

## Taylor Allan Scoring Secrets - Notes

### Scoring secrets of the pros

- 5 skills – defender control, perimeter play, midrange game, finishing strong, scoring without the ball
- 4 concepts – kill zone, scoring in bunches, diversification vs riding, knowing the defence

### Defender control

- Read and react to the defence
- Control your defender, or your defender controls you – a tug of war
- Rules – sometimes taking what they give you is being in control (don't force anything),
- Defender moving fast in one direction – stop and pull up, or change direction and attack
- Defender leaning in one direction – attack opposite e.g. leaning back on his heels, you shoot
- Defender gets caught behind you – attack the hoop
- Defender's hands down – shoot
- Defender scared – if you have scored in one way or many ways, mix it up
- Gaining control – defence is a) crowding you – jab middle (between his feet), pump fake, shoot or attack (he jumps); jab outside and attack opposite, b) backing off – knock down a ton of shots, c) forcing you in one direction – gap between you and lead foot, attack it and drive or one-dribble pull-up; no gap – jab at the open space between his feet to create a gap, you want him to keep his lead foot; small gap, cross-body jab step if you are a shooter, he opens up, shoot.

### Perimeter moves

- Kill the lead (foot), kill the retreat, explode out
- Power foot is your back foot
- Drop-shot pullback – attack the lead foot, pullback, head fake, blow by (go or cross, attack the lead foot again)
- Cross-fake cross – crossover, fake back the other way, keep going [crossover jab]
- Stone jab – hard jab (crossover step dribble), stepback jump shot
- Puppet – series of jab steps and shot fakes, read, attack or shoot
- Stutter step/hesitation – in transition, freeze defender, blow by
- Look-off (horizontal) – dribble foot goes in front, cross and go the other way (see throw-across)
- Head and shoulder cross (Iverson) – head and shoulder fake, crossover (option – between the legs, crossover, see Iverson above)

### Mid-range moves

- Sell a drive, get him moving, stop and pop
- Kill dribble – attack the lead foot, one hard dribble, stop and pop
- Cross pull – similar but with a long crossover dribble (1-2 stop)
- Head and shoulder pull-up – dribble-foot step, shoulder shake, back foot pulls through, shot (see freeze series)

- Pullback jumper – defender is moving fast, stop, dribble behind the back, shot (drag stepback)

#### Explosive finishing moves

- Beating the second line – Euro step (Ginobili), Spin-off
- Finishing at the rim – shoulder finish (into defender), up and under (Kobe, Jordan – go up on one side, finish on the other, tough), floater (soft jump shot off two feet floated over the big man, 4-5 feet from the rim), half reverse (inside-hand)
- Compacting – gain more hang time, pull your knees up, bring the ball down, wait for contact, finish

#### Advanced finishing (spin series)

- Nash fade – outside-inside stop, spin fadeaway
- Duck under – drive, drop-step and spin middle, shot fake, step thru
- Kobe – fake spin middle, pivot baseline for a fadeaway jumper
- Rondo – fake spin middle with fake layup (cup the ball), spin back, step to the hoop and shoot a floater high off the backboard (same hand as foot stepping)

See [http://www.hoopsplaybook.ca/notes/skill\\_checklist.htm](http://www.hoopsplaybook.ca/notes/skill_checklist.htm).

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