

Most critical points:

1. **The act of locating a body and boxing out**
 2. **Eliminate turnovers**
 3. **Make their defense move side to side with passing and cuts**
 4. **Be loose!**
- They score the vast majority of their points at the rim. Other than #11 (who isn't necessarily deadly from 3), **they are not a shooting team.** #2 is one of their main players and handles the ball a fair amount of time- he shoots jumpers and is not a good shooter. I wouldn't get within 5 feet of him when he's on the perimeter and would use that body to help attackers and to box out instead. The same goes for the rest of the team (except for #11 and maybe #12 off the bench)- they are great athletes, attackers, and finishers, but simply do not shoot well. A good zone gives them fits (but must rebound!). They are very basic against a zone- 3 out, one high post, one roaming baseline- look to attack or just shoot.
 - Given the previous point, though, I think they can be made uncomfortable with very selective pressure. #14 is lightning quick and would be tough to press, but others are definitely vulnerable.
 - They are damn good at creating TOs in full and half court, man or zone. They are extremely long, athletic, and have quick and great hands. **They hurt people that make weak passes and/or try to dribble through traps or tight spaces. Crisp passing, quick but controlled dribbling, and ball fakes- controlling the tempo with these will really demoralize them because this is what they feed off of.**
 - **Body movement on offense will be critical.** They can be over aggressive on D. Cutting off the ball, even quickhitters to go backdoor, can be back-breaking plays. When the ball handler gets by their main and/or in to the paint, **they all stare at the ball and rely on the big to help- cutting off of an attack will allow you to steal an easy 10 points.** Also, if they go 3-2 using length, get behind their front 3 utilizing the high post and corners (*See 'playlist' clip from Franklin County game on Hudl). Crisp passing, ball fakes, and pump fakes!

Small but important points:

- They don't sprint back on D because they crash the glass so hard. Box, then RUN!
- Against man run almost identical offense to Handley (hand offs and ball screens)
- Baseline out of bounds – hit the near corner and inbounder posts quick or guy from far corner flashes hard to elbow.