





• Basics Considerations

Olassification

• Preconditions







 "Able to play and capable of acting is the player who can make reactive adequate decisions between different action alternatives operating as well as on opposing actions and transfer into actions." (BREMER 1987)







• "Varied demands in the approach of every competition help to build up adaptable action patterns and help to develop a wide repertoire of decision and problem solution strategies. Creativity is the best answer to the chance and anticipates it at the same time - in the service of own play **SUCCESS.**" (HAGEDORN 1988)





- Defence makes the difference
 - in a match
 - in a championship
 - in the game-structure
 - In the development of handball (YUG 3:2:1 / RUS 6:0 / SWE 6:0 / FRA 5:1 / ESP 5:1 & 6:0)

















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- Structuring elements: opponent or space
 - man-to-man / sinking man-to-man
 - ▶ 1:5 / 3:3 / 3:2:1 / 5:1 / 6:0 / 4:2 / ...
 - combined systems: 5:0+1 / 4:0+2





- Defence-systems 1. rank
 - opponent orientated defense
 - man-to-man / sinking man-to-man
 - **1:5 / 3:3 / 3:2:1**
 - attacker and defender in the same space
 - basic principles in defence





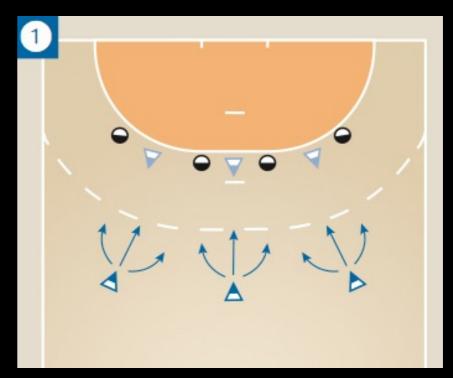


- basic principles in defence-systems 1. rank
 - assignment to the opponent
 - basic position between opponent and goal
 - observe opponent and ball
 - help





- Defence-systems 2. rank
 - systems with switch
 - **5:1/6:0/4:2**
 - higher tactical demands

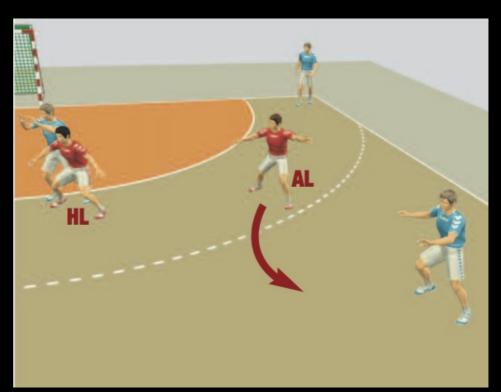


basic principles in defence still valid





- onumerical superiority on the ballside in defence-systems 1. & 2. rank
 - e.g. 3:2:1 with Libero
 - numerical minority on the helpside
 - solving 1on2 with in an offensive, but



opponent-orientated way



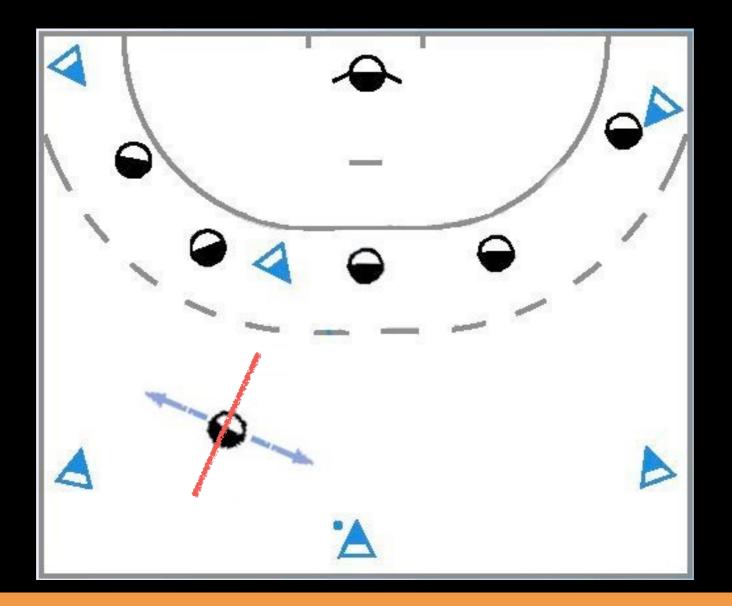


- Defence-systems 3. rank
 - offensive defenders in gaps
 - 5:1 "RUS 1988" / 4:1:1 / 3:2:1 "trap"
 - unorthodox conduct of defender in the 2. line
 - new basic principles in defence





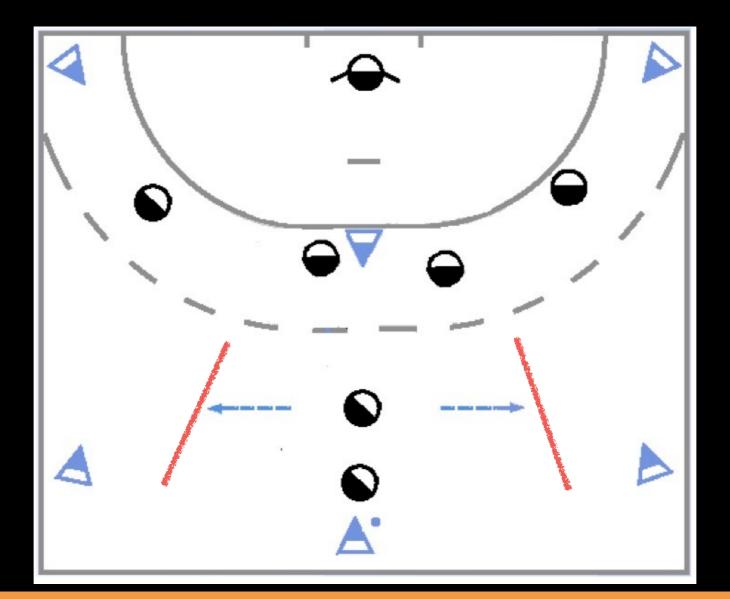
• Defence-systems 3. rank: 5:1 (RUS 1988)







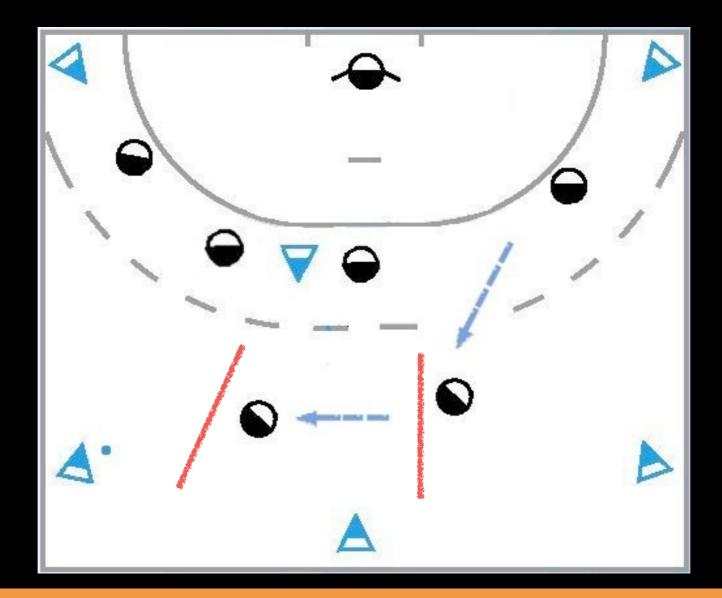
• Defence-systems 3. rank: 4:1:1







• Defence-systems 3. rank: 3:2:1 "trap"







- basic principles in defence-systems 3. rank
 - basic position in gaps / changing assignment
 - slow down the ball
 - reduce / disturb cooperation in attack
 - divide the attack / fix the attack on a side







- What is different?
 - higher level of activity
 - Intentional numerical superiority on the ball-side
 - "gambling" defense
 - Force the attack into "free play"







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- Coordination
- Technical Skills
- Observation
- Knowledge
- Anticipation
- Feeling for Time, Space & Formation
- Initiative

Preconditions