

# Jump Shots

## ***What is the purpose of a Jump Shot?***

1. The most common use of a jump shot is to gain a hoop when it is obstructed by an opponent's ball, either in the jaws or in front of the hoop.
2. The other main uses are:
  - a. To clear an opponent's ball from the front of the hoop when the opponent's ball (or partner ball) is in the way.
  - b. To go to the next hoop when a ball has been interposed, or a hoop is in the way.

## ***Consider whether it is the Best Option***

3. Just because a jump shot is possible does not mean it is the best option.

If the partner ball is in a reasonable position to run the hoop it is often better to clear an opponent's ball rather than trying to jump it.
4. If a jump shot is possible, but difficult, it may be better to give up the point and either peel the opponent so that they do not have an easy shot to the next hoop or set up a rush for partner ball.

## ***Grip and Stance***

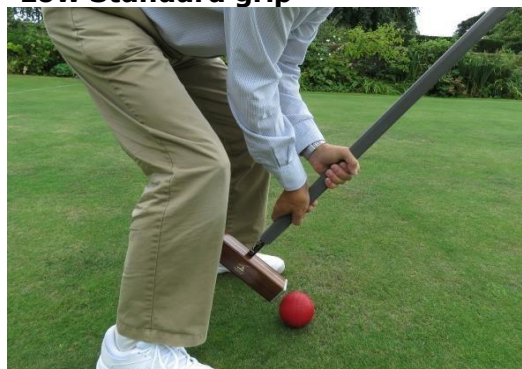
5. There are many alternative grips for jump shots, as with normal shots.

The three usual grips, Standard, Irish and Solomon may all be used and the mallet may be held high or low.
6. All the grips shown here assume that the striker is standing behind the ball with the feet either side so that the stroke goes down onto the back of the ball.

**High Standard grip**



**Low Standard grip**



**High Irish grip**



**Low Irish grip**



**High Solomon grip**



**Low Solomon grip**



7. This stroke can also be played with a side stance, using the standard grip.

**Side stance** (shown being played with the Standard grip)

**High grip**



**Low grip**



8. Two further methods can be used but are rarely seen.

- a. With the **Hammer stance** the striker stands in front of the ball and plays back between the legs.
- b. With an **Upwards Stroke** the striker stands well behind the ball and plays it upwards, rather like a stop shot, but with the aim of hitting the ball directly into the air, rather than bouncing it off the ground.

**Hammer Stance**



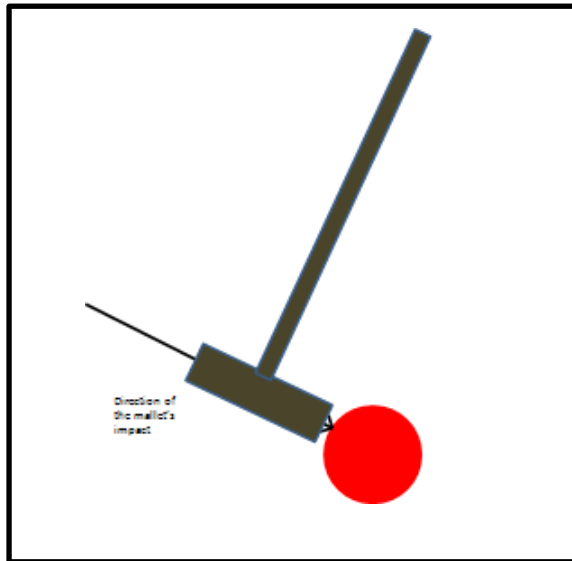
**Upwards Stroke**



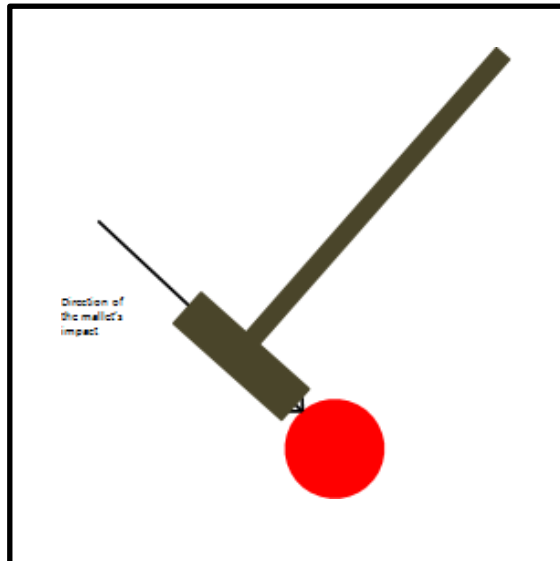
## **Stroke Angle and Force**

9. The actual shot can only be learned by a lot of trial and error. All jump shot practice should be done off the lawn as there is a high likelihood of damage occurring before the stroke can be played safely and confidently.
10. The angle for striking the ball should be shallow if the ball is to travel a long distance and steep if it is to rise sharply to clear a close ball.

**Shallow Strike**



**Steep Strike**



11. In both cases the shot should be sharp with a minimum follow-through. As the mallet is travelling downwards there is little space for follow-through without causing damage.
12. A common fault when learning jump shots is to put the mallet at the correct angle and then to play a stroke that does not travel down that line. One way to visualize the stroke is to imagine a tent peg through the ball at the angle that the ball is to be struck. The mallet's approach must be along the line of the tent peg.
13. The force required is greater if the ball needs to go a long way in the air but care must be taken not to apply too much force. Apart from the difficulty of controlling the aim with a hard shot it is easy to over-hit so that ball rises too far and strikes the crown of the hoop.

## **Who scores the hoop?**

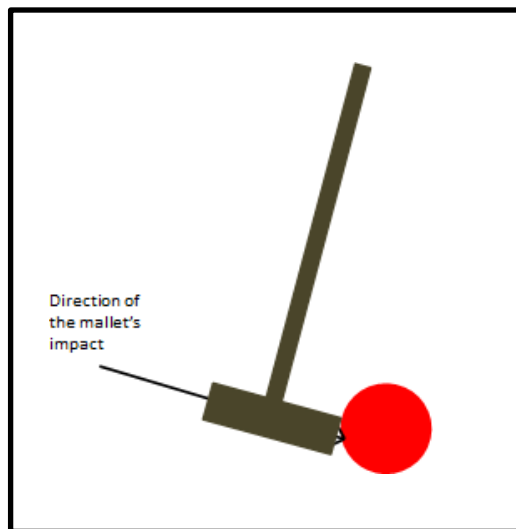
14. If more than one ball passes through the hoop then the point is awarded to the ball that is closest to the hoop before the stroke.
15. This is one reason why it is often advisable not to attempt a difficult jump shot if there is any alternative that might save the point.

## Common Faults Committed

16. The jump shot is often played with a fault. If this occurs then no point can be scored, for either player, but the opponent has the option of having the balls replaced, or left where they finished, before playing their shot.
17. The most common faults are:

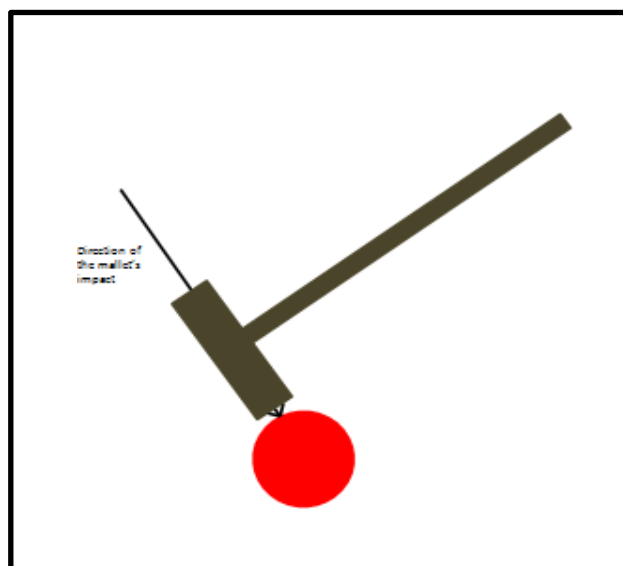
- a. **Damage.** If the ball is struck too low or with too much follow-through then there will be damage to the ground. A slight graze is not relevant but if the dent is large enough to cause a ball rolled over it to be diverted then a fault has occurred. (Do not repair any damage until it has been inspected by the opponent or a referee.)

### Hitting Too Low



- b. **Double tap.** This is usually thought of as a fault committed when playing close to another ball but it also applies if a ball is driven down into the ground at a steep angle. Any strike at over  $60^\circ$  from the horizontal will be a double tap and a shot at over  $45^\circ$  may be ruled to be a double tap.

### Double Tap

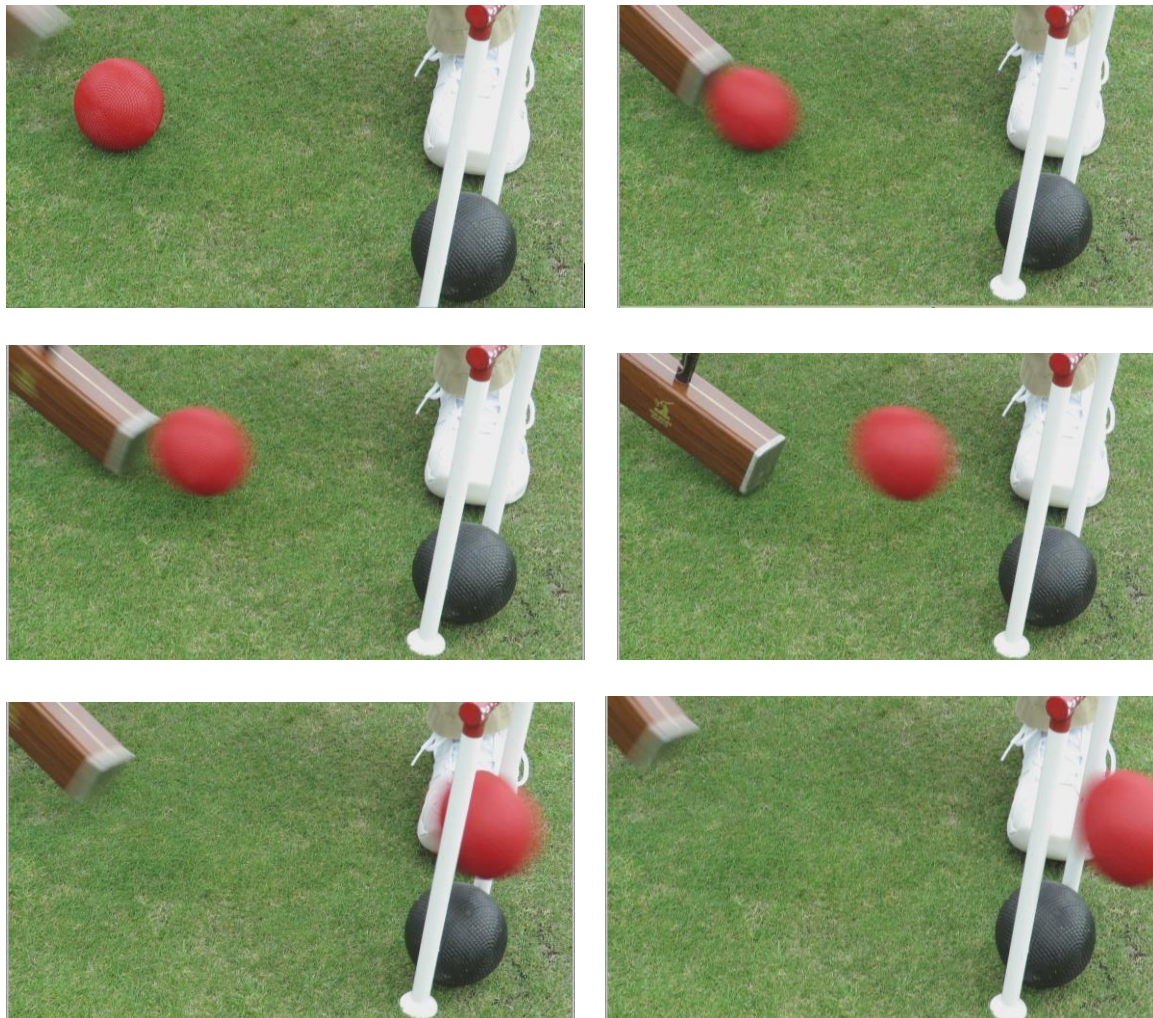


- c. **Hitting a Clip.** If the striker's ball hits a clip on the hoop or on the ground then a fault has occurred. Any clips on the hoop should be removed and either put in a pocket or given to another player to hold. Do not put them on the ground as a ricocheting ball could hit them.
- d. **Hitting a Foot.** If a ball comes back off the hoop it can easily hit a foot or the striker can tread on another ball when trying to avoid it. Both are striking faults.
- e. **Bevel Edge.** If the ball is stuck with the bevel edge rather than with the face of the mallet then the shot is disallowed and a fault has occurred.

### ***Examples of Short Range and Long Range Jumps***

#### **Short Range Jump**

Note that there is no follow-through



## Long Range Jump

Distance is not a problem. This example is about 2 yards, but jump shots can even be played from the boundary. (This is often done with a bounce, the 'Barnes Wallace' jump shot.)

