

ADC CHALLENGER GAMEPLAY GUIDE



Let's jump right into the action.

1. Pick a good laning ADC

The easiest way to win is to transfer your win on the bottom lane to the whole map meaning a lane bully has a bigger chance of winning the game than an ADC that has to hug the turret and therefore lose the CS battle and transition to a more poor midgame.

Advice: Pick a meta bully ADC (Cait, Jhin, Ashe, Draven)



2. Runes and Masteries

Before even getting into the game be sure to adjust ur runes and masteries to the matchup ur playing. Meaning if they are full AD, swap ur MR runes with AS (for example). Also when u see the matchup you're playing against in the botlane adjust ur runes and masteries according to the type of playstyle u will perform in lane. For example if ur playing Caitlyn it means u will much more poke than take dmg which means offensive masteries and runes are much more effective. Though keep in mind that winning the lane is not winning the game so u gotta adjust masteries and runes for teamfighting and winning the game and not just winning the lane even though its a big part of it.

Advice:

Since we have picked Cait as our ADC we would like to have full AS glyphs vs non magic dmg botlane. Also it would be logical to play Fervor but there are some counterarguments to this since Warlord's Bloodlust is a great lategame teamfighting tool and the sacrifice is

just not worth it. Though there is a way to play Fervor and in that case my suggestion is to play 1 quint Lifesteal instead of AS and 2 marks AS instead of AD then. Though Warlord's Bloodlust on Cait is more dominant cause of its lategame strength over Fervor.



3. General tips about botlane and game itself:

A) CSing

You probably heard this many times but CSing on its own wins games and I mean this literally. Why? Cause more CS gives more gold and more gold gives more items and it means u can right click on ur opponent to win. Simple. CSing is a matter of practice and by practicing a lot u will achieve excellence. The question is how much CS should u have? As much as u can. Generally 80cs at 10 is very good and around 190 at 20 is also very good. But this is relative since ur aiming to be ahead of opponents ADC and contribute more to the team than him.

Advice: Many ADCs farm pretty well in lane but then they stop after 20min. And this is the time when the CS gap between me and my

opponents should start to grow big. I am gonna keep farming the whole game as much CS i can get. It doesnt matter u had 200 at 20min if you are gonna have 220 at 30. **Keep farming the whole game.**



B) Correct item building

Be sure to know what items are the best to build and in what order is very important. Building items in particular order gives u power spikes in lane that u can abuse. Be sure to check what items to build on what champs and in which order. **This is essential because even one missbuy can delay ur power in the game.**

Advice:

Building last whiper earlier against an armor stacking team for u to be relevant in the teamfight, buying MR to survive engages and

burst, Qss for CC heavy teams.



C) "Push the lane to win the lane"

Very important concept for every lane but the most important for botlane. Why? **Positive sides of pushing:** 1. Lvl advantage that you can abuse (especially lvl 2 all in or zone), 2. tough time csing under the turret for enemy adc, 3. easy time poking under the enemy turret while the enemy adc is focusing on csing, 4. fighting 2v2 when there are a lot of enemy cs alive is very hard cause cs deal a lot of dmg especially early game which is why its hard for opponent to fight when they are pushed and if they do they are at a disadvantage, 5. dealing dmg to ur opponents turret is very important due to firstblood turret gold bonus, 6. also when enemies are at the turret they have much less space to maneuver and juke which is why they are much easier to hit with skillshots, 7. also when ur pushing botlane ur jungler can freely invade their jungler since you are creating pressure.

As you can see there are a lot of positive effects of pushing a lane. Now let's talk about what's **negative**: **1.** Getting ganked and feeding. This is generally the only problem but it is very serious. Especially if you give kills to the enemy jungler because he can then transition his lead to other lanes. Feeding the enemy jungler is a great way to lose the game fast which is why the negative side of pushing is very serious.

Advice:

Keep the lane pushed as much as you can but depending on the enemy jungler, for example Zac who has great gank potential or Lee Sin you should definitely play a bit more safer. **How aggressive you play in lane depends on:** **1.** The gank potential of the enemy jungler **2.** Gank potential of enemy midlaner **3.** All-in potential of enemy botlane (for example Leona, Thresh, Blitz). Considering these factors you should decide how hard you want to push to create as much advantage as you can (CS lead MAINLY but kills if possible as well) without dying.



D) Harrassing when going for CS

Forgetting to mention some basic stuff but harrassing when enemy go for CS is obviously the way to harrass. Also when support goes for a targon proc. Focus on hitting ur skillshots especially when enemy adc is going for the cannon (greed for the cannon 😊). Being able to optimize harrassing in combination with perfect csing is a mark of an excellent ADC

Advice:

Hitting key skillshot when enemies approach to last hit, targon proc, optimize dmg by autoattacking in between using ur abilities. CS over poke is the general rule. If poke can deal some serious dmg to the opponents laning then u might consider poke over taking a cs. Usually u should be able to farm near perfect and poke near perfect at the same time.

PHASE 1: EARLY GAME

1. Helping jungler or not

Depending on if u have to help ur jungler or not u can gain and lose advantage in lane. Why? Cause the first to push the lane can get lvl 2 first which they can use to zone or to all in you. The first Botlane to be in lane (meaning the one that doesnt help the jungler has the upper hand obviously). **Now there are a couple of scenarios:** 1. U are not helping ur jungler and they are helping theirs. You should generally look to wait them in the river bush even though they have better 2v2 because u have the ambush effect (Blue circle on the picture). U should go into the bush at 1:40 and place a ward (yellow circle) over the wall if u are blue side / ambush in the tribush (red circle) at 1:40 if u are red side. This can result in a kill or a forced back for enemy botlane which is great way to start a game. **Note:** there is a risk of area beign warded so u might get collapsed on 3v2.

Advice:

Cheesing when not helping jungler is usually a great start to the game cause u can get a kill optimaly, or at least force them to use summoners. Worst case scenario is u get a lot of poke on them.



2. Beware when helping ur jungler

Now if you are helping your jungler but you dont know where the enemy jungler is starting you can watch the enemy toplaner and see if he is in lane in time or not. If he is in lane it means the enemy botlane is helping the jungler (most likely over 95%), if not it means that the toplaner is probably helping the jungler which means u should be careful when stepping into tribush/riverbush when coming into lane because enemy botlane may ambush u there. Also be aware that if they are not ambushing u when ur coming to lane and u dont see them in lane it probably means they are camping ur side lanebush.

Advice: U or support should ward tribush/river bush (depending whether u are blue or red side) to avoid being cheesed.



3. Dont miss exp and gold from cs when helping jungler

If you are helping ur jungler as an adc be sure to have a good timing on coming back to lane and not missing a single melee minion. This is how u determine on how much help u provide to ur jungler. Dont overstay and lose melee minions and especially dont lose experiance.

Advice:

Providing ur jungler with a couple (3-5 AAs) + an ability is more than enough so u dont miss any melee cs when coming to lane. But depending on the champ u play it varies how much u can help. Focus on getting that cs rather than giving ur jungler 1 or 2 more AAs.

4. Respect early cheese junglers

Generally always be aware of cheese ganks from the likes of shaco lvl 2 with redetc but not too much aware because u wanna win

the lane and not be scared all the time. But just give them the respect they deserve.

Advice:

No reason for you to play risky so early and give enemy jungler a chance to snowball the game. Also even if u dont die u might get a lot of poke and end up being forced to back.

5. Ward the bush so enemies cant zone you

When coming to lane be sure to ward the bush where enemy support is hiding in so he cant zone you and that u have vision on him 24/7. So u can dodge skillshots. Hide behind cs to avoid skillshots.

Advice:

Dont give enemy support a chance to AA, hit u with spells without u or ur support being able to react. Without the ward u will get outraded, and ur jukes will be much worse since u cant see when someone is casting something.

6. First waves push over poke priority

Now the first wave of minions u should focus on pushing more than poking (when i say pushing i mean push but take every cs last hit) because our goal is to get lvl 2 first and try to abuse it.

Advice:

If enemies start playing super aggro on you, u might need to show some resistance, but u should be able to try to push even though u might get poked more, since lvl 2 advantage is rly the goal. Even with lower hp with skill advantage u will be able to regain lane control.

7. There are 2 scenarios here depending if we are losing the lvl race or not

1. If we are winning the race you should run forward through the CS as you're getting the last hit on the CS needed for lvl 2 in order to get ready for lvl 2 zone/all in. Now

when I talk about lvl 2 all in/zone what do I mean by this? Well if 1 minion is left for lvl 2 for you and 2 minions are left for the enemy this means you're winning the race and that soon you will have an extra skill you can use to create advantage in lane. Generally you should be trading more aggressively even as lvl 1 if you are winning the race to get ready for lvl 2 advantage. Depending on champions you play and your support the all in potential differs. The main point of this aggression is to keep the enemy botlane lvl 1 as much as possible and to try to force them out of lane with the lvl advantage. Champions such as Cait that we touched here mostly does not have a good all in potential on her own but in combination with hook/stun equipped support she should be looking to lvl her trap as a great tool for getting first blood. On the other hand if the support is not CC equipped **then the zone game starts** where you should camp their bush or even stand between them and the CS and not let them get last hits or exp if possible. Other ADCs such as Tristana, Lucian, Ezreal have great all in potential at lvl 2 since they get a lvl 2 dash that they can use offensively.

Advice:

Generally if your support doesn't feel like all ining, don't go on your own but keep zoning.

2. Losing the lvl 2 race

2nd scenario is when you're losing the lvl race which means you should just back off and last hit safely if possible and not get damaged by

serious harras.Last hit is not worth if it means ur gonna lose half hp or more and get forced to back to base sooner than u would want.

Advice:

Give up CS,stay back till u get lvl 2 or they push to ur turret.U dont want to get unnecceary harrassed over 2-3 cs and lose summoners or die over it.

8.Never ward the river bush when ur not pushing

Reasons for this are that either the jungler is already there and u get caught or u get zoned and cant get back to lane or just take some serious poke and have to use summoner spells.Ward river bush when ur pushing.Also avoid warding the tribush when pushed aswell(blue side) since u might get caught by the jungler or get zoned and have to walk around to get back to lane.

Advice:

Pretty obvious,dont do it.U are inside enemy territory.



9.Who backs to base first in botlane

I wanna put a great accent on who backs first in botlane because it is of great importance even if it doesnt seem so. U would always like the enemies to back first because then u can push another wave and they lose a whole wave of cs(gold and exp) and u dont lose anything cause u get back to lane in time. Meaning if u want to back to base push and then back. But even this might result in u losing cs to the turret cause enemy botlane will push fast the next wave and again gain the cs wave advantage. **Backing timing is extremely important.**

Advice:

I really try to be the one backing last, since it gives an average exp and gold advantage that i dont want to miss unless i have to.

10. When enemy backs, you back

If the enemy lane is forced to back cause of low hp, mana...or have enough gold to back, u should push and back aswell even if u have 600gold. Why? Because the enemy adc is gonna buy items and get back to lane. Now when he comes back to lane he has a clear item advantage which he is gonna abuse and try to force u out of lane. Now as i said u dont wanna be forced out of lane since u lose a lot of gold and exp then. This is why u back when he backs to match his items or overbuy him and you be the one with item advantage.

Advice:

It must've happened to you that u overstay in lane for just a little more gold to buy that bf sword. Enemy gets back to lane before u got enough gold, and with his pickaxe starts zoning you and trying to all in you. Now u have to back without enough gold or with enough gold but u will most likely lose 2 waves of cs for that back. **When enemy backs, push and back.** This way he loses 1 wave and u dont lose anything, and u match his buy or overbuy him.

11. When to back and how

Generally if u have 1300 for BF that is of course a good time to back and buy but as i said u should be the one forcing them to back and creating advantage of it as I explained earlier. Though if u are low on hp and mana and are not in a position to force the enemy to back, just push the lane and back to base. Here also i wanna talk about **a trick** where u make ur opponents think u backed but u actually stayed a bit further behind ur turret. This way the enemy botlane pushes and thinks u backed so they back to match ur items in lane later. But u come back, take the farm at the turret and push the next wave and they are probably to lose half or whole wave off that. Pushing or not pushing the next wave is questionable depending wether u have the help of ur support and what is ur champions push potential. I suggest beign annoying when enemies are trying to back meaning that u should go and threat their attempt to back since they obviously want to back. Be careful not to be baited or caught when doing this, also this might mean running trough some cs that might leave u at a disadvantage if a fight breaks.

Advice:

Dont't back unless they backed or u have to back. But always before backing try to push the wave in. Sometimes I let my opponents back since im pushing 15+ cs on their turret so they are gonna lose much. Otherwise i try not letting them back and pushing the advantage further.

12. Summoners, keystonees and tracking cooldowns of relevant spells

Always keep in mind what summoners and what keystonees u and ur enemies play. If ur playing with warlords against a fervor adc it is only logical that u have more sustain and he has more all in potential, this

is why u should keep poking and then healing back up and he cant heal back up easily. This way winning on sustain and forcing him to back first. Also i have not mentioned supports impact here but u should obviously keep in mind if leona or thresh have flash and ignite because then u cant disrespect them because u will die. Especially if u dont have summoners. Keep in mind thunderlord ignite all in supports such as zyra, brand or bard. U should play more careful here cause their kill potential is higher than usual.

Advice:

Again pretty much obvious. Of course its important to track enemy CDs and ur own. Since these are one the most relevant factors for deciding „Do i fight, or not?“ and „Can i play aggressive, or not?“



13. Tracking the jungler and other enemies

It is very important to track the whereabouts of the enemy jungler (midlaner as well) because our aggressiveness depends on it. If he is top we are free to play super aggressive meaning if we are stronger we should probably all in them and get a kill. **Aggressiveness changes with many factors such as:** 1. Do we have summoner

spells and do they have summoners? **2.**Where is the enemy jungler? **3.**Where is our jungler?**4.**Do they have any global presence(GP ult,TF ult,karthus etc...)

Advice:

Map awareness,definitely not a strong side of ADC players.Looking at the minimap every 5-10sec and saying to urself ok mid is there,jungler is top,we are safe,we can play aggressive.Or mid and jungler are both missing,lets back and safe farm.

14.Flash hooks and stuns rather than flashing after

Because if u get hooked or stunned u might die or lose alot of health and be forced to flash which means u lost health and flash.In the first scenario u only lose flash which is a valuable spell but some scenarios force u to use it.Use it early rather than late.

Advice:

Again one of the things even LCS players fail constantly is flashing late rather than early.Not wanting to use summoners but then beign forced to use and dying or getting poked on top of that.

15.Dont stay in lane with 1 hp if ur support cant offer u heal and summoners are down

Because enemy will flash auto attack you and even if u flash it will connect so u will die and lose flash.This way not only u lose the cs exp and gold but u give 300 gold to the enemy.(-500+total advantage for the enemy botlane).Even if a huge wave is coming to ur turret,if u dont have heal and ur support aswell u have to let the cs go....

Advice:U just have to back if u dont have heal,and u are 1 AA from dying.Losing CS here is not that bad since,u will die on top of that if u stay.

16. Fighting within a mass of cs

Dont fight when there is a huge cs wave coming towards you. Because not only will u take a lot of dmg but MORE IMPORTANTLY if u die u lose 15+cs of exp and gold. And 15 cs are worth more than a kill. Even if ur jungler is ganking u have to be very careful when following his gank when there are a lot of creeps because u cant underestimate the dmg they do and u might end up losing 3v2. Even if the jungler ganks u might have a hard time following. I put great accent on this since dying here is basically conceding botlane since u die plus u lose 15+cs(exp+gold)...700+gold and a great dmg on ur turret or even turret down.

Advice:

I personally refuse to follow even my jungler ganks when a lot of cs are stacked at my turret. There are a couple of reasons but the main is that even if I get a kill(300gold) I will lose 10CS at my turret worth nearly as much. For these 10 CS i didnt have to risk my life but for killing the enemy botlane I definitely risk. And obviously the worst case scenario where u die and lose CS is just devastating and happens often. **Avoid fighting when enemy cs are stacked.**

17. Beware of enemy items

Always watch what items enemies have and what u have because this is what determines how much u want to fight them. If u have stronger items u should be more aggressive and push the advantage further and if not play safer. Dont fight and die with weaker items and fall even further behind. Also dont get overaggressive with stronger items and give them a chance to become even.

Advice:

Similar to tracking enemy and ur own CDs, enemy and ur own item comparison defines fighting and aggression potential.

18. Pushing

The main characteristic of winning botlane, because it means ur **creating pressure** which demands enemy jungler attention because they need help. It is great if u can keep the enemy jungler botlane cause ur jungler and team can pressure other lanes and objectives on the map and can play more aggressive since jungler is bot. Though it doesn't matter that u created pressure if u die. Since u gave 300 gold back for the pressure u created or 600 if u both die + maybe a turret and a drake. Botlane is a lane of snowballing to victory which is why u should be careful about ganks. If u die it can snowball to first turret blood and drake which is a huge loss. But also a huge win if ur the one claiming them for urself.

Advice:

Many people say: "I will carry late, that's my role." Even though u might carry late, if u play lane too passively and create no pressure for 20 min or more u are actually a great burden to ur team. Passive play will get u bullied meaning u will lose the turret first most likely. Passive-aggressive style is something else though. Playing at the center of the lane, farming and poking is generally a good style since ur not gonna die too often, ur farming freely and slowly getting ready for ur champs power spikes. I just wanna say, many times **there is no late game**. And late game is much harder to play since if u make 1 mistake u die and lose the game. This is why **u have the whole game to create advantages and lane is one of the best**

places to create such.



19. Enemy botlane behaviour

These tells are quite obvious and u should watch out for them. If enemy bot lane suddenly increases their aggression it means the gank is coming so back off rather than reacting to it because u are „stronger“, yes but u are baited.

Advice:

Sudden aggression change indicates a gank.

20.1v2 laning

First lets talk about if your support backed or died and u end up in lane 1v2. Depending on how the enemy plays but generally in higher ranked games (d1, master, challenger) u wont be able to stand in lane, maybe u will be able to farm under turret but u will probably get dove. So be careful about getting dove but generally u should be ok farming at turret early. Extreme cases if enemies are not aggressive u can free farm...not high elo though.

Advice:

Respect them a lot, no reason to do anything fancy 1v2.

21. Now let's talk about the other side, if you are **2v1** in lane vs adc or supp doesn't matter because you want to play super aggressive and try to use summoners to secure a kill. Diving pre 6 is definitely an option but needs to be executed pretty good in order to succeed and you should probably know where the enemy jungler is since otherwise you might end up dying 2for1 or 2for 0. So when the support backs, it's not the time to just farm and push it's the time to create advantage by denying exp, gold and getting a kill if possible. Zoning him off the turret is also expected with good knowledge of the jungler (mid). Same scenario works when your support is roaming (1v2) or when enemy support is roaming (2v1).

Advice:

Don't be an ADC that lets a solo ADC or support farm in lane. Because you have a decision to make: "Do I want to deny him cs and exp? -Yes. Is that actually possible? -YES! Don't give enemy support free time to roam around the map killing your teammates while you let his ADC solo farm bot for free.

22. Objectives you can claim in botlane.

Let's just say that drake means risky business. Especially if everyone is alive, even if 1 member is dead. It's relatively safe if 2 members are dead. Anyway it requires a lane to be pushed most of the time both mid and bot. Generally only infernal drake is worth the effort, maybe mountain in games where it's pretty equal. It comes down to shotcalling at this point and most of the time it is whether your jungler wants it or not. Contesting drake is also a team decision and you should not go alone to stop a drake almost never since you're just gonna get caught and die since your team is not there. The main objective we want to get at bot is the extra gold from the first blood turret.

Advice:

I rarely go do the drake unless its free, or a full team commitment. If my mid isnt following the call, I not gonna follow either since we will end up being 3v4 (their mid will come). Either everyone comes or nonne comes, no reason to give my life based on a poor call especially if its a weak drake.

23. Facechecking

I recommend not to facecheck any bushes if there is a risk of enemies being there as an adc. So when we talk about facecheck if u backed and u know their bot backed first meaning they should be in lane first be careful not to die to an ambush. Especially because when u buy items u dont have gold left and when u get back to lane and **die** u will literally lose 3min of exp and gold and a huge chunk of dmg on ur turret and wont buy anything in base.

Advice:

Facechecking usually ends in facepalm. Saying to myself: "Such a stupid death" or „Damn i had no reason to do that, why did i do that?" "I just died for nothing".

24. Following support and jungler engages

Now this is very tricky since in many occasions its either u follow and die because it is a bad call or u dont follow because u recognise it as a bad call and get flamed by ur support for afking. Now the same situation may arise with ur jungler where u just dont feel good to follow because u will most likely die. If u dont feel good about a certain engage i recommend to follow it partially but not fully.

Advice:

Let them know if ur not gonna follow by chatting or pinging to fall back. Communicate it, dont let them think ur gonna follow when ur

not. Though I'd rather be flamed at than giving enemies free kill and losing CS myself.

25. Be free on using heal in lane early rather than late especially if they have ignite that reduces heal so use it early because you might not get a chance to use it properly. Also don't forget to use it to boost your speed and supports. This is also a reason to use it early in order to chase or run more properly. As I wrote already use flash to dodge CCs mostly so you can dodge a lot of damage and output a lot of damage yourself since you won't be CCed. **Using heal as a speed boost for juking.** Though baiting while heal is up can have some potential sometimes but this is usually when enemies are ignorant and not tracking your summoner CDs.



26. When it comes to deciding whether to poke or take CS

Mostly you should focus on taking that CS unless the poke has some serious potential. CS first poke later generally.

27. Don't get baited by 1 hp enemy ADC if they have summoners since you will get exhausted and he will use heal so don't flash for the kill there. Be aware of the enemy botlane summoners. Also there are

many occasions where enemy botlane is baiting you and its good to be aware of this(thresh standing near a wall where he can throw lantern to a jungler).Dont fall for cheese tricks such as blitzcrank acting afk.....Recognising bait/gank incoming patterns is a matter of practice.

Advice:

Offensive ADC flashes into multiple people is not my recommendation,even if u get a kill u will most likely die if u dont have some other escapes such as(tristana).

28.Be sure u play good and dont expect too much of ur support

I would say dont expect anything of ur support but not gonna be so critical.Imagining a play doesnt mean it will be done in game and the reason is the execution(urs and the one of ur support who might not be on the same page).So i dont recommend high risk plays because they usually backfire really big and can turn the game.Especially if a play is not comunicated with support which is usually the case.

Advice:

Matching ur playstyles is a must in soloq.Asimetric playstyle aggressive-passive playstyle will just get punished.If ur support does not adjust u will have to then.

29.Judging the playstyle of ur support and enemy botlane

Usually in the first 5min of the game u can tell if ur support is a passive or aggressive player or something in between.U have to adjust to the playstyle of ur support or trying to influence him to play a playstyle more suitable to urs.All in all u have to be on the same page playstyle wise.The reason for this is passive supp +aggressive adc just doesnt work since the adc will get punished for the overextension.Same goes for the reverse playstyle.Now when we talk about judging the enemy botlane.U can also see in the first

5min how they play.If they prefer farming or poking or are they trigger itchy(wanting to all in a lot).Adjusting to enemy lane playstyle means u will avoid unnecesecary poke,deaths dives etc....and make meaningful trades.

Advice:

If they are super agressive,wait till they make a mistake(take a turret shot,or try a turret dive,get CCed in a bad position by ur support) or just all in if u are stronger.Agressive pokers usually dont do well in all ins,and this is a way to counter them.Dont get poked first and then all in with low hp u will just die...If they are passive bully them,sad but true.**Depending on how they play u adjust again.**

30.Don't try to enter a lane trough river if enemy bot is there first

If u see enemy botlane pushing when ur coming to lane after helping ur jungler dont go trough the river since ur gonna get zoned and have to go around and lose exp and gold.

Advice:

Just a bad spot to be in,far from turret surrounded mostly by walls,going trough a choke point to get into lane.

31.lvl6 kill potential

Be aware how strong ur lane is at lvl 6 and how strong enemy is.Sometimes stronger items are just not enough to beat a stronger all in botlane at lvl 6.Care about lvl 6 kill potential of the enemy botlane(Ashe,braum,leona...) also enemy jungler such as Warwick also midlane and toplane globals.

Advice:

Dont be cocky if ur ahead,they might just have a much stronger lvl 6 fight potential.Not strange that winning botlane gives double kill to enemies cause they dont respect the all in.

32.Freezing the lane

If enemy bot is low on hp but doesnt wanna back since they dont have enough gold, this might be a good time to freeze the lane and use the lane length as a kill potential if they come for cs.The problem with freezing a lane even though it gives u a great advantage over ur lane opponents is that u cant react to a dragon play or to defend ur jungler against an invade.The problem here is because freezing isnt pressure.Meaning that if u freeze, enemy jungler doesnt need to be bot.Also dont freeze too much cs and die freezing since u receive a lot of dmg when freezing and it might be enough for enemies to all in you and if that happens u lose a lot of exp and gold.It is really devastating if u die freezing or get pushed to the turret and die to a dive from enemies jungler or mid(or both).This way u not only lose 15+cs but u give a kill,lose exp and probably lose turret cause of the freeze.So i would generally freeze around 6 cs when enemy bot is low but doesnt want to back since its too early.This way i can avoid ganks from the enemies,keep creating cs advantage in lane and even have a kill pontential if they overextend for a cs.Keeping the creep wave near your turret can avoid ganks and create gank

potential for ur jungler also.



Advice:

Freeze in lane when: 1. Ur decently ahead-this way u can deny exp and gold and even kill them if they greed too much for cs. 2.-If u bought items and got to lane, they back and u have enemy cs pushing towards you. If u freeze now they will lose more cs than if u pushed. U will lose some turret dmg but u will be safe from enemy jungler/mid and maintain CS stacked near ur turret. Here u can freeze cause u dont want to go back since u just bought items. Otherwise u would want to push and match enemy items.

33. Having too much gold

Some times u reach over 10min but u haven't based once. This has to do with „who backs first war“ i was talking about earlier. So both botlanes haven't backed yet and are still sitting on their first items (doran blade, shield). Now a problem with this is that ur sitting on 2k+ gold and junglers and midlaners have bought already. If u get ganked u will get overwhelmed by serious item disadvantage. If u can't force ur enemy botlane out of lane it might be good time to

push and back especially if enemy jungler and midlane are ahead. Since u will get dived, die easily, lose turret and drake. With items u can maybe provide some resistance.

Advice:

Backing with more than 1500 gold is kinda greedy but a must sometimes. Putting so much emphasis on backing last in lane is what determines this. Though there is obviously some gold cap that u dont want to get over (**2,5k gold is already too much, try to push and back**).

34. Botlane collapse under the turret

When enemy jungler and mid are both missing and u dont have good ward coverage is a time to be very much careful. This is because diving and killing botlane is actually a piece of cake 4v2. Fall back early if u see a collapse incoming and let the turret go if u must. Dont contest 2v4 or even 2v3 if ur outmatched. Nothing u can actually do without help from ur teammates, so just concede the turret instead of giving additional 2 free kills. If enemy midlane and jungler are missing it might be a good time to place wards. Now be careful about the route from mid to bot using the blast cone since this may take u by surprise and cut off ur runaway.

Advice

Don't get pinched at the turret and die, better go all in on the jungler/mid zoning u from behind or try all ining the botlane before it starts to be 4v2. Get a kill before the 4v2 even starts if ur pressed against the wall and there is no exit.

35. Dont give kills if getting camped

When u get ganked by the likes of Zac and u survive (flash or not doesn't matter), u're gonna have to play passive for the next minute since he might still be camping for the next jump and next jump after that until he kills u since it's definitely a viable strategy for him. If u're getting camped, try farming as much as u can and avoid fighting. Be ready to abandon ur turret if a dive is incoming. I've talked about creating pressure but giving free kills and then losing pressure completely is not a way to go. If u're getting camped be patient, lose some cs, don't die and let ur team create advantage on the map that is higher than u losing a couple of cs. Creating advantage on the map higher than a couple of cs is easy for ur team so u're getting the better end of this trade if enemy jungler decides to „waste“ time botlane. **Keep jungler bot, don't give him a kill.**

Advice

Don't get tilted when ur ganked, be happy it means enemy botlane is crying for help. Don't die and keep making enemy bot cry. U will have to swap from aggressive to super passive playstyle when camped. No reason to die, keep playing 2v3 and ur team is 3v2.

36. Leaving the turret

Sometimes even 2v2 u just must concede the turret and even back off earlier than it is gonna fall. The reason for this is that the enemy botlane is getting ready to all in you even before the turret is down but a couple of shots will take it down. If there is a risk of being killed this way from the likes of Leona, just concede the turret instead of dying on top of it. Don't pay the price for what's inevitable.

Advice

Knowing when to let the turret go is also a thing ADCs miss, many think the game is over if that happens and basically make a suicide

all in on top of that,or dont respect enemies for diving the sec the turret is down or even before.

37.Items sets

Be sure to have item set made before the game for specific champions ur gonna play so u dont have to search for items and lose time in base.On average this can lose u 10+ cs,late to a fight,objective and so on.

Advice

Be sure that u covered outside of game things that are important for winning the game and having an easier laning time and fighting time.Runes,masteries,items sets,knowing what to build.



38.Understanding when ur ahead

Now many people think if u have more kills ur stronger and thats it.The main advantage factor is gold.But when we talk about gold u might not spent it yet.So the main advantage factor are items u have at a certain point if ur thinking about fighting or not.

Advice

Asking yourself questions such as: "Do I have stronger items, but also what are my support items?" - can give you an answer to how you should proceed to play. More aggressive when ahead and passive when behind. **One thing that you might not agree with but is statistically proven is that ADCs that CS better are higher ranked. Improve your CS count to improve your ranking.**

PHASE 2: MID GAME

1. IF YOU TAKE THE ENEMY BOTLANE TURRET FIRST

Let's talk about some options, but one thing is certain, you should keep pressuring the enemy team wherever you can so that your team can play more freely.

1. Pressure

Since I just said that pressure is really important, I'm gonna talk about positives and negatives of freezing a lane in this stage. If you get the first turret but you usually have the upper hand meaning that if you freeze you can deny a lot of CS and exp from your opponents. And even have kill potential because now they don't have a turret behind them so you can chase them far. Also they become easy prey for your jungler. Now the negatives aside from ones I mentioned about freezing in the early game. First of all now their bot probably has full HP so they might be able to contest the freeze. It is especially dangerous if you freeze without vision in bot lane bushes since they can camp there (with the jungler even) and wait to all in you. Then you lose a lot of gold/exp pressure generally as I said earlier if you die while freezing. Aside from being careful not to die especially in freeze situations, there is no more pressure on the bot side of the map. This means that enemy support if he sees that they can't do anything but he is gonna start roaming (sometimes AD starts roaming with him). Since you're basically pushed to your turret with a lot of CS you won't be able to follow Drake

calls,invades on ur jungler or even ur teams invades in the enemy jungle.Also aside from enemy botlane invading ur jungle and killing ur jungler,they can go midlane and try to kill ur midlaner and even take mid turret.In this case what are you going to do?Basically ur team is losing cause of ur freeze and the freeze isnt giving much advantage compared to how much ur losing on the other side of the map.Now first of all its either u have good ward coverage in the river and can see the enemy botlane moving in the area,meaning ur support should basically follow enemy botlane wherever they move and countergank. Basically the moment enemy botlane moves mid its either **u push the wave** and go help mid which isnt great because then the botlane is pushed and u are losing exp and gold since ur cs are killing enemy ones. Or push the wave ur freezing and push the next wave aswell to force enemy botlane to return bot and take the cs crashing at their tier 2 turret.**Pushing ur own creep wave to their tier 2 and rotating mid is my recommendation.Beware of them coming back bot and ganking you!Ur support is missing dont forget.**This way u create pressure bot needed to be handled by enemy botlane.U also create pressure midlane by rotating there and trying to get either the kill or the turret(or both).Generally if midlane has good wave clear u wont be able to do much and dont die trying to pressure mid since ur taking much ap dmg at this point.If this is the case where its hard to push and chunk the turret,push mid cs wave,take wraiths/wolves(blue/red side) if up,take scuttler and golems/gromp(blue/red side) if up and be rdy for botlane wave coming to you.If u can freeze again its good and keep up this cycle cause it gives u both exp,gold and pressure mid and bot while it denies both adc and mid some cs.**This is my playstyle recommendation for the scenario of taking enemy botlane turret first.**Obviously if ur far ahead u can keep pushing botlane with good ward coverage around their jungle but its very risky and **it can backfire easily.**Generally taking a bit of their jungle and pushing the lane is all u can do.In this instance drake should be

a generally easy objective if done correctly with good ward coverage. Dont attempt doing it solo or duo, it takes a lot of time at this point of the game and u may get collapsed on.

Advice

Push the lane all the way to enemy turret and rotate to mid, push and try to get some dmg on turret and rotate back to bot for new creep wave. (Taking jungle camps in between is definitely worth but depends if u can take them fast).

2. IF U LOSE THE TURRET FIRST

As I said pressure is very important and in order to keep the enemy botlane in check u have to keep pushing the botlane even when ur turret is down because if u freeze here, enemy botlane will push bot and go pressure mid or take our jungle and harrass our jungler. If u freeze after first turret being down u will create hell for ur team to play since enemy support will constantly roam and they will have kill and objective pressure all over the map. This is the main reason for u to push bot and take jungle camps if up near you and rotate mid and back bot. If enemy is freezing at their turret and u cant go push that wave into their turret cause its too risky, even though many times u actually can if they are not too far ahead, u have to keep pushing bot and rotating mid for pressure. Now this is a dangerous situation to be in which is why pushing and taking the turret first is very much appreciated. Now when ur rotating mid and bot u must be careful because this isnt ur side of the map anymore, **the river now belongs to your enemy (botside river)**. Rotating to mid to push and back to bot to push should be done carefully trough ur own jungle that has good ward coverage so u dont get caught. Drake is something u might wanna let go at this point. U should give drake especially if ur midlaner is behind aswell.

Advice

Same as when u get the first turret, pushing and rotating is the best tactic to get the CS u need, the exp u need and to provide presence for the team if they need you.

2. Keep CSing in midgame-the main difference between very good and good/bad ADCs

The main characteristic of midgame play as adc is to **try to CS as much as u can by shoving lanes and rotating** to another lane and taking jungle camps in the process. This way u have presence all around the map, u create pressure by pushing and u are ready for any teamfighting that might occur. Also getting objectives all around the map by rotating and pushing allows u to transition ur lane dominance into additional advantages. Though if u are on the backfoot, there is nothing much u can do but pushing and rotating since this way ur all around the map and csing very good meanwhile. Try not to defend turrets 1v2 or 1v3. U will get dove and lose turret as well. Though **if u are really behind** u should avoid fighting and keep csing since that's the only way to get back in the game. Or at least wait for the enemy team overextension or risky dive to capitalise on.

Advice

I've seen many ADCs play in lane very good and farm well. I thought to myself: "Wow this guy just doesn't miss a single cs, this is gonna be tough." But the nit almost always happens that the same guy completely destroys his CS count in the mid game cause he is too focused on grouping too early. He is losing time grouping and nothing is happening. Meanwhile I'm rotating and csing all around the map, showing presence but getting a lead in CS.

3. Correct itemising and important details

Don't forget to upgrade ur trinket because this gives u range so u can react faster to a possible collapse. U can check bushes without

actually facechecking and check drake and baron which is extremely important. Upgrading trinket can actually save ur life numerous times since no more need for facechecking. U should be building dmg items (first 2 at least) after that if u need u might wanna build into a hexdrinker against ap or other situational items. Sometimes u have to delay ur core items (building 2 zeal items and Infinity edge on cait) since enemy syndra might be fed-u need MR. Enemy toplaner too tanky?-u need last whisper earlier than u thought. It is very important to itemise correctly since u will get either one shot by syndra here, or u wont deal dmg at all against an armor stacked enemy team-u will be useless in teamfights in both scenarios and we wanna avoid that if possible.

Advice

Many times i say to myself: "I should have built „that“, why was i greedy... Damn why'd i get BF instead of last whisper i did no dmg to darius... I shoulda bought Qss before my 3rd item since they got ashe and sona, now i just died and did nothing."



PHASE 3: TEAMFIGHTING

Generally people think ADC is about standing behind waiting for team to engage or to get engaged on. Even though this is partially true, standing in the back and hitting a tank without last whisper yet built in midgame is just a waste of ADC dmg even though this is just a must in some situations. U would like to avoid fighting early without last whisper against the likes of galio or malphite. Especially if u have to focus them meaning ur impact would be actually poor in the teamfight. Some tips for teamfighting: **1. Try to hit the first relevant (vaulable) target if its in ur SAFE range** (it there is galio and lucian and lucian is in safe range for u to hit then u should focus on killing him). **2. Flanking** can provide good position to hit enemy carries but the risk is getting collapsed on without team support (**avoid flanking without team support** and peel next to you) **3. As i said about laning try flashing CCs** since in teamfights u will most likely die if u get CCed rather than saving flash after the CC ends. **4. Being supersafe** many times can equal being useless since ur not a threat. U have to be a threat in a teamfight and when enemies are focusing u hard ,its just a sign of strength. Many adcs play supersafe and do no or little dmg but die anyway since the enemy ad actually dealt dmg to ur teammembers and ur dmg was lacking so u got overrun. Sometimes playing supersafe is justified when ur team lacks CC or u dont have frontline where u will especially struggle as an ADC. **5. Flashing offensively** is definitely risky even if someone is on 1 hp since many summoners might still be up, avoid offensive flashes unless ur on a chase and already overrun them but still be careful u might get oneshot. **Use defensive flash or reposition flash more often.** **6. When we talk about positioning** u should usually stay behind ur teammmates but if ur long ranged ADC u should carefully poke the enemy team before the fight even starts. **A very important thing in teamfights is to watch out for flanks as an ADC!!** So if u see anyone missing on the enemy team (u see 4 in midlane but riven is missing) u have to assume that she is hiding somewhere in the side bush waiting to

flank. Now u might find urself in a tough spot when there is riven coming from behind and the enemy team coming upfront. Now u should probably run to a side (left or right where there are more of ur teammates). If not then flash to reposition from maybe a riven flash stun on you. These bruiser flanks can one shot u and u leave ur team lacking dmg to continue fighting, which is why its very important to know where enemies. **Respect flash engages as an ADC.**

My suggestion is to better be safe than sorry, since if u get caught u will die instantly and end up doing zero dmg, which will most likely lead to a lack of dmg in a teamfight and therefore its loss. **Many times being the last one to die is the optimal strategy.** Why? Because the more u live the more u can do, and also you can clean up the fight pretty decent if people are low on hp. Ur a good pusher and a needed member for doing baron, surviving a fight can bring ur team additional objectives. Try avoiding narrow areas where u cant juke and move fast, also try sticking with ur team rather than getting zoned from the fight if ur coming from a bad angle. This might mean that u will have to walk around to reposition properly and lose dps meanwhile. U should avoid choke points especially if u have no vision since u will get oneshotted in these areas while doing nothing. When fighting around Baron or Dragon **u should not go in the pit** without some sorts of dash or flash over the wall. Going in to the pit forces u to flash over the wall or dash and get out of the fight which u don't wanna do aswell. Staying out of the pit is better since u can avoid baron and drake dmg. Also pit is sort of a narrow area where u cant maneuver very well around dodging enemy skillshots.

In midgame u should not push solo, always have support of teammates unless u can see where everyone is on the map, or u have excellent ward coverage. If u solo push far, ur a sitting duck waiting to be collapsed on.

Generally, in Midgame u should be farming and rotating and farming again,if a teamfight starts be safe until u see an opening to do serious dmg,but beign conservative as an ADC in midgame teamfights will win u more games.Dealing a lot of dmg and dying is not necceary a good alternative,its better to live till the end of the fight and keep the dps steady and high if possible.Risky plays as an ADC in teamfigths are not recommended since u will die in most cases.So first **position well,watch out for flanks,flash to reposition** if flanked and **focus the first enemy valuable target if its in safe range**,if not dps the tank.Remember to fall back as ur team falls back,don't ever be the first in line.Before u even start dpsing u have to **wait for some key cooldowns of enemies to go down**(example fizz fish,malph ult etc).Meaning sometimes u will just have to wait for a cooldown to go down before joining a fight or otherwise u will have to flash it.

Advice

I just wanna summarise important things about teamfighting.Waiting key cooldowns to go down before u can do some serious dmg is rly important.Dont separate from ur team since u will get collapsed on.Flash CCs rather than flashing after.Be aware of enemy flanks and who is missing.Attack first valuable target(Mid/Ad) rather than first target(tank) that is in safe range.

PHASE 4:LATE GAME

This phase is generally about teamfighting but there are some extra things u should look for in prolonged games.

1.U have to **itemize correctly** against the enemy team and even if u don't think it is important it can decide games.Against a heavy CC team u need to have QSS(Mercurial Scimitar),against a heavy assassin team u might wanna have guardian angel,against a heavy poke team u need rapidfire cannon and lifesteal to get ur health back

after getting poked. If there are no meaningful CC threats/or assassins, u might just wanna go all DPS items and try to carry out a game. Now in this stage of the game **death timers are long and getting caught might lose u the game.** This is why **sticking with ur team and farming in areas that have ward coverage** is the way to go. Surviving the initial engage is what ur looking for here, don't be the one getting engaged on since u will just die (multiple enemies will flash on you). Again as in last paragraph try predicting flanks if enemies are missing. **If u don't die u will most likely win the game, though if u do u will most likely lose.** So stay safe and DPS from a safe range when u can. Again flashing ccs and flashing flanks to reposition is the way to go rather than flashing late and dying. You just have to use ur summoners freely rather than holding up to them. Splitting up from the team is not an alternative and will most likely lose u the game in this stage. If ur walking into a dark area with ur team, stay further behind and let them check first and then walk after them so u don't get caught. Getting caught as an ADC both in mid and late game will give enemies objectives so meaningless deaths should be avoided, since there is no reason to risk it. **1 death might mean game here** so this is the time to be really cautious. Respect some dash/flash plays from the types of Gragas, Jax..... since if u get flash stunned u will most probably die.



Hope you enjoyed this guide for ADCs.

Open to critics so **leave your COMMENTS!**

And i'll be sure to answer them all.

