

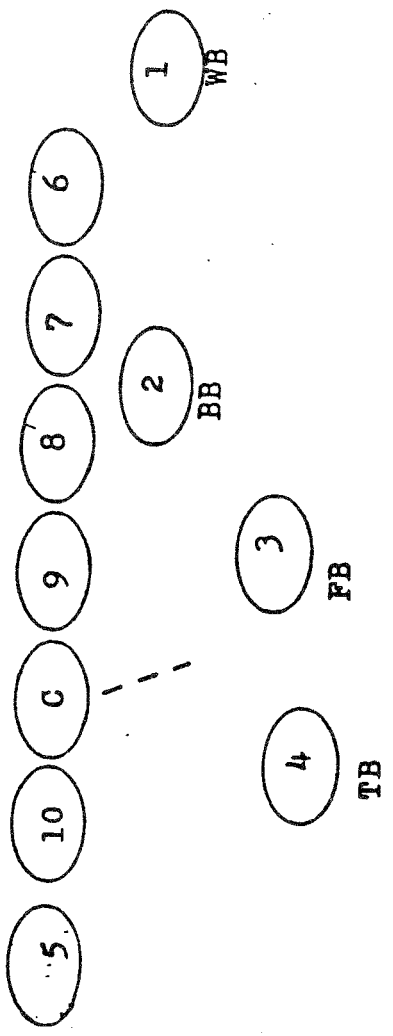
SINGLE WING OFFENSE - 1969

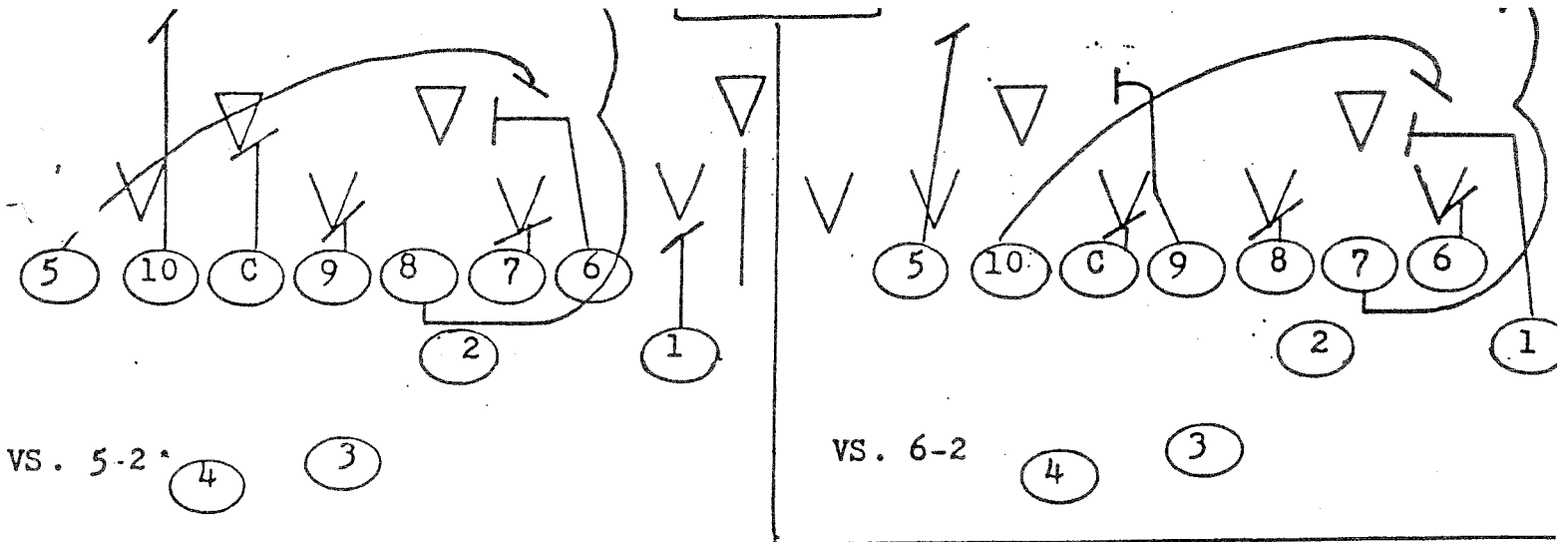
*Princeton Fresh Coach
who gave me this*

HOLES = 1 3 5 7 - 8 6 4 2

E T G G T E

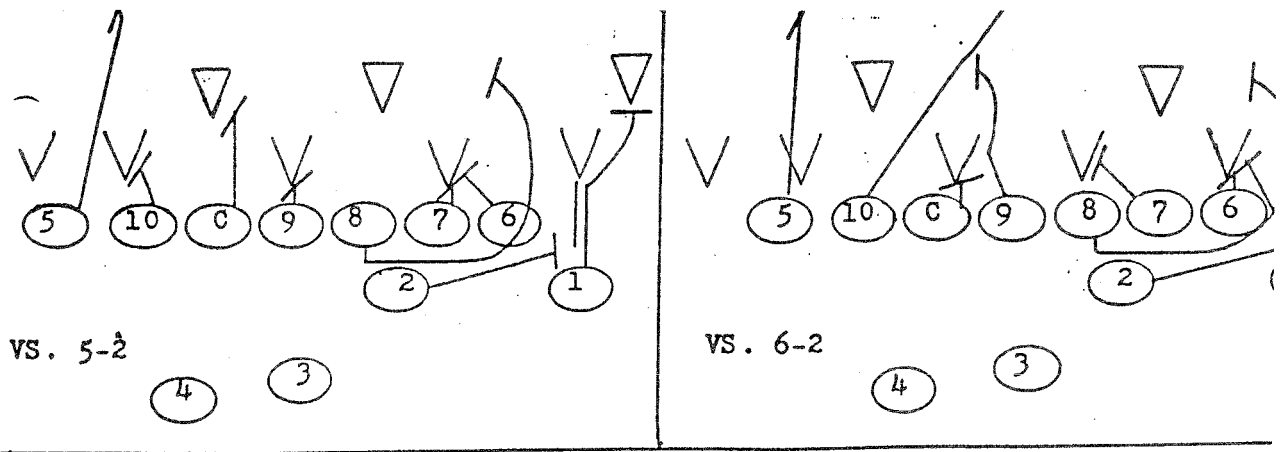
NUMBERING OF
OFFENSIVE PERSON-
NEL.





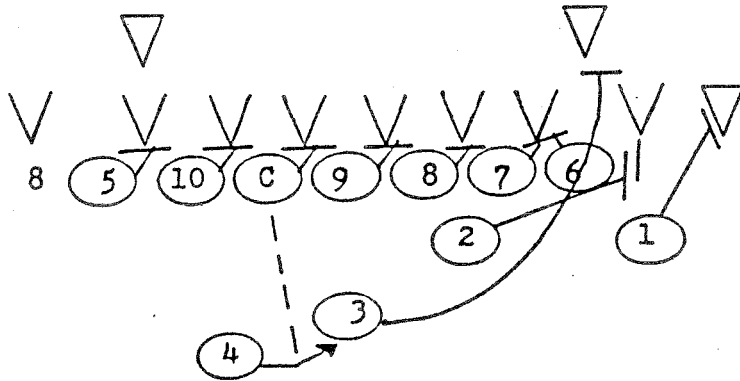
2 HOLE:

- #1 - Block man head on - inside slot. Otherwise SSLB.
- #6 - Block man head on - inside slot. Otherwise SSLB.
- #7 - Man on block him. No man on pull around #6 check block on SSLB - take the S.
- #8 - Man on or inside slot - block him. No man on - pull check block on SSLB - take S. (If #7 is pulling too go right for S).
- #9 - Man on or inside slot - block him. No man on - step to #C (man most likely to slant) and take G if he's slanting - no slant go thru for WSLB.
- #C - Man on or shortside slot block him. No man on - take WSLB - no LB block strongside deep 1/3.
- #10 - No man on - take peel course 6 yds. deep - peel pursuit. Man on - call "exit" let #5 go thru - take HB.
- #5 - Listen to #10 - no call take HB. "Exit" take peel course.



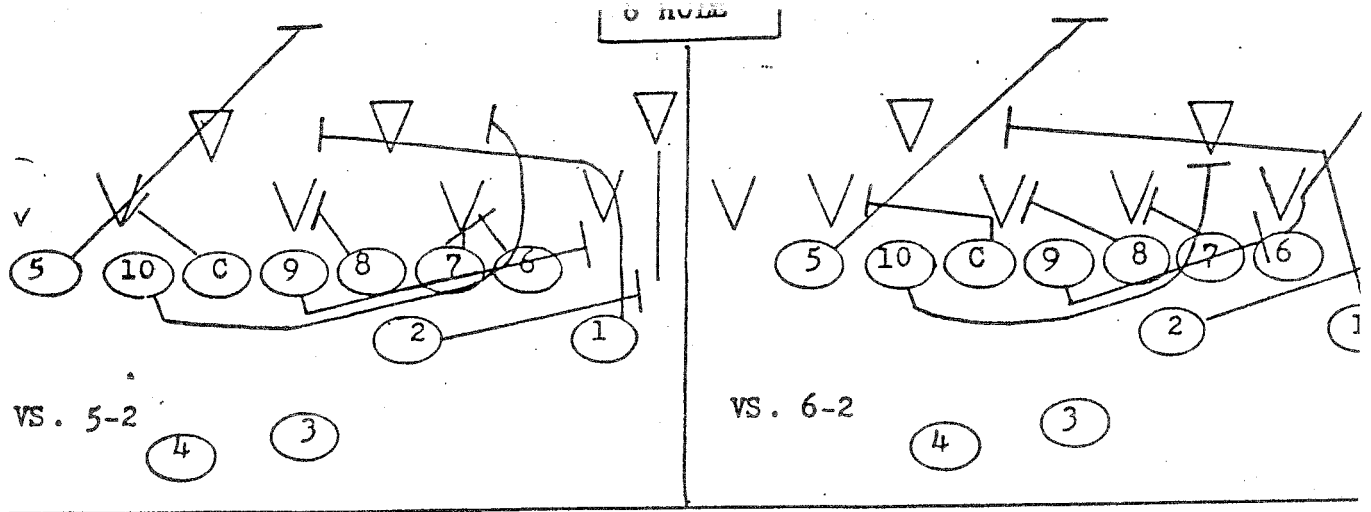
4 HOLE RULE: Inception point is directly head on #1 (WB). Any man head on or outside #1 will be trapped and the next man to the inside of head on #1 will be powered.

- #1 - Power man on any part of #6. Otherwise influence & take HB.
- #6 - Head on - outside slot - post for #1. Otherwise power with #7.
- #7 - Post - slot to slot. Otherwise power block next inside alone.
- #8 - Pull take SSLB except man in inside slot - call "exit" for #9 and block that man. (Note: man head on #8 - longer pull than when uncovered).
- #9 - Block head on - inside slot. Otherwise step to #C then take WSLB. "Exit" from #8 pull take SSLB.
- #C - Head on - weakside slot. Otherwise take WSLB.
- #10 - Block head on - weakside slot. Otherwise take S.
- #5 - WSHB.
- #2 - Trap 1st. man beyond power (#4 make it look like sweep).



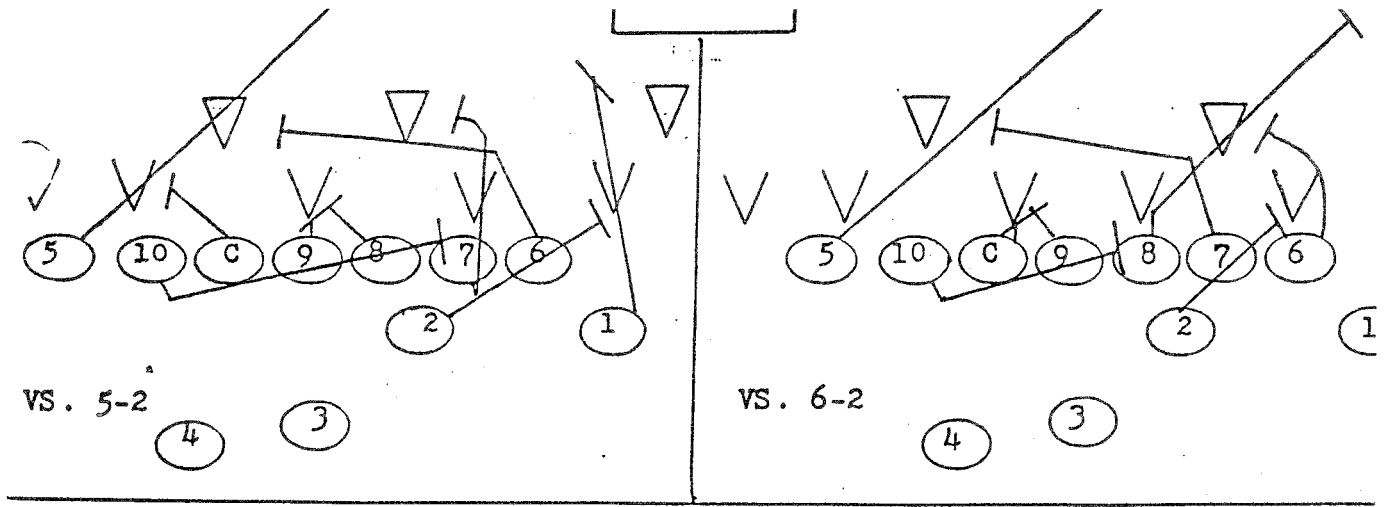
4 HOLE GOAL LINE: (CHANGES)

- #1 - Same except no influence - take 1st. man on or off the line outside the man to be trapped.
- #6 - No change.
- #7 - No man on - drive toward #6.
- #8 - Drive toward #7.
- #9 - Same unless man in strongside slot then take him.
- #C - No change.
- #10 - Pull tight and seal.
- #5 - Man in inside slot take him - always drive down the line toward #C.
- #2 - No change.
- #3 - Know where the SSLB is and where the power block will occur. Drive for the outside hip of the post man - batter the hole open.
- #4 - One step laterally - follow FB (run like a FB).

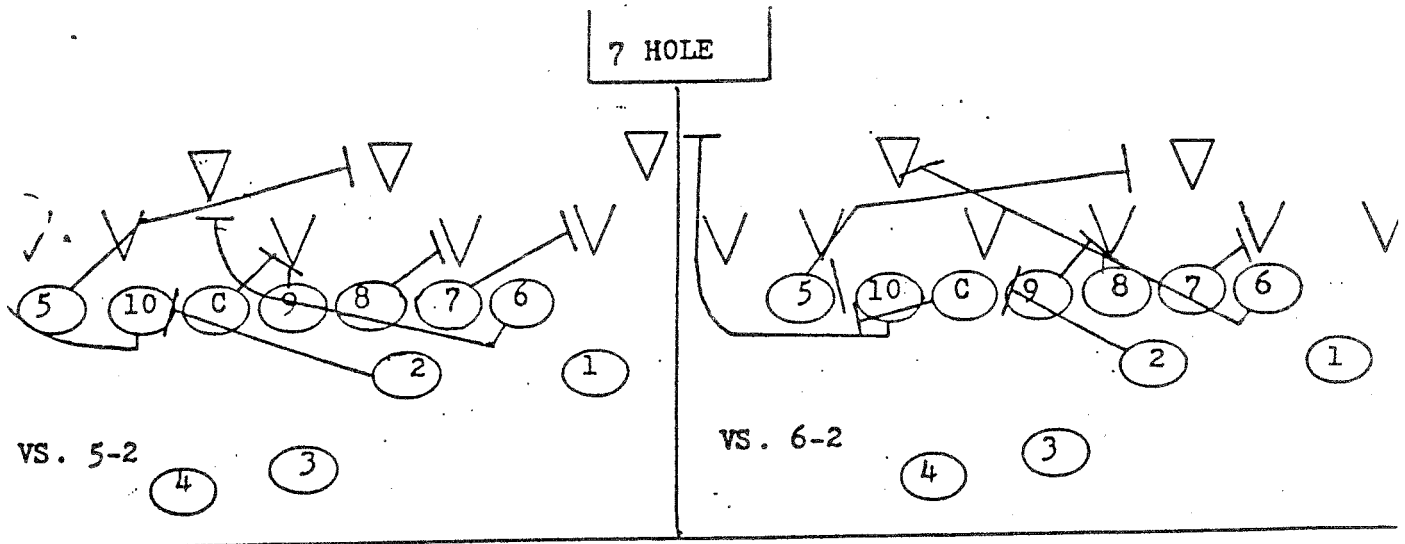


6 HOLE RULE: Any man from head on #6 to the strongside will be trapped. The first man inside of head on #6 will be powered.

- #1 - Block WSLB. Cheat up on the line - go around man to be trapped. Course will resemble an arc.
- #2 - Block (trap technique) first man beyond the man to be trapped. No one there go for SSHB.
- #3 - Same as 420-440. If flanked drive HB off the ball.
- #4 - Same as 440 - run on #10's block (don't get into the hole too fast or you'll beat #10).
- #6 - Man head on or outside slot - influence (fake hooking him) and take the SSHB. Otherwise power man inside - all the way to #7's inside slot.
- #7 - Post outside slot to head up. Power inside slot to head up on #8.
- #8 - Block first man from inside slot to head up on #C.
- #9 - Pull - trap from head on #6 to outside.
- #C - Head on - step into man - then block back. Otherwise block back.
- #10 - Pull - go thru for LB (man head on - pull will be longer).
- #5 - Come down tight toward #C - no one (LB) shooting go for S.

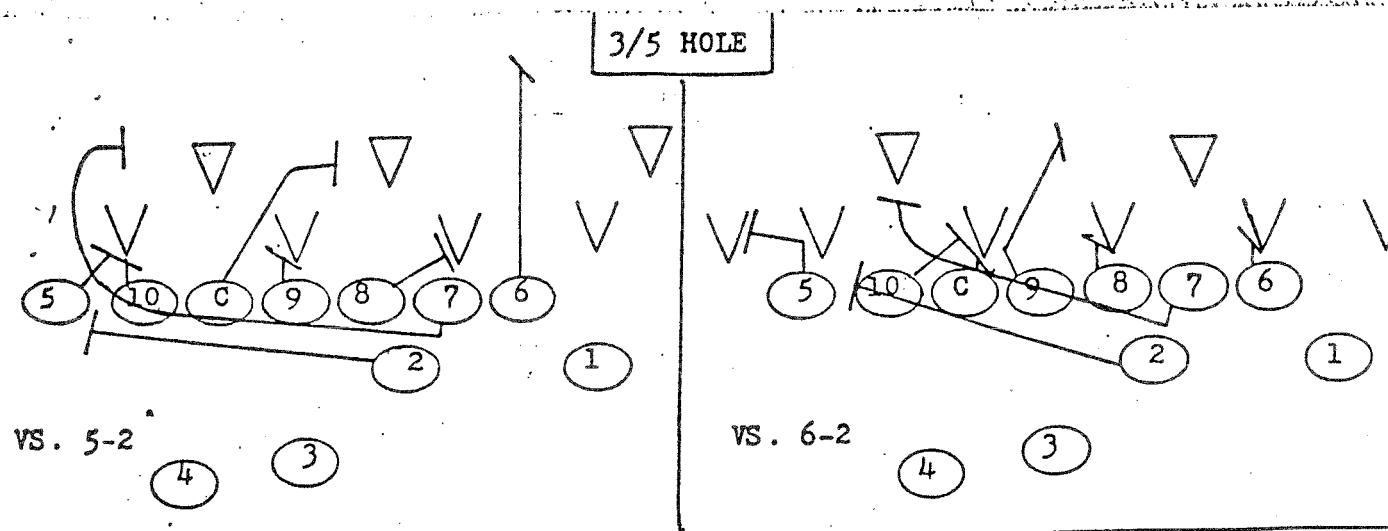


- 8 HOLE RULE: Any man head on #8 to the strong side is trapped. First man inside of head on #8 is powered.
- #6 - No man slot to slot - take WSLB. Man head on take SSLB - use outside release.
 - #7 - No man slot to slot take WSLB. Man head on influence man to be trapped and take SSLB (let #6 clear).
Note: #6 and #7 responsible for both LB's - we may want to use a call for #6 and #7 so you will be sure to get it right.
 - #8 - Power block from inside slot to #9's inside slot. Man head on influence man to be trapped and go for the SSHB - (man in inside slot probably indicates a power block to the inside with #9).
 - #9 - Post block from outside slot to head on. Power block from inside slot to head on #C.
 - #C - Post from strongside slot to head on. Block back from weak side slot to the weakside; i.e. head up on #10.
 - #10 - Trap first man from head on #8 to the strongside.
 - #5 - Come down hard toward #10. No one crossing your head - go for S. Take any man that comes across your head.
 - #2 - Trap block the first man beyond the man to be trapped (same as 6 hole).



7 HOLE RULE: Any man from head on #C to the weakside is trapped. Any man from the #C - #9 slot to the strongside is powered.

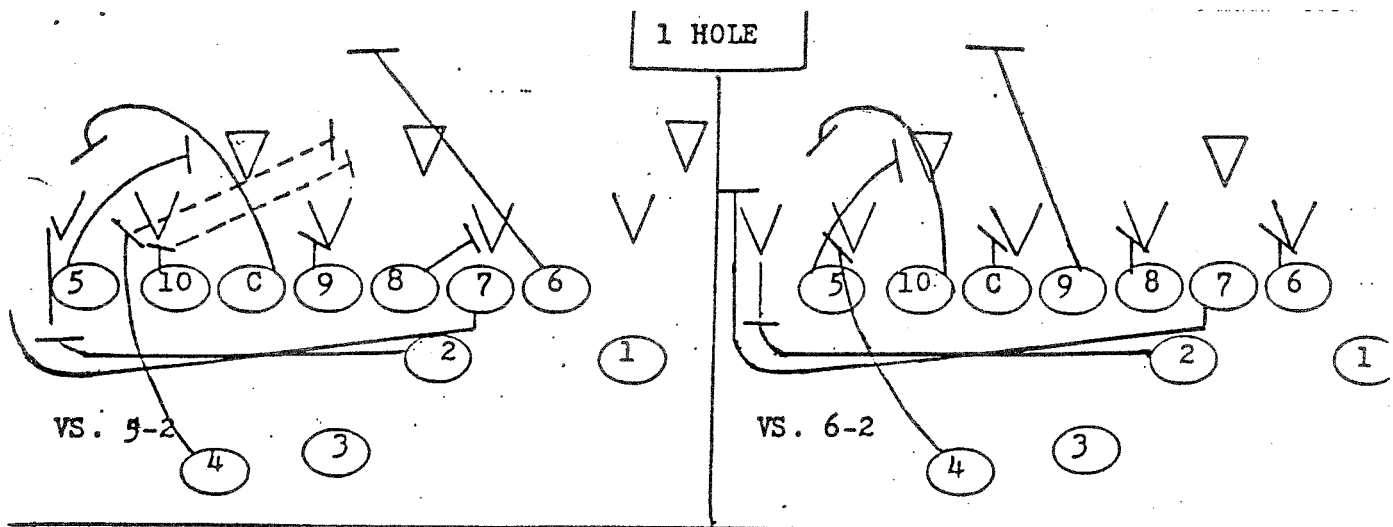
- #6 - Pull - thru hole for WSLB. (No man head on - short pull).
- #7 - Block first man to strongside from your strongside slot to the sideline.
- #8 - Head on - inside slot - post for #9. Otherwise block strongside slot to head on #7.
- #9 - Head on - inside slot - post. Otherwise power to strongside with #8.
- #C - Head on - drop out and block back. Otherwise power with #9.
- #10 - Pull around #5 for WSHB.
- #5 - SSLB - always go around - never inside - course is an arc.



3 HOLE RULE: Any man head on or outside #5 will be trapped
The next man to the inside of head on #5 will
be powered.

NOTE: We don't use the 5 hole. The 3 hole with #10 and #C
double teaming is actually the 5 hole - i.e. - 3 and
5 are the same.

- #5 - Power block any man head on #10 or in the #10 - #C slot.
No man in that area - take outside release and block
the outside man on the line. Exception: if the man to
be trapped is the last man (outside man) release out-
side - take HB.
- #10 - Man head on post for #5. Otherwise power block any man
from inside slot all the way to the #C's strongside slot.
- #C - Post slot to slot. Otherwise take SSLB.
- #9 - Block slot to slot. No man step to #C (catch the slanter).
then take the SSLB.
- #8 - Block from head on to #7's strongside slot.
- #7 - Pull thru 3 hole for WSLB. (Man head on #7 indicates
longer pull).
- #6 - Head on. Otherwise HB.
- *#3 - If weakside flanker take S.



1 HOLE:

- #6 - Man on or tight outside - take him. Otherwise take S.
- #7 - Pull - 5 yds. deep - read #2's block - if he takes out (fading End) you go in - if he hooks go around.
- #8 - Block from head on to next defensive man to strongside.
- #9 - Block head on - strongside gap. Otherwise S.
- #C - Block head on - strongside gap. Otherwise peel (7 yds. deep).
- #10 - Man on or either gap take him. If you can't handle man outside give #4 hand signal (scratch butt) and take peel course.
- #5 - Always take WSLB.
- #4 - Watch #10 - hand signal (scratch butt) - block T. No hand signal go thru take pursuit..