



THREE OF A KIND

Course 03: Coach Zeljko Obradovic

Lesson 22: Scouting

Language: English

GAME PLAN

When preparing a game plan and the pre game scouting report, there are many details in which we work, including how we plan the game and the process that we use with the aim of giving concrete and correct information to our players and also to convince them about how to implement our ideas during the course of a high pressure game.

These last points are maybe the most difficult aspect when we talk about preparing a game plan. All coaches with a certain level can prepare a report about the best and worst aspects of your upcoming opponent. The most difficult things are:

- To decide which point you want to emphasize
- To give concrete and correct information to your players about these points
- To convince your players that the decisions are correct and also the implementation of your game plan is possible and can be executed successfully

We are talking about the highest level in Europe with players who have experience and their own ideas about how to defend and how to attack each team as well as, maybe more importantly, how to deal with his direct opponent that is a player they know very well.

After giving you this idea that in our opinion is critical in the development of you scouting – game plan – we want to talk about other aspects of scouting during the season.

In our team we try to do different and concrete actions during the season with the aim of gaining as big an advantage as possible during our scouting work.

INTERESTING PLAYERS

As we talked in one of our first lessons, to collate information about players that can be interesting for your team in the following season is very important work for your staff.

To collate information about players in concrete positions and with appropriate characteristics for your game style is something general that all first level teams in European have been doing over the last 20 years.

During a long Euroleague season, we have the opportunity to play against some of these players. In these games you have the opportunity to compare directly with your players a possible newcomer. This is a directly and real data bank, and is something more useful than watching a video or comparing statistics.

CHANGE / ADJUST YOUR OFFENSIVE AND DEFENSIVE MOVEMENTS

During a long season your offensive and defensive plays lose effectiveness due to your opponent's scouting. All your opponents are looking at how to play better against you and which are the worst aspects of your game.

At the same time, we want to be loyal with our philosophy and our style of basketball and we do not want to change our plays each week because something may not be successful one week but is necessary for the construction of our team.

With the aim of finding a good balance between these two situations, we have worked in recent years with plays that have the same entry, but with a huge number of different ways to finish the play. During the season, depending on our opponent we change or choose which play "ends" are better for that particular game.

In doing this we confirm that we are loyal with our philosophy and also that our players are ready and they know how to implement the actions that we want to play on offense and also on defense. This is also something related with scouting because it is crucial to take into account the following points:

- Which is the correct moment to implement the modifications
- To know if your opponent can be ready to dismantle your strategy
- To know if your team is ready to make the step forward
- To know if the particular game is important enough because in implementing these new movements you are giving information to all of your opponents about the new play options

YOUNG PLAYERS

Something that every year is becoming more important in your scouting structure is to have a great control and information about who are the most interesting young players on the market. This is vital for the future of your team. The information is not related with the level of your team today because you must do this work depending upon the real possibilities – economical, structural, etc. – that your team has for the future.

Normally agents, managers, farm teams etc. are constantly giving you information about players that for sure can be great but you must know if they have the correct mentality and also if they can adapt to your team mentality. For this reason we spend some of our time and structure in working with this intention: to have direct information about these players.