

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
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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.

[Start Free Trial - Let Jack Fill This In for You →](#)

14 days free · no credit card · AI scout with cited sources included

Player Scouting Report

One page per key player - their best player, solved. Three players max.

1 PAGE / PLAYER

TOP 3 MAX

SOURCES: film · box scores · the last time you played them



Jack Hunter: "Most teams are one player plus noise. Scout that player properly and you've scouted 60% of their offense. Tendencies, not highlights - which hand, which spots, what he does when the first option dies. And scout his defense too - that's where you attack."

PLAYER / NUMBER

POSITION / SIZE

DOMINANT HAND

Role & Minutes

PROFILE

Engine or finisher? Does the offense run through him? What happens when he sits?

How He Scores

OFFENSE

Where the points come from: drives (which hand?) · catch-and-shoot (which spots?) · post · transition · free throws. First half vs second half.

Tendencies & Tells

THE DETAIL

What he does under pressure · off-ball habits · temper, foul-baiting, body language when it's not going his way.

Jack's field note: watch him twice without the ball. The tell is almost never in the highlight - it's in what he does the possession after a miss.

How We Guard Him

OUR PLAN

Primary defender + backup · force which way · over or under screens · when (if ever) we double · what we live with.

Attack Him

DEFENSE IS HALF THE SHEET

Does he defend? Foul-prone? Rest on defense? Target him in the actions he hates guarding.

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Game-Plan & Self-Scout Sheet

Turn the scout into Tuesday's practice - their tendencies on the left, your week on the right

1 PAGE

FILL AFTER THE TEAM SHEET

FEEDS: this week's practice plan + the first 4 minutes



Jack Hunter: "A scout that doesn't change what you do in practice Tuesday is trivia. This sheet closes the loop. And be as honest about your own team as you are about theirs - the self-scout is where most game plans actually break."

OPPONENT

GAME DATE

PRACTICES LEFT

Us, Honestly - Last 3 Games

SELF-SCOUT

Three lines: what's working · what's leaking · who's trending up or down.

Matchup Map

THEIR STRENGTH VS OUR ANSWER

THEIR STRENGTH / LOOK

OUR ANSWER

Practice Priorities This Week

THE LOOP CLOSER

The 2-3 things this scout says you must rehearse - feed these straight into your practice plan.

Jack's field note: if a priority doesn't get gym minutes by Wednesday, cross it off the game plan. Players execute what they rehearsed, not what they heard.

First 4 Minutes - Scripted

THE OPENING

First play · opening defensive look · who we hunt · what we're testing about them.

If / Then - Pre-Decided Adjustments

NO PANIC TIMEOUTS

If they press → · if the zone shows → · if their star has 10 by the first break →

[Start Free Trial - Scout + Practice Plan in One Workspace →](#)

14 days free · no credit card · Jack scouts, Coach Duncan builds the week