



College Prep Evaluation | 2025 Hunter Mack-Nelms
Ht/Pos | 6'4 Shooting Guard
High School: Sanger HS

Lead Evaluator: Coach V (21 years of experience Recruiting Coordinator at the D1, D2, D3 & NAIA Levels)

Secondary Evaluator: NCAA D2 (Entering his 5th Season as a D2 Assistant Coach)

College Prep Evaluations Are Designed To Elevate Performance And Build the Individual A
Personalized Recruiting Game Plan to Target College Programs that FIT

Date: August 18th, 2024

Projected Level of Play | NAIA / NCAA D2

Targeted Level (Factoring Progress & Mid-Season Assessment) | **D1 JUCO / LM D1**

If He Improves In All Facets that Have Nothing to Do With Scoring It

UTILIZING YOUR COLLEGE PREP EVALUATION

UCExposure Evaluations are Your Guide to Elevate On Court Performance, Identify Games that will Stand Out To College Coaches on Your Profile, Create a Highlight Video Showcasing Each Individual Players College Ready Strengths for Social Media Athlete Marketing & Match

Prospective Recruits with College Programs that FIT!

Hunter Mack-Nelms College Prep Evaluation: Hunter's Game Continues to Grow Heading into his Senior Year and he is now Playing Scholarship Level Basketball. However, to Reach his Highest Potential Offer the next Step is to Play Scholarship Level Basketball without the Ball in his hands this final Season. College Ready Shooter who shows the Ability to Score it at all 3 Levels. Handles it well for a 2 Guard, and does a great job of making plays off the Bounce when run off the 3pt line which makes him a lot tougher to Guard. Gets downhill well both in the HC and in transition and makes the Right Play when Drawing help by being a willing and skilled passer. Knows when to shoot or pass it and when he is in attack mode he looks like a D2+ Player on Game Film. Active On Ball Defender who applies good Pressure, continue to work on disrupting the opposing guard with on ball Pressure without giving up straight line drives. You are a deceptive athlete so take that up a notch and focus on pressuring the ball while keeping smaller quicker guards in front of you. Off the Ball, you are in the right Position to Make a lot of Winning Plays and You Anticipate Passing Lanes well that allows you to get hands on balls and deflections, another area that you want to take up a notch. You are a Scholarship Level Offensive Player, and the foundation is there to be an Elite Level Defender so staying consistent on D with your Effort and Discipline both on and off the ball will Increase Your Recruitment and Level of Recruitment. As Confident as You are on the Offensive End, You let the Defense off the hook too many possessions by not cutting or moving with a purpose. Too Many Possessions you are standing within a 6-8 feet area and easy to Guard, moving forward the next step for you is to constantly move without the ball and get to your spots where you can make plays and stress the help D. Don't let the Defender off the hook by standing in one place with

your ability to score it at all 3 Levels. Cut Harder, Cut with a Purpose, and Make the Help Defender stay Engaged or Make Him Pay by Getting 6-8 More Touches in Scoring Areas just by moving without the Ball. Another Area That has taken Previous Players I worked with like Hunter from Small College to Scholarship Offers is Rebounding the Ball. You are on the Right Track here and do a good job of Rebounding the Ball for a Guard, but You Don't Actively Pursue Boards that Stands out to Coaches on Game Films and Indicates Motor-That is an Easy Stat to Promote Players to College Coaches. Set a Goal of Avg. 8+ RPG (3 Offensive) and Track Your Progress in the Fall in this Area Until It Becomes Your Mindset and a Habit. Most Rebounds on Games You Get Right Now Come To You, Like Moving without the Ball Make them Block You Out when Shots Go Up or Make Them Pay!!! Again, You Score it well at all 3 Levels but that won't be Enough to Move You Onto D2/LM Boards which should be a Realistic Goal for You and Your Talent Portal or No Portal with another Year to Grow Your Game. You Finish Well off the Bounce which Makes it tougher to play you for your shot only but you pick and choose when you attack. Stay in Attack Mode While Making the Right Play as that is when you stand out the most on Game Films. One Area to self assess is you tend to save energy when you don't have the ball, when your man doesn't have the ball and when you are changing ends of the floor. Those 3 things expose you a bit and Indicate lack of conditioning not lack of talent. Don't let Conditioning be a Factor in You Playing Harder for Longer Stretches in these 3 Areas. In Conclusion, You have come a long way Hunter, so we need one more Growth Spurt on the Court your Senior Season to Turn Interest into Scholarship Level Offers which again is a Realistic Goal with your Talent, Size, and Offensive Skill Set. In Order to do that, Your Consistency in Making

More Plays without the Ball in Your Hands that Lead to Wins and Your Consistency with Your Effort on Off Ball Defense will be the Key to Moving onto Scholarship Level Boards. Don't Let Conditioning Be a Factor In Consistent Effort On Both Ends. By 2nd Semester If You Are Moving without the Ball in Your Hands Constantly, Avg. 8+ Rebounds and 4+ Off Ball Steals/Deflections Then We Can Make a Hard Push at D2/LM Programs as You Score the Ball already at a Scholarship Level. Selecting the Right Games to Share With the Projected Levels when You have Great Games in Areas outside of Scoring will be a Fall Plan we want to follow to Gain Genuine Interest before making our hardest Push. Keep Working on being a Complete and More Consistent Prospect In Facets Outside of Filling Up Stat Sheets (PPG)

COLLEGE READY GAMES TO UPLOAD TO YOUR PLAYER CARD

Game #1: One Game For Sure to Upload is Your Best Scoring Game 25+ Points where You Score it at all 3 Levels (3 to 4 3pt Makes In Catch and Shoot Situations, 8-10 Paint Touches where You Finish or Draw Fouls, and Finishing Plays in Transition Going Downhill) If you have a Balanced Game Like this where you also dished out 5 assists when drawing help get that uploaded to the Player Card.

Game #2: A Good Second Game Would be an Efficient Game Where You go 9-14 from the Field but Where You Make the Most Plays Without the Ball In Your Hands. Example Would Be: 18 points, 8 Rebounds, 4 Off Ball Steals/Deflections & 7 Assists against a Team that is honed in from keeping you from Scoring. Showcase You Will Still Impact the Game when Teams Double Team or Face Guard You in HS.

3 Keys To Elevating Your Game & Increasing Your Recruitment

1. STUDY GAME FILMS EVALUATING THE FOLLOWING: When Watching Full Games Focus Only On When You Don't have the Ball on Offense **(Are You Easy To Guard Or Constantly**

Stressing Help D) and Off Ball Defense (**Staying Engaged and Being an Elite Level Help Defender**) A Great FIT for you would be a team that Shoots a lot of 3's in a Open Court 4 out Motion & Man to Man D that teaches Pack Line 5 vs 1 Principles. You Want to Share Games that Will Gain Interest from these types of Programs!

2. STAT GOAL - LEAD YOUR DISTRICT IN RPG | Right Now 75% of Your Boards are Ones that Come To You or Where You are Just Bigger Than the Opponent! Those Don't Translate to Increasing Your Recruitment. Last Year Guards Similar to You that Turned D3+ Interest Into Scholarship Level Offers Averaged 8+ Rebounds a Game. That is a Stat that Truly Matters and an Easy Sell in the Spring. Big Guards that Rebound Move Up a Level so Track Your Progress Here by Evaluating Games to See if You Are forcing teams to block you out by Pursuing Boards and Your RPG in the Fall-Set a Concrete Goal of 8+ RPG In the 1st Semester!

3. UP YOUR GAME IN THE WEIGHT ROOM | With Your Size and Skill Set, Really Getting Serious and More Dedicated to Lifting Weights Will Not Only Increase Your Mindset (On the Glass and In the Paint) But Will Improve Your Conditioning to Play Stronger and for Longer Stretches This Year. You Don't have to gain 15 lbs of Muscle to Benefit from a More Consistent Weight Room Workout Where You're Growing Your Mindset!

2025 Hunter Mack-Nelms | Highlight Video (2:00 Minute Max)

Length: 2:00 Max | 25-30 Clips ***(80% of the Clips Should be Your College Ready Strengths & 20% Should be Winning Plays without the Ball in your Hands)***

Creating Hunter's Highlight Video | Balance Your Highlight Video 50/50 With Offensive Clips: 10 Clips of Your Best Catch and Shoot 3s off a Cut or off the Dribble Creating Space to Get Your Shot Off & 10 Clips Of You Getting Downhill 5 Where You Score and 5 Where You Make the Right Pass When Drawing Help. Mix in 5-10 Clips of Your Best Clips You Can Find of Offensive Rebounds and Putbacks Where You GO GET THE BALL not where it comes

to you. (This Must Be Consistent by the Spring but we want to show your ability to Board it in this Highlight)

Hunter Mack-Nelms Fall Game Plan

- 1.** First and Foremost, Book a Call to Review The Evaluation and Build Your Fall Game Plan Going Over the New Assessed Levels of Play focusing on College Programs that we want to Target that FIT! **2.** Create a New Highlight Video Utilizing the Above Advice so I can Post it on Socials and Start Making a Push for you heading into September. **3.** Communicate Better With Me This Season. Book 2 Calls a Month, DM when Attending Camps or Visiting College Campuses & Make Note that Every Time You Have a Great Game in the Fall that will Draw Scholarship Level Interest Upload it so we can share it to the Higher Levels in the Fall. Talk Soon and Keep Growing Your Game As You Are Heading in the Right Direction Hunter!!!