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EHF
EUROPEAN HANDBALL FEDERATION

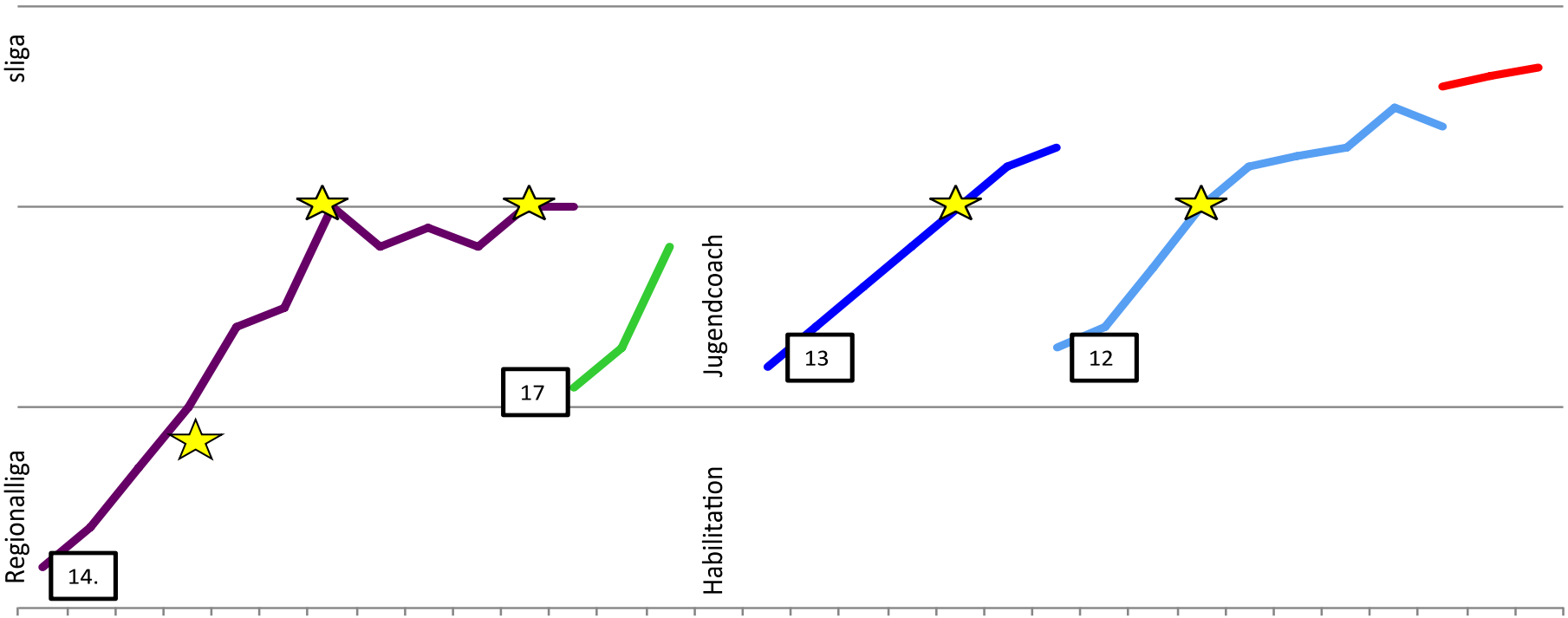
2014 EHF "Rinck" Convention Open Master Coach and Licensing Course - 3rd Module

Tactics – Intelligent and creative decisions

„30 Years successful experience“

knowledge – competence – know how - expertise

„what should remain does not come fast“



Trainer Profile

"Trainer" → Professional competence

"Coach" → Social competence

"Manager" → System competence

Self-competence
Decision-making and responsibility

→ Expert

From Novice to Expert

Experts have structured their knowledge in its contentional meaning better (differently) than novices, which makes it more accessible, functional and efficiently for them.

Novice-Coach = Knowing

Coach-Compentency = Acting

Coach-Expertise = Mastering

Expert player = experienced Knowledge

Analytical „Know-that“

Hollistic „Know-how“

Implicit Knowledge

Coach Education = learned factual Knowledge

Explicit Knowledge

Intuition = heuristical Knowledge

Sparkasse
Zollernalb

Visions for a succesfull future of Handball

Game, Training, Coaches, Players, Team, general structures

Game Philosophy

more speed and variety in offense and defense

Excercise-, Training- and Coaching Philosophy

more integration of muscles and mind

Coaches-, Players- and Team Philosophy

more coaching experts and perfect players and teams

General Structures in the fields of Handball

more professionalism, more commercialism and internationalism

Visions

Coaches-, Players- and Team-Philosophy

“more coaching experts and allround players and teams“

- Headcoach / Teammanager = Expert with holistic know-how, leadership, innovative readiness – change management, lifelong learning, Several assistant coaches = specialists with analytical know-that about body and mind
- Players = allrounder, perfect athlete, team player, self motivated
- Teams = synergetic self organisation, knowing all rules for a good team performance

world standard analysis - Olympia 2012

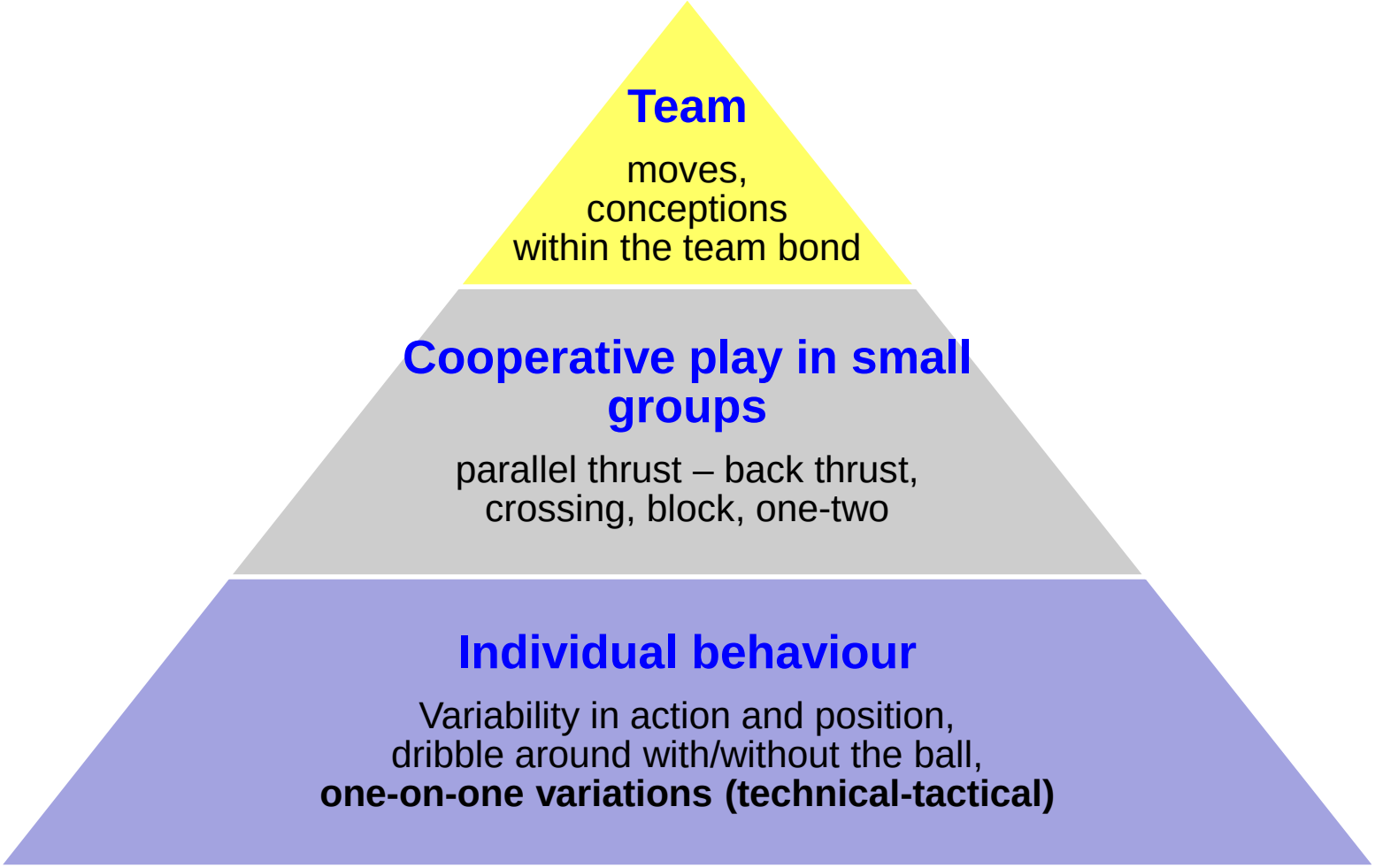
Die taktische Einstellung der schwedischen 6:0-Abwehr im Olympia-Finale von London 2012 gegen Frankreich: Der rechte Halb- und Innenverteidiger doppeln den zweikampfstarken RL-Spieler Daniel Narcisse, während der linke Halbverteidiger auf der ballfernen Seite den Passweg zum französischen Rückraum-Mitte angreift. Auch der linke Außenverteidiger, der in einer 1 gegen 2-Unterzahl agiert (gegen RR und RA [im Bild nicht zu sehen]), kann sofort den langen Passweg zu RR attackieren.

Defense = anticipation

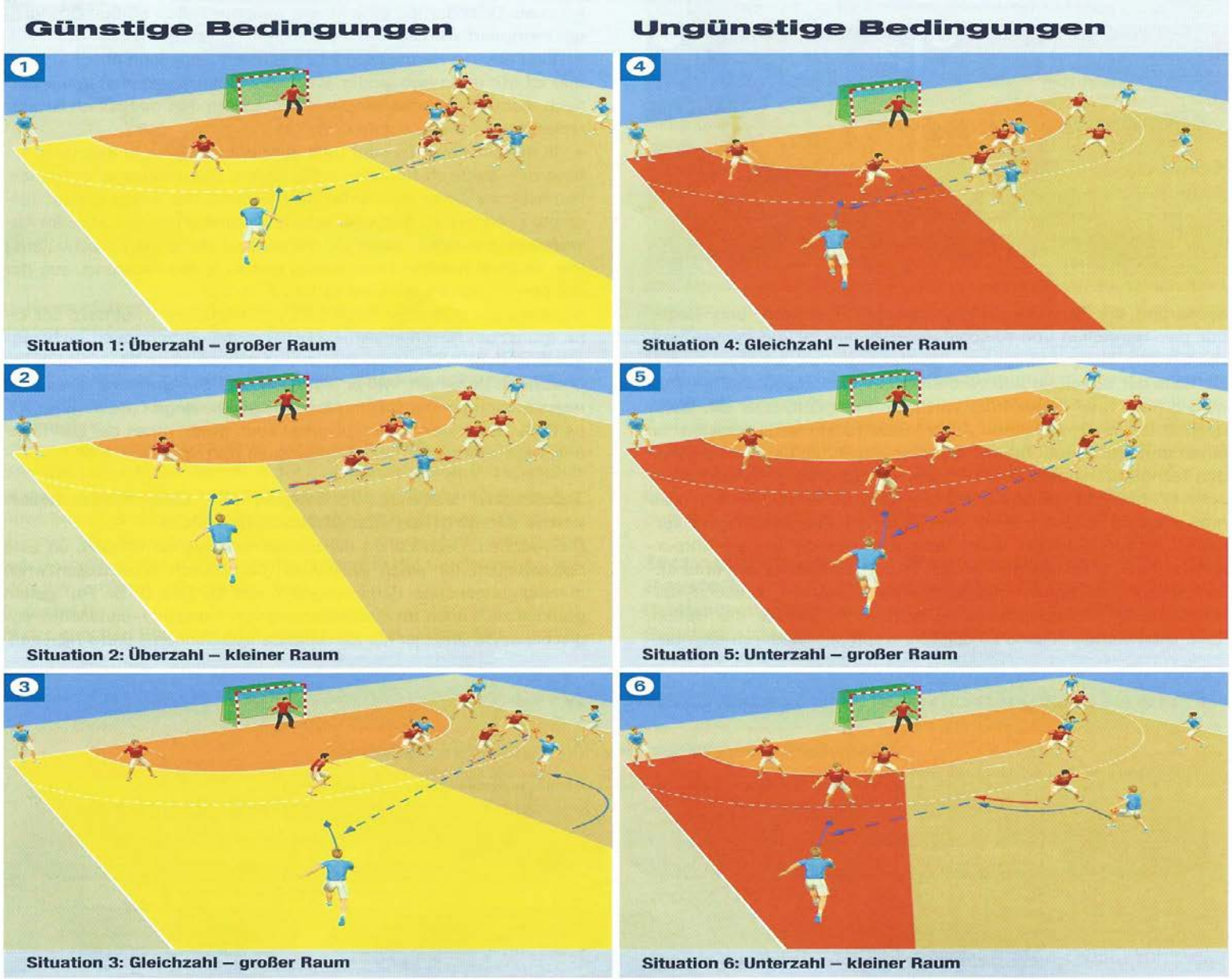
Transition = advantage by speed

offense = intelligence and creativity

Levels of technical-tactical behaviours



Individual game performance



Advantage by 1 : 1

wide space=good chance Narrow gap=bad chance

Objectives of tactical training

Objectives of the tactical training are the education of **playful creative (variety of ideas)** and **game intelligent (correct choice) cognitive abilities** as well as **conceptual conventions to reduce the requirements for solutions.**

On an individual tactical level this can be achieved by specifying game tasks which must be solved independently and on a group or team tactical level by practicing **systems, conceptions and moves.**

Individual tactics

Considering the behavior that is appropriate to the situation of the individual player, there are **two sides of the 'tactical decision coin'** and therefore two key objectives:

- The player must learn to develop diverse and variable solution approaches (**playful creativity**)

- The player must learn to select the best solution approach (**game intelligence**)

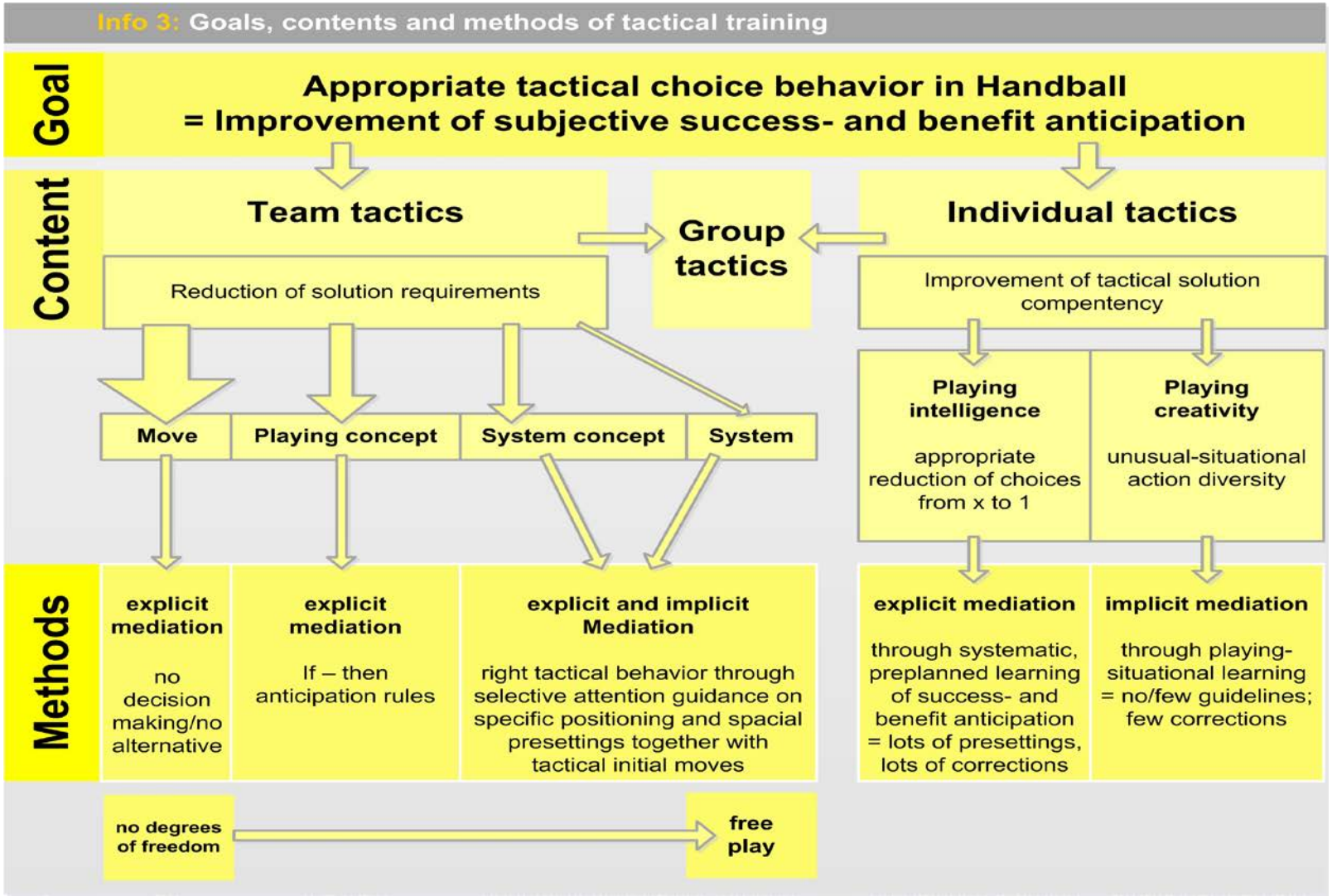


figure 1: **content and methods of tactical training**

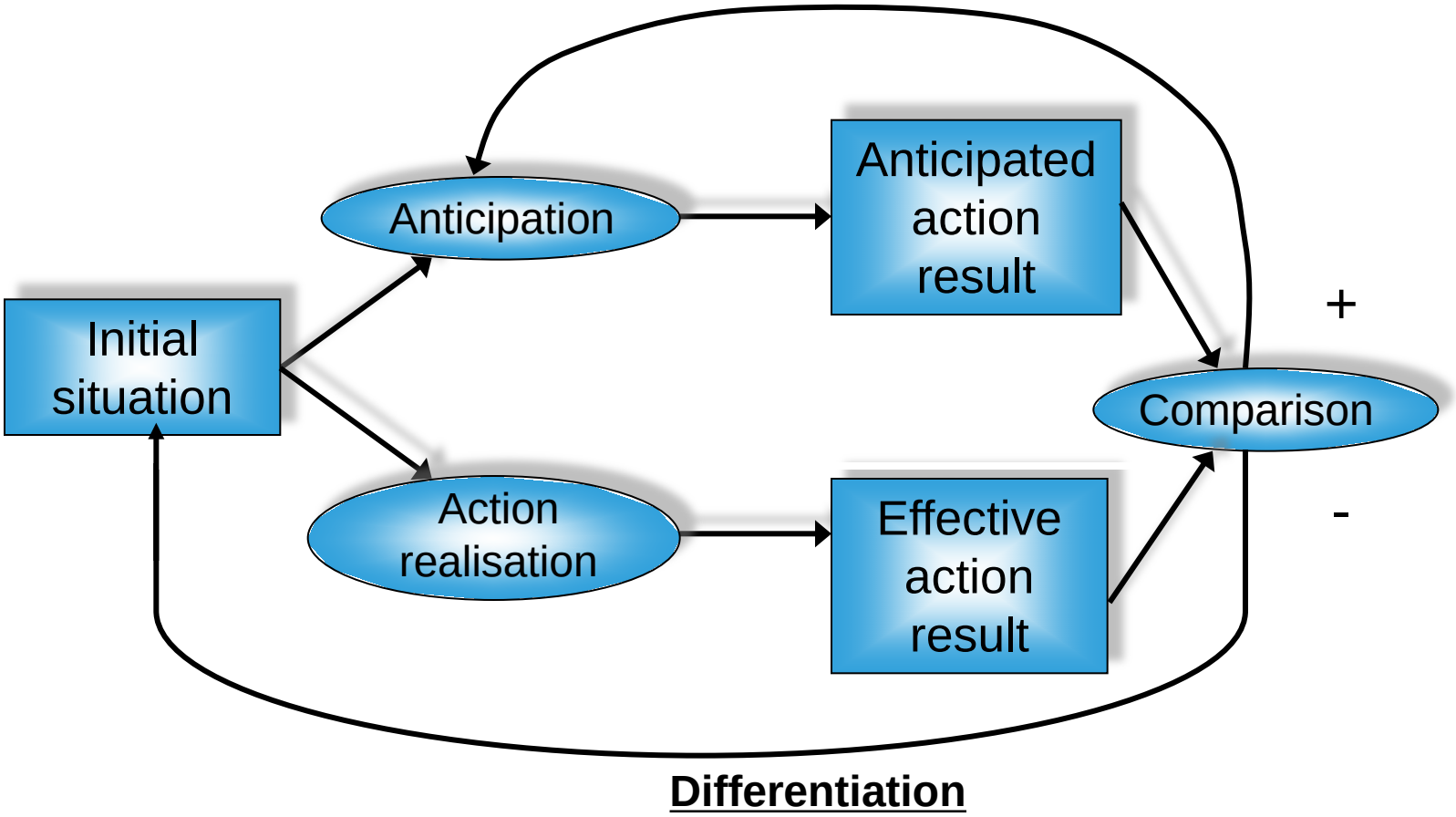


Figure 2: Modell der Informationsorganisation nach dem Prinzip der antizipativen Verhaltenskontrolle (nach Hohmann 1993).

Excercise, Training and Coaching Philosophy I

“more integration of muscles and mind“

- **Team tactic as a help for “simple“ intelligent decisions and actions (figure 1)**
- **Individual tactic as a help for “difficult“ and creative decisions and actions (figure 1)**

Visions

video feedback in tactical training

Game Philosophy I

"more high-speed and variety in offense and defense"

- **Good mixture of free play and set play**
- **Good mixture of divergent (creativity) and convergent (intelligence) decisions(figure 1)**
- **Innovative systems in offense (e.g. two pivots against wing, three pivots + backplayer, playing 7:6 without goalkeeper) (figure2)**

1. Entrance 6:6 from 3:3 into 4:2

a) Double Missmatch against right outside defender. First leftwinger with pivot (leftwinger enters as second pivot between defenders 5 and 6) afterwards wide back left with pivot

b) 2 wide pivots (between defenders 1,2 and 5,6) playing continuation with blocks

2. Entrance 6:6 from 4:2 into playing with 3 pivots

a) Missmatch in 4:2 against right outside defender + entrance as 3. pivot

b) Playing continuation with main principle of indirect blocks Indirect blocks + wide parallel thrust into gaps

3. Playing in numerical advantage 7:6 (2 pivots)

a) Standard = Back left - pass to wide pivot or parallel thrust to the right side

b) If there is no positional advantage to the right side → Piston movement with parallel thrust to the left side

4. Playing in numerical advantage 7:6 (3 pivots)

a) Main principle: Indirect blocks + wide parallel thrust into gaps

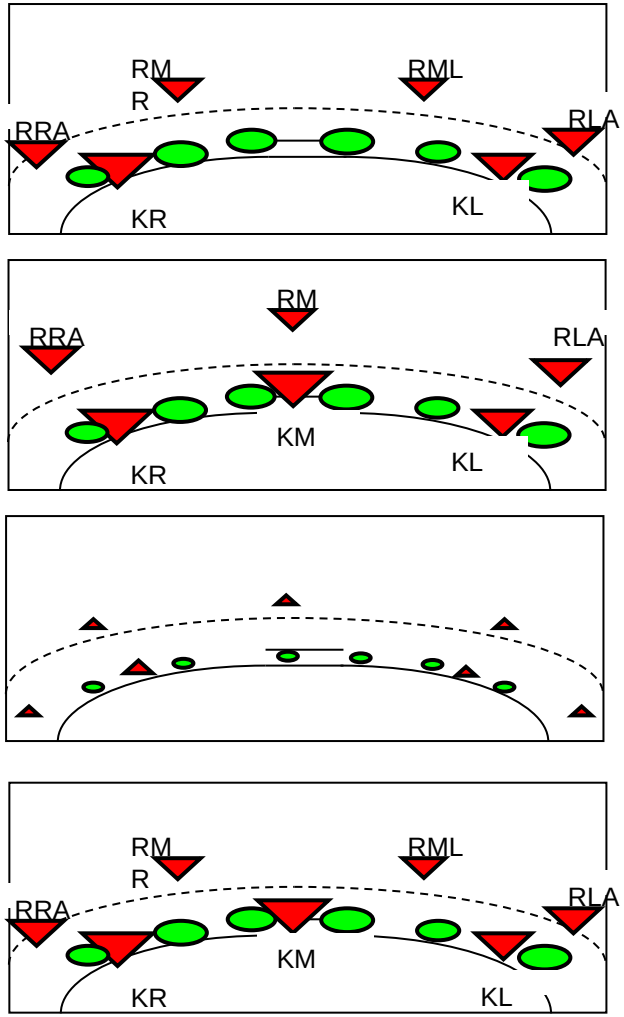
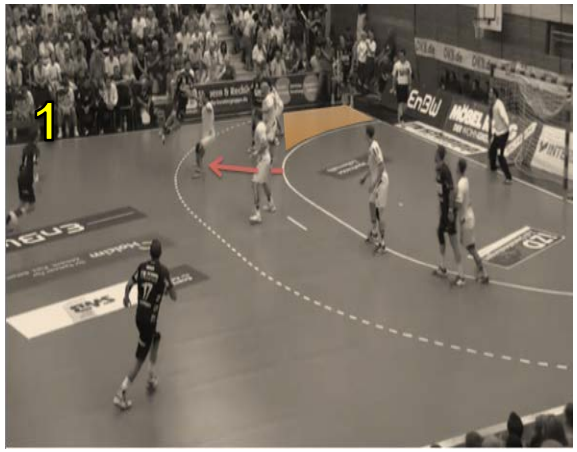
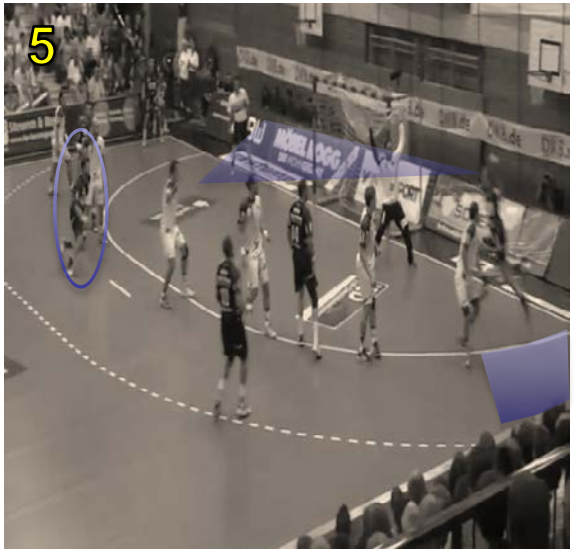


Figure 2

7:6 with 2 pivots and volley shot (HBW Balingen-Weilstetten vs. Füchse Berlin)





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6:5 superiority

2 wide pivots: Starting of Left back during jump with wide pivot + choice behavior = Throwing or passing to pivot/center goes over the block into the gap between the half and the outside defender with block + choice behavior: breaking through or passing to the right winger **(Illustatration 2).**

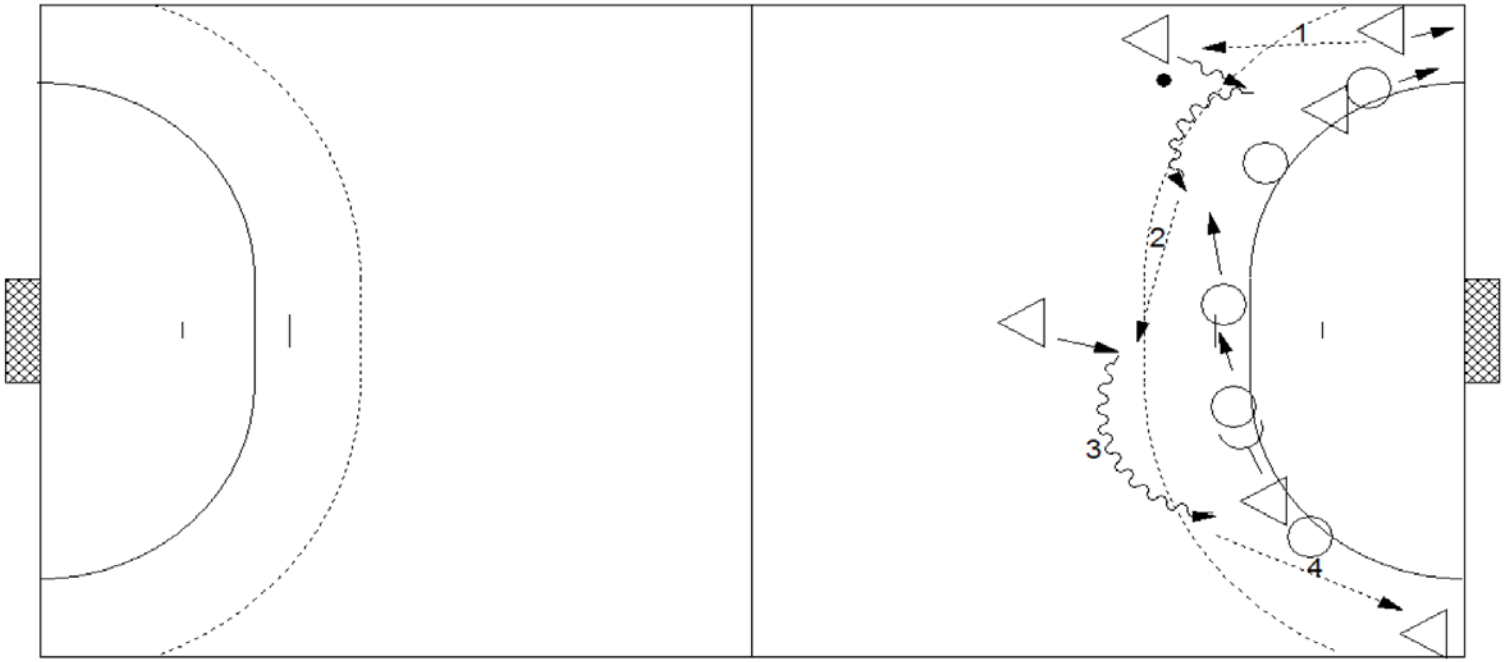

Illustration 1: 2 Wide Pivots in 6 against 5