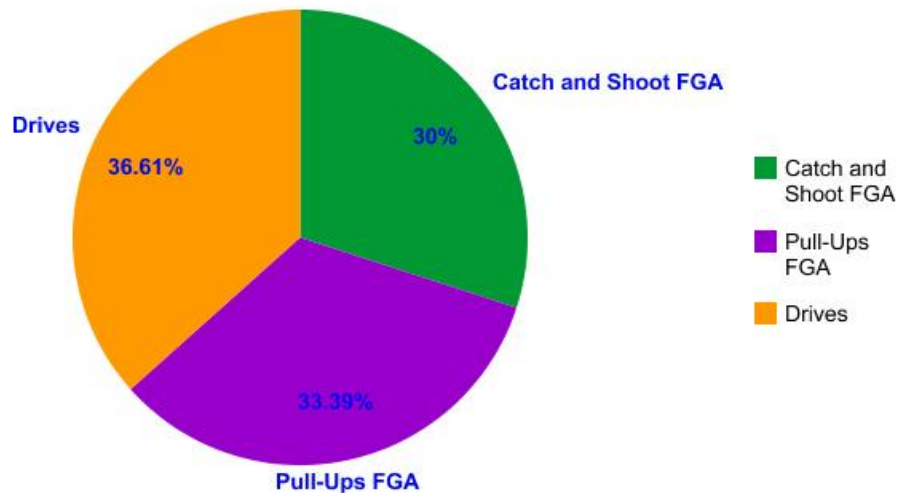


## TEAM STATS

- Kings attempt the **least** Catch-and-Shoots per game in NBA (18.6 per game), Hawks attempt most with 30.2 per game.
- 11.2 of SAC's 18.6 C+S attempts (60-percent) come from deep per game.

Kings Shot Distribution Outside 12 Feet



NBA.com/stats

- Kings rank 26<sup>th</sup> in NBA with rim protection. Opponents shoot 53.3% at the rim against SAC... Cousins is foul prone, attack him early and frequently.
- Kings limit drives and shots at the rim, only allow 21.1 FGA at rim per game (7<sup>th</sup> least in NBA)
- Kings average **least assists per game** in NBA (19.5 per game), worst passing team in NBA at various other metrics such as assist opportunities generated.

## INDIVIDUAL PLAYER STATS

### CATCH AND SHOOT v. Pull-ups Per Game

- McLemore: 1.8-for-4.7 (38.5%) on C+S / 0.8-for-2.1 (36.9%) on pull-ups
- Stauskas: 0.4-for-1.4 (29.6%) on C+S / 0.4-for-1.3 (30.9%) on pull-ups
- Gay: 0.9-for-2.5 (37.3%) on C+S / 2.7-for-6.4 (41.6%) on pull-ups
- Williams: 0.5-for-1.6 (30.4%) on C+S / 0.27-for-1.0 (27%) on pull-ups
- Collison: 0.8-for-2.0 (38.6%) on C+S / 2.7-for-6.2 (44.2%) on pull-ups
- Cousins: 1.1-for-2.8 (41.2%) on C+S / **0.8-for-2.4 (32.4%) on pull-ups**
- Landry: 0.7-for-1.7 (38.6%) on C+S / 0.3-for-0.5 (60%) on pull-ups
- Casspi: 0.1-for-0.7 (20.7%) on C+S / 0.1-for-0.26 (41.7%) on pull-ups

## **DRIVES**

- McLemore converts 43.4% of drives (101 attempts)
- Casspi converts 46.1% of drives (134 attempts)
- Gay converts 40.3% of drives (282 attempts)
- Cousins converts 51.3% of drives (201 attempts)
- Collison converts 49.5% of drives (185 attempts)
- McCallum converts 56.8% of drives (90 attempts)

## ***OFFENSIVE SITUATIONALS...***

### **TRANSITION**

- Collison: 82-for-129 on transition FGA (63.6%)
- McLemore: 73-for-125 on transition FGA (58.4%)
- Gay: 57-for-96 on transition FGA (59.4%)
- Williams: 38-for-51 on transition FGA (74.5%)
- Cousins: 23-for-35 on transition FGA (65.7%)

### **ISOLATION**

- Gay: 63-for-149 on isolation FGA (42.3%)
- Cousins: 54-for-139 on isolation FGA (38.8%)
- Collison: 26-for-69 on isolation FGA (37.7%)

### **SCORE FREQUENCY (times a team scores at least one point on plays where one individual starts and finishes as primary ball handler)**

- Collison: 93-for-197 on FGA/ (45.6% score frequency), 89<sup>th</sup> percentile for NBA
- Gay: 81-for-206 on FGA / (38.5% score frequency), 61<sup>st</sup> percentile
- McCallum 32-for-74 on FGA / (36.8% score frequency), 43<sup>rd</sup> percentile

### **FG% AS ROLL-MAN (in P&R situations)**

- Cousins: 55-for-123 (44.7%)
- Landry: 26-for-52 (50%)
- Thompson: 22-for-58 (37.9%)

### **POST UPS**

- 32% of Cousins' usage comes in post up situations:
- Cousins: 115-for-255 (45%)
- Gay: 55-for-116 (47%)
- Landry: 34-for-68 (50%)
- Thompson: 22-for-48 (45.8%)

### **SPOT-UP (OFFENSE)**

- McLemore: 82-for-217 (38%)
- Gay: 46-for-119 (39%)
- Cousins: 42-for-92 (47%)
- Collison: 37-for-96 (38.5%)

### **OFF-BALL SCREEN LEADING TO SHOT**

- McLemore: 39-for-87 (44.8%)
- Gay: 23-for-59 (39%)
- Stauskas: 11-for-21 (52.4%)

### ***DEFENSIVE SITUATIONALS...***

#### **ISOLATION DEFENSE**

- Gay: 27-for-56 (48% against on isolation defense), one of the league's worst (12<sup>th</sup> percentile)
- McLemore: 23-for-57 (40.4% against on isolation defense), bad as well (27<sup>th</sup> percentile)
- Collison: 12-for-39 (30.8% against on isolation defense), above league average (65<sup>th</sup> percentile)

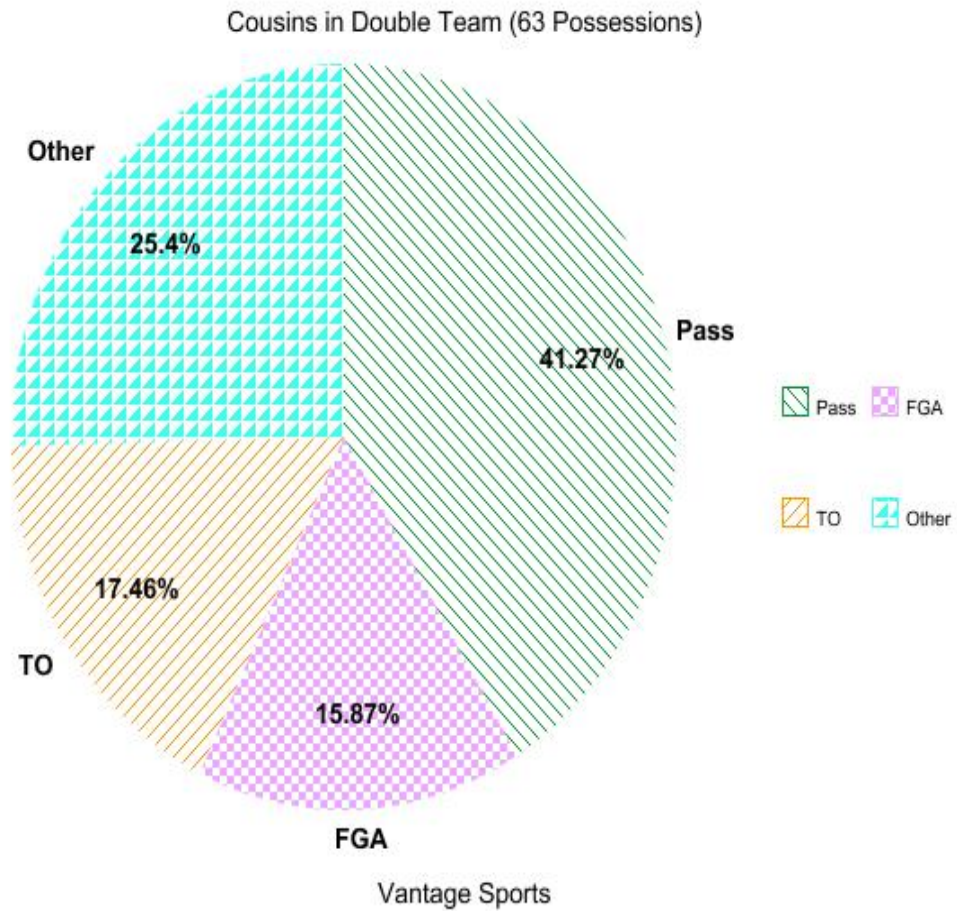
#### **DEFENDING ROLL MAN (in P&R situations)/ FG% Against**

- Cousins: Opponents are 14-for-40 (35%), he commits fouls just 4% of time here
- Thompson: Opponents are 26-for-57 (45.6%), **AREA TO EXPLOIT**
- Landry: Opponents are 15-for-36 (41.7%),
- Gay: Opponents are 11-for-20 (55%)
- Curiously, opponents are just 1-11 as roll-man against Collison

#### **DEFENDING POST UPS**

- Thompson: opponents shoot 46-for-106 (43.4%), he fouls 15.6% of time
- Cousins: opponents shoot 41-for-86 (47.7%), but Cousins forces TO 14% of time

***Cousins in Double Team Situations***



---

*\*other accounts for untracked outcomes*