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# Cory Johnson

Player intelligence | Frøya | Frozen three-game sample through 4 October 2026

Staff decision: retain his finishing and rebounding value; test additional creation in controlled opportunities before expanding the role. This sample contains efficient production in three comfortable wins, not evidence of performance in close games or under a larger workload.

| Sample | Scoring | Rebounding |
|---|---|---|
| 3 GP / 64:57 MIN | 48 PTS / 16.0 PPG | 22 REB / 7.3 RPG |
| 21:39 MIN per game | 64.9% TS / 5 of 14 threes | 5 ORB / 17 DRB |

| Priority | Evidence | Staff response |
|---|---|---|
| Respect both shot categories | 13/19 two-pointers; 5/14 threes | Controlled closeout; verify shot location and catch versus dribble before selecting coverage. |
| Continue the assignment after the shot | Five offensive and 17 defensive rebounds | Assign contact after help; review earned and uncontested rebounds separately. |
| Test the next decision | Three assists and two turnovers | Code all second reads, including useful passes without an assist. Do not diagnose passing weakness from volume alone. |

## Confidence and scope

High confidence in archived counting totals and reconciled scoring. Limited confidence in stable shooting or role projections: three appearances, 33 field-goal attempts and no coded film. No current availability, starting status, position, preferred hand, shot map or defensive coverage is inferred. The sample is historical and does not update automatically.

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# Production & workload

All counting totals come from the saved official box-score sample. Shooting conversion uses pooled attempts.

| Metric | Total | Per appearance |
|---|---|---|
| MIN | 64:57 | 21:39 |
| PTS | 48 | 16.0 |
| ORB | 5 | 1.7 |
| DRB | 17 | 5.7 |
| REB | 22 | 7.3 |
| AST | 3 | 1.0 |
| TO | 2 | 0.7 |
| STL | 3 | 1.0 |
| BLK | 1 | 0.3 |

| Shot category | Made / attempted | Conversion |
|---|---|---|
| 2P | 13/19 | 68.4% |
| 3P | 5/14 | 35.7% |
| FT | 7/9 | 77.8% |

Minutes range: 21:03 to 22:10. His minute share is 64:57 / 600 team player-minutes = 10.8%; this differs from the 54.1% share of 120 elapsed game minutes. Neither share identifies a starting or closing role. Fouls are unavailable in this frozen extract and are not filled with zeros.

# Efficiency & responsibility

Box-score estimates use a separate minutes-based opportunity exposure in each game.

| Indicator | Value | Interpretation |
|---|---|---|
| TS% | 64.9% | Shot and free-throw scoring efficiency |
| eFG% | 62.1% | Field-goal value; excludes free throws |
| 3PA/FGA | 42.4% | 14 of 33 attempts |
| FTA/FGA | 27.3% | 9 free-throw attempts / 33 FGA |
| USG%* | 25.2% | Estimated possession-ending activity |
| AST%* | 7.3% | Estimated teammate field goals assisted |
| AST/TO | 1.50 | 3 assists / 2 turnovers |
| ORB%* | 8.6% | Estimated offensive rebound opportunity share |
| DRB%* | 23.4% | Estimated defensive rebound opportunity share |
| PTS/40 | 29.6 | Time-normalised production, not a forecast |
| REB/40 | 13.5 | Time-normalised production, not a forecast |

These are role indicators, not impact scores. Rebounding opportunity estimates include team rebound events in the denominator and individual rebounds in the numerator. No observed on/off, individual defensive rating, league percentile or opponent-adjusted estimate is assigned.

## Shooting sensitivity

Five of 14 threes is 35.7%. With one fewer make it is 28.6%; with one additional make it is 42.9%. That range is a one-shot sensitivity check, not a confidence interval. Respect the range without labelling him an elite or poor shooter from this sample.

# Game log & contextual tests

Do not let pooled efficiency hide the performance or opposition behind it.

| Opponent | Score | MIN | PTS | REB | AST/TO | TS% | 3P |
|---|---|---|---|---|---|---|---|
| Tromsø Storm | 100-74 | 21:44 | 17 | 11 | 2/2 | 75.9% | 2/4 |
| Centrum Tigers | 83-47 | 22:10 | 12 | 7 | 0/0 | 50.0% | 0/3 |
| TNT Towers | 121-60 | 21:03 | 19 | 4 | 1/0 | 69.0% | 3/7 |

Team winning margins were +26, +36 and +61. The narrow minute range does not test whether this efficiency survives 30-plus minutes, close-game pressure or a higher creation burden. No score-state or lineup reconstruction is available to identify garbage time or closing possessions.

## Review queue

| Question | Evidence to code | Decision |
|---|---|---|
| Finishing source | All 33 FGA: location, action, catch/dribble, contest; review nine FTA and linked foul possessions | Preserve repeatable opportunities; select help rules only after identifying them. |
| Second decision | All three assists, two turnovers and useful uncredited passes; also denied catches | Choose a bounded creation test with an explicit opportunity denominator. |
| Defensive reliability | Primary-defender possessions, help recoveries and box-outs, including failures | Assess decisions separately from 17 DRB, three steals and one block. |

# Development plan & method

One observable behaviour, a defined opportunity sample and a review decision.

| Stage | Practice / staff task | Review condition |
|---|---|---|
| 1. Verify | Code catches, shots, pressure responses and defensive assignments from available authorised film | Agree one repeatable mechanism before changing role or coverage. |
| 2. Rehearse | Catch-to-shot, catch-to-drive or extra pass against a balanced closeout, with a live second defender | Track correct reads, advantage preserved and avoidable errors per opportunity. |
| 3. Test | Introduce a limited block of additional creation with the normal team spacing | Retain or change the responsibility based on decision quality and resulting opportunities, not points alone. |

TS% = 100 × PTS / [2 × (FGA + 0.44 × FTA)]. eFG% = 100 × (FGM + 0.5 × 3PM) / FGA. Per-40 = total × 2400 / seconds.

Exposure for any team opportunity = sum over games of (player seconds / 2400) × team opportunity in that game. USG%* = 100 × player (FGA + 0.44 × FTA + TO) / exposure(team FGA + 0.44 × FTA + TO).

AST%* = 100 × player AST / [exposure(team FGM) - player FGM]. ORB%* = 100 × player ORB / exposure(team ORB + opponent DRB). DRB%* = 100 × player DRB / exposure(team DRB + opponent ORB). These assume proportional opportunities while playing; they are not tracked on-court rates.

Source: archived NBBF BasketLive games 8426729, 8426773 and 8426801, verified shot splits and team adjustments. Original records: https://kamper.basket.no/match?matchId=8426729 (replace matchId for the other games). Frozen cutoff: 4 October 2026. Report reviewed 23 October 2026.

Coaching structure reference: FIBA/WABC Coaches Manual Level 3, Scouting Your Opponents (assets.fiba.basketball). Preparation, response and communication are separate staff tasks. The source does not endorse this report. No real film has been coded for this sample.