## **OFFENSE**

CG Offense Goal: To develop fundamental footwork for handoffs, tosses, and pass routes.

Playbook contains a total of 24 play variations. There are actually only 6 plays, with each play having a hitch variation where the 3 receivers change their routes to a hitch. The 2 RB run the same route as directed in the normal play. In the huddle, PeeWee will call out the play number 1-24. JV will do the same at the beginning of the season with the goal to call out the formations, then the play number using the system below:

100s – Formation	<u> 10s - Play</u>	<u>1s - First look</u>
(Call out Slot R/L)	1 - Circle	0 - Reverse
1 - Triple Left	2 - Tick Tock	1 - Screen
2 - Triple Right	3 - Airplane	2 - Run 2
3 - Trey Left	4 - Eagle	3 - Run 3
4 - Trey Right	5 - Honest	4 - Fade
5 - Diamond Left	6 - Dig	5 - Drag
6 - Diamond Right	7 - Crossbuck	6 - Slant
7 - Pro Left Twins		7 - Zag
8 - Pro Right Twins		8 - Go
9 - Trips Left		9 - Hitch
0 - Trips Right		

Trips Right Slot Left - Circle - Slant would be called out as "Trips Right Slot Left 16" or "216 Slot Left". We can have different playbook titles on the wristbands for JV and PeeWee depending on coach preference.