

Opponent Team Scouting Report

One page on your next opponent - fill it from film, box scores or the league site



FREE TEMPLATE · 1 OF 3

1 PAGE

ANY LEVEL

SOURCES: standings · box scores · film · last matchup



Jack Hunter: "One page. If your players need a binder to remember the game plan, the game plan is wrong. Every line below should trace to something you saw or a number you found - 'I think' goes in pencil. Identity, three names, three keys. That's a scout."

OPPONENT

GAME DATE

THEIR RECORD

Snapshot - Who Are They?

IDENTITY

Pace (fast / half-court) · primary defense (man / zone / press) · recent form · how they want the game to look.

Strengths / Vulnerabilities

DIFFERENTIALS

Be specific. "Kill you on the offensive glass" beats "good rebounding". Two or three per side is plenty.

Jack's field note: the vulnerability that wins games is usually boring - a backup ball-handler, a thin bench, free-throw shooting. Look there first.

Key Personnel - Top 3 Only

PERSONNEL

| # | NAME | HOW HE SCORES | HOW WE GUARD HIM |
|---|------|---------------|------------------|
|---|------|---------------|------------------|

Their Sets & Triggers

TENDENCIES

Go-to half-court action · after-timeout looks · when the press comes · your counter for each.

Our 3 Keys

THE HUDDLE TEST

Three sentences your players can repeat back in the huddle. If it doesn't fit here, it doesn't make the game plan.

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