)

- **Role:** Paint-only big. Plays the right block, flashes to the high post against zones, sets high ball screens for Brooks in the second half, and works the dunker spot. Active on the offensive glass.
- **Favorite move:** Post catch, **turn over the left shoulder, right-hand hook.** This repeats and is their one set. Also a right-hand turnaround hook, a catch-and-turn short jumper, and a soft-touch mid-range jumper on a high-post flash.
- **Under pressure:** Struggles to get touches when fronted. Misses a lot in traffic. Early on he shot into double teams. Later he kicked it out right away when a second defender came. He brings the ball to his waist at the high post and has been stripped there. Picks up fouls (over the back).
- **Passing habits:** Quick kick-outs against help. On baseline out-of-bounds plays he pops to the elbow and hands it back to a guard.
- **How to guard him:** Front him, sit on his left shoulder so he can't turn that way, dig soft on the catch and swipe at the ball when it's low, and box him every shot.

#15 Grant: wing / connector (consistent)

- **Role:** Right wing and right corner, some ball handling (walks it up at times). Off the bench early. He's their trusted baseline inbounder late.
- **Driving hand/direction:** Baseline drives, mostly right, sometimes both ways, to feed the post or kick. Drives the gaps to kick.
- **Shot spots:** Corner and wing spot-up 3s. He kept missing them in this game.
- **Under pressure:** Threw a wild pass out of bounds under pressure early.
- **Passing habits:** Passer first. Kicks or feeds the post when help comes, and post entries.
- **How to guard him:** Wall off the baseline, give him room to shoot rather than to drive, and on his drive stay attached to the shooters. He's looking to pass.

#0 Foster: wing (role grew in the second half; less sure early)

- **Role:** Perimeter passer in the first half. In the fourth quarter he brought the ball up at times and **pointed to the wing to call the post-entry set for #24.** Played the top spot in their late stall.
- **Driving hand/direction:** **Right hand, right-baseline drives** from the right wing. Takes floaters on those drives and draws fouls on drive-and-kicks.
- **Shot spots:** Floater off the baseline drive. Putbacks after weak-side offensive rebounds.
- **Under pressure:** When cut off or approached, he picks up his dribble and makes a safe pass back out to #3 or #10. Has forced an entry pass into a turnover.
- **Defense:** Active hands (picked off an inbounds pass). Fouls a lot.
- **How to guard him:** Cut off the right baseline and make him go left. Once he picks up his dribble, jump the safe pass back out. Box him off the weak side.

#33 Hale: wing / reserve (least film, least sure)

- **Role:** Wing handler and passer. Played the high post against zones once. Gets a defensive rebound and outlets it quickly and cleanly.
- **Driving hand/direction:** Drives the right baseline. He drew a foul on one drive and drove into traffic for a bad pass on another.
- **Shot spots:** Spot-up 3s from the left wing and corner, FT-line jumper. He missed his perimeter looks. Composed on the left block, finishing through contact.

- How to guard him: Sag off him on the perimeter, wall off the right baseline, and keep a body on him if he posts up.

Team Defense

Look	When	Weakness	How to attack
2-3 zone (#10, #11 up top; #24 middle; #3, #15 on the bottom)	Mainly the first half and the start of Q3. Some mixed man/zone reads in Q1.	Passive, slow closeouts, high post open, slow to shift on ball reversals, weak against skips. Baseline drives pull #24 away and leave the weak-side block open.	Quick reversals and skips, flash a player to the high post, drive the baseline and dump to the weak-side block, shoot from the corners, crash the weak side.
Man-to-man	From the middle of Q3 to the end.	Beaten by straight-line drives, slow and weak help. Over-help leaves wing and corner shooters open. Loses shooters on long possessions. Leaky on the ball. Hard, fast closeouts late.	Drive in straight lines, shot-fake their closeouts and go, drive and kick to the side the help came from, and keep moving off the ball deep into the shot clock.
Press	Mostly no press. A soft press after dead balls in Q2. A full-court press after makes (2-2-1 / 1-2-1-1) in one Q3 stretch, then back to man. Never pressed when trailing late.	Got beaten over the top by long passes.	Have a long-pass outlet ready and attack before they get set. You don't need a press-break plan for late in the game.
Transition D	All game.	Leaks out, slow to get back. Gave up multiple uncontested layups late and an open wing 3.	Push every miss and every make. Run the lanes wide.
Rebounding	All game.	Weak-side box-outs are poor and it's every man for himself. Gives up long rebounds. Guards #3 and #10 grab rebounds and push.	Send an extra player to the weak side, chase long rebounds, and get back hard because their guards rebound and run.

Offense

- **Style:** Read-and-react. There were no audible play calls. Hand signals start the action (#3 raises a hand or points to start the swing). Mostly ball reversal, drive-and-kick, post entries.
- **The one repeat set:** The handler (#0 in the fourth quarter, after #3 started their actions earlier) **points to the wing, then they enter the ball to #24 on the block for the left-shoulder turn and right-hand hook.** Front #24 when you see the point, and jump the entry pass.
- **Ball screens:** In the second half, #24 sets a high ball screen for #3, and #3 drives and dumps it to #24, or Brooks pulls up. Go under, then pack the paint on the dump-off.
- **Inbounds:**
- After made baskets: #10 often inbounds. The opponent runs simple pop-outs (#10 pops out to receive).

- Baseline out-of-bounds: #24 pops to the elbow and hands it right back to a guard. Late they used no screens, just a guard (#10, #15, or #24) popping open. #15 is the trusted baseline inbounder late, throwing a short direct pass to #3. Deny #3 and make them throw it somewhere else.
 - End of half: quick passes to a corner 3, no special set.
 - **Crunch time:**
 - Ball goes to **#3 Brooks**: hard left to an elbow pull-up, deep 3s, the #24 ball screen. #10 Carver also launches deep contested 3s when they're behind. #11 Dalton floats to the corner for spot-ups.
 - When trailing they play frantic. They take the first available shot early in the clock, they rush transition layups, and they **foul intentionally and fast with under a minute left**.
 - When ahead they spread the floor and stall (#0 top, #11 right wing, #15 right corner, #3 left wing) and make safe perimeter passes. #3 shields the ball. Foul him rather than chase him: his late free throws were shaky.
 - They didn't use timeouts in the final stretch.
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Limits

- One camera angle, so some off-ball action and spacing are hard to judge.
- No audible play calls. Sets are inferred from hand signals and repeated actions.
- Jersey numbers were sometimes hard to read. When chunks of film disagreed on a player (for example, one late stretch calling #3 a post and #24 a ball handler), this report goes with the read that showed up most often across the game. Treat the #0 and #33 notes as lighter-sample than the rest.