

Built from real lessons with my students

DRAFT AND PICK

pre-game

- ☐ Look at the draft: who stands against you on the lane, who will gank you and what the enemy will catch you with in the mid-game. Think about who you can counter-pick: the enemy has Medusa — take Anti-Mage; you are against Enigma — take Gyrocopter. The draft decides 50% of the match. You took a hero into a draft it does not fit — you are playing with a weight on your back.

LANING

0–10 min

- ☐ Dead lane? Go into the jungle, do not stand on the lane. Think about it: the creeps are under the enemy's tower, two enemies zone you out, your support cannot help — what are you getting out of this lane? You stand on a dead lane — you feed and you lose net worth. If you cannot go into the jungle, try to pull the small camp or call your teammates (your mid or your position 4) for help, but do not count on them coming.

MID-GAME

10–30 min

- ☐ Lost the lane? Know where to farm next: wave → camp → wave, any free lane. Farm the jungle in the windows between waves — when farming the wave is dangerous or the wave is far away. Do not run around the map randomly. You run around randomly — you lose gold and experience every minute, your net worth goes down.
- ☐ Farm the free lanes, not only the jungle. The jungle is for when the lanes are dangerous or already pushed. You went into the jungle while the lanes were free — you gave the zone up to the enemy, you play passively and you farm fewer creeps than you could. The enemy will place deep vision for that, then use a smoke on you and kill you. PUSH THE WAVE, then the JUNGLE.
- ☐ Before you walk to the lane, check where the enemies are: look at the minimap, check where your vision is and which enemy has not shown up on the map for 30+ seconds. You do not see the dangerous heroes (Legion Commander, Skywrath Mage, Storm Spirit, Nyx Assassin...) — do not go for the wave, stay in your zone. Dodging ganks is easy — you just need to know which hero on the map is dangerous and where that hero was seen last.
- ☐ Do not go into a fight before your power spike: wait for the key item or the level, fight on your own timing. If a fight starts while you are still farming that spike, at least push the lanes deep, do not farm the jungle. You went into a fight with no Black King Bar and no spike — you dealt no damage, you died, and you ruin the mid-game and the late-game.
- ☐ Use Black King Bar at the right timing: not on the first spell thrown from far away, and not when you are already stunned. Think it through: if the enemy stuns or slows you, do they have enough damage to burst you down? If not — do not spend the Black King Bar. If yes — use it in advance. Used it too early — it is on cooldown when the moment comes; too late — you are already dead.

- ☐ Splitpush with your head: with vision, with a teleport scroll, knowing where the enemies are. You have not seen the dangerous ones for more than 30 seconds — do not splitpush: hide in the trees, stay in your own zone and wait for them to show up. They are either looking for you under a smoke or ganking your teammates. Splitpush with no vision and no teleport scroll — you get ganked, your team fights 4 against 5, you let everyone down.
- ☐ Hold your position in a fight: not too close, so you do not die first, and not too far, so you can deal damage. Ask yourself: do I HAVE TO TANK the enemy's damage, or does someone HAVE TO TANK IT FOR ME? You tank when you are tanky and you create position for your teammates. Your teammates tank for you when you are squishy and YOU need position to deal damage. You position yourself wrong — your team fights without a carry.

LATE-GAME

30+ min

- ☐ Push into the enemy high ground only at the right timing: with your teammates, with the Aegis, with a siege creep, with the glyph or the Roshan banner, and with your own power spike or a power spike from a teammate. You went in with no power spike and no numbers advantage — you died on the enemy high ground and you ruin the late-game.
- ☐ You hit your power spike — capitalize on it: take the objectives, call the fights, do not farm AFK. Look for chances on the map, catch the enemy at the anchors (a rune or a creep wave), go deep into the enemy jungle, create position for your teammates so they can place wards. You keep farming with your spike up — you lose tempo and let the enemy level up and kill your teammates.

SITUATIONS: IF — THEN

IF you lost the lane → go into your farming pattern: wave → camp → wave, and wait for your timing. If the enemy dives under your tower on another lane, be ready to teleport, but make sure you have the resources and your ultimate: this is your chance to come back.

IF the lane is dead → pull the small camp, call your mid or your position 4 for help, go into the jungle. A gamble: try to teleport to mid or to the offlane to gank the enemy with more players. Do it at your own risk.

IF you hit your power spike → do not keep farming: take the objectives, force the fights, take the enemy zone.

IF the enemies disappeared from the map → do not walk into the far zone: farm safely, check who you cannot see and where they showed up last, and keep your finger on Black King Bar.

IF you want to splitpush → check first: do you have vision? do you have a teleport scroll? do you know where the enemies are?