

JALEN GREEN - Mecha-SGs, Ideology & The After-Aftermarket



About

A Background

Jalen Green, the 6'6 electrifying wing (born 2/9/2002) is the most familiar name in the 2021 draft. Green has been on radars for what seems like forever, from his middle school days at Pangos and CP3 to the national attention that comes from the heaps of scoring and the whole jumping out of the gym thing. USAJNT's attention was seized as well, where Green had his first tryout in Colorado Springs as a freshman (2016), making the gold medal winning squads for the 2017 u16 team, 2018 u17 and 2019 u19 teams. Whatever point you came into contact with the Jalen Green Experience, you are comfortable in the knowledge that you are seeing a player who has IT, the 2 guard je ne sais quoi. Lauded as the #1 recruit for most of the 2020 cycle, retaining the title for most of his 3 years at Fresno's San Joaquin Memorial and 1 at Napa independent powerhouse Prolific Prep, before being unseated by Cade Cunningham during their senior years. Green did claim the 2020 SI All American Player of The Year, over Cunningham and Emoni Bates, among others. From Prolific Prep, Jalen Green was the trailblazer who first announced (thus validated) the G-League Ignite pathway as his choice for his pre-draft season, over the cadre of blue-bloods who had been seeking his OAD talents for god knows how long. Green is to my knowledge, the first player to start their give-back campaign before entering the draft - donating 50 turkeys to families in need in Fresno during the holidays, along with a toy drive that included Beats headphones, backpacks and shoes. Really amazing to see a young man who gets it, despite being just a teenager - donating time, money and energy to his hometown, when many would be solely focused on an important chapter of their own journey. You love to see it.

B Press Clippings

Jalen Green is a classic top tier prospect, one with outstanding physical gifts who NBA teams hope they can help mold into a high level offensive option. Green (similar to Anthony Edwards just last year) is a great developmental case study in how to develop the very broadly described “feel” to a prospect with elite tools and shotmaking potential.

- **Aneesh Namburi, [Pro Insight](#)**

Prototypical 2-guard build, if a little svelte, Green is 6-foot-5 with what has to be a 40 inch vertical. Despite an only OK handle, he has moves to get to his jumpshot and may lean on them a bit too much. The passing is beginning to come through, but still a work in progress. Sometimes holds the shoot button too long, but when he gets in a rhythm, he’s liable to rain down hellfire from everywhere and alternate between dunk contest finishes and pull-up threes.

- **Prez, [The Strickland](#)**

C General Stats

| FIBA U16 | Gauntlet EBO* | FIBA U17 | EYBL* | FIBA U19 | PROLIFIC PREP* | Ignite | |
|-----------------|----------------------|-----------------|---------------|-----------------|-----------------------|---------------|------------|
| 16.6 | | 18.7 | | 21.5 | | 32 | MPG |
| 9.8 | 19.1 | 15.7 | 11.8 | 10.1 | 28.3 | 17.9 | PPG |
| 2 | 4 | 2.3 | 2.6 | 2.1 | 5.7 | 4.1 | RPG |
| .6 | 3.7 | 1.7 | 1.5 | 1.3 | 3.1 | 2.8 | APG |
| .2 | .1 | .3 | .1 | .3 | .1 | .3 | BPG |
| 1 | .6 | 1.4 | .5 | 1.7 | .9 | 1.5 | SPG |
| .526 (19a) | .760 (75a) | .600 (25a) | .752 (89a) | .750 (20a) | .806 (134a) | .829 (35a) | FT% |
| .612 | .882 (!!) | .320 | .449 | .317 | .519 | .297** | FTr |
| 62.2 | 60.0 | 61.8 | 56.8 | 49.4 | 62.5 | 58.4** | TS% |
| .333 (15a) | .322 (31a) | .341 (44a) | .297 (74a) | .207 (29a) | .311 (135a) | .365 (85a) | 3P% |
| .483 | .364 | .564 | .371 | .460 | .523 | .417 | 3Pr |
| .4 | | .9 | 1.2 | .6 | 3.4 | 2.7 | TO |

| | | | | | | | |
|---|---|---|----|---|----|-----|-------------|
| | | | | | | | A:TO |
| | | | | | | 2.3 | S% |
| | | | | | | .8 | B% |
| 5 | 7 | 7 | 24 | 7 | 14 | 15 | GP |

3PT= **131/413= .317** (this might seem low or concerning. I strongly suggest you read Grib's work on HS shooting expectations & like, it's a lot of self-created attempts in this sample here. This is solid considering the volume and versatility)

FT = **301/395 = .762**

*Thanks to dennis_TTG for helping me with the HS stats, it's a field that has been really stripped down publically in the last year & getting this much is a great success.

** G League had a rule change about 2 for 1 FTs, it doesn't affect anything but FTar & TS%, this is calculated

D Fun Fact

Jalen Green really cares about his signature short shorts. So much so that so that, according to a 2018 CBS article by [Colin Ward-Henninger](#)

"After learning about the Nevada rule preventing players from rolling their shorts, the family canceled its plans to move to Las Vegas and have Jalen transfer to basketball power Findlay Prep."

But first...

What do you know about your car speakers?

America, the country I live in, is the premiere car culture of the world for a number of very obvious causes. If you were in high school at any point between like 1991 and 2007, you most likely have a fond memory of a car who's subs could be heard around 2 corners, a car you could feel drive by - in your chest, music you didn't hear as much as experience. [Factory audio systems didn't knock](#) and the youths were spending hundreds if not thousands of dollars to make Still D.R.E. hit harder, each in their own way according to what was financially possible and with what parts they changed out from the original system. 3 different systems would bring out 3 totally different elements of a song. What I had no appreciation for at the time, is that none of the cars that were modded out, being within the audio aftermarket upgrade subculture, were

new. What I was seeing wasn't a moment, but the culmination of 30 years of audio technology coming to a crest. This whole thing wasn't new and it wasn't for long.

There was a media trope that EYE am too young for, which is car stereos getting jacked as a part of daily life. Aftermarket stereos used to replace the janky factory ones were universal donors - the replacement stereo for a BMW also fit an Audi also fit a Toyota, and so on. So any stereo worked in any other stereo for a buyer in the after-aftermarket.

Car companies had been hip to the aftermarket stereo economy and realized if folks were so willing to pay good money for stereos, stolen or otherwise, why should the car company not be the beneficiary. Building head units unique to each type of car (and model in many cases) prevented universal replacements and car manufacturers paired themselves with high level audio companies to give good enough stereo experience that most drivers didn't have the urge to swap the whole kit, which often involved cutting out parts of the door or the backseats or various other surgeries. Most importantly, the new factory systems could handle an 808. This unique console movement (widely credited with ending car stereo robbery as an industry, it's really limiting fencability a honda stereo only matches a honda head unit) started during the CD era and then totally vaporized the aftermarket products as touch screens, gps and mp3 connectivity replaced physical music. The car company won the war on 2 fronts - the uniqueness and offering higher end audio equipment at a markup. Those stereos weren't built for the type of music that dominated 2004, kids driving cars from the mid 90s - stereos built to handle Aja or whatever. It's a dated feeling, to be in a car that has donated it's entire back row of seats to the gods of audio fidelity, but I'm telling you, if you haven't listened to a Swishahouse release in a maxed out aftermarket system on an all too hot summer afternoon with the windows down going nowhere in particular, you haven't meaningfully lived.

A General Scout in Current Archetype

Green exists in an interesting space between historical 2 guard and modern wing - his value comes most from scoring and his intense rim gravity - but there is a meaningful avenue to pursue his initiation development. Buckets aplenty; a quick developing shooter with comical levels of bounce and a sense of playmaking flair at 6'6 is a great skillset to start with. Green could be both, or be one mostly and the other as needed in certain lineups. Seeing a wing sized player as a dynamic playfinisher, someone who can pass but doesn't need to drive an offense with their team reads, is an incredibly current player archetype.

<https://streamable.com/r49cwm>

<https://streamable.com/ivqz2b>

X X X X X X

<https://streamable.com/ozzmv6>

Green's form is legitimately better than his percentages. (55 c&s attempts, 1 PPP) There are minor nits to pick - like the middle gather point, the right leg valgus compression, a minor hitch that can appear on the fades. But by and large it looks dramatically better than the jumper of his underclass days. Green was a straight 2 motion shooter, which really triggers the late 90s-early 00s 2 guard part of your memory and the shift to 1.5 motion seems to have made a world of difference in application. 2 motion is generally for really strong upper bodies, and that's not Green's physique. The energy transfer is smooth and positive. I've never been a person to care about thumbing, which Green does. My general rule is that every jumper should look the same and as long as the percentages and versatility transfer, optics are kinda meaningless.

<https://streamable.com/kvgay9>

Green's shooting prep is usually L/R footwork, unlike a lot of other 1/2 shooters we've covered so far this season - Green has enough rhythm to carry off the style. So much of Green's movement style is based on these long strides, ie overcrosses and TMacs, it generally works well to blend between his moves. For more bigstrided creators, there can be some dissonance between the creation style and shooting off say the hop. There is some shooting hop, esp on backward momentum off movement, but it is def a secondary approach style.

From this closeup we can see that valgus, a lot of wrist power generation and most importantly to me, an on balance landing. The valgus and wrist issues are fixable/aesthetic issues - the one thing you can truly count on in NBA shooting development is easier power generation as core and leg strength developments.

<https://streamable.com/jsz5w5>

Green took more shots OTD than C&S in his 15 GLI games - not as crazy of a ratio as Cade (96/55) or Tre Mann (78/31). There are levels of difficulty on OTD 3s, there have been players who take only a handful of styles OTD, but Green takes pretty much every style of PU3. Stop and pops, TMacs, sidesteps, stepbacks, PU3s out of combos - all of that. The data that I have doesn't discriminate between OTD 2s and 3s, but on 61a, .87 PPP, good not great on a tough shot diet vs good comp. Teenage wing taking snatch PU3s vs pros is admittedly pretty awesome as a viewing experience.

<https://streamable.com/so5uf5>

Green's separation footwork from a technical perspective is very clean from a choose your corner, pick away at it carefully, intensely sort of way. There are circumstances where Green has the answers down to tee, I want to say because these coverages have been his on-ball experience most, what seen every time he has stepped on a court since...8th grade? How many teams have gone under everything, how many opportunities has he had to live rep out this footwork and it rings out as polished in the sense of 1v0 and live-game reps. Some of the other

patterns - the side step i think jumped out are not as clean, but the level of craft points hopefully to further skill developments

<https://streamable.com/lq1m0s>

Green's handle has its own idiosyncrasies that are worth delving into but let's say for now that Green is best going downhill and teams really do their diligence to keep bodies in between Green and the rim. The counter is big sweeping snatches - hard uphill counters that make defenders flowing to sell out to prevent paint touchers pay, and to create even more space , there is a stepback tacked onto the end. Green loves this combo and there were about 5 or 6 different clips of this pairing alone. The balance is good, a problem with his advanced creation moves as a HS jr/sr.

<https://streamable.com/jrxne>

Green is a willing and able mover, capable of shooting off of movement with good footwork and balance. The shakes were well read generally and he was able to locate soft spots in rotations to get shots off, but I have a small theory that I cannot fully test about the C&S shooting numbers. Green has a habit of catching and holding (reading the floor) out of movement instead of quick attacking or taking the first shot. I think it is bringing down his C&S and OTD shooting numbers substantially. I think a contributing factor is Green's jab game, another 2 guard staple. I have nothing against wings working out of a pivot and if a player is able to jab, jab, then self organize to a level that they can shoot in rhythm it is a deadly weapon. The problem is that Green goes to the jab or hold when he already has advantage, be it with a shot or drive, foregoing the easy look to find something else off a rocker step or something. It's difficult to get multiple unrelated advantages at a pro level, especially when allowing a defense to reset and load up helpside.

<https://streamable.com/bf8pgx>

This is a good jab series- no initial advantage on the catch and Green works the defender's top foot to get into a good look from 3.

<https://streamable.com/600uit>

There is this latency thing that happens, where it's a small window of advantage and Green plays it a touch safer than he needs to, holding to read the moment or jab and sometimes the defender closes it down and he has to work from scratch - or here, the defender keeps their hand down, Green has to find a new rhythm and able to knock the shot down. It happens more than it should and it seems pretty fixable to try to limit out these harder shots. Green has a lot of untapped movement shooting that I would rather see him shoot first for now and then later can pare back as needed. (If I am reading this chart right, it would seem that movement shooting off screens made up 6% of JG's usage and that could really get bumped up)

<https://streamable.com/hyhf97>

Going into the Green deep-dive, I was expecting more mistakes defensively. With his athletic tools, there were gonna be quick twitch flash plays like this, but I wasn't expecting so much defensive competence from a teenager playing against pros. I generally class young wings into 3 categories; actively harmful, mixed bag, and positive schematic impact. Very few young wings

can execute schemes on a possession by possession basis while making a POA impact to get into the top flight, especially with any kind of usage responsibility. Most teenagers flit between harmful and mixed and... - Green was in my rewatch in the upper parts of mixed bag; not bad at all for a skinny high waisted guy without elite WS. Unlocking the athletic gifts consistently (2.3 S%, .8 B%) without sacrificing the scheme and offsetting the very real challenges within scheme design is the next hurdle to clear.

<https://streamable.com/cb2vqx>

Like many other quick skinny guys, Green is best at the higher and more aggressive coverages where he can recover with fast strides and stronger players cannot knock Green into problem areas. Sure, they can bump him, but in big space, Green is a pretty awesome recovery athlete and can erase advantages before they result in paint touches. This applies to PNR coverages as well, Green really gets skinny over screens well - making himself a hard target to tee up with the bone crunching screens that pro basketball is so well known for.

<https://streamable.com/ybdjxu>

Reattaching once over the screen is a bit more of a problem. Green can beat ballhandlers to spots and bump them wide, but he isn't able to dislodge stronger players from spots. To make matters more essential, JG isn't the same OMG athlete vs early contact and if players can keep their frame into Green's legs - he isn't coordinated in the 2 foot way to power through and pin this layup off the glass. He prefers a runaway, that's where his special is.

<https://streamable.com/ybm4vk>

Green's catlike quickness and slight frame impact his defensive presence- bigger wings can win with patience and Green prefers to dart in for steals and deflections rather than having consistent active hands. I think that's to keep stronger wings out of his chest with an arm bar- but the effect of having to do so is that passes like this are allowed to pass unbothered. It's a damn good possession, recovering from biting on the pump fake coming from under the DHO, and then just doesn't get proactive enough with his hands.

<https://streamable.com/sc2476>

SO CLOSE.

<https://streamable.com/y10dz8>

The under coverages are much messier. I don't think Green had a ton of reps in under coverages or anything and his technique was all over the place wrt getting under and keeping the edge. These under coverages ask the POA to fight and then passively enforcing contain on dangerous positions, rather than pushing players into desired spots by speeding them up like overs do. For all the polish on the screen evasion off-ball and getting skinny on over, there is still needed growth on the double unders or switches or anything that requires a different physical look and footwork combination.

<https://streamable.com/8eotv4>

Green has a good awareness of driving and passing angles, with a well-honed sense for potential pick sixes (esp cross court). Green covers space well on closeouts, tries to sit down and slide once he gets there and has good results when his footwork is on point. Green's not gonna be Vassell or anything with the ability to block shots far beyond physical tools, but a good rotational compass with that kinda acceleration goes a long way. His initial closeout footwork was messy, pushing players middle and to off hand interchangeably - I chalked this up to having scouting report and coverage-location relative closeouts for the first time, but he gave up the easiest straight line to the rim path on numerous occasions. The preference is that closeouts go to where the most help is currently. I'm gonna slide past the things that I would consider expected mistakes for a young guy playing vs pros- bad angles, no communications, bad closeouts, helping off the wrong shooter, missed tags. They exist, I'll cover them in the LWF certainly, and they are punished. It's expected and I try to value your time enough to not have a clip where a teenager doesn't always do their responsibility, that's the baseline at play.

<https://streamable.com/6774ah>

Chicago, to PNP twist flare is a hell of a set to try to fight and then switch through. There is a small miscommunication on the PNP, but Green prevents the short and forces skip corner, where he can close the advantage down to flat.

<https://streamable.com/k8b0uj>

There have been other ludicrous vertical athletes in the modern era, JR Smith comes to mind, but none have tailored their game to defense' fear of flying as well as Green has. Smith was a tough short artist who happened to be able to eastbay off vert, Green knows you know that if he gets to cup very bad, very public, very memorable things will happen. The first step acceleration is scary, [a tron bike with turbo jump](#).

<https://streamable.com/7jw0t4>

What would the ideal handle be with an elite first step, knowing the defense had to sell out to wall up the rim? Hard deceleration. Not 10 speeds, just mash the brakes as hard as possible and watch the defenders fly by.

<https://streamable.com/309m0y>

(Sorry Alize, had to show the broadcast angle too)

<https://streamable.com/y1f65i>

This is the best framing for Green's handle style, creating big spaces so he can get to top speed - big hangs, wide crossovers, some small combos to get a defense leaning then mash the ACCELERATOR to the floor. A Green's idiosyncrasy is how often he will try a move, have to close down, retreat backwards to big space and then reattack. He knows where he is strongest and tries to stay in that situation as much as possible. It can be difficult for a coach to scheme

the floor open for this possibility, I would say JG is good for it at least 5 times a game - and it's going to be interesting to see how this handle behavior is synthesized in the league where the volume of POA defenders quick and strong enough to turn big space into small space will be much higher.

<https://streamable.com/bugbet>

For those of you who haven't seen the audio/visual excellence that is Tron:Legacy, an essential worldbuilding plot point is that the bikes are great at stopping and bad at slowing down. Green at times is going too fast for his own good, where a change of pace would catch the defense's "holy shit holy fuck no don't let get to the rim" overreaction in progress. By always going 100 miles an hour downhill, JG doesn't allow himself to punish the defense for overhelping, or helping at poor angles or losing shape.

<https://streamable.com/zttxy4>

Green flashed real growth at a willingness to play slow in a crowd, generally a thing skinny players with high hips avoid. The difference between Green and the rest of us slenders, is that JG has that first step explosion, so when he sees a mistake or a small window - he can, just like in big space, seize on the advantage. The ability to find and execute positive abilities into circumstances of discomfort is a sign of basketball maturity and of craft. Booker is sort of an exemplar here, turning his jabs and iso craft so lauded as a prosper into a technically adept PNR operator in his mid 20s. Put differently; Green doesn't have to get that much stronger to make this actionable on an NBA floor: he just has to get better at recognizing where his explosiveness can get easy looks while defenders are in jail & then develop the handle to get to those situations in games. This is ultimately why I want Green to be a high usage play finisher, a second side star who may be the best player on the floor but isn't asked to break and also read set defense.

xxxx

<https://streamable.com/hyeitz>

When the GL team and coaching staff was announced, I was concerned about the usages of Green and Kuminga in what I assumed was going to be a triangle or triangle infused scheme under Brian Shaw. I was proven wrong to be worried at all. Green was deployed in an awesome way, showing Shaw's full understanding of Green's strengths and weaknesses as a prospect playing against grown men. I think that at their best, a coach is most similar to a librarian, a guide to responsible information on wants and needs with a deft social understanding. Shaw's found solution wasn't from the tomes of Phil, but a more fresh idea: try and get Jalen downhill as much as possible and leverage that appropriate defensive fear in making Green's pass/dunk on a mf reads, easier. This isn't an on-ball only gravity. Green was given a green light to backdoor on most types of cuts- and Green really experimented with feints and retreats to create space as defenders did their best to keep Green grounded.

<https://streamable.com/8z3ipc>

It's encouraging to see Green think about how his slashing gravity will affect teams and make reads on screens/defensive shape from that understanding.

<https://streamable.com/wjgw7x>

When passing downhill, which in this context we are going to be using as passing with created/seized advantage- Green showed chops with his understanding of angles and a larger variety of passes than I expected going in. Obviously, there are defensive characteristics available in the GL that just weren't in youth levels and passing craft usually develops as new pathways of problem solving are needed - Green just grew faster in that area than I think anyone really saw coming. On time pocket pass vs ICE.

<https://streamable.com/puf72z>

On target and leading the dump off when there isn't help for the helper. Strong side help needs to get in front of the roller when the big helps over, Green makes the right read at the right time. I generally like when this is a lob, since it's really hard for the help to get there in time, but that's my own biases to limit bigs stonehanded tendencies (and refs call fouls in the air more, so less bad things can happen when the lob is thrown)

<https://streamable.com/4vs4kf>

The best pass Green threw all year, even more than the hit aheads. This pass is fancy, daring and essential. There was no other way to get the ball there. Green fakes high, gets all the hands high and then passes low to great effect. Fancy can be the perfect read, if that's what the defense gives.

<https://streamable.com/cp49ak>

The hang here is a real testament to the understanding of defensive dynamics - if the big steps up, green can go by, if they keep dropping to the paint it's a floater and if they follow too far towards the baseline.... ping -- it's a pocket pass.

<https://streamable.com/pt8mxb>

When having a set defense, Green is processing the situations better, but the growth isn't as overwhelmingly positive. The process is better - he is using better screen craft, there are multiple speeds, and he is more comfortable in these small spaces than he was at PP. It's just not quite enough yet. The handle has to get better or he has to get more physical. Either or a combination of the two will net the better results from a good process. Green can be stretched into more unthreatening decision making areas with retreats or defenders who are able of climbing under his handle. I think the 905 game is the best representation of the difference between the effects of handle growth in big space and small space process.

<https://streamable.com/7z7s1o>

This screencraft is a lot better than what we saw in the game we covered for his [LWF](#) - finds the seam of the coverage and creates a better rolling angle. Green's passing variety is a bit lacking, especially when he is throwing into a smaller window. He likes to jump pass as a solution for finding an angle more than needed, this would have been a wonderful hook pass for example -

but it gets there, is on time and is generally on target. He's not churning PNR reads yet, but to get to this point, as a passer, from what I saw in EYBL like 2 years ago, is big growth.

B Swing Skill

Tools

<https://streamable.com/5d7kee>

It seems funny to put a double eastbay candidate in the tools category - but tools are a multifaceted area with more application than "have longer arms" or "jump higher". Green's issues are strength based, and he needs to add more functional stability when pressured - be it at the rim, in the handle or defensively.

<https://streamable.com/znis4d>

Green has a contact creation issue. He tries to get fouled in a way that is not best suited to his talents. A common refrain is "create the contact", but different body types and different finishing styles require unique solutions. Green is trying to create contact like he is built like Hulk - a better solution is crafting into earlier earlier fouls, targeting hip levels and crafting into fouls that he can finish thru. Rather than trying what he is doing now, which is to either try and sneak a quick extension finish or launch to figure it out in midair. JG will jump with anyone if they aren't in his immediate launching pad, ideally he wants to have the body bump as he is punching it home - if they are early, he will squeeze around contact or try to hang in midair. This works well enough, but at an NBA level, defenders' contests have to be framed - forced into certain behaviors to make them pick between tough options.

<https://streamable.com/sr80n6>

On the plus side, Green has elite flexibility and hangtime - on the other side, this is a high stakes game to play. Jamal Murray has made good returns on jumping and maneuvering in midair, Jamal Murray also has 0 career season above .250 FTr. I think the best version of Green is well above that threshold, cause I mean, Green is so much more terrifying a driver in the imagination of a defense. Add some more suitable foul craft (arm bar/cradle gather please), get fouled earlier on the drier. and then teams contest less at the rim.

<https://streamable.com/9ihoy6>

The danger of launching while thin is what happens if the big does verticality well and is strong enough to hold that position? It's essentially a v high degree of difficulty floater at that point. I don't think there is no place within the finishing repertoire, just a smaller percentage of total finishing attempts. Green was at 1.2 PPP on around the rim looks, and there is still a lot of room for improvement in framing those finishes.

<https://streamable.com/2fcx10>

Strength/stability concerns pervade other areas of Green's game. A more skeptical analyst may point to the 1.2 PPP finishing number and say that it doesn't have the shots that Green wasn't strong enough to get to & would have weighed down the average by their more contested nature. Defenders with enough quicks could get underneath Green and escort him to a safer spot on the floor. His own habit of retreat vs pressure doesn't help matters.

<https://streamable.com/znh79t>

This is a well-crafted correct decision for the defense provided, but it doesn't end up mattering because Green can be knocked off balance and then has to take a much harder shot.

<https://streamable.com/jwhvrb>

At times I wonder how his physical profile influences his shot selection. Green has a portfolio of side-steps, stepbacks, hangs and retreats - to separate from defenders.... Or to keep separation from more physical defenders. It's a continuum and it wavers from game to game on how much of a crutch shot-making out creating space feels like. Sometimes it's the right answer, and other times, it feels like a comfortable solution.

<https://streamable.com/0iddq9>

Obviously, strength is a problem on defense too. We've talked about how Green can close down space on defense and is best recovering in big space. In smaller spaces he is usually good for one feat of battling POA, before faltering. This feels straightforward and doesn't need a ton of clips. The mind is willing, but the body is unable.

<https://streamable.com/i55n0h>

I want to note that Green isn't a bad finisher, he is just a young one. 1.2 PPP y'all, not nothing, especially in a league that has (smaller) strong bigs. He has craft, off a mixture of 1 and 2 feet. Here, a quick goofy foot finish catches the defender before they are ready to contest.

<https://streamable.com/udsdve>

Green absolutely has real shit to his finishing ability, it's just dampened because there are types of finishes, versus types of defenders and in types of situations for which he currently doesn't have the solutions. Adding some of those answers, or making defenses cover him multiple ways, rather than funneling to early big rotations, will open up the availability of this high flexibility/explosion type of finish. But Green has to demand straight up coverage first.

C Historical Analysis

So there are gonna be some assumptions here, because we are comparing GLI to historical NCAA numbers. I went with the many and broad approach rather than trying to get laser focused using a few terms since other people's mileage will certainly vary on extracting a nuanced translation of unsimilar data.

Games Played ≥ 15; Assist % ≤ 15; Steal % ≥ 2; 3PA/100 Poss ≥ 8;
Free Throw Rate ≥ 30; FG% at rim ≥ 0.55; Draft pick ≤ 30;

T-Rank Era Player Finder

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| RK | PLAYER | | TEAM | CONF | MIN% | PRPG! | BPM | ORTG | USG | EFG | TS | OR | DR | AST | TO | BLK | STL | FTR | 2P | 3PR | 3P/100 | 3P | YEAR | | |
|----|--------|-----------------------------|----------------|------|------|-------|------|-------|------|------|------|-----|------|------|------|-----|-----|------|---------|------|--------|------|--------|------|------|
| 1 | Sr | 6-8 Dylan Windler (19) | Belmont | OVC | 83.7 | 5.3 | 10.5 | 126.6 | 24.7 | 64.9 | 68.0 | 6.8 | 27.2 | 13.4 | 13.6 | 1.7 | 2.4 | 30.5 | 142-215 | .660 | 51.5 | 11.4 | 97-228 | .425 | 2019 |
| 2 | So | 6-9 Gordon Hayward (10) | Butler | Horz | 81.2 | 4.6 | 9.0 | 113.3 | 24.4 | 52.7 | 60.1 | 7.6 | 23.4 | 12.1 | 17.5 | 2.8 | 2.0 | 57.9 | 126-213 | .592 | 42.9 | 8.1 | 47-160 | .294 | 2010 |
| 3 | So | 6-5 R.J. Hunter (14) | Georgia St. | SB | 80.4 | 4.5 | 8.7 | 122.0 | 23.6 | 56.1 | 61.6 | 1.1 | 14.4 | 10.4 | 8.1 | 3.6 | 3.6 | 38.6 | 74-147 | .503 | 61.9 | 13.9 | 95-239 | .397 | 2014 |
| 4 | Fr | 6-3 Bradley Beal (12) | Florida | SEC | 84.7 | 4.5 | 7.6 | 112.3 | 22.4 | 52.5 | 57.5 | 4.8 | 18.1 | 12.7 | 17.0 | 2.6 | 2.5 | 44.0 | 112-207 | .541 | 47.3 | 9.0 | 63-186 | .339 | 2012 |
| 5 | Fr | 6-5 Jordan Adams (13) | UCLA | P12 | 70.4 | 4.2 | 8.6 | 114.9 | 22.4 | 50.9 | 57.2 | 2.4 | 11.2 | 11.3 | 10.3 | 1.1 | 4.2 | 41.5 | 119-219 | .543 | 40.7 | 8.6 | 46-150 | .307 | 2013 |
| 6 | So | 6-6 P.J. Hairston (13) | North Carolina | ACC | 56.2 | 4.2 | 11.7 | 119.8 | 25.2 | 55.1 | 58.5 | 8.5 | 11.3 | 10.6 | 10.7 | 1.8 | 2.8 | 30.7 | 69-142 | .486 | 60.8 | 15.6 | 87-220 | .395 | 2013 |
| 7 | So | 6-6 Klay Thompson (10) | Washington St. | P12 | 86.7 | 4.0 | 3.7 | 102.3 | 29.2 | 48.7 | 53.7 | 4.0 | 13.3 | 15.0 | 19.8 | 2.2 | 2.4 | 34.5 | 118-263 | .449 | 43.7 | 11.4 | 73-204 | .358 | 2010 |
| 8 | Fr | 6-5 R.J. Hunter (13) | Georgia St. | CAA | 82.8 | 4.0 | 5.8 | 112.4 | 25.4 | 52.3 | 56.4 | 3.5 | 15.2 | 12.7 | 11.9 | 3.2 | 3.2 | 33.6 | 99-195 | .508 | 49.6 | 11.9 | 69-192 | .359 | 2013 |
| 9 | Fr | 6-5 Tim Hardaway Jr (11) | Michigan | B10 | 76.7 | 3.9 | 7.2 | 109.8 | 24.3 | 52.4 | 56.0 | 3.0 | 11.7 | 12.6 | 11.1 | 0.6 | 2.1 | 31.6 | 80-167 | .479 | 54.9 | 12.5 | 76-203 | .374 | 2011 |
| 10 | Fr | 6-6 Xavier Henry (10) | Kansas | B12 | 68.3 | 3.5 | 8.0 | 113.7 | 21.7 | 55.5 | 59.1 | 5.2 | 11.5 | 9.8 | 18.2 | 1.8 | 3.1 | 32.5 | 93-189 | .492 | 46.6 | 9.1 | 69-165 | .418 | 2010 |
| 11 | Fr | 6-5 Jarrett Culver (18) | Texas Tech | B12 | 65.6 | 2.7 | 7.5 | 109.6 | 21.3 | 53.9 | 55.9 | 4.8 | 16.1 | 12.9 | 15.8 | 3.2 | 2.5 | 34.0 | 89-174 | .511 | 45.3 | 8.6 | 55-144 | .382 | 2018 |
| 12 | Fr | 6-6 Malachi Richardson (16) | Syracuse | ACC | 85.1 | 2.4 | 2.3 | 100.2 | 22.0 | 46.5 | 51.0 | 1.7 | 12.1 | 12.8 | 17.3 | 0.9 | 2.1 | 38.1 | 73-188 | .388 | 54.4 | 10.8 | 79-224 | .353 | 2016 |

This is weirdly mostly wings who's thing is scoring [we used to call them SGs] with varying levels of and shooting chops. Xavier would have been beloved if he came out today, Beal's ast% jumps out everytime bc I remember him being a better passer, Culver played in no middle and Malachi 2-3. I don't think of this as a broadly physically talented group - mostly college primaries who scaled back in the league to become more efficient and also Gordon Hayward.

Usage ≥ 22; Games Played ≥ 15; Steal % ≥ 2; 3PA/100 Poss ≥ 8;
Free Throw % ≥ 0.8; Free Throw Rate ≤ 30; Draft pick ≤ 30;

T-Rank Era Player Finder

☒ Hide filters

| RK | | PLAYER | TEAM | CONF | MIN% | PRPG! | BPM | ORTG | USG | EFG | TS | OR | DR | AST | TO | BLK | STL | FTR | 2P | 3P/100 | 3P | YEAR | | |
|----|----|---------------------------|----------------|------|------|-------|------|-------|------|------|------|-----|------|------|------|-----|-----|------|---------|--------|------|---------|------|------|
| 1 | So | 6-3 Stephen Curry (08) | Davidson | SC | 83.6 | 6.6 | 15.5 | 120.8 | 31.7 | 60.1 | 63.5 | 2.6 | 13.4 | 18.8 | 14.4 | 1.2 | 3.6 | 23.2 | 150-280 | .536 | 18.0 | 157-361 | .435 | 2008 |
| 2 | Jr | 6-7 Mikal Bridges (18) | Villanova | BE | 79.7 | 5.9 | 12.0 | 130.1 | 22.0 | 62.3 | 65.5 | 5.2 | 13.7 | 10.6 | 10.9 | 3.5 | 2.7 | 28.2 | 140-236 | .593 | 10.6 | 104-239 | .435 | 2018 |
| 3 | Fr | 6-4 O.J. Mayo (08) | USC | P12 | 91.1 | 5.3 | 8.3 | 106.1 | 30.5 | 52.4 | 56.2 | 3.9 | 10.2 | 21.4 | 19.0 | 1.1 | 2.5 | 28.4 | 149-321 | .464 | 10.7 | 88-215 | .409 | 2008 |
| 4 | So | 6-5 Jeremy Lamb (12) | Connecticut | BE | 92.1 | 5.1 | 7.1 | 115.4 | 22.2 | 55.6 | 59.0 | 3.0 | 11.1 | 10.1 | 15.0 | 1.7 | 2.1 | 26.7 | 146-243 | .601 | 10.3 | 71-211 | .336 | 2012 |
| 5 | Jr | 6-4 Buddy Hield (15) | Oklahoma | B12 | 80.5 | 4.6 | 9.5 | 110.2 | 26.7 | 50.5 | 54.5 | 5.6 | 12.1 | 13.2 | 13.3 | 0.7 | 2.5 | 26.1 | 112-239 | .469 | 13.5 | 93-259 | .359 | 2015 |
| 6 | Sr | 6-6 Lazar Hayward (10) | Marquette | BE | 79.5 | 4.5 | 6.6 | 108.1 | 29.6 | 49.5 | 53.6 | 8.2 | 21.3 | 11.2 | 12.9 | 1.7 | 3.6 | 24.7 | 157-328 | .479 | 10.6 | 65-186 | .349 | 2010 |
| 7 | Jr | 6-6 Greivis Vasquez (09) | Maryland | ACC | 85.5 | 4.5 | 7.1 | 106.1 | 27.9 | 46.7 | 51.2 | 3.3 | 13.8 | 30.8 | 16.9 | 1.1 | 2.4 | 23.8 | 152-336 | .452 | 9.7 | 66-202 | .327 | 2009 |
| 8 | So | 6-3 Donovan Mitchell (17) | Louisville | ACC | 80.1 | 4.3 | 10.1 | 114.4 | 23.3 | 49.8 | 53.4 | 3.7 | 12.9 | 16.0 | 12.7 | 1.7 | 3.7 | 24.3 | 101-218 | .463 | 12.0 | 80-226 | .354 | 2017 |
| 9 | So | 6-1 Malachi Flynn (18) | Washington St. | P12 | 82.8 | 4.0 | 3.3 | 111.4 | 25.3 | 51.1 | 55.4 | 2.5 | 9.4 | 26.3 | 14.5 | 0.2 | 2.7 | 26.5 | 85-164 | .518 | 12.7 | 77-228 | .338 | 2018 |
| 10 | Fr | 6-5 Coby White (19) | North Carolina | ACC | 69.2 | 3.7 | 7.0 | 108.7 | 26.1 | 51.6 | 55.6 | 1.3 | 11.4 | 24.4 | 19.0 | 1.3 | 2.0 | 29.3 | 106-211 | .502 | 12.3 | 82-233 | .352 | 2019 |
| 11 | So | 6-5 Ty Jerome (18) | Virginia | ACC | 76.6 | 3.2 | 7.3 | 109.4 | 22.0 | 51.3 | 53.9 | 1.4 | 11.3 | 25.6 | 15.6 | 0.1 | 3.5 | 13.3 | 75-163 | .460 | 9.7 | 58-153 | .379 | 2018 |
| 12 | Fr | 6-2 Damian Lillard (09) | Weber St. | BSky | 73.3 | 2.1 | 1.2 | 103.9 | 22.8 | 52.8 | 57.1 | 1.4 | 14.3 | 21.8 | 20.7 | 0.8 | 2.0 | 28.5 | 69-141 | .489 | 8.5 | 48-126 | .381 | 2009 |

Okay, so single season free throw percentage isn't the most stable indicator. But it spits out an interesting group of players all along the age & usage curves. Any list that can hold Lazar Hayward, freshman Dame Lillard and Mikal Bridges is a broad cross section of talent. Not to everyone on this list turned out to be a "real shooter", a designation that exists in relation to the current moment and current league wide expectations, which are slowly and steadily climbing upwards as bas shooters are excised from the game, but enough that i think there is a positive enough indicator, moving goalposts or not. WSU Malachi being on this list is awesome. I'm sorry, 10 3s per 100?! Steph you were living the dream. These are for the most part college offensive engines who didn't get fouled enough to break TS%.

D Sector Placement
Sector A ([explanation](#) here)

To me, Jalen Green is an off-guard. A classic 2 guard. A wing with scoring characteristics. Turbo-charged SGs. The sort of thing the NBA hasn't been able to produce to the standard of other positions since the halcyon days of Dwyane Wade. It's sort of a vestigial position, a remnant from an era where helpside didn't legally exist and offenses were isolation powered machines. By stratifying players from position to playtype usage, there has been a loss of the concept of what a 2 guard does in a modern setting. The best players who fit within this archetype currently either are wings who haven't summited the prerequisite skills to be able to run offense as a primary, "3&D" players or players better suited as perimeter play finishers next to a true primary. We have fallen so far from the Jordanares, where if you were 6'6 and could shoot a contested midy, you were granted 12 18ft iso jab possessions a game by League fiat.

I guess if you wanted to bundle Zach and Ant and Jalen, it would be easy to interpret a 2 guard revival - presenting as a star level score first wing, who's scoring usage may not change as a first, second or third leading decision maker within a team's construction. They are all unique players, but this may be a signal towards a counter reformation to the heliocentric movement. What if the primary isn't expected to be everything? What if heliocentrism is simply dislocation of the point guard responsibilities, and thus allows for lower usage wings to initiate offense but not use possessions? Is there room for a pass first, pass second game manager heliocentric wing? These questions matter because for every primary archetype spawns 4 slots in the lineup to be tinkered with, to create pareto usage optimizations. True 3&D really only happened in a lineup with Bron, who did all the dribbling and passing for the wings and really just needed shooters to fill in around him. Maybe heliocentrism hasn't gotten weird enough or the spectre of Bron hangs over the imaginations of decision makers in the way the mold of Jordan did in the NBA Bronze Age. Wouldn't NBA decision makers force Boris Diaw into a primary role today, and wouldn't it be glorious?

To ask a ZL or Antman or Jalen Green to be the alpha and omega of a team, to do the expected Heliocentric things, rather than building a better imagined system that allows their actual talents to be best optimized is kinda silly. Why not try and build a better paradigm around the talent at hand? Sure, Green is a fairly set idea, a scorer with burgeoning skills into other archetypes, but his role on a good team isn't. Say another Point Diaw comes along, and is teamed up with Green in their early primes, and Green averages 28 ppg. Is Point Diaw meaningfully the primary, or the initiator, or the star? Of course not. We've just never had to ask all of those types of questions. And with this Mecha 2s, the type who may be best running jetsweeps off-ball, well, teams are going to have to ask if a star is better as a second side player, if they aren't involved in the primary action, can a "primary" be involved in stampede actions, if the off-ball rim pressure/gravity is more meaningful than a mediocre crosscourt skip passing ability. To maximize Green is gonna require some rewriting of the modern team-building playbook - & that's a good thing for everyone.