#15 Dan - Recommendations for Improvement

Player Profile: #15 Dan

Position/Team: HMB Boys Varsity

Games Played: 4

Minutes Per Game: 23:11

Points Per Game: 9.2

Dan is a highly efficient, low-mistake player for HMB. With a **True Shooting Percentage (TS%) of 59.8%** and an incredible **5.00 Assist-to-Turnover ratio**, he provides extreme stability to the offense. However, to elevate his game from a reliable rotation piece to a dominant force, there are specific statistical areas where Dan can improve.

1. Shot Selection: Rim vs. Short Midrange

Dan is exceptionally effective when he gets all the way to the basket, but his efficiency drops significantly in the "in-between" game:

- **At The Rim (ATR):** Dan converts at a **77.8% clip** (7/9). This is elite finishing.
- **Short Midrange:** Despite his success at the rim, he actually takes more short midrange shots (10 attempts) than rim attempts (9 attempts), yet only shoots **40.0%** from that range.

The Fix: Dan should focus on using his frame or a quicker first step to turn those 10-foot floaters and jumpers into layups. If he can shift 20% of his midrange attempts into rim attempts, his scoring average will naturally rise without requiring more touches.

2. Defensive Discipline and Fouling

Dan is currently averaging **2.5 fouls per game** in just 23 minutes of action. A deeper look at the foul data shows a specific trend:

- **Non-Shooting Fouls (NS Fouls):** Dan has 7 NS Fouls and 3 NS Fouls in the bonus.
- **Fouls vs. Playmaking:** He has 10 total fouls compared to only 3 steals and 1 block.

The Fix: High non-shooting foul numbers often suggest "reaching" or being out of position on floor defense. Dan needs to focus on moving his feet rather than using his hands. Reducing his foul rate will allow him to stay on the floor longer, which is vital given his positive **+10 plus/minus** impact.

3. Increasing Rebounding Activity

With a **Rebound Rate of 9.4%**, Dan is contributing on the glass, but there is room for growth, particularly on the defensive end. He has recorded 14 rebounds in 4 games (3.5 RPG).

- **Defensive Rebounding:** He has 9 defensive rebounds in roughly 92 minutes of defensive play.

The Fix: Given Dan's efficiency and low turnover rate (only 1 TO in 4 games), the team benefits whenever he has the ball. By becoming a more aggressive defensive rebounder, he can "clear the glass" and personally initiate the transition, where his elite decision-making (TO% of only 3.0%) can be weaponized to find open teammates like Gio or Ash.

4. Free Throw Consistency

Dan is currently shooting **66.7% (6/9)** from the free-throw line. While not a "weakness," for a player who shoots 37.5% from three-point range, this suggests he is capable of much more.

The Fix: As Dan improves his "At The Rim" frequency, his free throw attempts will likely increase. Bringing that 66.7% up to the 75-80% range would make him a much more dangerous late-game option for HMB, as opponents would no longer be able to foul him to prevent easy layups.

Summary of Goals

Metric	Current	Target Goal
Short Midrange %	40.0%	45.0% +
Free Throw %	66.7%	75.0% +
Fouls Per Game	2.5	< 1.5
Rebound Rate	9.4%	12.0% +