

# SCRIM VENI VS INSTINCT

## Most played pick (10 last days) :

top Legion TD 2 : Rumble, Shen, Kled, Fiora

jun Stefan Nikolić : Lee (**otp**), Elise, Ivern, Khazix

mid Milicaa : Kassadin, LeBlanc, Taliyah

adc Nikola Senpai : Xayah (**played a lot these days**), Ez, Varus, Ashe

sup Tasteless : Thresh (**otp**), Braum, Karma

## Pick to target :

- Gragas / Lee / Taliyah / Thresh / Rumble

## Bans :

- Target bans :
  - lee
  - ivern
  - kha / kass
  - lulu if we dont pick it
  - Galio is nice ban to

## Draft

	<i>Veni vs Instinct</i>				
	<i>First pick draft (blue)</i>			<i>Last pick draft (red)</i>	
	<b>Ban 1</b>	Ivern			
				Lee / Ivern	<b>Ban 2</b>
<i>nt : lee is otp</i>	<b>Ban 2</b>	Lee			
				Lee / Ivern	<b>Ban 4</b>
	<b>Ban 5</b>	Kass or graves if they dont			
				Kha / Graves / Kass	<b>Ban 6</b>
<i>nt : They are playing a lot rumble so maybe we should focus this pick first instead of gragas</i>	<b>Pick Blue</b>	Rumble to bait top pick / Gragas for the safe flex pick			
				Grag	<b>Pick Red</b>
				Rumble	
		Gragas OR counter pick top			
		lulu if open / Nami			
				Nami (lulu probably banned)	
				Twitch	
		Twitch / kog			
		Orianna / Viktor			
				Orianna OR counter pick mid	

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## some synergy :

- **Nami / Rumble** : good R duo
- **Gragas / All** : OP, that's all.
- **Ori / Gragas** : good follow up & pick up potential
- **Twitch + Ori & Nami** : lot of peels & buffs for murmel
- **Rumble / Gragas** : flex top & jung

### Early aggressive move / Gank mid / timing 3:00



gank 3" mid :

- You can start red or raptor, you just need to do 3 camps to get lvl 3 asap, and you need to get your buffs cuz chap will probably invade the buff you didnt take if you gank mid

- You need to get info at beginning of where their jungler will begin, so maybe invade as 5 top, or bot if you have the comp for

- for many of meta jung, timing of red + camp + blue is between 2:55 & 3:20

- top need to push to roam at 3:00 to get vision in tribush or deep jung

- bot need to freeze

For the meta bans just look down you have the last patch tierlist for that

## Here is your last tierlist (Update 7.7)

7.7	FIRST BANS	SECOND BANS	Top	Jungle	Mid	ADC	Support
Godtier atm	graves, ivern, rumble, ori, elise, kha, lulu, vlad + target bans	shen, fiora, gragas, cait, kalista, ahri, tahn, ect.	Rumble, Galio, Shen, Kled, Renekton / Fiora / camille (still viable?)	Graves, lee sin, khazix, ivern, Elise	Viktor, Orianna, Ahri, Syndra, (kruimel's Taliyah)	Cait, Kalista, Lucian, Varus	range trio : Nami / Zyra / Karma
toptier atm			Maokai, Kennen, Gragas, Poppy	heca, rek, Kindred, Gragas	Jayce, Talon?, Zed, Zilean	Ashe / Sivir, MF, Kog (if lulu open), Jhin	Naut / Tahm, Lulu / Janna
situational			Trundle, GP, (Jayce?)	Zac, Rengar, Skarner (zac / olaf?)	(Jayce?), Ziggs, Corki	Twitch / Vayne, (Draven main?)	Alistar, Braum
<b>Crafting</b> <i>(dont worry about tht it just helps me while making tierlist)</i>			5/1 3y 2/1+x	5y 4y 3/2	5/1 3/1 2/1+x	4y 4/1+x 2/1	3+x 4y 2+x

# REMEMBER :

- you need a better vision during laning phase, then you all need to buy a pink ideally at these timing :
  - top : second back
  - jun : second back, first if possible
  - mid : second back, first if possible
  - adc : no need, only if your sup can't buy and you have extra gold
  - sup : first back
- The most economical way to get a good vision early is to have 3 defensive pinks at river and 1 aggressive + some trinket at the side that your jungler has chosen to pressure
- Try to pressure more early weak lane, as caster ap mid or static toplaner, this is a good way to force sums and then it opens drake and fb tower.
- some early timing to pressure :
  - **4 mins** : gank by the back to pressure a weak lane and maybe get flash or sums / timing to engage pressure on the first lane&tower
  - **7 mins** : pressure the lane without flash and try to control river & ward deep
  - **10 mins** : force a pick-up to open drake
  - **12 mins** : force tower, you can siege, dive, anthg it depends of your comp
- Dont forget to share all CD & sums on the com

## Call system :

- **Each player is equal to 1**
- **when 2 players plays together, they form 1 unit of calling.**
- **When 3 players are together, they still form 1 unit.**
- **when 4 players are together, they form 2 units**
- **when all 5 are tgh, they still form 2 units, basically (adc+sup) + (top+mid+jun)**

Each unit must have his own call, basically :

- info : CD, sums, HardCC in teamfight,
- shot : objectives, rotate, gameplan (1/4, 1/3/1, ect), swap
- focus : skirmish focus, peels, CC rotate & hard engage

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