

Mayson Thomas

2026 6'5 Playmaker | Pieper High School

Evaluator: Coach V (20 Years Experience as a College Recruiting Coordinator at the NAIA, D3, D2, D1 Levels)

LM D1 w/ MM Potential with 2 Years to Grow his Game Mayson has the foundation, skill set and tools with time on his side to move onto MM Boards heading into his Junior Season. High Basketball IQ Prospect with a College Ready Body, is a deceptive athlete and has very good court savvy on both ends. Capable of Guarding the 2-4 Spots when fully engaged, and great instincts on the Glass on both ends of the Court. Mayson's 2 College Ready Strengths right now that stand out the most are his Playmaking (Court Vision) and Rebounding on both ends. ***(The Uncommon Approach to Gaining Exposure and Securing the Highest Potential Offer is Getting On-Going Behind the Scenes Insight from Current or Former College Coaches while sharing Games that will 'Gain Interest' from Projected Levels)***

Key Moments In the Game (Specific Plays both Good & Bad to Evaluate Performance)

- 1. 2 of the first 4 Possessions You Put Your Palms Up and Complain to Officials**
(Good or Bad Calls you are tougher than that First Impression to start the Game. If I am the first MM/HM Coach to attend a Game to Evaluate You as a Potential Recruit, that is a Red Flag)
- 2. 7:01 Mark the 1st Quarter** You React instead of making a Play on a Skip Pass
(Game Of Inches | You are in the Right Position and have a high Basketball IQ anticipate those type of lazy passes and get a deflection/steal)
- 3. 2:47 Mark of 1st Quarter** 2 of 3 Possessions at top of 3-2 Zone You give up straight line Drives (The MM/HM Levels will Eventually want to know that You are Capable of Guarding a 2 or 3 at the next Level-Keep Growing your On Ball Defense you have time on your side and the talent it takes to be a much better on Ball Defender)

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4. **6:40 Mark of 2nd Quarter** 1st True Possession of what You Look like when Fully Engaged on Defense (MM D1 Level Effort that you want to play with for longer Stretches)
 5. **1:06 Mark 2nd Quarter** They Run a X-Cut Play a few times for You and you let a 5'10 guy push you off the block. BURY HIM AFTER THE CUT, ALWAYS Pin and Engage the Defense in situations like that. It puts you closer to the Basket on the catch, It forces off ball D to stay in the paint so you open up skip passes, and at the end of the Day it gets you playing Big when you are in Man's Land opposed to being Big which will draw MM Interest moving forward!
 6. **3:41 Mark of 3rd Quarter to the end of the 3rd:** You stay in Attack Mode and Get to the Paint multiple Possessions, which is your College Ready Strength for now that Stands out the Most. Much better Passer than I thought and Great Body Control when playing downhill. Stay in Attack Mode throughout the Game as you make good decisions and you have the ability to finish or make others better with your court vision (Old School Point Forward)
 7. **5:46 2nd Quarter & 5:34-5:22 4th Quarter when You were on the Bench:** Little Things are BIG things when it is all said and done. With the Portal and Other Issues Coaches face these Days, being a Great Player gets you looks, being a Great Teammate moves you to the Top of the Board. Keep Growing that Approach to Caring about the WIN over Stats (You will put up big numbers) **Those Moments on the Bench where You Stay Engaged, Pulled for Your Team, and genuinely was fired up when teammates made some great plays will increase your Stock.**

Offensively:

- **Continue to Work on Moving without the Ball in your hands.** When you cut and move with purpose you draw a lot more attention and open up driving lanes for your Team whether you get the ball or not. Too Many Possessions you are stagnant after giving up the Ball, and helps lesser talent limit your touches & doesn't stress help D whether you catch or not. Always be a threat with your Offensive Skill Set and Talent by moving more consistently after you give the ball up.
- **Build Your Routine to Improve Your Consistency beyond the Arc:** Game Shots, Game Spots, at Game Speed from Beyond the Arc over the next 60

Days. The Shot Mechanics are there, continue to work on your consistency when no one is watching. Ideally taking 3-4 3pt Shots Max a Game while shooting 42-44% from the 3pt line will make you much tougher to Guard vs Better Competition heading into the Select Season.

- **Realistic Goal for You is lead SA in Offensive RPG Your Jr Season:** For Now Watch Full Games and Make Note that Few opponents if any truly find you, put a body on you and sustain blockouts. You have great instincts and hands, so continue to grow your Game as a Rebounder especially on the Offensive Glass. ***Set a Goal in Remaining Games to Avg. 5 Offensive RPG*** (The More You Watch Games focusing solely on 2 Things A. Did You Pursue the Rebound when a Shot Went Up B. Did they stick you and hold the Blockout)

Defensively:

- **The Most Exposed Area of Your Game** that Must Improve is Your Defense in Transition! I've heard many old Colleagues of mine at the Higher Levels (MM/HM) simply state: We couldn't take a chance cause (Recruits Name) never runs the Floor. If Rebounding is a Motor Stat (**Then You have a Motor**) but the inability to sprint back or sprint lanes in transition indicates lack of conditioning not lack of 'Motor'. (It's not the fun part, but it will take your Game to the next Level and that will Increase Your Recruitment from the Higher Levels)
- **Rarely if any possessions after Missed Shots** did you attempt to Sprint Back and make a Play, which led to numbers for Smithson Valley throughout. (Staying in Peak Conditioning is not the FUN part of the Game, but it is what will secure the highest Potential Offer when it's all said and done) I know the want to is there, never let conditioning keep you from playing on both ends for longer stretches.
- **Off Ball Defense:** You have a high Basketball IQ, so you are in the right Position as a Help Defender a large % of time, just think attack instead of react so you anticipate and make more winning plays i.e. deflections/steals playing the passing lanes, attempted charges, help and recover where you stop penetration and recover without getting beat off the Dribble.

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- **On Ball Defense:** Focus on one thing and let's lay that First Brick in Progressing and that is: Applying Ball Pressure without Giving up straight line Drives. Arm Length and be laterally quick in 6-8 foot segments (After 3 dribbles the Offensive Player typically makes a bad play or over handles it if he doesn't get by you) Start with the 3 dribble rule in the HC when guarding the Ball - ***Tell Yourself and Work on keep opponents in front of you for 3 dribbles then they will force it or typically make a bad play!***
 - **Closing Thoughts:** **1.** Set a Goal to Avg. 5 Offensive RPG in Remaining Games. **2.** Watch 2 to 3 Full Games where You focus on your On Ball Defense and Transition Defense. Improve Both Areas one practice, one possession, one Game at a time. **3.** Get a 60 Day Routine of getting four 55 Minute Workouts in at Game Speed, Game Spots, shooting Game Shots from beyond the Arc and off the Catch. Don't start settling, just work when no one is watching on your 3pt shot heading into the Select Season.

This is a player driven program, not a Mass Athlete Marketing Service that pushes profiles with no Plan or no true Understanding of the Recruiting Process and how it truly works. We Offer a Balance of On-Going Behind the Scenes Insight from Experienced Former or Current College Coaches, 30 Years of Established Relationships at the College Level, and a Service that allows You time to Progress as we Promote You to Programs that FIT! It's a proven formula in securing the Highest Potential Offer for Players that follow their Game Plan.

Recruiting Game Plan Reminders:

- **Create Your Player Card** (Upload Your 2 Best Games in the last 30 Days vs. the Best Competition You Played for Starters)
- **Create a Mid-Season Highlight Film and Upload it to my Google Drive:** I post Highlight Videos on Socials after Big Wins & Great Games to continue to Get Players I work with on more Radars. **2:00 Minute Max (25 Clips):** Highlight Your College Ready Strengths to Stand Out 15 Clips of Making Plays off the Bounce in Transition & HC **(8-10 where You score it in a variety of Ways and 5 where you find an Open Teammate for a wide open shot or layup)** 5 of your Best Offensive Rebounding Clips **(3 where you score and 2 where you make the right kick out that leads to an**

Open 3 point make for a teammate) Finally Mix in 5 Clips after every 4 or 5 Clips of you celebrating team success, picking a teammate up after he takes a charge or getting excited after you make a great pass and they hit the 3pt shot (THAT STANDS OUT to coaches and you do a great job of celebrating team success)

- **Once Your Player Card Has 2 Full Games Uploaded and You Create Your Highlight Film Book a 1 on 1 Call to Build Your Recruiting Game**

It's not where you start, it's where you finish that counts...