

Peter Schreiner

TIQUI TACA – ONE TOUCH

— 45 Variations of the Double Square

- Diagonal – Drop - Diagonal
- Precise Passing & Combination Play
- Game Forms with Pressing, Counter Pressing and Shot on Goal

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Introduction



Peter Hyballa and Peter Schreiner talking about the concept of the DVD "25 Variations of the Double Square".

In my lectures and presentations at congresses and seminars, the double square has long been a fixed component. At the beginning, I always demonstrated an interesting passing exercise with three variations as a warm-up. Over a long period of time, this became an ever more extensive collection of exercises and game forms.

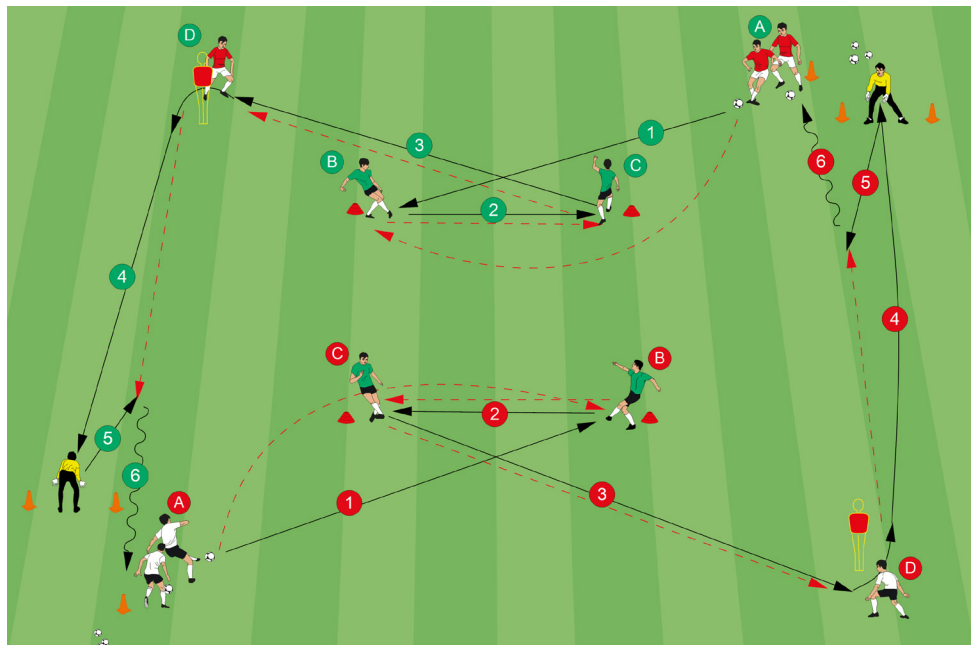
During the seminars, many coaches asked for written documents about the double square, which I then made available online in a PDF format. Because of the great interest, in 2019 I decided to present "25 Variations of the Double Square" in a DVD, in which coaching would play an important part. Peter Hyballa agreed to take part as presenter, and he came to Essen for the video recordings.

As seen in the video and DVD "**Tiqui Taca - One Touch - 19 Variations in the 6-Cone-Drill**", Peter showed that detailed coaching is just as important for the players as training form presentations. The U19 SW Essen playing forms are particularly successful, as they show fast switching behavior and aggressive counter-pressing in the double square.

Unfortunately, it was not possible to show all variations in one DVD. Therefore, we have created this book, in which we show you 45 variations of the double square.

A handwritten signature in black ink, which appears to read 'Peter Schreiner'.

3.7. Double Square - Pass to the Goalkeeper



ORGANIZATION / STRUCTURE

Set up outer square (25-30m) and inner square (8-10m) as shown in the diagram, start at two diagonal corners, which are double/triple, 4 (6) balls plus spare balls at the starting cones. At the two starting positions the goal where the goalkeeper expects passes is marked by cones.

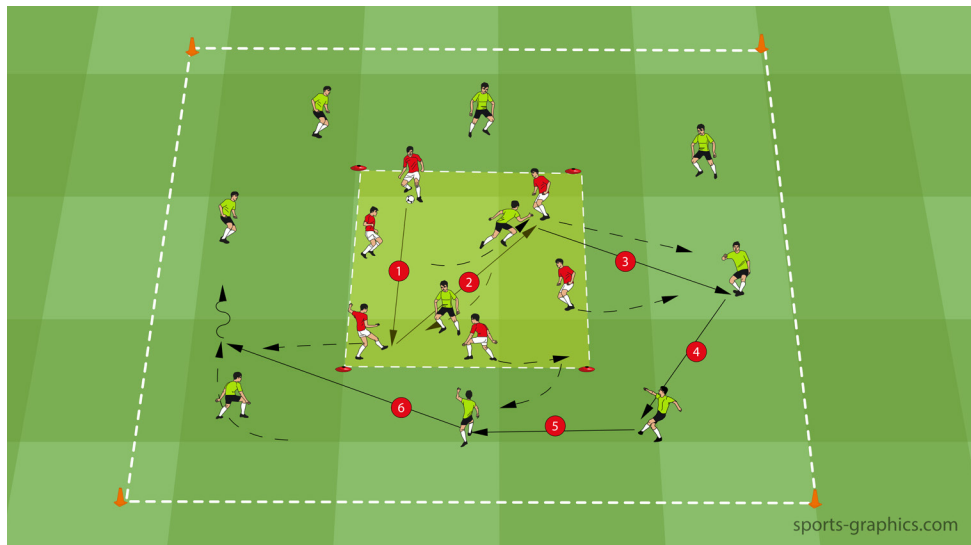
SEQUENCE

1. At two diagonal corners, players A start simultaneously with a sharp diagonal pass to the inner square.
2. B drops the ball on C.
3. C diagonally passes to D.
4. D takes the ball with two contacts to the side and plays an angled, precise pass to the goalkeeper on the other side.
5. The goalkeeper picks up the ball and rolls it to the approaching player.
6. The player dribbles to the starting position.
7. Change positions: Each player runs after his own ball.

COACHING POINT

- Precise and sharp pass to the goalkeeper

5.15. Double Square - 6 v 2 Plus 8



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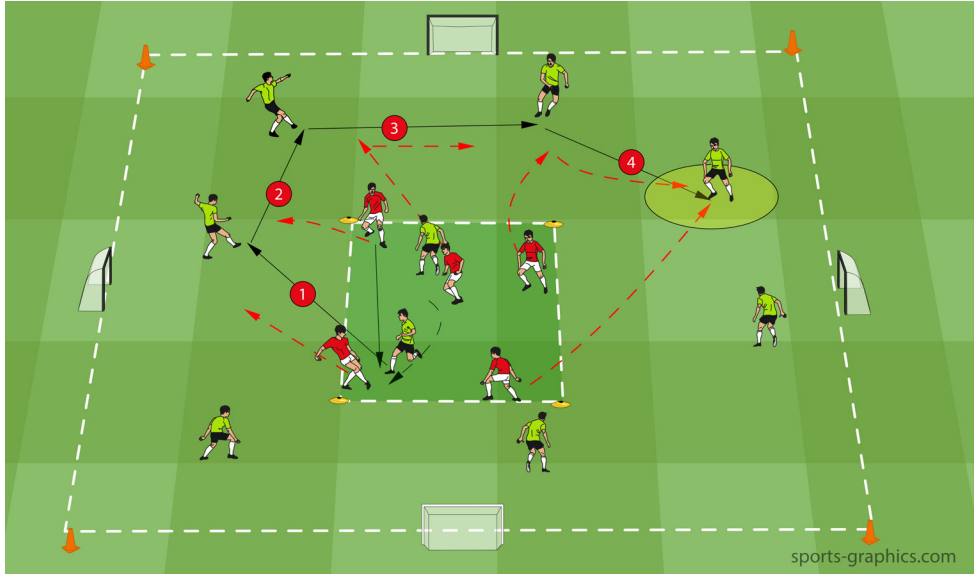
ORGANIZATION / STRUCTURE

8 cones, inner square: 10mx10m (up to 15mx15m), outer square: 30mx30m (up to 40mx40m), inside: 6 against 2, outside another 8 players for 10 against 6.

SEQUENCE

1. The game starts with 6 against 2 in the inner square.
2. Red gets one point for every 10 successful passes.
3. If green wins the ball, the player passes to a teammate on the outside and it comes to a 10 vs. 6 where green plays on ball possession.
4. Green wins 1 point for every 10 successful passes.
5. The goal for red is to recapture the ball in 6 seconds at the highest speed in counter-pressing.
6. If this is not successful, green gets 1 point for every 10 passes until red wins the ball. Then the 5 against 2 restarts.

7.6. Double Square - 5 v 2 Plus 7 with a Shot on Goal



ORGANIZATION / STRUCTURE

Inner square: 10m x 10m (up to 15m x 15m), outer square: 30m x 30m (up to 40m x 40m), inside: 5 against 2, outside another 7 players to the 9 against 5 on 4 mini-goals.

SEQUENCE

1. The game starts with 5 against 2 in the inner square.
2. Red gets one point for every 10 successful passes.
3. If green wins the ball, the player passes to a teammate on the outside and it comes to a 9 vs. 5 where green plays on ball possession.
4. Green gets 1 point for 10 successful passes and is then allowed to shoot at the mini-goals.
5. The goal for red is to recapture the ball in 6 seconds at the highest speed in counter-pressing. If they succeed, they receive one point.
6. In addition, they receive 1 point if they score a goal in one of the 4 mini-goals after winning the ball.
7. If the red team loses the ball after the first ball win, the game starts again. Two other defenders go into the middle.

VARIATION:

If the red team loses the ball after the first ball win, the green team may also shoot on goal.