

FIND USE CREATE

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Principles

Find Use Create - Principles

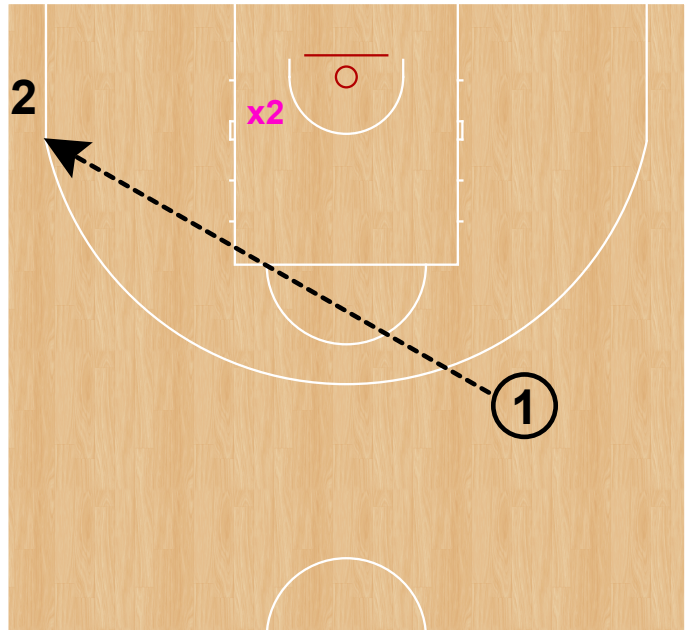
Find Use Create Principles

FIND the Big Advantage (the open player)

If you have an advantage,
USE it

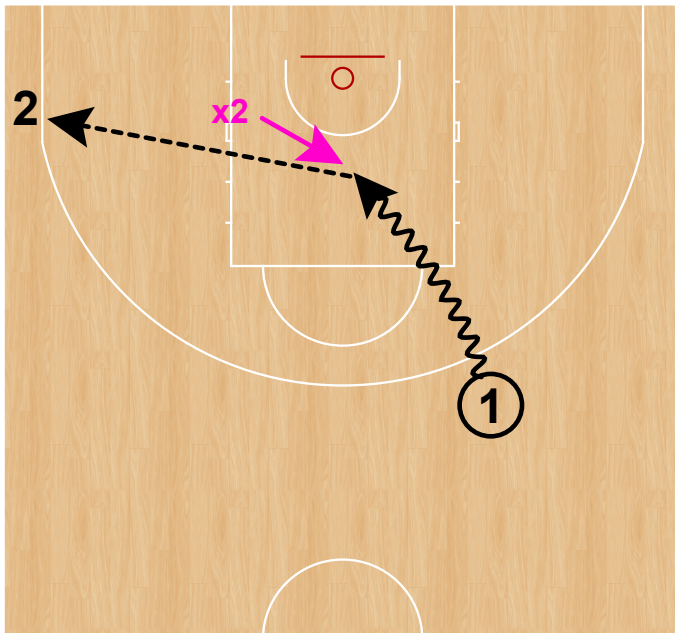
If you don't have an advantage,
CREATE one (use an action)

FIND



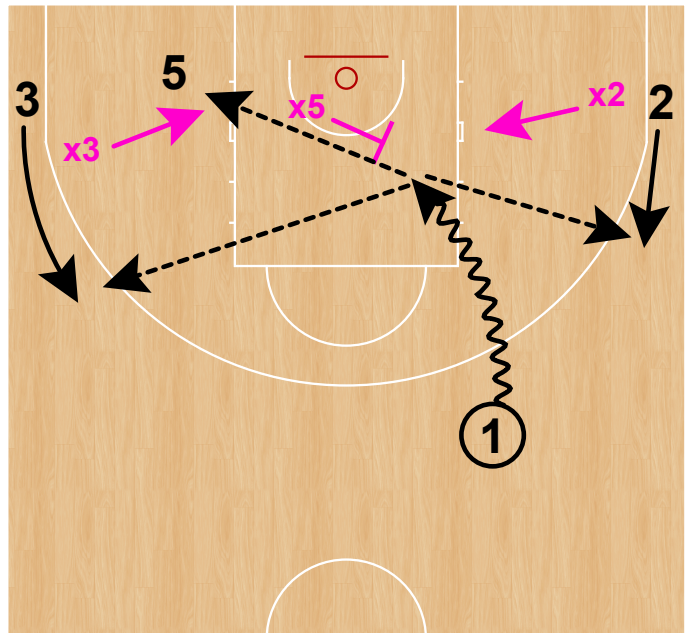
1 finds 2 with an advantage due to X2 being in heavy help

FIND



1 finds 2 with a big advantage after the dribble penetration

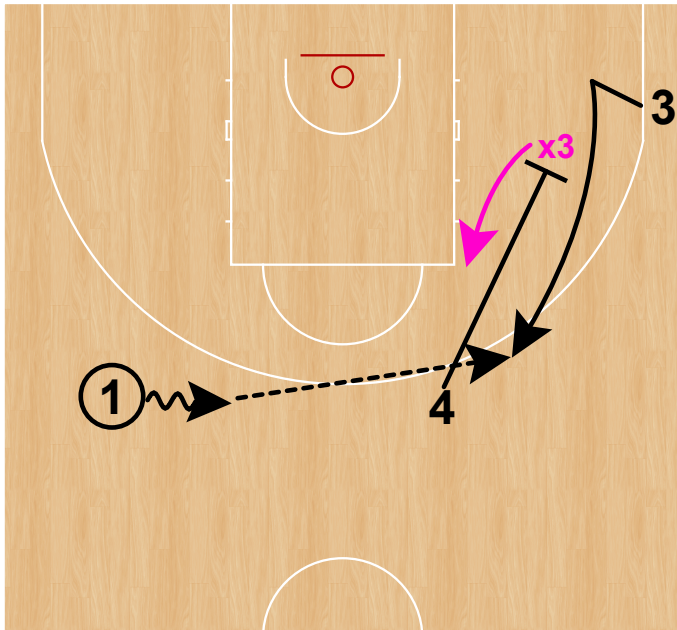
FIND



1 can find any of these players with an advantage by reading the help

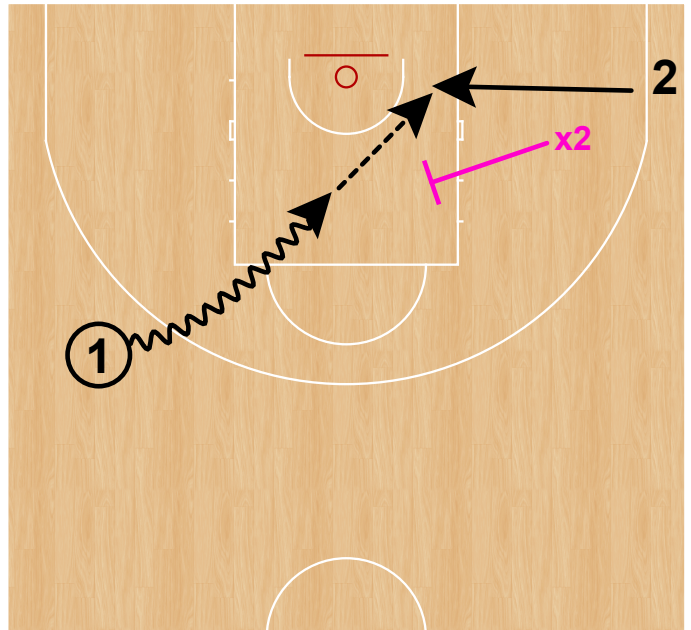
Principles

FIND



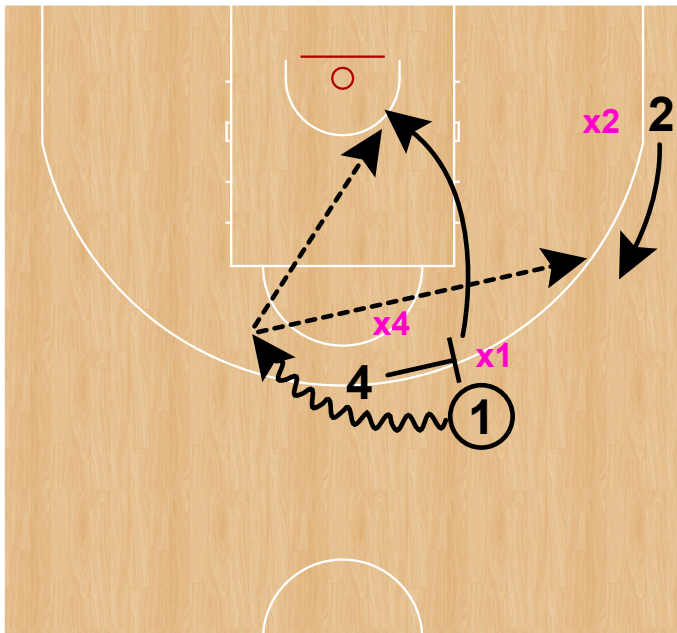
3 has advantage coming off screen. 1 finds him/her

FIND



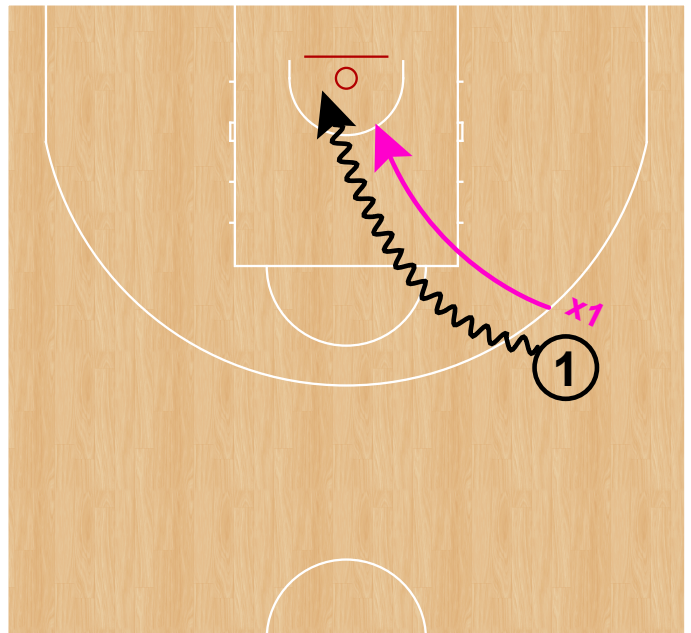
2 has the advantage along the baseline after the uphill help from X2. 1 finds him/her

FIND



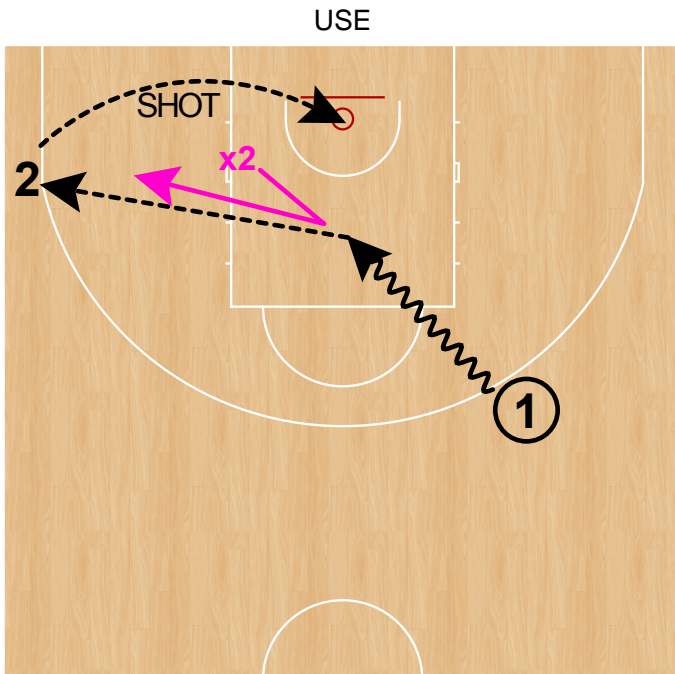
The ball screen can present multiple advantages for 1 to find.

USE

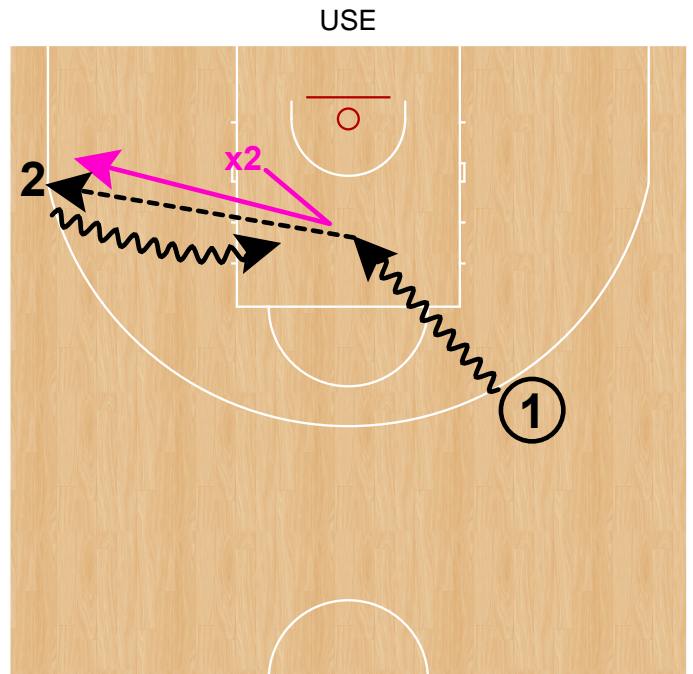


1 uses the advantage created by the penetration and finishes at the rim

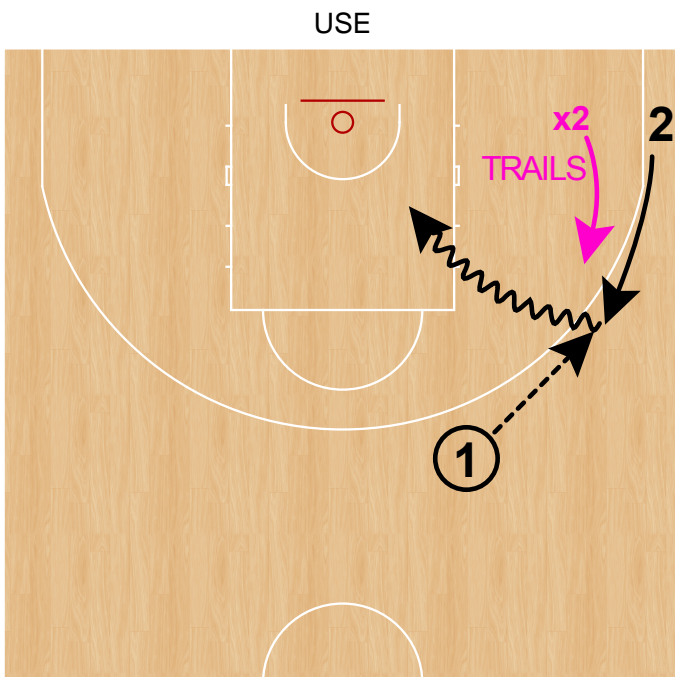
Principles



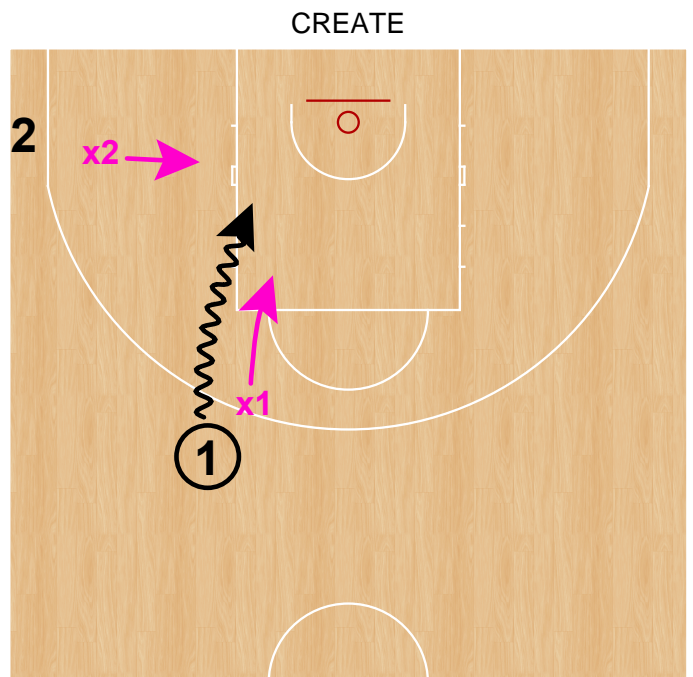
2 receives the pass with a big advantage and uses it by shooting immediately upon the catch ("One Count")



2 receives the pass with a big advantage and uses it by attacking the momentum of the closeout ("Two Count")



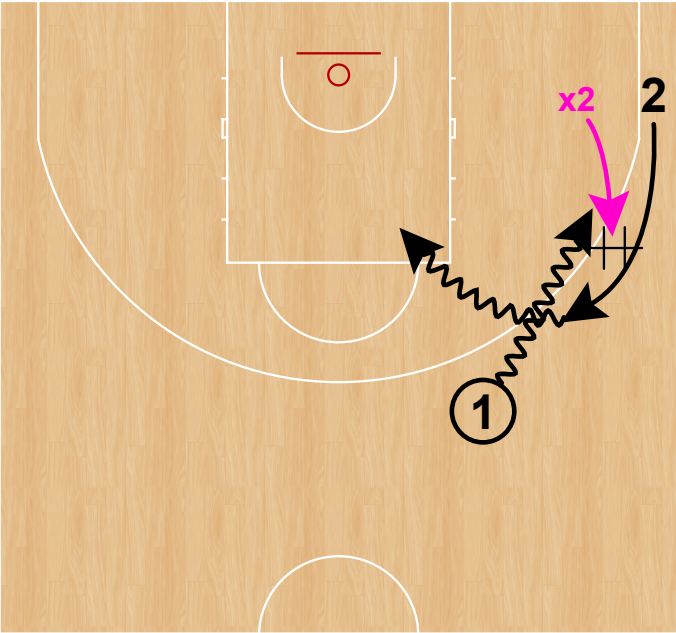
2 uses the small advantage created by the blast cut and attacks middle immediately upon the catch



Penetration
The dribble penetration creates a small advantage for Player 1. Use the advantage and anticipate help.

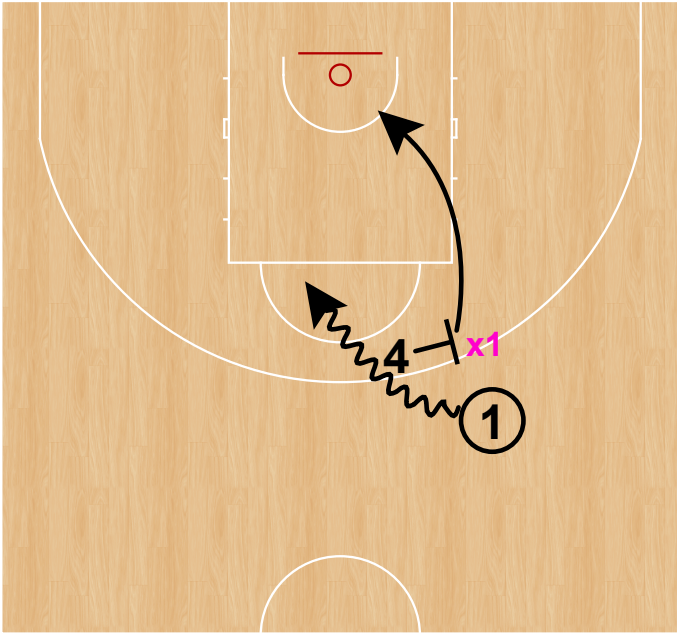
Principles

CREATE



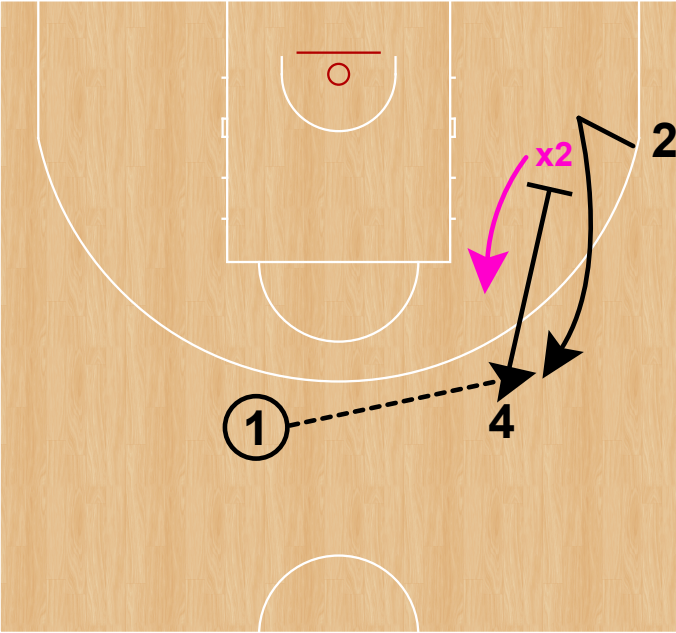
Dribble Handoff (DHO)
The DHO can create an advantage for Player 2

CREATE



Ball Screen
The ball screen can create an advantage for the ball handler, the screener or another player

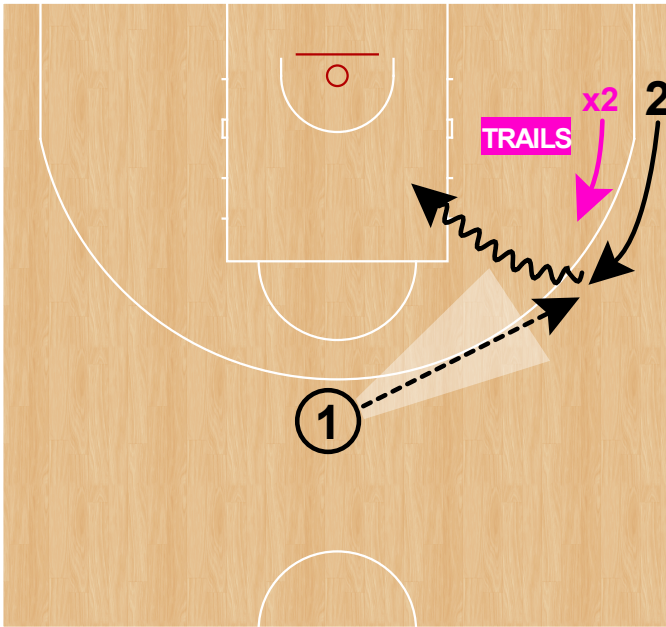
CREATE



Off-Ball Screen
The off-ball screen (down screen in diagram) creates an advantage for 2 or possibly the screener

Concepts

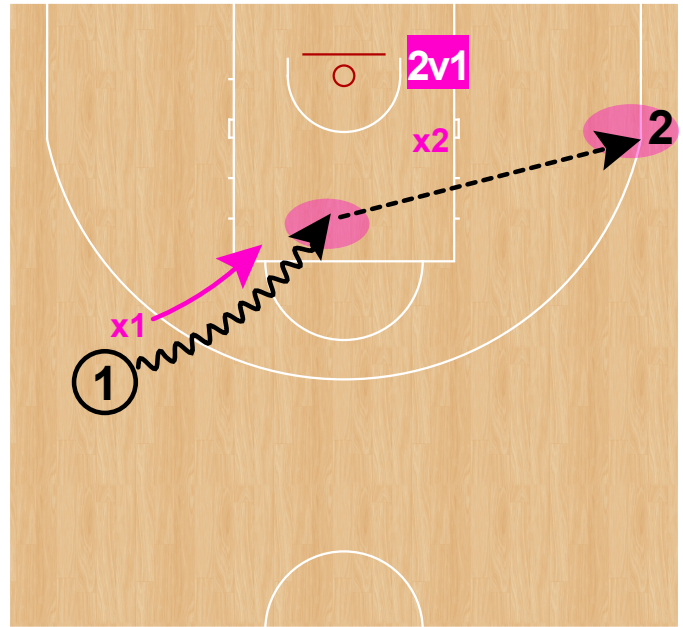
Find Use Create - Concepts



Anticipation - Read the defense *before* you catch

One example, Player 2 blasts to the single gap upon being looked at by Player 1 and with X2 trailing on the catch, Player 2 immediately drives middle. No hesitation and no holding the ball as Player 2 read that he/she was being trailed **before** the catch.

Find Use Create - Concepts

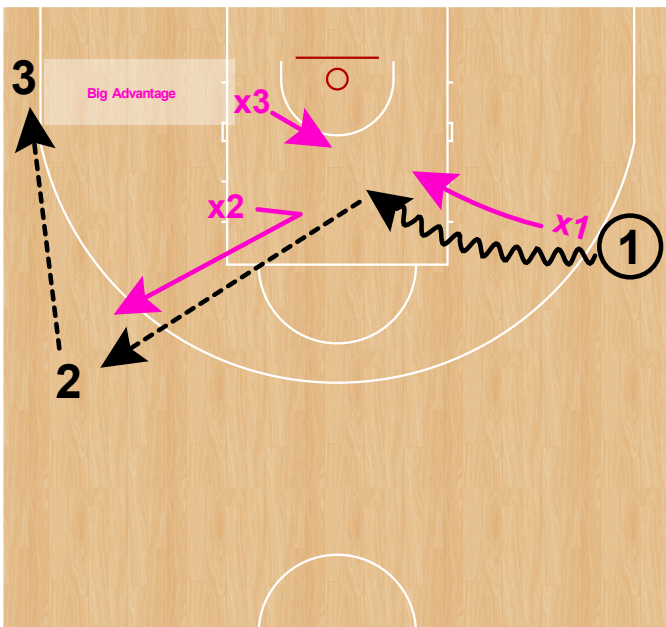


Make a **second defender** guard you - Play 2v1

One example, Player 1 creates a small advantage with the drive and uses the small advantage to engage a second defender (X2).

This creates a 2v1 versus X2

Find Use Create - Concepts

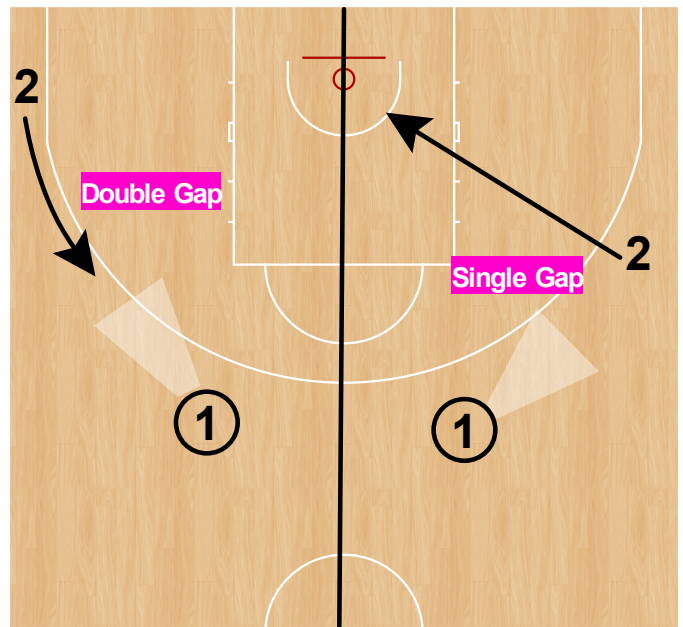


Don't stop the ball, keep the defense moving

An example, Player 1 creates a small advantage with the drive and transfers the advantage to Player 2. X2 is able to quickly recover.

The drive contracted the defense and X3 has a bigger advantage. Player 2 **does not stop the ball**, he/she keeps it moving to Player 3 forcing X3 into a long closeout.

Find Use Create - Concepts



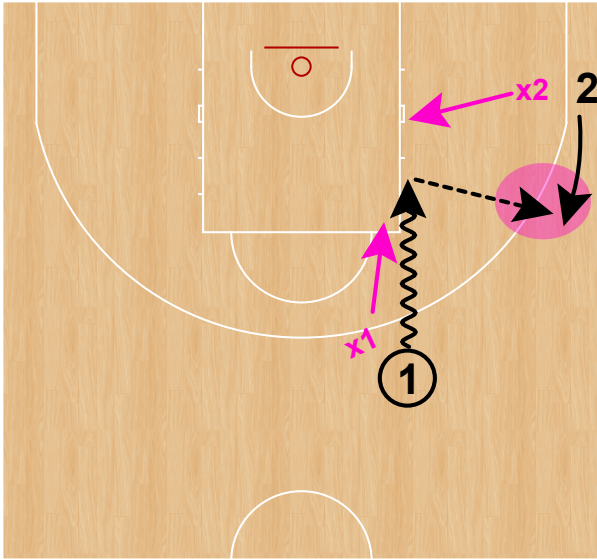
Cut and replace upon eye contact with the ball handler

In the example on the left, Player 1 **looks at** player 2 who is in a double gap. By **looking at** Player 2, this prompts the blast cut to the single gap.

In the example on the right, Player 1 **looks at** Player 2 who is in a single gap. By **looking at** Player 2, this prompts the basket cut.

Concepts

Find Use Create - Concepts

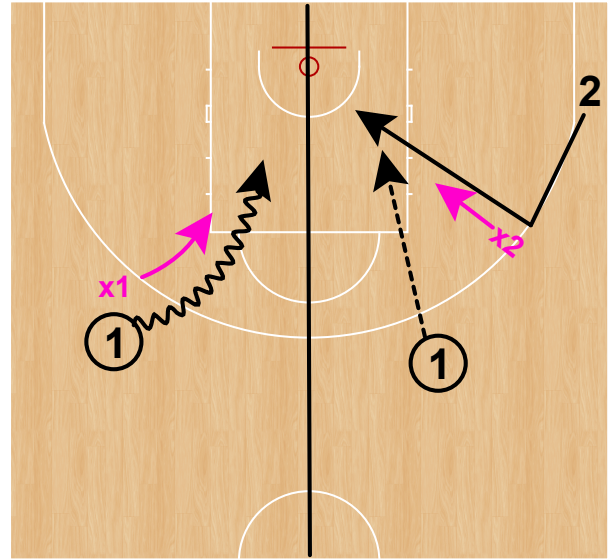


If a second defender helps, **transfer the advantage** by passing to an open teammate

An example, Player 1 creates a small advantage by driving into the gap space. X2 helps into the driving line and Player 1 passes to Player 2.

The small advantage is increased by the pass. Player 2 now has a greater advantage that Player 1 create by the drive.

Find Use Create - Concepts



Get the ball **in the paint** via the pass or dribble

Getting the ball in the paint collapses the defense and engages help defenders.

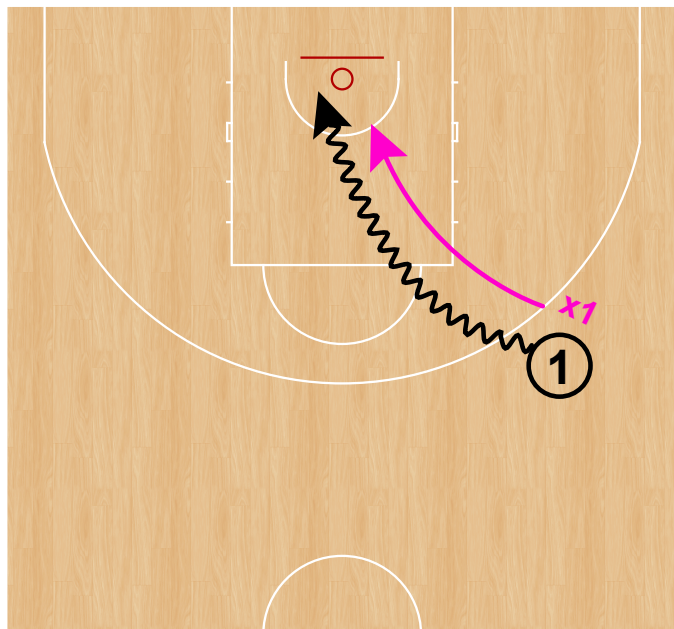
In the example on the left, Player 1 creates a small advantage with the drive. Anticipate help and pass when it comes, score when it does not.

In the example on the right, Player 1 finds Player 2 cutting into the paint.

Of course a post entry or hitting a roll man are also options for getting the ball in the paint via the pass.

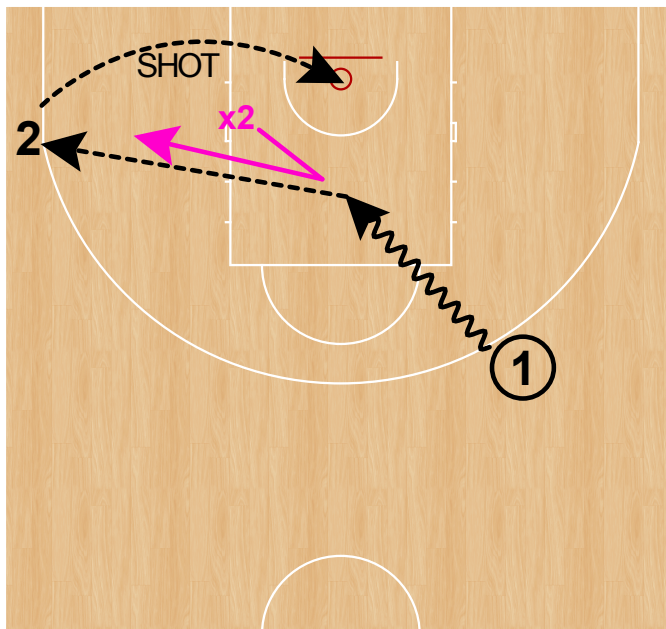
Rules

Find Use Create - Rules



RULE 1 - If you have an advantage, use it
1 uses the small advantage created by the penetration and finishes at the rim if no help comes to seal the drive

Find Use Create - Rules

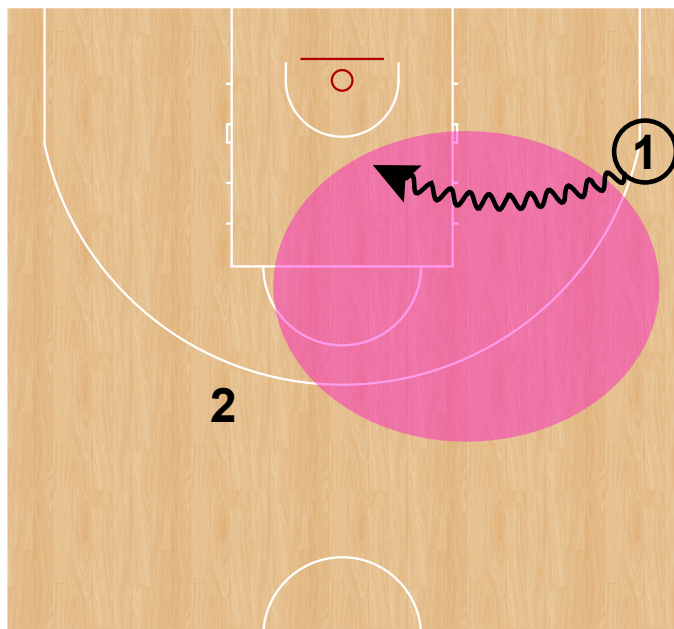


RULE 1 - If you have an advantage, use it
2 receives the pass with a big advantage and uses it by shooting.

"One Count Shot - be prepared to shoot and do so on the catch"

Do not hold the ball and allow the defense to recover

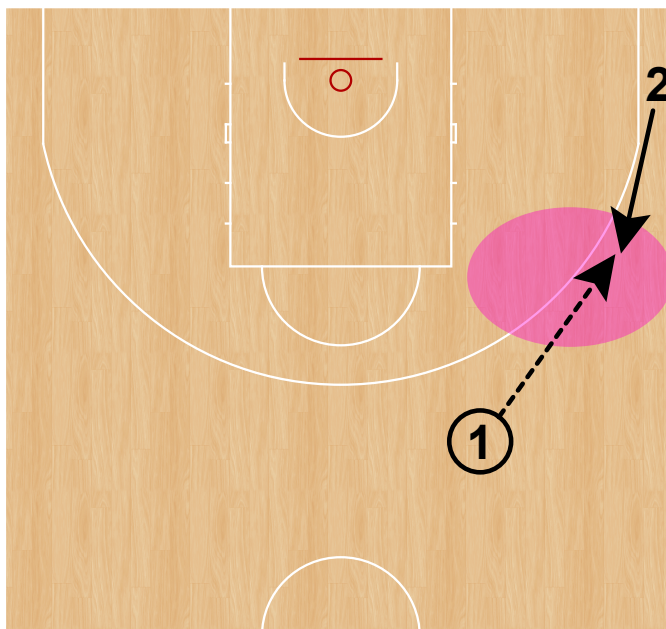
Find Use Create - Rules



Rule 2 - Attack double gaps with the dribble, pass through single gaps

Player 1 attacks the double gap with the dribble

Find Use Create - Rules

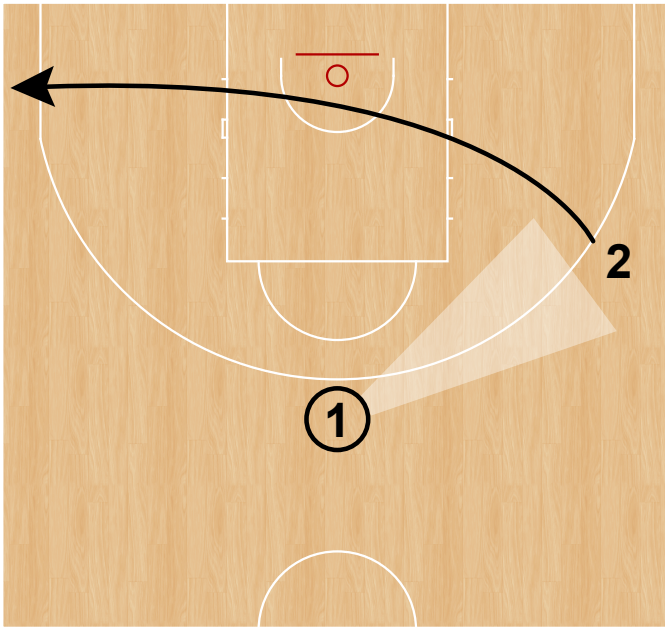


Rule 2 - Attack double gaps with the dribble, pass through single gaps

Player 1 passes "through" the single gap to Player 2

Rules

Find Use Create - Rules

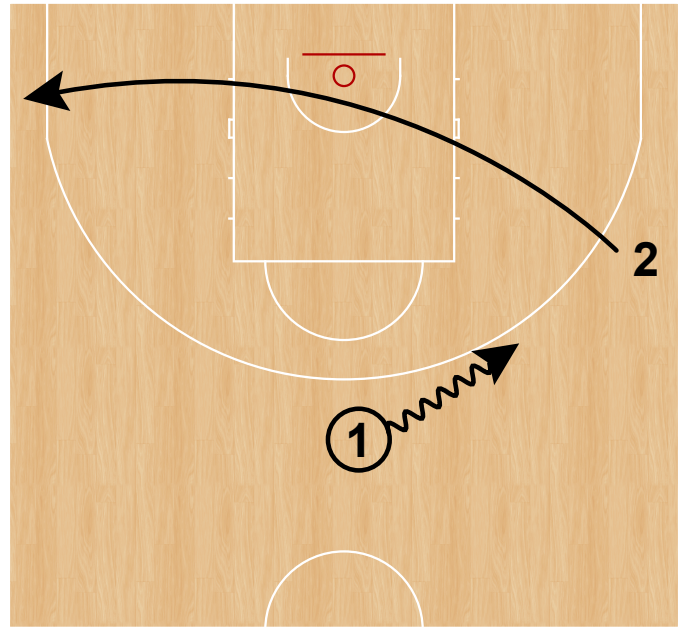


Rule 3 - If you are in a single gap and the ball looks at, dribbles at or pivots at you, cut to the basket and replace to space (usually a corner)

Player 1 looks at Player 2 who is in a single gap prompting Player 2 to cut to basket and fill to space.

Do not stand in a single gap!

Find Use Create - Rules

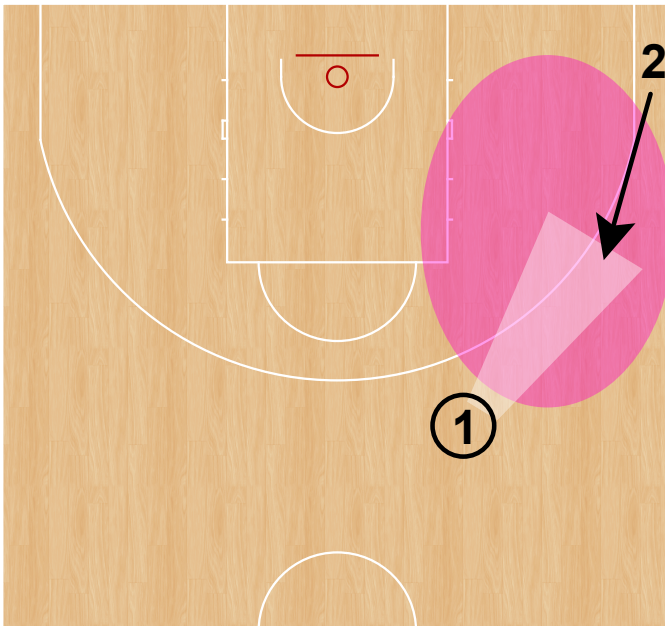


Rule 3 - If you are in a single gap and the ball looks at, dribbles at or pivots at you, cut to the basket and replace to space (usually a corner)

Player 1 pivots and dribbles at Player 2 who is in a single gap prompting Player 2 to cut to basket and fill to space.

Do not stand in a single gap!

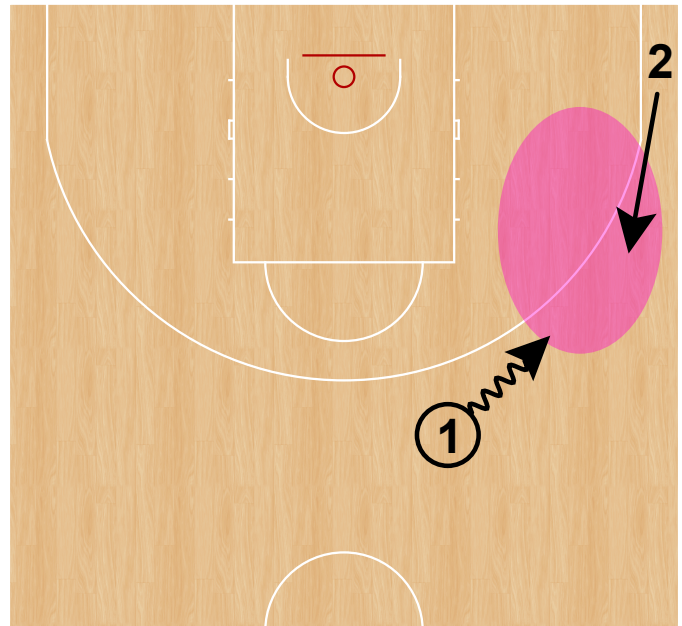
Find Use Create - Rules



Rule 4 - If you are two gaps away and are looked at, pivoted at or dribbled at cut to the single gap (blast cut)

Player 1 looks at Player 2 prompting the blast to the single gap.

Find Use Create - Rules

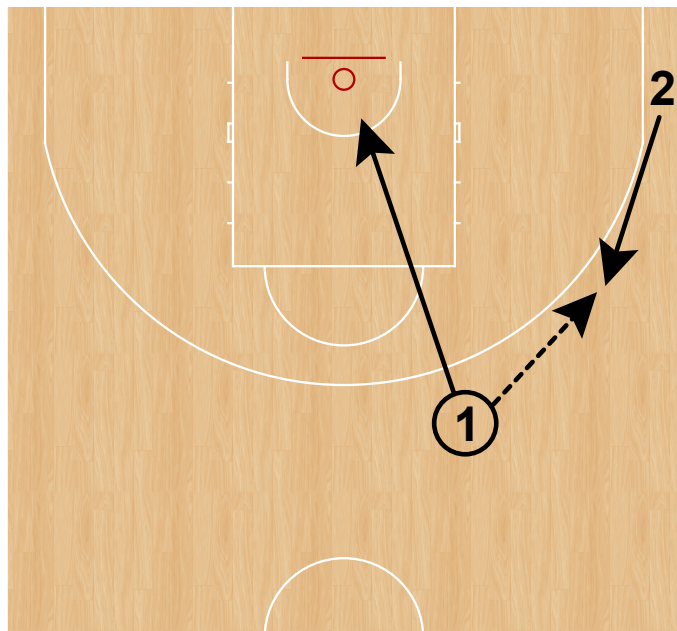


Rule 4 - If you are two gaps away and are looked at, pivoted at or dribbled at cut to the single gap (blast cut)

Player 1 pivots and dribbles at Player 2 prompting the blast to the single gap.

Rules

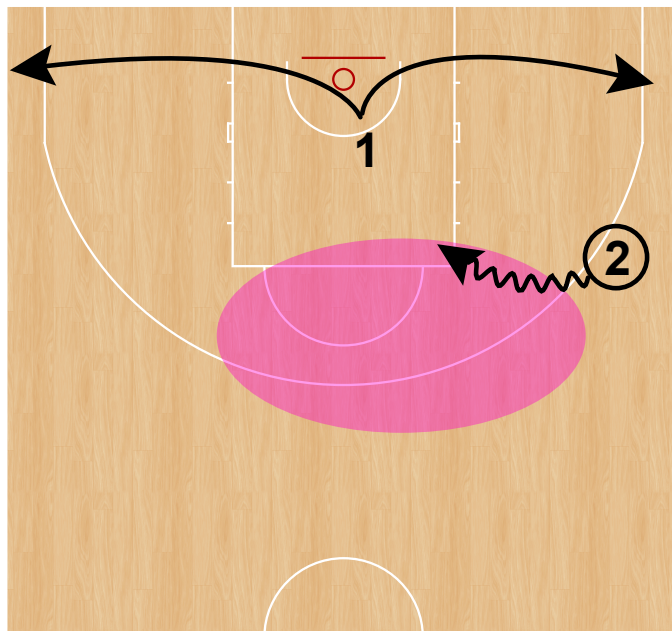
Find Use Create - Rules



Rule 5 - After you pass, create a double gap. Cut to the rim and give the ball a chance to use the advantage

Player 1 looks at, dribbles at or pivots at Player 2 prompting the blast to the single gap. After the pass, Player 1 cuts to the rim...

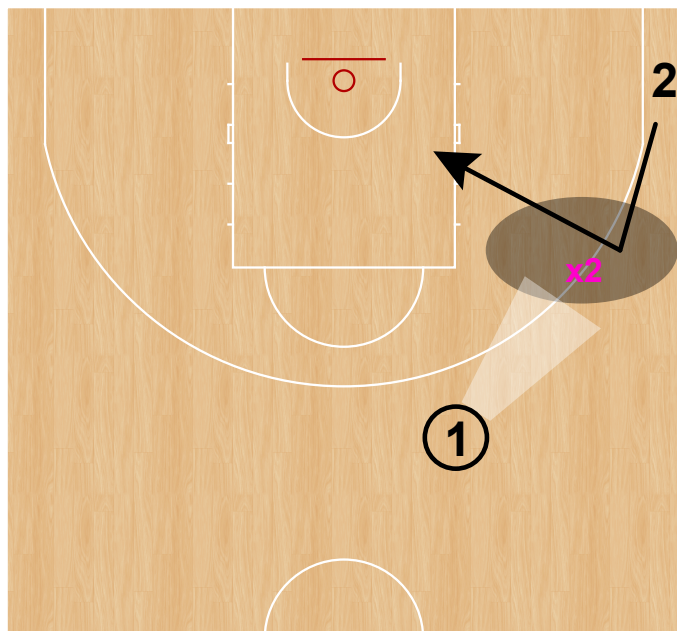
Find Use Create - Rules



Rule 5 - After you pass, create a double gap. Cut to the rim and give the ball a chance to use the advantage

Player 2 now has space with which to use the advantage. Player 1 fills to space (usually a corner)

Find Use Create - Rules

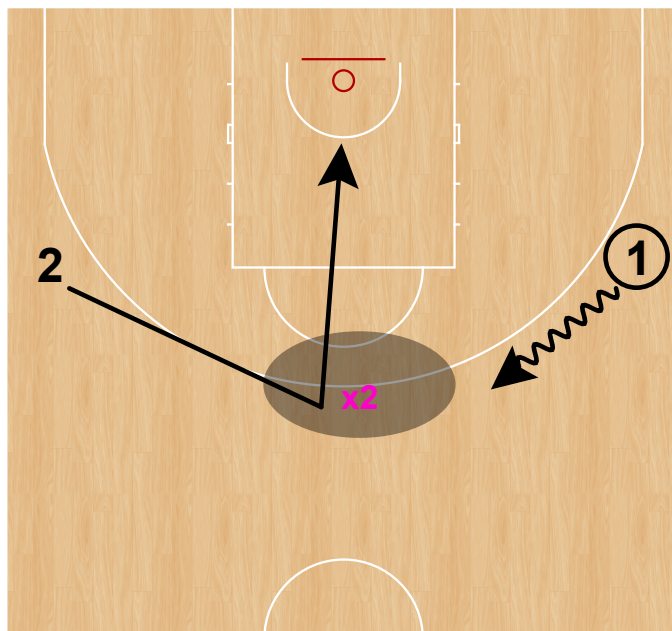


Rule 6 - If you are not open when you get to a single gap, cut.

Player 1 looks at Player 2 prompting the blast cut to the single gap.

X2 denies the catch of Player 2 on the blast cut to the single gap. Player 2 cuts to the rim.

Find Use Create - Rules



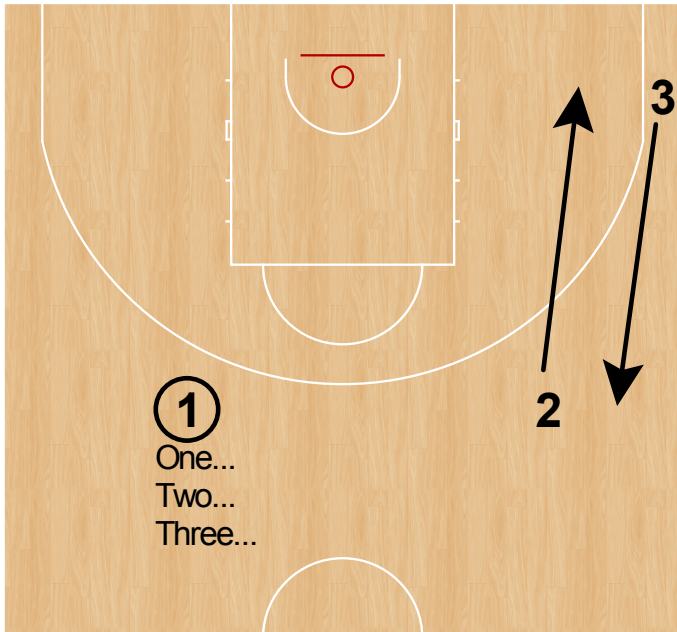
Rule 6 - If you are not open when you get to a single gap, cut.

Player 1 dribbles at Player 2 prompting the blast cut to the single gap.

X2 denies the catch of Player 2 on the blast cut to the single gap. Player 2 cuts to the rim.

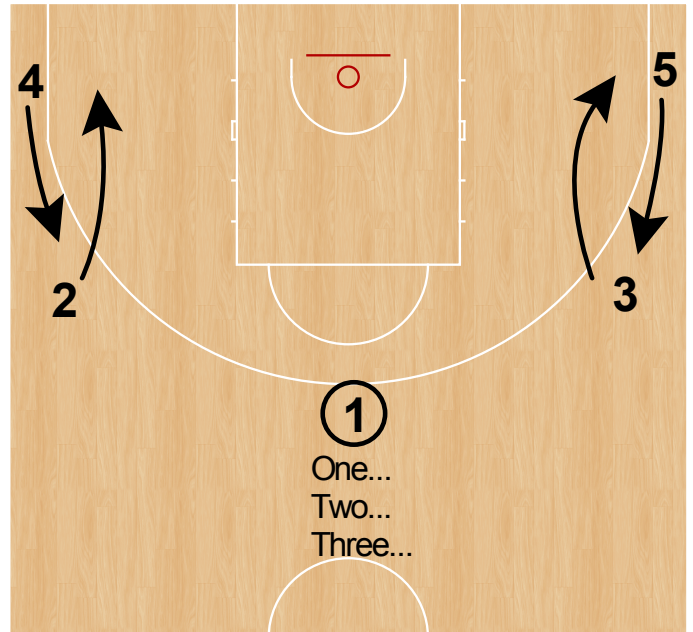
Rules

Find Use Create - Rules



Rule 7 - Any time you are standing too long, exchange with a teammate (Three Count Rule)

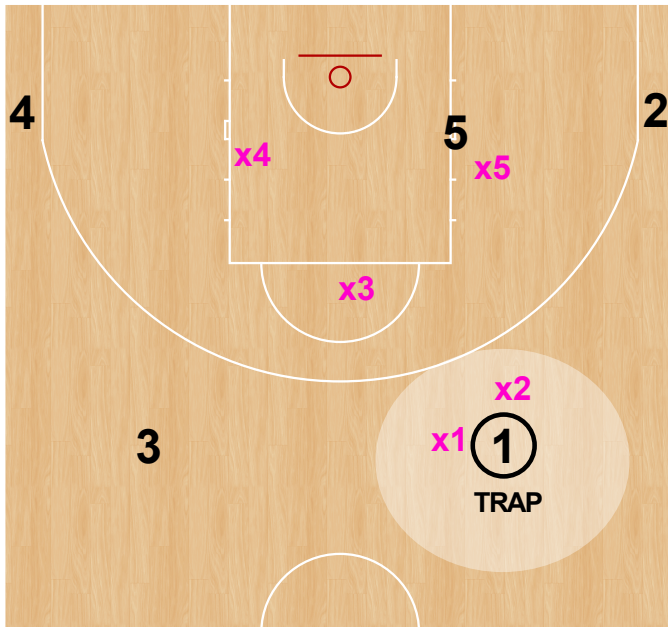
Find Use Create - Rules



Rule 7 - Any time you are standing too long, exchange with a teammate (Three Count Rule)

Advantage States

Find Use Create - Advantage States

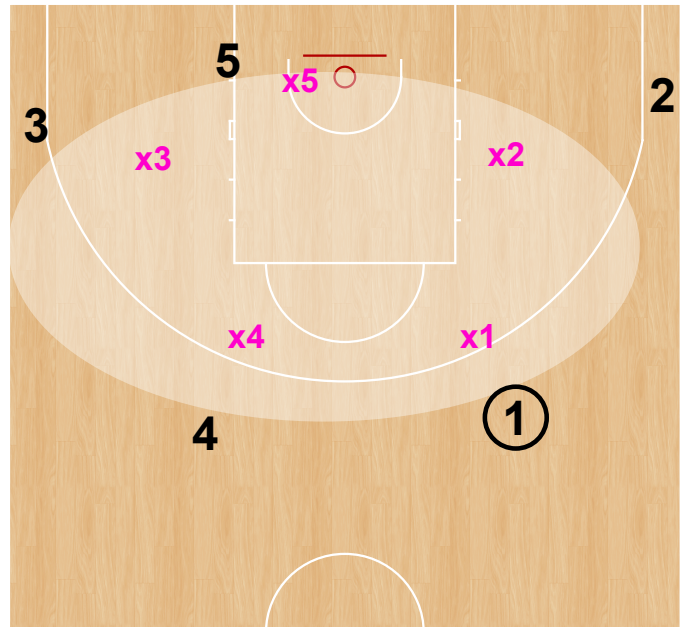


DISADVANTAGE

The trap on the ball creates a disadvantage for the offense. Two defensive players are guarding one offensive player.

AVOID disadvantage situations!

Find Use Create - Advantage States

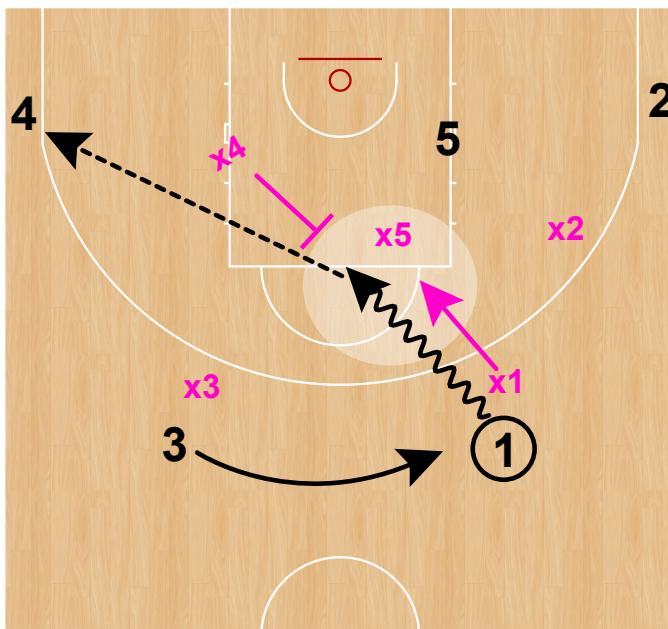


NEUTRAL

Defenders are matched up and neither the offense nor the defense is at an advantage.

The opponent's defense is organized and the offense must find and/or create an advantage

Find Use Create - Advantage States

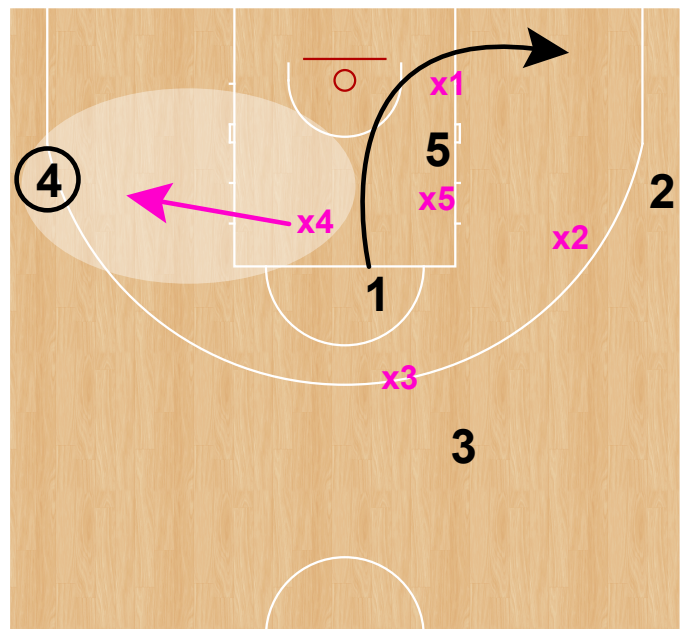


ADVANTAGE

The offense has created a **small advantage** situation via the dribble penetration. The pass to 4 transfers the advantage giving 4 a "one second lead" and a **big advantage**

An example of **using** the small advantage to **find** a big advantage

Find Use Create - Advantage States

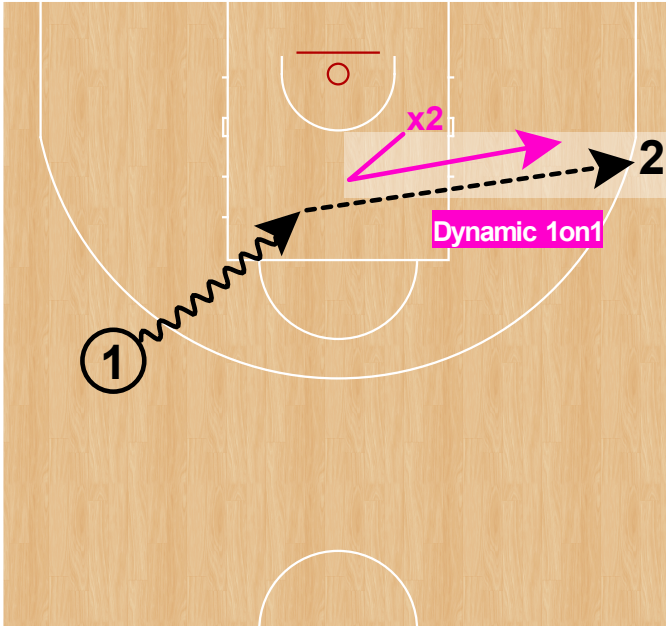


Dynamic 1v1

Now 4 has a dynamic 1v1 where they can shoot or attack the momentum of X4, but they must maintain the one second advantage

Dynamic 1v1

Find Use Create - Dyanmic 1 on 1

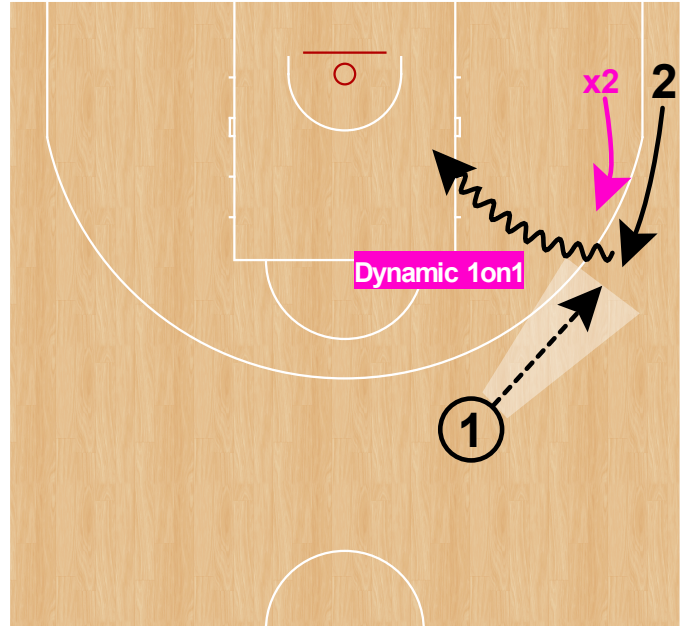


Dynamic Closeout

1on1 versus a recovering defender

Player 1 transfers the advantage to Player 2. The closeout created presents a dynamic 1on1 for Player 2. Shoot on the catch ("One Count") or drive the recovery ("Two Count").

Find Use Create - Dyanmic 1 on 1



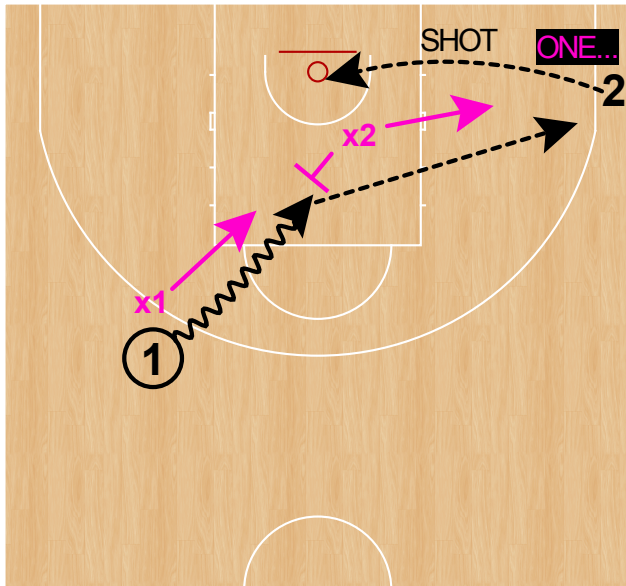
Dynamic Start

1on1 from a dynamic start

Player 1 looks at Player 2 prompting the blast cut into a dynamic 1on1 from a dynamic start. Anticipate - read the defense before the catch.

Count Method

One Count Example

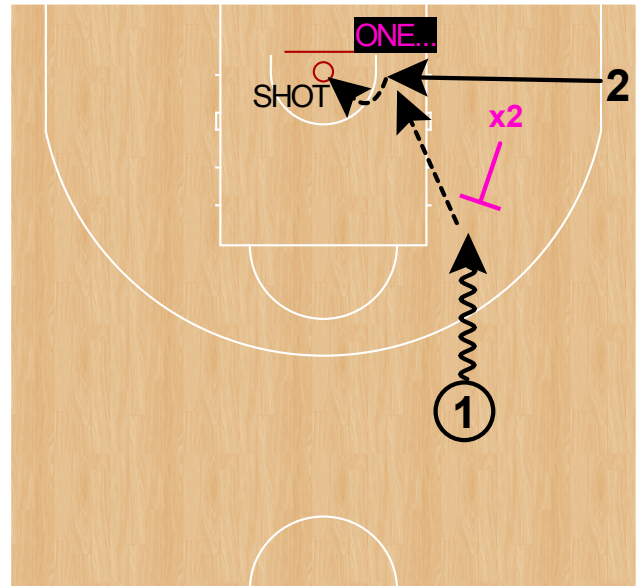


You are most open when you first catch the ball
USE the Big Advantage and shoot on the "One Count"
Do not hold the ball and surrender the advantage

One of the many examples of a one count...

Player 1 creates and uses a small advantage with penetration. X2 helps and Player 1 transfers the advantage to Player 2. Before X2 can recover, Player 2 uses the advantage by shooting on the catch. Holding the ball and allowing X2 to recover surrenders the advantage. **Don't surrender the advantage!**

One Count Example

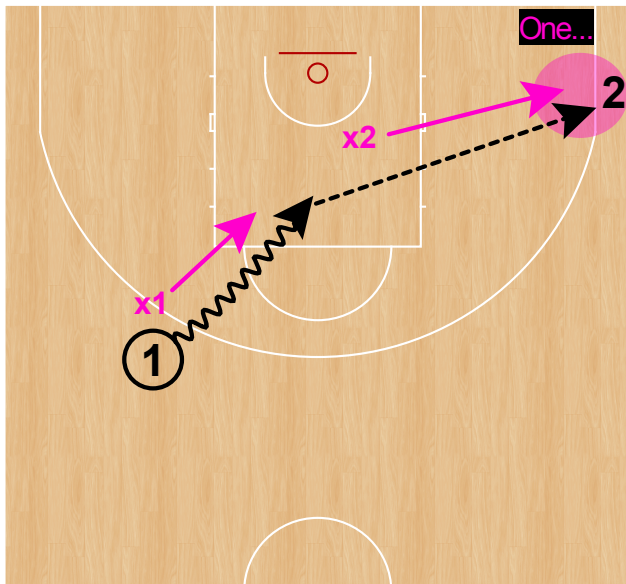


You are most open when you first catch the ball
USE the Big Advantage and shoot on the "One Count"
Do not hold the ball and surrender the advantage

One of the many examples of a one count...

Player 1 creates and uses a small advantage with penetration. X2 helps uphill and Player 1 transfers the advantage to Player 2 who back cuts. Before X2 or another defender can recover, Player 2 uses the advantage by shooting on the catch. Holding the ball and allowing the defense to recover surrenders the advantage. **Don't surrender the advantage!**

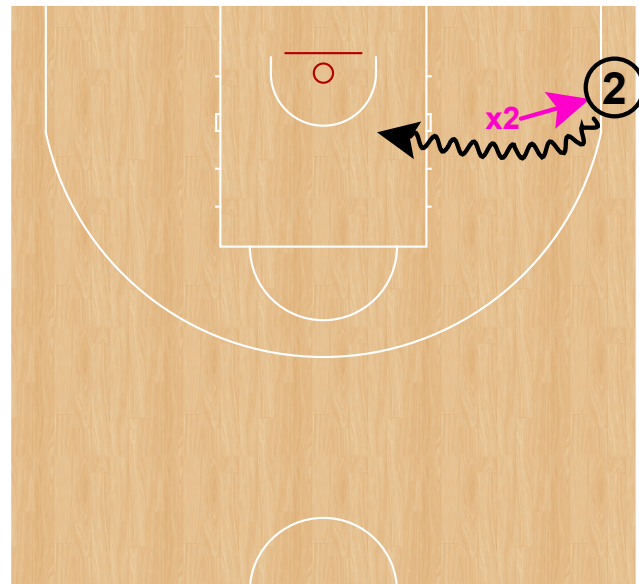
Two Count Example



You are most open when you first catch the ball
USE the Big Advantage and shoot on the "One Count"
Do not hold the ball and surrender the advantage

Player 1 creates and uses a small advantage with penetration. Player 1 transfers the advantage to Player 2. X2 recovers into Player 2's bubble...

Two Count Example



Player 2 uses the advantage by interrupting the shot and driving the momentum of the closeout on the "Two Count."

Holding the ball and allowing X2 to fully recover surrenders the advantage. **Don't surrender the advantage!**