

The 2010 Rookie Scouting Portfolio Sample Version©

**Game Film Analysis
Player Profiles
Scouting Reports**

**A Prospectus of Fantasy Rookies at The
Offensive Skill Positions**

By

Matt Waldman

The 2009 Rookie Scouting Portfolio Sample Version is published by Matt Waldman

Matt Waldman
thegutcheck@gmail.com

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Note about this Sample Version

It is my pleasure to provide you this free sample of the 2010 Rookie Scouting Portfolio. This 740-page, online publication that provides rankings and analysis of 176 rookie prospects at quarterback, running back, wide receiver, and tight end typically takes eight months of film study to produce. As its author, I take pride in the work I do and I am always trying to make it better. I love to hear feedback from my readers, so feel free to e-mail me at the address on page two.

This sample version of the Rookie Scouting Portfolio is just a preview. Here is what you will get when you subscribe and download the complete version:

- **Checklists and Game Film Profiles of Every Player Evaluated**
- **Fantasy Overviews For The Rookie Class at Each Position**
- **OVERRATED, UNDERRATED, and Projects at Each Position**
- **Fantasy Rankings And Historical Player Comparisons for Each Position**
- **A Glossary For The Criteria in The Positional Checklists**
- **An Abbreviated Draft Guide with Cheat Sheets that include:**
 - **Rankings**
 - **Commentary**
 - **Potential Rating: Upside, Boom-Bust, Maxed-Out Skills**
 - **Workout Times**
- **Draft Value Charts For Trading Picks in 8-, 10-, 12-, and 14-Team Dynasty Leagues**

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Best

Matt Waldman
Staff Writer, Footballguys.com
Author, *The Rookie Scouting Portfolio*
Columnist, *The Weekly Gut Check*

Note: The table of contents is a series of bookmarks in the Adobe document. Click the bookmark icon on the Adobe menu to access. At the end of the book is the **Abbreviated Draft Guide** designed for quick use in a fantasy draft or as a handy print-and-carry guide. To access the **Abbreviated Draft Guide**, click on the bookmarks and scroll to the bottom.

Introduction

The 2010 Rookie Scouting Portfolio is designed to give fantasy GMs and draftniks a convenient overview of draft-eligible prospects at quarterback, running back, wide receiver, and tight end, supported with exhaustive detail. The reports are in cheat sheet format to give the reader a quick and convenient overview for fantasy GMs to reference on draft day.

However, the RSP is also contains supporting information presented in meticulous detail for those who wish to go beyond the general, one- and two-paragraph summaries.

What makes the RSP unique is its dedication to presenting the evaluator's process and supporting work to the reader. It is a two-pronged, player evaluation approach that begins with a grading report in checklist format. Each checklist question is given a weighted value and is clearly defined for the reader in the glossary of the publication.

This method provides a more uniform objectivity when grading players. It insures that one or two particular talents don't cover up a collection of deficiencies for the evaluator. It also provides a clear format for readers to understand which skills the evaluator prizes most. Accompanying each checklist is a play-by-play analysis profile that notes what was observed to merit the scores on the evaluation tool. It also provides subjective analysis that helps fill in the gaps that may be missing from a uniform approach. When used in concert, the reader should gain a clearer insight to the evaluator's judgments. They can use many of the play-by-play sections to adjust the scoring method to tweak the scores to what they believe has more or less value.

The goal is to share my views of the rookies, educate others about the nuances of the game of football, and show the research so the reader can conduct their own, if they choose.

Why Film Study is The Best Evaluator of Talent

The emphasis of game film to evaluate a player is based on the philosophy shared by some of the NFL's best personnel men in the history of the game: Joe Thomas and Ron Wolf. Commissioner Pete Rozelle recommended Thomas to the Minnesota Vikings in the 1960's as its first personnel manager. Thomas went against the grain and built a team around scrambling QB Fran Tarkenton, a player that didn't have ideal measurements, but possessed far greater qualities that were easy to spot on the field.

By the early 70's, Thomas was doing the same thing in Miami. He drafted lesser regarded, Bob Griese over Heisman winner Steve Spurrier, traded for Paul Warfield, and picked Larry Csonka—a back most thought was too slow to be a productive NFL runner. When the Dolphins met the Vikings in the Super Bowl, Thomas had drafted or acquired nearly all the starters on both teams!

Former Packer's GM, Ron Wolf credits Thomas for teaching him valuable lessons about the art of personnel decisions. Wolf was the driving force behind the Packers acquiring Brett Favre. Wolf was convinced Favre was a special player and not because of what he saw from Favre at the combine, but from film study of the future Hall of Famer's junior season at Southern Mississippi.

This is the *Rookie Scouting Portfolio's* fifth year in print and my love for film study only grows as the years pass. If this is the first year you have purchased the RSP, I believe you will be equally pleased with the depth and scope of the RSP's analysis as the readers who discovered it between 2006-2009. Rather than only seeing a short summary based on a grading scale that is vaguely explained, *The 2009 Rookie Scouting Portfolio* is compiled to not only give you scores, rankings, and summaries, but also a play-by-play breakdown of what was observed during the game to arrive at these conclusions.

The driving force of this concept is the method and format in which the film is broken down and delivered. Each player's game performance is scored on a position-specific checklist containing all of the necessary fundamentals that answer the key questions about a prospect's potential to develop into an NFL starter or fantasy asset:

- **Does the player demonstrate consistently sound techniques and decisions in game-day situations?** Hundreds of prospects fighting for NFL roster spots have the physical talent. Dozens of these players impress on the practice field, but when the lights come on, the stands are packed, and the adrenaline is flowing, even first round draft picks can fall apart. The problem has less to do with nerves and more to do with lack of preparation—long-term, daily preparation that adds value over years leading to this point and is rarely duplicated with short-term focus/cramming. The ability to react, decide, and execute with precision comes from techniques ingrained through hard work. These processes become second nature on the field and that ultimately leads to success. What happens on the field is almost always a product of the preparation. Bill Walsh drilled the 49ers relentlessly on the play known as “the catch.” His players thought the play would never work. Yet it was so ingrained in them when Walsh called this little-used, but highly practiced play, the team executed it to perfection when it was most needed.
- **Does the film provide examples that support or differ from the combine results?** The evaluation process is really nothing more than a recruiting process for a lucrative and demanding job. The resume consists of things like a player's stats, media guide-driven measurements, and recommendations from coaches. The NFL Combine is an extensive job interview. The NFL runs the candidate through his paces to determine if his resume holds up. A series of exercises designed to test the player's physical skills, intellect, and maturity are administered in a neutral environment with the intent to provide all players an equal starting point. The combine is an important evaluation tool. Still, we all know some people perform a lot better on the interview than they do on the job. This is why the game film has such importance. To continue with the recruiting process analogy, the film is like a portfolio of work—a clear indication of the player's talents when put to practical use in real game situations. In many cases, this leads to the next question...
- **Does the player transfer his physical skills to the football field?** If a WR runs a 4.6-40 at the combine, the foregone conclusion to the general public is the player is too slow for the NFL. But this combine result won't alarm those that have seen the same WR outrun a defensive back with a good angle and 4.3-speed, or separate from a corner in man coverage that has timed well in workouts. It was even discussed this year that scouts prefer to hand-time players at the combine despite the presence of an automated timing device. This means there will always be variation in the reported times, which diminishes its value. Jerry Rice had functional speed and he was a more impressive runner in pads than in shorts. Larry Fitzgerald ran closer to 4.6 than prospects with far less skill and I vividly remember experienced football people in the media, who have a public following, questioning if he had the physical skills to be a complete NFL receiver.
- **What is the player's comfort level with physical contact?** Although it is a given football is a contact sport, the level of physical contact a player chooses to deliver or receive can vary greatly—even among pros. Wide receivers Todd Pinkston and Hines Ward are an excellent study in contrasts. Pinkston was a highly regarded receiver among many scouts because of his speed, hands, and routes. Ward was a three-position player in college who lacked both polish as a route runner and an attractive 40-time. Pinkston failed to develop into a productive starter because he lacked a necessary comfort level with physical contact. Pinkston had trouble releasing from press coverage, fighting for separation in tight coverage, or going for the ball in traffic. On the other hand, Super Bowl XL's MVP thrives on physical contact as a receiver, runner, and most impressively a blocker. This is a clear example why hitting is the great equalizer in football and where the film room takes precedence to the combine. Most players can perform a task with great execution in an atmosphere with minimal, or no contact, the ones that can execute under heavy physical contact, often illegal contact, are far fewer in number.

In-game commentary accompanies each checklist and is provided to illustrate the reasons behind the player score. Instead of generically describing a player's skill set, *The 2010 Rookie Scouting Portfolio* describes how the player failed or succeeded in performing each skill set, often in specific detail. The intent is to provide you a frame of reference behind the information and a clearer understanding of the overall assessment.

The Concept Behind The Checklist Format

The concept of delivering a grade can be a highly subjective process. Take 4-5 people with a high level of expertise in a subject to evaluate an individual's performance on a specific task. Tell the evaluators to use a numerical or letter grading scale to score them and the odds are slim you'll even come close to a unanimous agreement. Unless they established more specific guidelines they all agreed upon first, there will be few instances where there isn't wide variation on the score.

The initial problem is the grading scale. Rarely do people have a clearly defined grading scale in use. For example, there are the typical corporate grading scales of 1-5 or 1-7 (1 = the lowest score and 5 = the highest score) where the joke is no one ever receives the best or worst scores. People also have vastly different ideas about the type of performance deserving of each grade. The differences in opinion increase with the range of the grading scale. Double the range from 1-5 to 1-10 and the ability to find agreement becomes exponentially more difficult and further detracts from the apparent objectivity of the evaluation.

When you examine a scouting evaluation that tells you Reggie Bush received a 9 on a scale of 10 as a receiver, how do you know what the grade is really telling you? Did the evaluator watch Bush catch the ball 9 times out of 10 opportunities? Was it 90 out of 100? Or was it just one highlight and the way a coach lauded the player's skills as a pass catcher? There can be a big difference.

How is the category of receiving defined? Does it include components like route running, the ability to gain yards after the catch, or gaining separation off the line of scrimmage with a defender in tight coverage? All of these areas deserve evaluation otherwise the assessment is incomplete and unfair. Yet, lumping together specific skills can cloud the issue. Some talent evaluators fail to communicate how they separate these skills, if they do so at all. Their audience doesn't understand why a receiver he evaluated with a high grade as a route runner can't get open in the NFL. The evaluator just gave a number but didn't explain how he arrived at that number. If asked after the fact, the evaluator might explain his system in more detail, which can appear more as a rather convenient justification.

While evaluation of human performance will always be subjective, there is a way to limit the amount of variation in the scoring process and build-in more objectivity. The best way to accomplish this feat is the two-pronged approach used as the basis for the RSP's game film analysis:

- 1. Clearly define the criteria in writing.** When the performance criteria has a definition, both the evaluator and the audience gain a more accurate understanding of what is expected from the evaluation process. The checklist criteria for each position in these scouting profiles are defined for your reference.
- 2. Score the criteria with a grade of "Yes," or "No."** Once there is written criteria, the evaluator only has to grade whether the individual performed the criteria as defined. The answer is either positive, negative, or the individual didn't have an opportunity to perform the criteria.

Of course, not all graded points have equal value when evaluating a player's performance. One cannot assign the same importance to a receiver's ability to run with the ball as one does to his ability to catch it. All evaluation processes prioritize the value of each criteria point in comparison to the whole, but not all evaluation tools adequately communicate the priority.

Scoring The Checklists

The criteria in these checklists are defined and assigned a numerical value. The more essential the defined criteria point to the player's projected NFL performance at their position, the higher the assigned point value for that particular skill. The player earns all the points for a score of "Yes," or none of the points for a "No."

A score of "N/A," is more complicated. In traditional evaluation realms for employee performance "N/A" means the question is not applicable to the situation being evaluated—for instance, a running back that doesn't have an opportunity to show great balance in rough field conditions on a sunny day in perfect stadium conditions cannot fail this area.

However, as a reader do you want to presume the player can perform a skill that the evaluator didn't see or do you want to presume the player has to prove he can do it before the evaluator gives him credit? The world of sport is a "prove it to me" system. Therefore, I grade players with "No" if I did not see a player perform a skill with clear exceptions that deal with character, durability, and weather. I clearly note if I did not see a player perform a certain skill, which will help the reader see which scores might be depressing a player's value. I also give players a categorized potential rating of "upside," "boom-bust," or "maxed," to show which players have an opportunity to exceed their evaluation, and if so, how great is the risk-reward of it happening?

All positional checklists are scored on a 100-point scale. The overall score is my opinion of each player's current skill set, and contributes to my view of his overall potential to translate those skills as an NFL professional. Fantasy owners should be able to look at these scores and determine where they can find value players in their drafts.

Range	Overall Assessment
90-100	This is a rookie with the talent to contribute at a high level for an NFL team as soon as his first year, and at latest, his second season. Since rookies are rarely top tier fantasy starters, this overall number states more to their dynasty potential to become elite fantasy contributors in the future. Although unlikely a player with this overall score will amass this level of production on a consistent basis to become a must-start in his first year, a rookie with this score will have the best opportunity in the right situation.
80-89	This rookie should eventually contribute, and often at a high level, for an NFL team early in his career. The upper range of this score probably means the player may need 1-2 years, but will eventually develop into a solid, if not excellent NFL player. He will be a solid fantasy starter usually taken in the top 3-5 rounds of a re-draft league. A player in the lower range has a chance to accomplish the same level of productivity, but he might have a clearly defined weak area(s) that requires improvement. He could contribute now, but he'll have liabilities an NFL defense will be able to exploit within a game or two. Most struggling starters that may produce decent numbers, but make repeated mistakes or have physical limitations that cost their teams are playing at this level. These are players best used as a situational player or reserve, but the team may have no choice but to start them. If he doesn't make progress with these skills earlier in his career, he'll most likely remain a situational player or backup.
70-79	A rookie with NFL talent, but with this score he often falls under one of three categories: he is new to the position, he lacked great coaching because his skill sets detract from his physical talent, or he has decent—if not a high level of skills—but he doesn't have the elite physical talent. Players in the upper half of this range often become starters, and sometimes stars, but the rate of progress is often slower than their peers. A player in the lower half is more likely to be a career backup with the ability to be productive in spot situations. These aren't players a fantasy owner will want to draft in traditional leagues, but have nice value as mid-to-late round picks in dynasty leagues with deeper rosters. Even if not drafted to a fantasy roster in their first year, a savvy owner will be aware of these players and pick up them up on the waiver wire at the opportune time. Some of these players I will rank higher than their score indicates because I believe they can learn quickly on the job and develop into a better player or I didn't see them produce one or two key skills that depressed their scores.
60-69	These prospects generally have more than one deficiency in their game. The media labels these guys as "projects," if they have the physical talent. Another likelihood is the player may have excelled in college but played in a system that contributed to his success more than his individual skills. These players are long shots to develop into a quality NFL and fantasy starter. You will likely see this player on various NFL rosters or vying for playing time in other professional leagues (AFL, CFL, or UFL) early in his career. A fantasy owner in a deep, dynasty league may want to keep an eye on these players for a few years but they aren't likely worth a pick unless the league has 40+ players and 16+ teams.

0-59

A player with this low of a score has major deficiencies in his game and probably lacks the physical talent relative to the average NFL player. With time, opportunity, and coaching this player has a chance to develop into a backup, but the likelihood of this player growing into a productive starter in the NFL or fantasy leagues is too low for someone to seriously consider until that player proves everyone wrong.

Criteria Glossary

At the end of this portfolio is a glossary of every criteria point on the checklist. Each criteria point falls under a broad category that describes a group of related skill sets for the position. Each broad category has a definition, as do the criteria points. Most of criteria definitions end with an example player from NFL history that demonstrated this skill. The positions and their corresponding point value are listed at the end of each section.

This scoring system models the idea that there is very little separating a great pro from a good pro. Players in an NFL training camp constitute the top percentile of college talent. Therefore the difference between the skill sets and talents of pro players within their position is far smaller than the gap among the best and worst college starters. It is important to note these scores are generally derived from one game. In extenuating circumstances I will use multiple games to score one player if necessary, but I try to avoid it.

Although some prospects have checklists compiled from more than one contest, if not several, this is still a snap shot of a player's career. This means there is a chance that player has demonstrated a consistent level of skill not seen in these games. Yet, the checklist is designed to point out a player's talent level separate from his statistical performance.

Tight Ends

Overview and Fantasy Impact of the Position

Overrated and Underrated

Projects

Best by Category

Fantasy Top 20

Player Comparisons

Scouting Checklists and Profiles

Overview and Fantasy Impact of the TE Position

The 2010 tight end class is the deepest I have seen in five years of doing this work. There are 12 players with skills to be fantasy friendly in the next 2-3 years. Odds are against all of them panning out, but it is a great indication of the depth of this class.

Although there is a contingent of prospects in this class that are receivers in disguise and have to learn to be come fully dimensional tight ends the key work for this class is versatility. The majority of the top prospects can play at the line of scrimmage, split to the wing, the slot, or wide. They also have skills to be lead blockers at fullback and H-Back. From strictly a football point of view, this is a great class of talent.

The best all-around player might be Rob Gronkowski, but concerns about the long-term health of his back could cause him to slip. The most dynamic receivers after the catch are Aaron Hernandez, Anthony McCoy, and Jermaine Gresham. All three are decent blockers, and could see time right away. Garrett Graham, Dennis Pitta, and Tony Moeaki aren't as flashy, but at least one of them should have a chance to surprise.

Then there is the trio of Jimmy Graham, Dorin Dickerson, and Jameson Kronz. All three have the raw talent to be dynamic receivers in the NFL. Teams are will figuring out how to develop them quickly and effectively.

Despite the fact this is such a rich class with players that can produce if called upon to do so, the Mike Ditka Rule is still in effect. Fantasy rookies that produce at an elite level upon their entry to the NFL hasn't happened since Mike Ditka arrived in Chicago in the 1950's. Eventually these players get their chance and the top six tight ends aren't bad investments in the early to mid-rounds of a dynasty league draft with the remaining six prospects deserving consideration in the later rounds. Re-draft owners may want to consider Aaron Hernandez and Anthony McCoy as late picks depending on where they land.

Overrated TE Prospects

Jimmy Graham, Miami: This class is so rich and well balanced that I have a tough time finding a player to label as overrated. Graham is in danger of fitting this description because he is such a raw prospect, but NFL teams are well aware. It's hard not to be, Graham is a former Hurricanes basketball player who has one season of college experience as a situational player. Graham has virtually no technique as a blocker because he wasn't used as one. He also doesn't know how to use his body to his advantage as a ball carrier. Graham should be able to use better leverage to break tackles, fall through hits, and drag a pile. He is frequently knocked off balance when this wouldn't happen to an experienced player with his height, weight, and quickness.

Graham has soft hands, great body control, and true skill for finding open spaces in zone. He will have to build on the other areas of his game to be an effective TE, although he might get away with less in a wide-open offense like Green Bay's where a player like Jermichael Finley sees a lot of time in the slot.

Underrated TE Prospects

Garrett Graham, Wisconsin: The detractors of Graham's game say he isn't big enough to block at the line of scrimmage and not fast enough to stretch the seam. I believe Graham is very similar to his fellow Wisconsin alumnus Owen Daniels. Graham is quicker than fast, knows how to get cleanly up the seam, and he adjusts very well to the football. He's an excellent blocker capable of making plays from a variety of positions to help the run game. Graham is a better prospect than his former teammate Travis Beckum. He might have to earn his chance to start over the course of a year, but he will.

Dennis Pitta, BYU: Pitta is similar to Garrett Graham but with more speed. Like Graham, he's a tough, versatile player who might not wow teams with field-stretching plays, but he will be a great safety valve capable of the big,

little plays that sustain drives and seal wins. Get Pitta or Graham paired with a veteran QB and they could out-produce some of the more athletic prospects in this class.

Projects

Dedrick Epps, Miami: Epps is a sleeper with upside. He has strong hands, good body control, and a knack to release un-checked in the red zone. He is known for his skills as a runner after the catch. What I find most impressive is that he returned to the field in 2009 to average 13 yards per catch after sustaining an ACL tear in practice prior to the Emerald Bowl in December 2008. Epps has the dimensions to be a multi-purpose TE. His one liability is blocking.

Best and Worst By Category

The Best TEs By Category		
Category	Player	Comments
Separation	Ed Dickson	All three are quick off the line, show good footwork and have enough skills with their hands to prevent carrying a defender up the seam.
	Garrett Graham	
	Aaron Hernandez	
Routes	Anthony McCoy	Hernandez makes wide receiver-like breaks and stems routes very well.
	Dedrick Epps	McCoy and Epps make very good last-second adjustments to create addition separation in tight coverage.
	Aaron Hernandez	
Receiving	Jimmy Graham	All three can make the difficult catch away from their body and maintain possession after contact.
	Garrett Graham	
	Dennis Pitta	
Elusiveness	Aaron Hernandez	Gresham runs well for a TE, but Aaron Hernandez runs well, period. The Florida TE is the most fluid TE after the catch I have seen in a few years. Dustin Keller was good, but Hernandez is better.
	Jermaine Gresham	
Ball Handling	Garrett Graham	Both players rarely fumble and they are frequently tested due to their skill after the catch. They switch the ball to their sideline arm and also show the resourcefulness to cover it with both arms in heavy traffic.
	Anthony McCoy	
Balance	Rob Gronkowski	All three bounce off hits and carry defenders that wrap them. Pitta deserves an honorable mention, too.
	Garrett Graham	
	Aaron Hernandez	
Blocking	Rob Gronkowski	Gronkowski is the best in-line blocker of this class. Graham is the most versatile and can be used anywhere to lead, seal, hook, trap, or drive.
	Garrett Graham	
The Worst TEs By Category		
Category	Player	Comments
Separation	Micheal Hoomanawanuni	He looked slow on TV and he was slow at the Senior Bowl.
Routes	Nate Byham	Inconsistent effort on routes that negatively impact the outcome of plays.
Receiving	Jermaine Gresham	For a player many consider he top prospect, he fights the ball a lot.
Elusiveness	Colin Peek	He can get downfield, but he lacks that first move to make a defender miss.
Ball Handling	Aaron Hernandez	For as much of an opportunity to run as he earns, he needs to practice using his sideline arm.
Balance	Jimmy Graham	Graham does not know how to leverage his size.

Blocking	Jimmy Graham Riar Geer	For two players with the size to play on the line, neither has good technique. Graham has the excuse of not playing college football until 2009.
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The Top 20 Tight End Prospects for Dynasty Leagues

These are my top-20 Tight Ends based on film study. I am leaving out players I did not study that could have made this list if I had a chance to view them. That player this year is Kent State's Jameson Kronz. My rankings are based a combination of collected data in this portfolio, my view of their potential fit with any offensive system, and their potential for growth based on the film study. The Score column on these rankings is the highest raw checklist score performed on this player.

If a player has a high score and a low ranking, it may indicate that he is already close to maximizing his potential. On the other hand, if he has a high ranking and a lower score I believe the player possesses a high ceiling with extra work. The potential column has three possible labels:

7. **Upside** - The player has significant areas he can improve to maximize his potential but can still perform adequately if he doesn't correct all of his deficiencies.
8. **Maxed** – The player has maximized his potential, which is often the case for players with good techniques but they don't appear to have the ability to get much faster, stronger, or larger.
9. **Boom-Bust** – These players have upside, but based on their current play, aren't likely to be successful unless they to make these improvements.

Since this publication was written prior to the NFL draft, the rankings are a reflection of players with the greatest chance to make a positive impact with their overall skill sets, and how flexible their skill sets are to the widest varieties of offensive systems. In any dynasty league setting, I would be comfortable drafting the first two players after round one the draft depending where they land. If any of the first six lands in a good situation with a real chance to start, I might go as high as late in the second round for the remaining four. I think the top 12 tight ends in this class are worth drafting, depending on the size of your league, roster size, and your individual team needs.

Rank	Name	Score	Height	Weight	Potential	Comments
1	Aaron Hernandez	93	6'2"	245	Upside	Hernandez runs the best routes of any TE I have seen in at least two years and he might be the most fluid ball carrier after the catch as well. His blocking needs improvement, but it is still good enough for him to see the field early.
2	Anthony McCoy	90	6'4"	259	Upside	McCoy is an excellent receiver because he routinely catches the football in traffic and he shows the skills to use his size to win the ball in the air. This often makes up for his lack of initial burst. McCoy has good build-up speed and enough agility to make the first defender miss in the open field. Like Hernandez, his blocking isn't his greatest asset, but it's not a liability.
3	Garrett Graham	84	6'3"	243	Upside	There is a contingent of analysts that believe Graham lacks the elite athleticism to be a starter in the NFL. I'm not one of them. Graham may not challenge the deep seam as much as other prospects on this list, but he is the most versatile player in this TE class because a team can use him on the line, in the backfield, or split to the wing or slot. His baseline athleticism is good enough that this TE with a high football IQ and mental/physical toughness to start at the next level.

20	Armanti Edwards	75	5'11"	187	Boom-Bust	More athletic than Pat White and a better improviser, Edwards has dynamic skills as a runner. He has an adequate arm, but he does not read the field well and he makes risky throws that will require far more velocity in the NFL than what Edwards has. He also needs to learn how to climb the pocket and not make dramatic changes of direction to elude the pass rush and expect to deliver the football afterwards.
21	Tim Hiller	69	6'4"	229	Upside	Hiller has near-pinpoint short and intermediate range accuracy. He needs to learn to climb the pocket and read the entire field. The potential is there to become a backup, maybe more, but he has a long way to go.
22	Darryll Clark	79	6'2"	235	Upside	Clark has the arm strength, toughness, and mobility to be an NFL passer. His offense at Penn State was very basic and went with his first read a high percentage of the time. He needs to learn to read a defense and refine his game under center.
23	Bill Stull	73	6'3"	215	Upside	Stull has some base skills as a passer to make a team if he improves his anticipation on perimeter throws and quits staring down receivers.

QB Comparisons

One way to sum up a prospect is to compare him to other pros that played his position. Sometimes it's also difficult to be accurate with just one player as a comparison because football players—as with anyone in their careers—have an amalgam of influences. Each prospect has skills reminiscent of multiple players so in this chart I list the players I believe are the best match for each. The order in which I list them is how I rank them (best to worst) on a spectrum of stylistic similarities. The "x" is where I believe the prospect will eventually fall along this spectrum if he fulfills his potential as a pro. The dashes indicate an approximate skill gap between the players in terms of where they fall and a slash indicates these players will likely be the same in skill set.

Rank	Name	Score	Height	Weight	Best Skills	Player Comparison	Comparison Explanation
1	Sam Bradford	85	6'4"	236	Arm/Accuracy/Pre-snap Reads/Decisions	Tom Brady-Matt Schaub/X	Like Brady and Schaub, he's a cerebral pocket passer with pocket presence.
2	Jimmy Clausen	86	6'3"	223	Decisions/Mobility/Good internal clock in the pocket.	Mark Brunell-Matt Hasselbeck-X	Clausen's arm isn't as good, but his presence in the pocket reminds me of them.
3	Dan LeFevour	83	6'3"	230	Delivery/Pocket Presence/Mobility/Accuracy on move	Donovan McNabb--X	LeFevour exhausts his options from the pocket before using his legs and he can make plays downfield throwing from the move.

4	Tony Pike	76	6'6"	225	Arm/Mobility	Vinny Testaverde-Joe Flacco- X -Derek Anderson	Pike, like these others, has the physical tools, but the pocket presence and reads need some work.
5	Jonathan Crompton	75	6'3"	222	Arm/Mobility/Accuracy on move	Aaron Rodgers--Mark Sanchez- X -J.P. Losman	Crompton is a great fit for a west coast scheme.
6	Levi Brown	78	6'4"	229	Release/Touch/Accuracy	Matt Schaub--David Carr- X	Brown throws a pretty ball and gets rid of it quickly.
7	Zach Robinson	80	6'3"	214	Mobility/Arm Strength	Josh McCown- X	Like McCown Robinson has all the tools physical. The question is how well can he process the game.
8	Jarrett Brown	81	6'3"	224	Arm Strength/Power/Mobility	Steve McNair-David Garrard-- X	Big, strong-armed, mobile QB w/dynamic potential.
9	Juice Williams	80	6'2"	235	Arm Strength/Moments of great accuracy/Mobility	Donovan McNabb--Dan LeFevour-Tarvaris Jackson-- X	Williams' inconsistencies might be too maddening to fix but if they can, look out...
10	Joey Elliott	79	6'3"	215	Arm/Accuracy/Mobility	Jon Kitna-Curtis Painter- X	Don't be surprised if Elliott refines these strengths and becomes a QB in the conversation of starting somewhere.
11	Tim Tebow	79	6'3"	236	Mobility/Power/Work ethic	Donovan McNabb--Dan LeFevour-Tarvaris Jackson--Juice Williams/ X	They have different issues, but Tebow and Williams both have a long way to go. If they get there, they can be dynamic.
12	Mike Kafka	69	6'3"	225	Pocket Presence/Mobility/Athleticism	Brett Favre--Jay Cutler--- X	If the arm and accuracy can make the pro throws, he's an intriguing developmental guy.
13	Thaddeus Lewis	79	6'1"	215	Pocket Presence/Short-intermediate range accuracy/mobility	Jeff Garcia-Bruce Gradkowski-- X	This mobile, accurate QB will get a camp invite because of his success under Mannings' QB coach David Cutcliffe
14	Greg Paulus	77	6'2"	210	Accuracy/Anticipation/Mobility/Ball Handling	Joe Montana--Dave Krieg-Jake Plummer-- X	Paulus is a raw prospect with some really good skills to build on.
15	Todd Reesing	83	5'10"	188	Accuracy/Mobility/Pocket Presence	Drew Brees-Doug Flutie-- X	Smart, aggressive passer who could surprise in the right system, but will likely be passed over.
16	Riley Skinner	81	6'0"	204	Mobility/Deep Accuracy	Drew Brees---Jeff Blake-- X	Throws a pretty deep ball.
17	Colt McCoy	71	6'1"	214	Mobility/Accurate short game	Drew Brees---Dave Krieg--- X	Intangibles are only great with fundamentals.
18	Sean Canfield	79	6'4"	223	Pocket Presence/Accurate short game	Matt Ryan--- X	If Canfield's arm woes are correctable, he's a smart/tough QB w/potential. If not, forget it.
19	Max Hall	72	6'1"	209	Short and intermeidate game/mobility	Drew Brees	
20	Armanti Edwards	75	5'11"	187	Dynamic runner/Improvisational skill/Accuracy on the move	Michael Vick-Josh Johnson-Pat White-- X	Could make it as QB, but Wildcat gives NFL excuse to stifle him. Might be a better WR.

Best and Worst By Checklist Category

The Best Quarterbacks By Category		
Category	Player	Comments
Arm Strength	Sam Bradford	Bradford is the only one who consistently makes the best use of his arm strength.
	Jarrett Brown	
	Tony Pike	
Accuracy	Sam Bradford	Bradford has the best accuracy overall, but Levi Brown has great touch.
	Levi Brown	
Delivery	Sam Bradford	Bradford's mechanics are textbook. Clausen and LeFevour can throw the ball from a variety of platforms with accuracy.
	Jimmy Clausen	
	Dan LeFevour	
Decisions	Jimmy Clausen	I like Bradford's aggressiveness, but Clausen takes chances when he needs to while still keeping drives alive with smart plays under pressure.
Ball Handling	Jimmy Clausen	Clausen is very savvy with his play fakes and pump fakes to set up receivers both in the pocket and on the edge.
Pocket Presence	Dan LeFevour	Both players can climb the pocket and exhaust their options. Lewis lacks the great arm, but his pocket presence and intermediate accuracy will make him a worthwhile pick with potential as a strong backup.
	Thaddeus Lewis	
Scrambling	Todd Reesing	Both are pass-first players with excellent skill at eluding pressure for enough time while they look downfield.
	Greg Paulus	
The Worst Quarterbacks By Category		
Category	Player	Comments
Arm Strength	Sean Canfield	Canfield's arm looked far more suspect in the Las Vegas Bowl and the Senior Bowl. A change to his set up and release might help. Hall lacks a sound, deep arm and it limits his potential.
	Max Hall	
Accuracy	Juice Williams	Williams' inconsistency with his accuracy is maddening. Smith rushes his throws and has too much faith in his arm strength for his own good.
	Rusty Smith	
Delivery	Tim Tebow	Elliott's flashes a slightly elongated windup at times, but it's nowhere near the Tebow and Smith's baseball-like throwing motions. Smith was a former pitcher and his release was never corrected.
	Rusty Smith	
	Joey Elliott	
Decisions	Colt McCoy	McCoy's decision-making drops to an unacceptable level under pressure and Clark's offense might be the most simplified of all the viable QB prospects.
	Darryl Clark	
Ball Handling	Sean Canfield	He really needs to improve his selling of play fakes. He also needs to do a better job of protecting the football.
Pocket Presence	Chris Todd	Todd could have been protecting a past shoulder injury, but in multiple games he would not step into throws under pressure. Even a hint of pressure made him flinch in his release and it affected his performance.
Scrambling	Danny Sullivan	Tall, awkward, and slow on his feet.

The Gut Check's TE Scouting Analysis

Name: Ed Dickson **School:** Oregon **Opponent:** Stanford **Surface:** Grass
Height: 6-4 **Year:** Senior **Score:** 42-51 **Climate:** _____
Weight: 249 **Date:** 11/7/2009 **Location:** Stanford **Temperature:** _____

Overall Score: 74

- Can physically break jam [2pts]: Yes
- Can use elusiveness to break jam [2pts]: Yes
- Uses body to shield defender from the ball [3pts]: Yes
- Creates separation with burst out of breaks [5pts]: Yes
- Gains noticeable separation on intermediate/deep routes [2pts]: Yes
- Runs precise routes [5pts]: No
- Finds opening in zone coverage [5pts]: Yes
- Adjusts to QB when play breaks down [3pts]: Yes
- Awareness of sideline [2pts]: Yes
- Catches ball with hands first [5pts]: Yes
- Adjusts to the ball in the air [2pts]: Yes
- Catches ball well with back to the line of scrimmage [2pts]: Yes
- Catches ball in tight coverage [5pts]: No
- Catches ball in high traffic areas [3pts]: Yes
- Consistently holds onto the ball when hit [4pts]: Yes
- Demonstrates ability to make difficult catch [1pt]: Yes
- Makes receptions on catchable balls consistently [5pts]: No
- Effective lower body jukes while on the run [1pt]: No
- Effective upper body jukes while on the run [1pt]: No
- Avoids direct shots [1pt]: Yes
- Effective stop-start movements [1pt]: No
- Effective lateral movements [1pt]: No
- Demonstrates ability to carry ball with either hand [1pt]: Yes
- Demonstrates ball security [3pts]: Yes
- Maintains control of ball when hit [5pts]: Yes
- Maintains control of ball in adverse weather conditions [1pt]: N/A
- High performance in adverse conditions [1pt]: N/A
- Maintains balance when hit head-on [1pt]: Yes
- Maintains balance when hit from an indirect angle [2pts]: No
- Demonstrates effort with assignments [2pts]: Yes
- Demonstrates willingness to block in the open field and on broken plays [2pts]: Yes
- Demonstrates ability to get lower than defender and drive forward [3pts]: Yes
- Demonstrates ability to move laterally and shield defender from target [2pts]: No
- Displays patience in traffic (sets up blocks) [1pt]: N/A
- Takes good angles away from defenders in the open field [1pts]: Yes
- Leg power and drives through arm tackles [1pt]: Yes
- Effective stiff arm [1pt]: No
- Good body lean/Finishes runs [1pts]: Yes
- Gains yards after contact/second-third effort runner [2pts]: No
- Missed fewer than 10% of games [1pt]: N/A
- Performs at high level while playing with an injury [1pt]: N/A
- No chronic injuries (Two or more injuries to same body part) [1pt]: N/A
- No injuries requiring extensive rehabilitation during college career [5pts]: N/A

Game Stats

Target: 9
Missed Target: 3
Drops: 2
Juggles: 0
Dropped After Contact: 0
Rec: 4
Rec After Contact: 0
Difficult Rec: 0
Rec Yards: 67
Yards After Catch: 25
Yards per Catch: 0
Rec Tds: 0
Yards per Td: 0
Rush Att: 0
Rush Yds: 0
Rush Tds: 0
Fumbles: 1

Category Scores

Separation Score: 14
Routes Score: 10
Receiving Score: 17
Elusiveness Score: 1
BHandling Score: 10
Balance Score: 2
Blocking Score: 7
Vision Score: 3
Power Score: 2
Durability Score: 8

The Gut Check's TE Scouting Analysis

Name: Ed Dickson

Date: 11/7/2009

Opponent: Stanford

Overall Strengths:

Dickson has the speed to be an effective NFL tight end. He can threaten the deep seam and get outside as a lead blocker both from the LOS or as a fullback. He adjusts well to the football and is capable of gaining yardage after the catch due to his decent speed and some movement. He stems routes fairly well against zone coverage to get downfield. Other than two miscues, and one could have been blamed on the sun, Dickson flashes good hands technique. If he can improve his blocking and prove he can beat a defender in single coverage, he has a shot to develop into a contributor as a receiving TE in the NFL.

Overall Weaknesses:

He is not a strong blocker and his mostly used as a lead blocker on end arounds or the backside blocker on run plays. He loses his position quickly and doesn't seem to have the knack for getting the angle on larger defenders to turn them away from the play. He needs to be more careful about turning his head upfield before he catches the football. He has good speed/quickness in his routes and can run with some power, but he does not appear to be a dangerous runner after the catch. Dickson's liabilities could limit his potential in the NFL and if he's drafted by a team that doesn't spread the field and incorporate a TE into these formations, he could struggle so see the field.

Separation

Dickson was targeted on a deep seam route on 3rd and 9 with 12:17 in the 1st QTR. He started in the slot with an OLB playing five yards off the line on his side in what looked like a cover-one look. Dickson stemmed to the inside just before reaching the LB and then peeled away just as the LB tried to bump him. The LB got a shove to Dickson's inside arm, but the TE was fast enough to get past him 10 yards downfield. Dickson had five yards of separation when the pass arrived, but the QB overthrew him. Dickson got off the line quickly on a 1st and 10 underneath the zone in the flat but the pass wasn't thrown in his direction. He did show good quickness to release into the left flat on a designed rollout where he started the play flanked to the right of the QB and sprinted across the formation after the snap to get into the flat, beating the OLB to the opposite hash to catch the football at the LOS and turn up field for an eight-yard gain. Good use of his inside arm to swim under the LB's hit about seven-yard downfield to get open down the seam on 3rd and 11, but his QB under threw the ball by about five yards and the pass was nearly intercepted with :01 in the 1st QTR.

Routes

Good job releasing from the three-point stance and getting into the soft part of the zone in the middle of the field, but making sure he broke his route past the first down marker, making a catch with his hands 10-yards downfield and gaining 19 yards on the play with 10:12 in the half. He ran a good crossing route across the face of the OLB in zone and behind the MLB to gain 24 yards with 13:38 in the 3rd QTR. Dickson did a nice job dipping inside the OLB in zone after his release initially had him position outside the defender. His change of direction was quick and last minute to keep the OLB from jamming him. He was also quick enough to get past the MLB trying to jam him with 8:05 in the 3rd QTR.

Receiving

Dickson got open down the seam on a 25-yard seam route, but the QB overthrew him. Dickson made a leaping attempt to catch the ball over his inside shoulder, but the ball sailed inches over his hands with 12:14 in the 1st QTR. The TE made a good catch of a ball with his hands away from his body at stomach level on a pass thrown over his inside shoulder in the flat. He secured the ball on the run at the LOS and turned up field with an OLB in pursuit for an eight-yard gain as he was pushed out of bounds with 7:11 in the 1st QTR. Dickson dropped a slot screen with :05 in the 1st QTR. He extended his hands away from his body to catch the ball over his inside shoulder, but looked up field before he secured it to his body, losing possession of it as he brought it to his right side. Dickson caught a route underneath the zone 10 yards downfield on 1st and 10 with 10:12 in the half. He used his hands to catch the ball facing the QB at helmet level, bring the ball quickly to his body and turning inside for another nine yards on the play. Dickson made a good adjustment on a pass thrown behind him on a crossing route with 13:38 in the 3rd QTR. He turned back to the throw, making a leaping grab with his arms extended from his body and then quickly securing the pass and turning up field with three defenders in pursuit. He dragged them about five yards for a 24-yard gain. Dickson got open down the seam against zone, but the QB threw the ball low and behind the TE with 8:03 in the 3rd QTR. The pass was too off target for Dickson to catch the ball as he tried adjusting to the throw. Dickson dropped a swing pass after he continued to drift towards the sideline as his QB scrambled up field and made the last-second throw in the TE's direction. It appeared either the TE allowed the ball to get too far into his body or he lost track of the ball due to the QB throwing the ball in an area of the field with the sun shining bright and the pass disappearing into the shade where Dickson was waiting for it with 9:29 in the game. Dickson's last catch was a 12-yard crossing route on a QB scramble with 8:52 in the game, catching the ball with his hands while on the run, and gaining three yards near the sideline before he was pushed out of bounds for a 16-yard gain.

Elasticity

Ball Handling

Dickson did a good job of securing the ball to his left arm on a drag route to the left flat on a designed roll with 7:11 in the 1st QTR for an eight-yard gain. Dickson tried to spin out of a CB's tackle in the open field after turning inside to gain nine yards after a 10-yard catch underneath the LB in zone on 1st and 10 with 10:11 in the half. However, as he was trying to spin out of the CB's wrap, he was gang tackled by two more defenders and the CB ripped the ball out of his grasp and Stanford recovered with 10:09 left. Dickson had both arms around the ball, but as he tried to spin away from the wrap, his arms brought the ball away from his body and gave the CB an opportunity to rip the ball loose.

Balance

Blocking

Dickson showed good awareness of his offense's opening play, releasing from the slot on a hitch where the design was to block the OLB on a WR screen. He got into the body of the OLB and turned him away from the play. Dickson quickly recognized that more backside pursuit was coming towards the ball carrier so he peeled off that block to attempt another block closer to the line of scrimmage. The ball carrier was tackled before he could make the attempt, but the effort and awareness of how the play worked and what was actually unfolding was good. He was used as a fullback on the next play, a pitch to right end with 12:53 in the 1st QTR. Dickson fired out of his three-point stance and reached the OLB at the LOS, getting into the body of the defender who tried to meet the TE with his arms extended. Dickson closed the gap and pushed the OLB off the LOS, turning him to the sideline until the OLB nearly backed out of bounds and the runner ran up Dickson's back as the backside pursuit tackled the RB for a yard on the play. Dickson showed good speed to fire off the line as the lead blocker on an end around coming to his side with 7:39 in the 1st QTR. He sprinted to the right hash and got into the body of the CB playing contain, driving him to the numbers and opening a lane for the WR to sprint through, beating the CB downfield for a 20-yard gain-excellent lead block. He needs to learn how to get better positioning as a line blocker. He was routinely beaten to the inside on blocks from the three-point stance as an in-line TE. He was beaten to the middle on a 1st and 10 run with 14:37 in the 3rd QTR, not getting more than a shove to the defender as he come out of his stance, trailing the LB the entire play. He got pushed to the inside by the outside LB on an attempt to block the defender on a 1st and 10 run play with 13:21 in the 3rd QTR. His understanding of positioning to get in front of the defender and turn him needs work. He delivered a nice punch to the OLB on a three-yard run with 7:55 in the 3rd QTR on a play where the RB ran away from Dickson's side. He got his hands on the safety coming across the field to block ahead for his RB on a screen pass resulting in a 55-yard gain on 3rd and 7 with 7:25 in the 3rd QTR. He didn't get completely in front of the defender, but his push was enough to slow down the DB so James could burst through the right flat for a big gain that set up a touchdown run by the QB on the next play. Dickson once again did a good job of kicking out to the flat as a lead blocker on a reverse, getting his hands on the CB and continuing to push him towards the sideline until the WR was able to turn the corner for a nice gain of 18 yards with 2:51 in the 3rd QTR.

Vision

The Gut Check's TE Scouting Analysis

Name: Ed Dickson

Date: 11/7/2009

Opponent: Stanford

Power

Dickson showed good power to fight for more yardage, trying to spin away from the wrap of the CB for a few more yards after a 10-yard catch with 10:11 in the half. He finishes runs with good pad level. He gained five yards after his 19-yard catch on a crossing route behind the zone with 13:35 in the 3rd QTR.

Durability

Character

The Gut Check's TE Scouting Analysis

Name: **School:** **Opponent:** **Surface:**
Height: **Year:** **Score:** **Climate:**
Weight: **Date:** **Location:** **Temperature:**

Overall Score:

- Can physically break jam [2pts]:
- Can use elusiveness to break jam [2pts]:
- Uses body to shield defender from the ball [3pts]:
- Creates separation with burst out of breaks [5pts]:
- Gains noticeable separation on intermediate/deep routes [2pts]:
- Runs precise routes [5pts]:
- Finds opening in zone coverage [5pts]:
- Adjusts to QB when play breaks down [3pts]:
- Awareness of sideline [2pts]:
- Catches ball with hands first [5pts]:
- Adjusts to the ball in the air [2pts]:
- Catches ball well with back to the line of scrimmage [2pts]:
- Catches ball in tight coverage [5pts]:
- Catches ball in high traffic areas [3pts]:
- Consistently holds onto the ball when hit [4pts]:
- Demonstrates ability to make difficult catch [1pt]:
- Makes receptions on catchable balls consistently [5pts]:
- Effective lower body jukes while on the run [1pt]:
- Effective upper body jukes while on the run [1pt]:
- Avoids direct shots [1pt]:
- Effective stop-start movements [1pt]:
- Effective lateral movements [1pt]:
- Demonstrates ability to carry ball with either hand [1pt]:
- Demonstrates ball security [3pts]:
- Maintains control of ball when hit [5pts]:
- Maintains control of ball in adverse weather conditions [1pt]:
- High performance in adverse conditions [1pt]:
- Maintains balance when hit head-on [1pt]:
- Maintains balance when hit from an indirect angle [2pts]:
- Demonstrates effort with assignments [2pts]:
- Demonstrates willingness to block in the open field and on broken plays [2pts]:
- Demonstrates ability to get lower than defender and drive forward [3pts]:
- Demonstrates ability to move laterally and shield defender from target [2pts]:
- Displays patience in traffic (sets up blocks) [1pt]:
- Takes good angles away from defenders in the open field [1pts]:
- Leg power and drives through arm tackles [1pt]:
- Effective stiff arm [1pt]:
- Good body lean/Finishes runs [1pts]:
- Gains yards after contact/second-third effort runner [2pts]:
- Missed fewer than 10% of games [1pt]:
- Performs at high level while playing with an injury [1pt]:
- No chronic injuries (Two or more injuries to same body part) [1pt]:
- No injuries requiring extensive rehabilitation during college career [5pts]:

Game Stats

Target:
Missed Target:
Drops:
Juggles:
Dropped After Contact:
Rec:
Rec After Contact:
Difficult Rec:
Rec Yards:
Yards After Catch:
Yards per Catch:
Rec Tds:
Yards per Td:
Rush Att:
Rush Yds:
Rush Tds:
Fumbles:

Category Scores

Separation Score:
Routes Score:
Receiving Score:
Elusiveness Score:
BHandling Score:
Balance Score:
Blocking Score:
Vision Score:
Power Score:
Durability Score:

The Gut Check's TE Scouting Analysis

Name: Andrew Quarless

Date: 1/1/2010

Opponent: LSU

Overall Strengths:

Quarless has close to the optimal size to be a solid NFL starting TE. He has a decent burst from his release and has a knack for getting down the seam and slipping inside the shallow zone defender to make plays. He can catch the ball with his hands and adjust to less than perfect passes. He has a decent stiff arm and some fluidity to his stride as a runner after the catch. He moves his feet very well, which helps with not only his burst out of a three-point stance, but also his skill as a pass blocker and run blocker. He can shield defenders well and he delivers a solid punch out of his stance. Quarless reminds me of Visanthe Shiancoe, but with a little less speed and better hands.

Overall Weaknesses:

He needs to work on catching the ball away from his body. He can hand-catch the football, but he doesn't extend his arms unless absolutely necessary. He has some burst, but he lacks a significantly good second gear. His run blocking has potential, because he gets good hand placement and moves his feet well. He needs to work on getting off the line with his back flatter. He also needs to be more consistent getting under the pads of his opponent. I didn't see Quarless face press coverage or a jam at the LOS in this game.

Separation

Quarless showed a decent burst on a soggy field to get 20 yards down the right seam on 1st and 10 to catch the ball past the LB and inside the safety for a 22-yard gain with 14:05 in the half. He was lined slot right on the play.

Routes

He got a free release from the LOS on 3rd and 5 with 9:00 in the half, catching a crossing route four yards downfield and gaining another 20 after the catch for the first down.

Receiving

His first catch was an opening game flat route that he caught with his hands. He made the reception as he turned back to the QB four yards past the LOS with an LB in pursuit. Quarless slipped as soon as he turned up field, falling forward for a total gain of seven yards on 1st and 10 with 14:49 in the 1s QTR. Quarless motioned across the formation and released to the left flat on a two-yard drag route, catching the ball with his hands. He made the grab as he turned his shoulders back to the QB while on the run on 1st and 10 with 9:03 in the 1st QTR. He turned up field for another five yards before he was tripped up when his teammate was knocked backwards in the open field. He caught a 20-yard seam route by trapping the ball to his body as he turned his back shoulder to the QB to make the catch with 14:05 in the half on 1st and 10. He caught a four-yard crossing route at the right hash, turning his back shoulder to the ball and trapping the pass to his chest. He turned up the right flat and showed good acceleration to get to the sideline for a gain of 20 yards. He gained three yards on a TE screen on 2nd and 10 with 8:20 in the half. He caught the ball with his hands close to his body four yards behind the LOS, and turned up field behind his blockers for a three-yard gain. Quarless caught a seven-yard pass on 3rd and 8 with 14:56 in the game. He caught the crossing route with his hands, turning back to the QB with a DB tight to his back in the left flat. He caught an uncontested six-yard hook from slot left underneath the zone in the middle of the field with 11:36 in the game. He caught the ball close to his body with his hands and turned up field for another four yards. Good catch of a 3rd and 18 crossing route thrown behind him in the flat, making the catch with his hands behind his back shoulder before turning in the left flat to square the CB coming over top, but he slid to his knees with the soggy field conditions and was marked down for an eight-yard gain.

Elusiveness

He can turn his body away from defenders to avoid direct hits. He also has some skill at dipping away from pursuit. He won't be a consistent big-play tight end as a receiver, but he will be a threat in the red zone and on play action down the seam against defenses stacking the box.

Ball Handling

He did a good job securing the ball under his left arm on a 3rd and 8 crossing route to the left flat in tight coverage so he could use his right arm to attempt a stiff arm on the CB in the 4th QTR of this game.

Balance

Good balance on a 20-yard run after a four-yard reception of a 3rd and 5 crossing route with 9:00 in the half to drag a safety holding onto the back of his jersey at the end of the run. He is a big, strong player with pretty good athleticism after the catch.

Blocking

Quarless was the lead blocker who motioned across the formation to RG before the snap, and ran through a gap to block the LB for his runner on 2nd and 3 with 14:00 in the 1st QTR. He delivered a good punch to the LB, but the defender was lower than Quarless and he was pushed the TE to the ground. However, the LB could only dispose of Quarless after the runner had passed through the hole for the first down. He took a bad angle to the OLB after motioning across the formation, but still hit the defender in the back on a 2nd and 4 run with 9:35 in the 1st QTR. Good effort to deliver and take a punch from the DE on a run play towards LT on 2nd and 10 with 3:14 in the 1st QTR. He held his ground after taking a punch, and did an even better job of turning the defender's back to the sideline by getting his hands into the DE's body on the play. Good feet to stay with the safety coming off the edge on a 3rd and 10 blitz, getting his hands on the safety's body, and delivering good strikes twice between moving to stay with the defender as his QB threw a 21-yard completion with 2:25 in the 1st QTR. He moved his feet well to seal the outside on a misdirection play for 17 yards with 3:45 in the half. He slid to the outside of the pocket, and delivered a good punch on the edge defender twice to maintain position. Decent hand placement and balance on a designed roll to his side as he pass blocked the DE on a 3rd and goal attempt with 0:10 in the half. Good effort shielding the DE on a designed roll to the right on 3rd and 4 with 10:20 in the 3rd QTR. Good job coming off the ball with a flat back, and turning the DE to the inside on a five-yard gain around his edge on 1st and 10 with 9:45 in the 3rd QTR. He got his hands to the outside shoulder and turned the defender, getting under the pads as he came out of his three-point stance. He missed a pulling block on the LB on a run around right end with 9:05 in the 3rd QTR. Another good seal block, getting his hands into the DT's chest, and pushing him into the pile on a run around right end for a four-yard gain with 3:30 in the 3rd QTR. He was much better shielding the defender and turning him away from the flow of the play than he was at coming off the line and getting lower than the defender. He was ok at it, but still needs to improve because much of his success in this area had to do with a soggy field and not great pad level. He could have been called for a block in the back on a run play with 12:00 left, but the defense called holding on his teammate. Quarless was coming back to the flow of the play and hit the back of the DB at the right hash as the defender pursued the RB.

Vision

He was decisive running behind his blockers in a crowded area behind the LOS to get three yards on a TE screen on 2nd and 10 with 8:16 in the 1st QTR. He did a good job of falling forward for extra yards on the play.

Power

Nice stiff-arm on the safety in pursuit of Quarless down the sideline on a 20-yard run after a four-yard crossing route that he caught on 3rd and 10 with 9:00 in the half. This stiff arm forced the safety to latch onto the back of Quarless' jersey, which still didn't bring the TE to the ground. The TE dragged the DB a couple of yards until another DB knocked him out of bounds. Quarless tried to rip free of the CB in the flat on a 3rd and 8 crossing route he caught seven yards downfield in the left flat with the defender tight to his back with 14:50 in the game. He was able to push the defender to the ground, but the DB grabbed Quarless' leg and wrapped him shy of the first down.

The Gut Check's TE Scouting Analysis

Name: Andrew Quarless

Date: 1/1/2010

Opponent: LSU

Durability

Character

Spent time in and out of Coach Joe Paterno's doghouse throughout his career, but according to the color commentator's report, Quarless made the commitment to do things the right way. He served a two-game suspension for underage drinking in 2007. In 2008, he was arrested for a DUI and police found marijuana in his apartment that he shared with two others. He was suspended a second time as a result.

The Gut Check's QB Scouting Analysis

Name: **School:** **Opponent:** **Surface:**
Height: **Year:** **Score:** **Climate:**
Weight: **Date:** **Location:** **Temperature:**

Overall Score:

Accuracy Score:

High completion percentage (>60%) [4pts]:
Deep accuracy [2pts]:
Intermediate accuracy [5pts]:
Short accuracy [5pts]:
Accuracy rolling right [2pts]:
Accuracy rolling left [2pts]:

Arm Strength Score:

Velocity on deep routes [2pts]:
Distance on deep routes (>40 yards) [1pt]:
Velocity on intermediate routes [5pts]:

Delivery Score:

Delivers ball effectively from a variety of platforms [2pts]:
Throws a catchable ball (touch, tight spirals, etc.) [5pts]:
Quick Release [4pts]:
Compact delivery [4pts]:

Decisions Score:

Avoids double coverage [5pts]:
Looks off defenders [3pts]:
Effective use of pump fakes [2pts]:
Distributes ball to multiple receivers [2pts]:
Makes effective adjustments at the line [2pts]:

BHandling Score:

Effective use of play fakes [2pts]:
Handles center exchange consistently [4pts]:
Consistently effective with hand offs [1pt]:
Demonstrates ball security while running [1pt]:
Maintains control of ball when hit [4pts]:
Maintains control of ball in adverse weather conditions [4pts]:

Pocket Presence Score:

Buys time effectively within pocket [7pts]:
Willing to take hit to deliver ball [2pts]:
Senses pass rush [3pts]:
Willing to throw ball away to avoid sacks [2pts]:

Scrambling Ability Score:

Effectively gains yardage when breaking the pocket [2pts]:
Effectively gains yardage when pocket collapses [1pts]:
Capable of breaking big gains as a runner [2pts]:

Durability Score:

Missed fewer than 10% of games [1 pt]:
Productive performer when injured [1 pt]:
No chronic injuries [1pt]:
No injuries requiring extensive rehabilitation [5 pts]:

Game Stats

PAtt:
Comp:
Pyds:
PTds:
Ints:
Dropped:
Sacked:
Deflections:
Fumbles:
RAtt:
RYds:
RTds:

The Gut Check's QB Scouting Recap

Name: Armanti Edwards **Date:** 10/8/2008 **Opponent:** Citadel

Overall Strengths:

There is a place for his player in the NFL. I'm not sure it is quarterback, but he has the build of Josh Johnson and Pat White, but more athleticism. He lacks their ability to read the field but his skill at improvisation is higher. As a passer, he makes quick decisions and distributes the ball accurately with a quick release. He is capable of making throws from a variety of angles in the short and intermediate game which can make him a dangerous playmaker if he chooses wisely when and when not to try it. He can throw the ball deep with enough velocity, anticipation, and accuracy to stretch an NFL defense, and he executes play fakes well. He even slides pretty well in the pocket rather than consistently makes overly dramatic moves to avoid the rush. However, he does this too, sometimes, and will need to curb that tendency to become a functional pocket passer as a pro. His agility and acceleration are rare, and this makes him a player that NFL teams will want on their team even if they don't want him as a quarterback. In this case, I think Edwards would be a better receiver than QB. Pat White is a similar player, but has a better arm and pocket tendencies. Edwards does not, nor are his decisions nearly as good as White's were in college.

Overall Weaknesses:

Edwards' mobility is both a curse and an asset. It's a good thing because he has the speed and agility to outrun the pass rush and the quickness to slide to the outside and make plays on the perimeter. He does these things effectively. However, he needs to learn how to climb the pocket with smaller, quick moves that allow him to keep his eyes downfield and body in position to throw the ball. He had opportunities to do this and make plays downfield, but more often than not he tried to use outside maneuvers and either got sacked or had to run. If he's groomed as a QB, Edwards will need to develop this skill like Steve McNair, Donovan McNabb, Steve Young, and recently, Vince Young, did to refine his game. He lacks the arm strength to execute intermediate throws that great improvisers at the NFL level can make and this could get him into a lot of trouble if he doesn't curb his tendency to make across the body throws, or passes into tight coverage because he lacks the gun to do it. He also stares down his first option and this draws safeties to his downfield passes, which renders them ineffective even when he's accurate. If Edwards can prove to a team that he has the potential to learn and refine his game, he has skills to be an NFL QB. However, I believe he will need more time than a Pat White or Josh Johnson, and lacks the arm strength of a Michael Vick to be a short-term project. I think he will be better used as a receiver because of his open field vision, speed, and rare agility.

Accuracy:

Good accuracy on a 3rd and 2 crossing route fired 20 yards from the right hash to his WR in stride in the left flat. His receiver took the ball another nine yards for an 18-yard gain with 13:21 in the 1st QTR. He hit the receiver over his inside shoulder despite having to slide left and fire the ball quickly over a DE in his face. He fired a quick pass to the left flat on a hook route immediately after the shotgun snap about eight yards downfield for the WR to get a total of 13 yards on the play to start the second drive of the 1st QTR. On a designed roll to the left on 1st and 10 with 5:37 in the 1st QTR, Edwards threw the ball on a drag route that covered 20 yards, but the pass was low and away of the target coming across the field, incomplete. The QB needed to put a little more zip on the ball but as he planted his foot to begin his drop, he reacted as if the ankle were bothering him. As he delivered the pass, he didn't put weight on the front foot, which caused the pass to lack the velocity needed to reach the WR. Good zip and accuracy throwing on the run to his left with a defender climbing on him to a receiver 16 yards downfield with a CB climbing his back with 2:10 in the 1st QTR. Edwards was accurate on a 1st and 10 play designed for him to run to left end with the RB flanking him from the spread as his lead blocker, which looked very similar to his 16-yard TD run to finish the prior series. However, this time he dropped back once he reached the left hash and threw an accurate route between two defenders - high and low - to his receiver seven yards downfield. However, the receiver dropped the ball because he let it get into his body rather than use his hands to make the grab. Good anticipation on a three-yard crossing route to hit the WR in stride in tight coverage just under a second DB covering a receiver in the left quadrant of the end zone for a score with 4:43 in the half. Edwards released the ball early enough for the runner to break to it. In theory, Edwards placed a 40-yard throw at the correct spot to his WR on a go route down the right flat with 8:54 in the 3rd QTR, getting the ball to the inside so the WR could break inside and run under the pass. But because Edwards stared down this route the entire time, the safety read the play, sprinted downfield and got inside position, nearly intercepting the pass. His final score of the day was a 24-yard pass thrown over the inside shoulder of his WR on a wide open go route into the end zone with 8:16 in the game. The WR clearly beat his DB on what looked like a busted coverage giving the QB an easy pitch and catch for the WR to run under.

Arm Strength:

Edwards can throw the ball with good zip 15-20 yards downfield. He demonstrated this repeatedly in the first quarter on all but one pass where he tweaked his sprained ankle and couldn't get good footing on his release, which caused the pass to fall short of its target. Good arm strength to throw a 25-yard TD to his RB wide open down the right flat. Edwards had to roll left under heavy pressure and make a throw across his body while on the run. The pass covered 35 yards of distance from the opposite hash thrown across his body and reached the RB in stride. I doubt the accuracy would have been there if the RB was covered, but Edwards' ability to spot the open man and make this throw was still very impressive. He showed good zip on a 40-yard go route to his WR down the right sideline with 8:54 in the 3rd QTR. However, he lacks the gun to make intermediate or deep throws on the run or off balance that more of the elite QB prospects can make. He shows accuracy and vision to make some of these throws across his body with good anticipation, but he'll need the arm strength to do this in the NFL. Edwards did not show good velocity on a 30-yard throw to the corner of the end zone with 13:05 in the game. He either need to loft the ball with more arc over two defenders undercutting the receiver, deliver the ball with more distance and zip so the DBs had no time to react. He did neither and the pass was nearly picked off.

Delivery:

He bounced on the balls of his feet after his drop from the shotgun on 3rd and 8 with 13:24 in the 1st QTR. He stared down his WR running a cross through the intermediate zone, slid to his left two steps when he felt pressure and delivered a pass with an overhand release a yard away from the DE. The release started with the ball brought down to his back hip before he fired it over his shoulder. Although he was able to execute it quickly, it's a longer than it should be. Impressive throw to his WR on a drag route for a 16-yard gain while rolling to his right and throwing on a dead-run with a defender climbing his back with 2:10 in the 1st QTR. Edwards tends to bounce on the balls of his feet in the pocket. His three-yard TD throw with 4:43 lacked good foot work, he actually hopped off his back foot during his release, but the pass was very accurate. Once again his release started with the ball dropping to his hip.

Decisions:

Edwards changed a 2nd and 4 play on the opening drive of the game when he saw the defense playing a three-man front with an LB showing blitz in the gap between C and RDE with three DBs playing 7-10 yards off the App. St. receivers. The offense ran the football up the middle for two yards. He stared down his WR on a 3rd and 2 crossing route with 13:24 in the 1st QTR, looking at the WR's release from the right side and then turning this head to the left before he slid to the left side of the pocket to fire a perfect throw 20 yards in the air to his receiver who caught the ball nine yards downfield for an 18-yard gain. Good decision to call a time out early in the game when the play clock was running down and the team hadn't received the play in a timely fashion to execute it. So far, he looks like a one-read-throw QB. On 2nd and 6 with 3:15 in the 1st QTR, he stared down the WR on his right from the snap, throwing the out-cut on-time and to the receiver's back shoulder so he could stay inbounds to make the catch for a seven-yard gain. His next pass was a quick bubble screen that was well-blocked for the WR to gain 17 yards after the catch. As an improviser, Edwards is very good. On 2nd and 1 with 14:03 in the half, he faced an LB blitzing untouched through a gap off RG and a CB coming on a delayed blitz towards LG. Edwards, rolled from the right hash to the left hash and fired a pass across his body as the LB dove for the QB's legs. The pass traveled 35 yards in the air to a wide open RB who made the catch in stride over his outside shoulder in the end zone for a 25-yard score. The QB made a great read on the play, knowing the RB was covered by a DE in this zone blitz scheme and he made an extremely athletic play to give his team a TD. Good patience against a 3rd down blitz in the red zone, reading the MLB blitzing up the middle and the LOLB drifting to the LOS, opening a hole in the zone for him to find his WR on a three-yard cross for the score with 4:43 in the half. A CB from the right side also blitzed, so Edwards showed good poise in the pocket to wait for the route to come open in addition to his line picking up the blitz extremely well. If Edwards didn't stare down his receiver on a go route with 8:54 in the 3rd QTR, he would have delivered a very accurate 40-yard throw, but he drew the safety into the play. If Edwards had recognized he did this with the safety, this throw needed to be closer to the sideline rather than placed inside. The pass was broken up. There are decisions that he makes that he gets away with against a team like The Citadel, that I don't think will fly in the NFL. One of them is throwing the ball across his body. On a 3rd and 8 with 6:13 in the 3rd QTR, Edwards did a good job sliding to his left to elude pressure, actually using his free arm to ward off the defender with a stiff arm just as he threw the ball across his body to a receiver breaking to his right 12 yards downfield for a 14-yard gain. His ability to see the open receiver on the move was good, the decision to throw it in this instance was good, but in the NFL it's doubtful he'll have this kind of clear opportunity as often and young quarterbacks with great athleticism have the tendency to try to make plays like this when they appear to be there, but actually aren't. On a 3rd and 6 pass with 13:04 in the game, he managed to step up in the pocket and tried to complete a 30-yard pass to his WR in the corner of the end zone, but the player was covered by two DBs who bumped into each other trying to make the easy interception on a ball underthrown. It should never have been thrown in the first place.

Ball Handling:

Edwards' is a lefty. His first run was an escape from the pocket on 3rd and 13 for seven yards to the left flat, tucking the ball under his left arm. Nice play fake to his RB on a spread option that Edwards took around right end for a 12-yard gain on 2nd and 2 with 7:06 in the 1st QTR. The defensive line bit hard on the fake because Edwards put the ball in the chest of the defender before taking it out and running. Edwards' 68-yard TD pass with 0:41 in the half was the result of good ball handling to set up the 1st and 15 play. He made a play fake to his RB flanking him to the left in the spread as a WR motioned behind them at the snap. The QB then looked to his left and pump faked to that WR who had crossed behind him to the left flat. Edwards then turned to his right and delivered the screen to his RB who released behind the defense in the middle of the field. The RB and the offensive line did the rest of the work. Good job switching the ball to his right arm as he reached the sideline on a run of nine yards to start the 4th QTR.

Pocket Presence:

Edwards felt backside pressure on 3rd and 2 with 13:24 in the 1st QTR and slid two steps to his left before firing a perfect strike to his WR nine yards past he LOS with a pass that covered 20 yards of field from the opposite hash with a DE about a yard from his face. Excellent job sensing the backside rush on a 2nd and 4 play with 6:09 in the 1st QTR. There was no way he could have seen the rusher, but he reacted as if he had seen the defender come free. He took off through a huge gap in the middle of the field for a 20-yard gain. Edwards made a subtle hop to his left just before delivering a perfect pass to his WR on a crossing route for a three-yard score with 5:43 in the half. This was against a blitz with the MLB coming up the middle and a CB coming from the right side. Good job finding the passing lane with a small move to make a good throw. A few plays after making a nice slide to his left and throwing the ball across his body for a 14-yard gain in the 3rd QTR, Edwards took a sack when the RDE broke through a double team and instead of recognizing there was a lane to slide past the DE to climb the pocket, he tried to back away and roll outside, and this got him wrapped up.

Scrambling Ability:

On 3rd and 13 with 11:41 in the 1st QTR, Edwards dropped from the shotgun, felt the pressure of the LDE pushing the LT deep into the backfield and tucked the ball immediately to take off through the gap this DE left with his penetration. He was quick enough to slide past the DE and sprint around the LB coming across the middle in pursuit. He then accelerated to a second gear to turn the corner on the safety at the 45 yard-line in the flat, but the safety just grabbed the back of Edwards' jersey to drag him down from behind at the sideline, limiting the gain to seven yards. Otherwise, he would have easily gotten the first down. He did a good job using a stiff arm to get past the safety at the LOS for a three-yard gain on an option keeper around left end with 8:21 in the 1st QTR. Edwards put a good head fake and juke to the LB playing contain on the right edge during a spread option run of 12 yards. This fake froze the defender and helped Edwards get inside the LB. He did a nice job of finishing the run by getting his pads low and chopping is steps through traffic for the final six yards of this gain. Two plays later, Edwards gained 20 yards on a 2nd and 4 pass when he felt backside pressure and took off through a huge gap up the middle, making a sharp lateral cut to ruin the angle of the safety and bouncing it to the left flat where he outran four players. His cut was sharp, but almost cost him his balance - probably because of the ankle injury. The ankle didn't seem to be bothering him after the run so it had to have healed pretty quickly. After dropping back from the shotgun on a 3rd and 6 with 0:25 in the 1st QTR and not seeing anything open, he made a very "Vick-like" move by charging up the middle of the pocket, spotting the RDE break inside in front of him, and making a lightning-quick change of direction around the DE to the right to get eight yards up the right flat. Great lateral cut to not only break to the right, but actually bounce it backwards just enough to elude the DE and the RT collapsing the pocket at the last second as he was accelerating to begin the play. As Sam Wyche said, "This is the kind of move

The Gut Check's QB Scouting Recap

Name: Armanti Edwards

Date: 10/8/2008

Opponent: Citadel

that very few athletes in any sport can make." This kind of movement, vision, and acceleration is what NFL teams would love to have in a receiver, runner, or return specialist if Edwards does not work out at QB. It's the kind of move you would see from Vick, Kobe Bryant, and a handful of athletes with elite physical skills. Edwards scored from 16 yards on a QB keeper where he ran the ball like a running back, pressing a hole up the middle with an initial run that stretched the defense to the outside, before cutting downhill and bursting through the defense, finishing the run with a stiff arm against the pursuing DB inside the five yard-line as he approached the end zone. He pressed the hole effectively on his next touchdown, this time stretching the run to the right and the cutting up the middle through a nice hole for a three-yard score with less than two minutes in the half.

Durability:

According to former head coach Sam Wyche, who was the color analyst for this game, Edwards suffered an ankle sprain last week where it swelled up as big as a fist and he was on crutches at the end of the game. He didn't practice until Wednesday of this game, so when you read about his scrambling and rushing, consider what his acceleration and agility would be on a fully healthy ankle. It was healthy enough to make cuts and run, but his acceleration and balance looked just a little less sharp. It makes his performance more impressive on an injury that usually takes 2-3 weeks of recovery.

Character:

The Gut Check's RB Scouting Analysis

Name: **School:** **Opponent:** **Surface:**
Height: **Year:** **Score:** **Climate:**
Weight: **Date:** **Location:** **Temperature:**

Power Score :

Leg power, drives through arm tackles [1pt]:

Effective stiff arm [1pt]:

Initiates contact, runs behind pads, and punishes defenders [1pt]:

Good body lean/Finishes runs [3pts]:

Gains yards after contact/second-third effort runner [7pts]:

Balance Score :

High performance in adverse conditions [1pt]:

Maintains balance when hit head-on [1pt]:

Maintains balance when it from an indirect angle [7pts]:

BHandling Score :

Carries ball with either hand [1pt]:

Consistently handles QB/RB exchanges [3pts]:

Demonstrates ball security [3pts]:

Maintains control of ball when hit [7pts]:

Maintains control of ball in adverse weather conditions [1pt]:

Speed Score :

Effective short area burst [7pts]:

Separates from 1st and 2nd wave of defenders [1pt]:

Effective outside runner [3pts]:

Vision Score:

Makes good decisions with where to run [7pts]:

Patience in traffic (sets up blocks) [3pts]:

Takes good angles away from defenders in the open field [1pt]:

Elusiveness Score :

Effective lower body jukes while on the run [3pts]:

Effective upper body jukes while on the run [1pt]:

Avoids direct shots [7pts]:

Effective stop-start movements [2pts]:

Effective lateral movement [3pts]:

Blocking Score :

Correct diagnosis of blocking assignments [1pt]:

Effort with assignments [3pts]:

Willingness to block in the open field and on broken plays [1pt]:

Receiving and Routes Score :

Consistently makes receptions on catchable balls [3 pts]:

Makes difficult catch [1pt]:

Catches ball effectively with back to the quarterback [1pt]:

Consistently catches ball with hands and without juggling [1pt]:

Consistent target in the passing game [3pts]:

Runs precise routes [1pt]:

Durability Score :

Missed fewer than 10% of opportunities to play [1pt]:

Performs at high level while playing with an injury [1pt]:

No chronic injuries (Two or more injuries to same body part) [1pt]:

No injuries requiring extensive rehabilitation [7 pts]:

Overall Score:

Game Stats

Attempts:

Rush Yds:

1st Downs:

Rush Tds:

Target:

Rec:

Rec Yds:

Rec Tds:

Fumbles:

Broken Tackles:

BLKs Assigned:

BLKs Made:

The Gut Check's RB Scouting Profile

Name: Brandon Minor **Date:** 10/18/2008 **Opponent:** Penn State

Overall Strengths:

Minor is a hard running, physical RB with excellent balance and finishing power. He keeps his legs moving after contact and does a fine job of lowering his pads to attack defenders in the hole. He carries the ball tightly against his body and switches the ball to the correct side depending on the direction of his carry. He is a good pass blocker, capable of taking on and LB, and sometimes a DE one-on-one. He diagnoses who he needs to block and is adept at delivering the first blow. He might make a better FB, but he if he can improve his quickness, he has a chance of becoming a decent situational player who can gain yardage as a runner and provide pass protection in the pocket.

Overall Weaknesses:

Minor lacks the suddenness, agility, and change of direction skills that more viable NFL prospects at the RB spot possess. He is a straight-line runner. I think his burst is adequate with good blocking, but he leaves yards on the field because he can't make that one dynamic cut or get through the hole as fast as NFL RBs are expected. He doesn't see the cutback opportunities consistently and some of these cutbacks he misses are as simple as taking the outside shoulder of the lineman he's running behind, but opts for the inside shoulder. When the defense could tighten the gaps, Minor lacked the quickness to change direction at the LOS to do anything but lose yards. All of his gains for more than three yards were through large holes. He can be a very physical blocker, but he needs to do a better job of getting square to the defender and continue moving with his opponent.

Power:

Minor punished the safety on a spread formation run off LG where he had a 12-yard head start to lower his helmet into the DB and knock the defender to the ground without breaking stride. He then dragged an LB for another eight yards on the play. Minor initially got stood up on a spread formation run off LG behind his pulling RG with 11:25 in the 1st QTR, but he kept his legs moving and pushed the pile another two yards for a three-yard gain. Minor ran through the grasp of the RDT as he entered the hole off LG at the LOS and gained nine yards from this spread formation play on 2nd and 5 with 8:41 in the 1st QTR. He then finished the run by lowering his head into the LB and safety to get four extra yards. He got lower than the RDT again on a spread formation run off LG on 2nd and 5 with 7:30 in the 1st QTR, breaking through the hit and wrap and stumbling forward to get four yards on the play to the Penn State five yard-line. He used a stiff arm with his right arm to ward off the safety at the end of a hole off LG to get 36 yards with 6:00 in the 1st QTR.

Ball Handling:

His first carry was a 20-yard gain off LG with 12:56 in the 1st QTR and he used his left arm to hold the ball against his body. Good job carrying the ball wrapped with both arms on a 4th and 1 run with 9:25 in the 1st QTR. He used both arms to carry the ball off LG for a nine-yard gain with 8:41 in the 1st QTR. He carried the ball tightly to his body on the five-yard score in the opening quarter. He primarily carries the ball under his left arm. On a run to RG with 12:00 in the game, he carried the ball under his left arm. Most of his carries were to the left side of the line.

Eloquence:

Minor did a good job of getting is knees high as he ran through trash at the end of a big hole off LG from a four-WR spread formation, gaining 20 yards with 12:56 in the 1st QTR. Good job leaping over trash on a run behind his lead FB off LT for a five-yard score on 3rd and 1 with 6:54 in the 1st QTR. He lacked the suddenness and sharpness in his cut on a spread formation play off LT to change direction inside his TE blocking the LB at the edge of the LOS. More explosive, agile backs would have been able to plant and cut behind his TE without providing an easy angle to get hit and brought down, which Minor did for only a yard with 5:58 in the half. He lacked the ability to cut sharp enough to the inside to avoid the safety at the end of a 13-yard run with 14:18 in the 3rd QTR. He was able to change direction somewhat, but he seems to lack the ability to sink his hips and make a sudden and dramatic direction change. Minor saw the penetration up the middle that pushed his LG and C into the backfield on a spread formation run with 3:03 in the 3rd QTR, but he could not plant and cut early enough to avoid hitting them in the back and getting tackled for a three-yard loss. I have seen several backs in this draft who could have taken a hand off from the spread formation and avoid his linemen pushed two yards into the backfield. This is not enough of a push from the spread that would significantly hinder more agile backs, but Minor lacks that change of direction skill.

Balance:

Good pad level to run through the safety at the end of a hole 12 yards downfield on a spread formation run with 12:50 in the 1st QTR. He was able to keep his feet moving to drag an LB on the play. Minor didn't show as good pad level on a 1st and 10 run off LG through a small crease, getting stood up by an LB in the lane and the RB had to push the pile two yards for a three-yard gain. He lowered his pads into the hole he has a better chance to turn this collision into a glancing blow and gain more yardage rather than get stood up. Excellent pad level and balance on a 4th and 1 run from the I formation with 9:25 in the 1st QTR, lowering his pads into the simultaneous contact of the RDT and the OLB two yards in the backfield and bouncing inside of the hits to get up the middle and power his way to the first down marker with 9:25 in the 1st QTR. This is a run where most RBs get thrown on their back for a loss with this kind of penetration by two larger defenders. He bounced off a hit to his outside shoulder pad on a four-yard gain off LG with 2:57 in the 1st QTR. He ran over the LB at the one yard-line for his second score on 3rd and 1 with 13:13 in the half. If a defender meets Minor head-on, he's going to lose more times than he wins because of his pad level.

Speed:

He beat two defenders through a hole off LG with a nice burst on a spread formation run of 20 yards with 12:52 in the 1st QTR. Minor didn't beat the safety to the left flat on a 36-yard run, but when he initially ran past the defender, he ran through the DB's grip and was fast (and strong enough) not to allow the defender to get a hold of him for another 10-15 yards and then dragged the player the remaining 10 yards afterwards. Three players at the left sideline finally brought him down. He flashes enough burst to get into holes, but I think he lacks the speed to clear holes that other backs with NFL-caliber burst can. On 1st and 10 with 2:50 in the half, Minor had his C and RG get into the second level on a spread formation handoff where he had to bend the direction of his run into the LOS. He was quick enough to get into the hole due to the second-level blocking, but I think there are more prospects than Minor who could have burst through the hole and get out of it without getting tackled from pursuit. Minor beat the CB but not the DE with the better angle. He did get five yards on the play, but I think it should have gone for 10.

Blocking:

He slid across his QB after the snap from the spread to take on the RDE on a 1st and 10 pass, telegraphing his cut block and coming up with nothing but air when the defender slid around the attempt with 13:26 in the 1st QTR. He chipped a defender approaching the backfield off left end on 2nd down pass with 12:00 in the 1st QTR. Good effort as a lead blocker for his QB on a spread run for five yards with 10:40 in the 1st QTR, lowering his shoulder into the CB in the left flat. Another decent hit under the pads of the LB coming from the backside on a QB run of five yards with 9:00 in the 1st QTR. Great effort after chipping the RDE on a designed roll on 1st and 10 to slide with the DE and deliver a second good hit, which stoned the defender after he beat the RT. This prevented the DE from getting to the QB. Most RBs I have seen in this situation get the chip and don't continue to hustle, allowing the defender to get pressure on the second effort. Not Minor on this 1st and 10 with 6:03 in the 1st QTR. He made a last-second slide from LDE to LDT to get a punch to the side of the DT coming free to the QB, slowing his progress just enough for the QB to get the ball out of his hands with 5:23 in the half. Good hit under the pads of the MLB as the lead blocker on a 2nd and 4 run of 13 yards by his QB with 13:10 in the 3rd QTR. On 2nd and 7 with 12:30 in the 3rd QTR, Minor gave up a sack when Minor picked up the LDE's stunt in the pocket with a good hit, but he wasn't square to the defender and the contact got him turned to the outside of the DE who used that momentum against Minor to get inside of the RB and to the QB for the sack.

Vision:

Minor gained 20 yards on a 2nd and 9 run from a four-WR spread with 12:50 in the 1st QTR. Minor got a nice hole directly in front of him off LG that he burst through untouched for 12 yard before he lowered his head into the DB, running over him and dragging an LB eight more yards. Minor gained three yards on a run off LG behind his pulling RG on a spread formation play with 11:28 in the 1st QTR, but he didn't make the best decision at the LOS. There was a nice gap to the outside shoulder of the LG that he could have dipped to for at least 4-6 yards if he saw it. Instead he plunged into the small crease to the LG's inside shoulder and go stood up by the LB. Minor gained nine yards on 2nd and 5 with 8:43 in the 1st QTR, running from the four-WR spread against a four-man front. He had a chance to make a cut to the left of the safety and should have seen this as he cleared the initial hole off LG, but he has a battering ram mentality. He lowered his head and took on the LB and safety on this play as he crossed the first down marker. Minor found another huge gap off LG on a 2nd and 10 spread formation play starting to the right of the QB. He veered behind LG found a nice hole, bounced off the DT with a lowered shoulder pad five yards downfield to get the first down and then fought off the safety for the remaining 26 yards of the run. On a player similar to a run with 6:00 in the half, a spread formation play off LT that was similar in design to a power sweep, Minor got a much bigger hole on the play they ran on 2nd and 8 with 14:18 in the 3rd QTR, getting through a large lane untouched for eight yards and he picked up enough speed to get the 13 yards, hurdling a defender on the ground just before the first down marker.

Receiving:

On 3rd and 6 with 10:45 in the half, Minor got in front of the RDE coming inside of RT, but after the initial contact the DE looped away from Minor behind the line and came free up the middle to pressure the QB. In an act of desperation the QB tossed the ball to Minor who was also in the pocket. The RB was brought down in the crowded pocket for a loss of two yards.

Durability:

He suffered a slight concussion the game before. His injuries have included a high ankle sprain (2009), torn rotator cuff (2009), torn hip flexor (2005), and concussion (2008).

The Gut Check's RB Scouting Analysis

Name: **School:** **Opponent:** **Surface:**
Height: **Year:** **Score:** **Climate:**
Weight: **Date:** **Location:** **Temperature:**

Power Score :

Overall Score:

Game Stats

Leg power, drives through arm tackles [1pt]:

Effective stiff arm [1pt]:

Attempts:

Initiates contact, runs behind pads, and punishes defenders [1pt]:

Rush Yds:

Good body lean/Finishes runs [3pts]:

1st Downs:

Gains yards after contact/second-third effort runner [7pts]:

Rush Tds:

Balance Score :

Target:

High performance in adverse conditions [1pt]:

Rec:

Maintains balance when hit head-on [1pt]:

Rec Yds:

Maintains balance when it from an indirect angle [7pts]:

Rec Tds:

BHandling Score :

Fumbles:

Carries ball with either hand [1pt]:

Broken Tackles:

Consistently handles QB/RB exchanges [3pts]:

BLKs Assigned:

Demonstrates ball security [3pts]:

BLKs Made:

Maintains control of ball when hit [7pts]:

Maintains control of ball in adverse weather conditions [1pt]:

Speed Score :

Effective short area burst [7pts]:

Separates from 1st and 2nd wave of defenders [1pt]:

Effective outside runner [3pts]:

Vision Score:

Makes good decisions with where to run [7pts]:

Patience in traffic (sets up blocks) [3pts]:

Takes good angles away from defenders in the open field [1pt]:

Elusiveness Score :

Effective lower body jukes while on the run [3pts]:

Effective upper body jukes while on the run [1pt]:

Avoids direct shots [7pts]:

Effective stop-start movements [2pts]:

Effective lateral movement [3pts]:

Blocking Score :

Correct diagnosis of blocking assignments [1pt]:

Effort with assignments [3pts]:

Willingness to block in the open field and on broken plays [1pt]:

Receiving and Routes Score :

Consistently makes receptions on catchable balls [3 pts]:

Makes difficult catch [1pt]:

Catches ball effectively with back to the quarterback [1pt]:

Consistently catches ball with hands and without juggling [1pt]:

Consistent target in the passing game [3pts]:

Runs precise routes [1pt]:

Durability Score :

Missed fewer than 10% of opportunities to play [1pt]:

Performs at high level while playing with an injury [1pt]:

No chronic injuries (Two or more injuries to same body part) [1pt]:

No injuries requiring extensive rehabilitation [7 pts]:

The Gut Check's RB Scouting Profile

Name: Andre Anderson

Date: 9/4/2009

Opponent: Tulsa

Overall Strengths:

Anderson has good feet and change of direction. He can turn laterally one moment and change direction back to the LOS, the next. He does a good job of dipping, making lateral cuts, and jump cuts to avoid defenders and get north south. He also strings these moves together pretty well. Anderson showed good anticipation of his defender's actions in the second level, which demonstrates some ability to run with his eyes. He has deceptive speed because of a gait that could be described as a long-striding gliding gate seen from players like Chris Brown and Robert Smith. He has potential to develop into a better pro than collegian, because what he has to work on are coachable, although difficult to learn skills this late in the game.

Overall Weaknesses:

Anderson's pad level is two high at the point of contact and this limits his ability to gain yardage after a collision. He could be a far more effective runner with his size and quickness if he would learn to use his pads to get lower than the defender and be the first to make the hit when finishing a run. Right now, he's limiting a significant portion of his game. His pass blocking needs a lot of work: he reads from the outside-in rather than the inside-out, overruns angles to the defender when sliding from the backfield into pass protection, and he does not attack the defender with a real blow when it's time to deliver one. He runs with his eyes at the LOS, but seems to have difficulty doing the same thing once he is in the hole and this prevents him from turning gains under 10 yards into gains over 10 yards.

Power:

Anderson does not lower his pads at the point of contact as effectively as he could. He runs a bit upright and on a play like a 2nd and 8 with 3:52 in the 1st QTR from a two-TE, I formation where he has to run into heavy traffic, he limited his potential yards once he collided with the LB. If he ran lower, he might have squirted out of the hole as the scrum began. He did a good job keeping his legs moving when he made contact with a defender in the hole on a 3rd and 5 run of four yards with 9:36 in the half and a 4th and 1 gain of two yards off RG with 8:50 in the half. Anderson's issue with pad level was clearly on display on a goal line series with 10:05 in the 3rd QTR. He could not score on four runs from inside the four yard-line. The first run was through a large hole off LG, but he didn't finish the play with good pad level. He had ample time to lower his shoulders into the oncoming LB at the one-yard line but was knocked backwards when he approached the collision upright, and lost a yard he should have had. He lost a yard on the next run because he did not see the penetration into the backfield from his right. The CB in the flat cut him down at the line of scrimmage on a third down option pitch and Anderson could have used a stiff arm on the run to ward the defender away from his legs. He then tripped over his pulling guard's legs entering the hole on 4th and down, causing both he and his teammate to fall to the ground behind the LOS. He broke an arm tackle on his 21-yard pitch around left end with 5:51 in the 3rd QTR. It was his only broken tackle of the game.

Ball Handling:

Anderson inexplicably carried the ball under his left arm on a swing pass down the right sideline for a 26-yard gain with 3:25 in the half. Up to this point in the game, it was the only time he carried the ball in his left arm and all his runs were to the right side of the field. He did carry a 21-yard pitch to left end with the ball under his left arm with 5:50 in the third quarter.

Elusiveness:

Anderson made a nice cut away from his RG who was pushed into the backfield on a spread formation handoff to the right on 2nd and 7 with 14:21 in the 1st QTR. It was this penetration by the DT against the RG that disrupted the intent of the play and Anderson did a good job of trying to cut the play inside to turn a potential three-yard loss into merely a one-yard loss. Anderson flashed nifty footwork on a five-yard run with 5:51 in the 1st QTR, sliding off front hip of his pulling LG and turning laterally to avoid an LB's diving attempt and in the next step after running out of the tackle, making a jump cut back to the inside of his FB to get positive yardage on the run. Good agility on a 1st and 10 run behind his pulling LG and pulling LT to the right side, hurdling his fallen guard's legs two yards behind the LOS and immediately spinning to the inside of the CB's impending hit at the left hash to get to the LOS and gain three yards. The agility to hurdle, land, and spin from a really good angle of a defender was impressive on this 1st and 10 play with 12:15 in the half. Good stop-start move to cut a 3rd and 5 pitch to the inside of a safety penetrating in front of him for a four-yard gain.

Balance:

Anderson did a decent job of leading with his forearm to make contact with a safety hitting him at the end of a cutback lane on a pitch around right end with 9:36 in the half. He nearly got the first down, getting just low enough on the collision to get stood up and then make a second effort to dive over the defender. If he could have gotten a little lower, he might have knocked the defender on his back and squirted over top for that extra 1-2 feet he needed for the first down on this third and five play.

Speed:

Anderson showed a nice burst on as seven-yard run through a nice-sized hole of LG with 13:24 in the half. He was just turning on the second gear, clearing the LB as the safety came from the middle of the field to chop Anderson down at the legs. He seems to run with one speed most of the time. He's kind of glider with his stride, which makes his speed a bit deceptive. He was quick enough to get through the LOS and around left end on a pitch for 21 yards on a very well blocked play with 5:51 in the 3rd QTR.

Blocking:

Anderson misdiagnosed his assignment on a 3rd and 8 with 13:44 in the 1st QTR. Flanked to the left of the QB from the spread, he read outside-in rather than inside-out, and as a result the RB missed the Tulsa DT getting a clean release off LG. The DT ran past Anderson before he could recover enough to get quick push to the defender's outside shoulder. This did nothing but force the QB to climb the pocket even faster and into the teeth of the pressure for a sack. He did a better job on a 3rd down with 8:10 in the 1st QTR, drifting to RG to get his hands on the LB coming up field on a pass play that still resulted in a sack from the other side of the line of scrimmage. However, he was largely responsible for an interception on the first play of the next series. On 1st and 10 with 6:11 in the 1st QTR, Anderson was assigned to block the left edge on a pass from the I formation. Anderson went up field too fast at the snap, overrunning the angle to meet the LB coming off left end. Although he was able to plant and turn to the defender, he squared his shoulders without getting his feet in the same direction. Because his feet were pointed back to the outside due to overrunning to angle to the inside, the DE was able to throw and unbalanced Anderson to the outside and hit the QB as he delivered the ball, altering the pass, and giving the LB an easy interception. Anderson slid to the outside from the I formation to block the edge rusher on a 3rd and 3 pass play and delivered a cut block to the thighs of the OLB, but the linebacker made an athletic play to leap into the hit and deflect the pass. The mistake Anderson made here was to deliver a cut block this deep into the backfield rather than make a stand up block. He made an effort to give a hit to an LB at left end on a designed roll left with 7:39 in the half. Anderson got beat trying to pick up a free DT on a 1st and 10 pass with 4:16 in the half. Anderson got his hands into the chest of the DT but he was easily thrown off balance and the DT was able to cut inside of the RB to hurry and hit the QB on the play for an incomplete pass. His best block all day was a solid hit on a DT with :08 in the 3rd QTR to slow the defender's progress as the QB rolled right to deliver a pass at the right sideline to end the quarter.

Vision:

Anderson's first run was a three-yard gain behind his FB from the I formation with two WRs split wide left with 14:52 in the 1st QTR. He did a good job of making a quick dip to the inside of the DT off RG who nearly closed the hole before he got into it. Good decision on the next run to try to cut his spread formation run inside although it was designed to go right - the DT on the RG side completely disrupted the play with penetration three yards into the Tulane backfield with 14:21 in the 1st QTR. Anderson showed good patience and elusiveness on a 1st and 10 run for five yards behind his pulling LG through a hole off RG with 5:53 in the 1st QTR. He took the ball from the I formation and got behind the outside hip of his pulling guard who engaged the RDE at the LOS penetrating to the inside, saw the LB shooting through the lane off RG and dipped outside of the LB's angle to run through his diving tackle attempt and then jump cut behind his FB's attempt to seal the outside to get five yards on a play that easily could have been stopped at the LOS. He did a nice job of dipping to left guard on an I formation run from a two-TE set with 3:52 in the 1st QTR to get three yards where there was no clear hole. Anderson didn't have any room to run on a 2nd and 3 I formation run off RT with 12:55 in the half. The Tulsa defense got penetration off right end to blow up the lead blocks in the backfield. Anderson had to attempt to hurdle over his fallen LT to hit what was left of a crease just to get back to the line of scrimmage. There was no cutback opportunity to the left side of the line; three defenders were unblocked waiting at the line of scrimmage to contain that opportunity. Anderson made a nice decision to accelerate past the RDE to get behind his two pulling lineman through a gap off RT for five yards with 10:20 in the half. However, if he made a good lateral cut to get outside the RDE's hard run blitz, he might have had a much bigger run to the sideline. That said, Anderson made the more mature choice on a 2nd and 10 to follow his blocks. He could have been a lot more patient into the hole, which might have helped him see the big cap to the outside and veer in that direction from the pursuit from the inside that eventually brought him down. This could have gotten him into the third level of the defense. His initial patience behind his first blocker is pretty good. His patience to spot defenders and adjust his run while in the hole seems to be lacking. He missed the opportunity to veer away from the DB on a seven-yard run from a two-TE set in the first quarter that could have turned that play into a much bigger gain. He did a good job spotting the safety coming across the flat and cutting inside the penetration on a designed pitch to right end on 3rd and 5 with 9:38 in the half. This recognition helped him gain four yards on the play. Based on watching him overrun the angle of an edge defender on a pass play in the first quarter and him getting cutting down by the edge defender to his left for a loss with 8:24 in the half, I think Anderson has difficulty seeing peripherally from wide angles, especially to his left. He might not have been able to avoid this DE's penetration, but he ran and got cut down as if he didn't even see it.

Receiving:

On the 3rd and 8 pass play where Anderson missed his assignment, he tried to release from the backfield as a check-down option, but he was late doing so. The QB looked Anderson's direction as he slid forward in the pocket, but Anderson was still standing where he missed his block. By that time Anderson ran up field and raised his hand, the QB was looking elsewhere, and subsequently sacked. Anderson caught a six-yard swing pass on 3rd and 5 and the throw was good enough to help the RB get free down the sideline for another 20 yards on the play with 3:25 in the half. The LB misjudged the pass, thinking the QB was throwing to the first window, but the pass was actually lofted over the LB's head into the second window just past the LOS to the sideline. Anderson continued to run to the sideline and caught the ball over his inside shoulder, trapping it to his chest on the run. He juggled the ball just a bit on the play as he tried to secure it.

Durability:

Had a broken shoulder last year and missed much of the 2008 season.

The Gut Check's WR Checklist Analysis

Name: Andre Roberts **School:** Citadel **Opponent:** Appalachian State **Surface:** Astro Turf
Height: 5-11 **Year:** Junior **Score:** 21-47 **Climate:** Sunshine
Weight: 195 **Date:** 10/8/2008 **Location:** Appalachian State **Temperature:** Temperat

Overall Score: 80

- Can physically break jam [2pts]: Yes
- Can use elusiveness to break jam [2pts]: Yes
- Uses body to shield defender from the ball [3pts]: Yes
- Creates separation with burst out of breaks [5pts]: Yes
- Gains noticeable separation on intermediate/deep routes [2pts]: Yes
- Runs precise routes [5pts]: No
- Finds opening in zone coverage [5pts]: Yes
- Adjusts to QB when play breaks down [3pts]: Yes
- Awareness of sideline [2pts]: Yes
- Catches ball with hands first [5pts]: Yes
- Adjusts to the ball in the air [2pts]: Yes
- Catches ball well with back to the line of scrimmage [2pts]: Yes
- Catches ball in tight coverage [5pts]: No
- Catches ball in high traffic areas [3pts]: Yes
- Consistently holds onto the ball when hit [4pts]: Yes
- Demonstrates ability to make difficult catch [1pt]: No
- Makes receptions on catch able balls consistently [5pts]: Yes
- Effective lower body jukes while on the run [2pts]: Yes
- Effective upper body jukes while on the run [2pts]: Yes
- Avoids direct shots [2pts]: Yes
- Effective stop-start movements [2pts]: Yes
- Effective lateral movement [2pts]: Yes
- Demonstrates ability to carry ball with either hand [1pt]: No
- Demonstrates ball security [3pts]: No
- Maintains control of ball when hit [5pts]: Yes
- Maintains control of ball in adverse weather conditions [1pt]: N/A
- High performance in adverse conditions [1pt]: N/A
- Maintains balance when hit head-on [1pt]: No
- Maintains balance when hit from an indirect angle [2pts]: No
- Demonstrates effort with assignments [2pts]: Yes
- Demonstrates willingness to block in the open field and on broken plays [2pts]: Yes
- Displays patience in traffic (sets up blocks) [1pt]: Yes
- Takes good angles away from defenders in the open field [2pts]: Yes
- Leg power and drives through arm tackles [1pt]: Yes
- Effective stiff arm [1pt]: Yes
- Good body lean/Finishes runs [1pts]: Yes
- Gains yards after contact/second-third effort runner [2pts]: No
- Missed fewer than 10% of opportunities [1pt]: N/A
- Performs at high level while playing with an injury [1pt]: N/A
- No chronic injuries (Two or more injuries to same body part) [1pt]: N/A
- No injuries requiring extensive rehabilitation during college career [5pts]: N/A

Game Stats

Target: 12
Missed Target: 6
Drops: 0
Juggles: 0
Dropped After Contact: 0
Rec: 6
Rec After Contact: 0
Difficult Rec: 0
Rec Yards: 52
Yards After Catch: 19
Yards per Catch: 0
Rec Tds: 0
Yards per Td: 0
Rush Att: 1
Rush Yds: 0
Rush Tds: 0
Fumbles: 0

Category Scores

Separation Score: 14
Routes Score: 10
Receiving Score: 21
Elusiveness Score: 10
BHandling Score: 6
Balance Score: 1
Blocking Score: 4
Vision Score: 3
Power Score: 3
Durability Score: 8

The Gut Check's WR Scouting Profile

Name: Andre Roberts

Date: 10/8/2008

Opponent: Appalachian State

Overall Strengths

I'm impressed with Roberts on a number of levels. At 5-11, 190, he's in Hines Ward (check heights of other prospects on this database) territory because he's a well-built, compact receiver. He already demonstrates good techniques coming off press coverage in a variety of ways to get inside or outside the defender. He was so good at it in this game, he got held in the first half just so he didn't get deep. Roberts catches the ball with his hands, flashing good technique and he has strong open field vision in tight spaces. He repeatedly got deep on cornerbacks in this game but the passes were under thrown. He showed terrific open field vision and cutback skills as a punt returner and he has enough speed and quickness to be a dangerous player after the catch. If he can prove to be as good over the middle as he is on the outside, he could be a terrific prospect with future starter written all over him. His upside is high.

Overall Weaknesses

Roberts needs to do a better job of securing the football against his body on a consistent basis as a runner after the catch. I didn't see him run any routes between the hash marks other than a crossing route. I think he's fast enough to be elite college CBs but I would have liked to see it.

Separation

Roberts faced press coverage on his first offensive play of the game. Split to the right, Roberts came off the line drumming his arms, made a drop step, and then engaged the CB's inside arm with his outside arm and then used a swim technique with his own outside arm to release to the outside of the defender. Roberts was even with the receiver by the time he was 10 yards off the LOS and the QB began his release when he saw this. The ball was overthrown on the play. Roberts got pressed on a 2nd and 14 pass play with 9:20 in the 1st QTR. He released from the line drumming his arms and taking an outside release. The CB used his inside arm to contact Roberts' inside shoulder. The WR responded with his inside arm coming under the CB's inside arm and delivering a punch to the CB's chest. This turned the CB enough that Roberts should have been able to release past the CB to the outside, but the CB was holding Roberts' outside shoulder pad tight enough that the WR was forced off balance as he tried to run through. The official was not even five yards away but did not see that the CB held the WR or those that were more than five yards off the LOS. Good technique by the WR to release from press coverage, but the penalties that should have been called was not. The CB continued to hold the WR 10 yards downfield. He did a good job of eluding press coverage as the slot man on 2nd and 9 with 12:43 in the half. After taking two steps from the LOS after the snap, he gave a hard sell to the inside with his outside foot and then cut to the inside, swimming his outside arm over the top of the defender's inside arm to get a free release to the middle of the field. On a 3rd and 3 route with 11:22 in the half, Roberts released from the slot against press coverage and used his inside arm to deliver a punch to the CB's chest to open the defender's hips and ran past him by dipping his inside shoulder to up field. From the slot on a first and 10 with 10:52 in the half, he got a clean release inside the CB playing tight against the line with good footwork to force the CB to take a step outside, which allowed Roberts to dip inside with a good burst untouched. He did it by simply taking one step to the outside but selling it hard by taking a bit step and planting hard while turning his shoulders to the outside. The CB bit and Roberts quickly pivoted inside with enough of a turn to keep his distance from the CB's outstretched arm. Roberts got deep on his CB on a 3rd and 11 streak, but the ball was overthrown and there was a safety playing deep over the top of Roberts as well. The CB was playing Roberts about three yards off the LOS and the WR took an outside release and separated quickly from the defender after getting a punch to the CB's chest with his inside arm. By the time he was 30 yards downfield, he had three yards on the CB. Roberts got deep by a yard and tried to high point the pass on a 2nd and 5 go route down the left sideline, but the pass was under thrown. Roberts was overthrown again down the middle of the field after scrambling on 1st and 10 with 5:56 in the game.

Routes

Roberts looked back to the ball too early on his first route and this caused the CB to begin some hand fighting down the sideline. If Roberts continued to run down field and try to track the ball later in the route, he might have had a chance to catch up to the pass. Although the chances were slim because the ball was truly overthrown, he wouldn't have tipped off the defender that the ball was in the air. The better NFL receivers learn to wait until the last moment to tip off the ball is coming their way when in single coverage on a downfield. His hook route on the next play was executed with the CB drifting off him after first playing Roberts tight at the LOS. Roberts sold the up field route and sank his hips quick enough to get separation five yards downfield to get open and make the catch for a seven-yard gain. Roberts did a good job setting up his crossing route on 1st and 10 with 10:14 in the 1st QTR. He started from the slot left of the formation and stemmed his route up field to get past the LB in shallow zone and then curl it just under the safety as he crossing the field. He caught the ball 18 yards downfield in stride for the first down. Roberts saw his QB breaking a collapsing pocket and looking for an open man and did a good job of coming back to the QB on a 2nd and 9 pass play with 12:43 in the half, but the QB couldn't get the ball to him, under throwing the pass. He ran a crisp out route on 2nd 9 with 11:50 in the half. Roberts sunk his hips to get additional separation against a CB playing a five-yard cushion off the line. His turn to the outside was also fluid, finishing the play by catching the ball with his hands away from his chest and gaining seven yards at the sideline. Good job sinking his hips on a 3rd down sideline route where he wasn't targeted the ball, but the game showed him running the route in zone coverage with 3:55 in the half. He sank his hips well on a hook route with 12:27 in the 3rd QTR on a release from the slot, catching the ball at the left hash four yards downfield and gaining three more on this 1st and 10 pass play.

Receiving

His first target was a 1st and 10 sideline streak with 11:13 in the 1st QTR, but the pass was overthrown. His first catch was on the next play, a quick hook route of five yards, catching the ball with his hands away from his chest with a safety and CB within five yards of him and closing fast. He turned outside of the defender over top to get two more yards on the play. Roberts caught an 18-yard crossing route on 1st and 10 with 10:17 in the 1st QTR, the ball arrived near Roberts' front thigh and the receiver snatched it with his hands, securing it quickly to his body while on the run before he was run out of bounds. His next catch came two plays later on a 1st and 20 screen pass from the slot. He caught the ball over his shoulder with his hands, gaining six yards on the play. Roberts was under thrown on a deep out with :15 in the half against a big cushion. His first target of the second half was a bubble screen that he took up the sideline untouched for six of his seven yards. His four-yard hook with 12:27 in the 3rd QTR was trapped against his body as he shielded the ball from the defender breaking back to him on the play. Roberts nearly made a leaping catch 40 yards downfield with full extension on a go route, he reached over the safety who was playing centerfield on this route after Roberts thoroughly beat the CB downfield, but the ball was just out of his reach. However, the attempt did distract the safety enough to drop the ball with 9:46 in the 3rd QTR.

Elusiveness

Nice job faking out the safety on a screen pass in the left flat with a stutter, juke, and head fake strung together to get to the outside for a six-yard gain on the play. It wasn't a productive play in the overall scheme of a 1st and 20 screen pass, but he did what he could to get the most out of the play. Roberts gained three yards after catching a four-yard hook route with 12:27 in the 3rd QTR. He turned inside of the DB over top and nearly ran through the grasp of the LB, falling forward for the additional yardage. He made three excellent, lateral cuts to avoid defenders on a 49-yard punt return for a score in the 3rd QTR. One was a jump cut to avoid a defender just after bending the run back to the inside to cut against the flow of traffic (see Vision).

Ball

Roberts gained six yards on a screen pass from the slot at the left flat, but carried the ball under his right arm despite two of the three defenders he faced coming from the inside in pursuit. He needs to switch the ball to his left arm so he can use his inside arm to ward off the pursuit in these situations. On his seven-yard gain on a 2nd and 9 out with 12:43 in the half, Roberts carried the ball with both hands like an option QB rather than securing it against his body. He needs to avoid doing this. He carried the ball under his right arm on a bubble screen to the right sideline, using his left arm to stiff-arm a DB before getting pushed out of bounds at the top of the 3rd QTR.

Balance

Good balance to run through the initial hit at the sideline on a six-yard run from a screen pass to the left flat with 9:23 in the 1st QTR.

Blocking

Good job striking the defender with both arms to the chest, coming under the defender's arms to deliver the blow to the chest with a punch on a 1st and 10 run to left end where Roberts was lined in the slot against the CB. The CB veered outside to get away from Roberts, but the WR followed up with a second punch and positioning himself well to turn the CB away from the play with a sustained block. Strong form on this 2nd QTR play with 13:45. On a nine-yard run around left end with 8:00 in the half, Roberts made a nice seal block from the slot, getting both hands inside the arms of the CB and holding his ground on the defender, turning him just enough so when the CB could finally release from the block he was out of position to make any play on the runner.

Vision

Roberts' first punt return was a kick with good coverage coming from his left as he fielded the ball inside his own 10 yard-line. He made a juke to the left before breaking right between a small crease. He nearly got through the crease for a bigger gain, but was met head-on by a defender coming off a block to limit the gain to eight yards. You could easily see the lane Roberts saw, although the angle in which he saw it develop was more difficult than from the angle of the camera. Roberts caught a screen pass from the slot on 1st and 20 with 9:28 in the 1st QTR. He had two receivers engaged in blocks ahead of him in the flat; one just outside the numbers and one just inside the numbers. Coming from the inside to get position between that lane was the safety. Roberts saw the safety that was five yards beyond these blockers and tried to press the gap at the sideline by making a stutter move followed by a head fake and juke to the lane between the blockers before bouncing it to the sideline. This worked one the safety, but the outside defender was able to make a play for Roberts' legs. The WR did a good job of leaning into the hit and running through it for yardage just before that defender wrapped him for a six-yard gain on the play. Roberts scored on a 49-yard punt return with 8:09 in the 3rd QTR, getting a wall set up to his left but showing good awareness to set up the blocks by starting to his right for 10 yards and then cutting back to get behind his blockers, breaking an arm tackle at the Appalachian St. 35 yard line and the cutting back to the middle of the field with a very sharp lateral move to avoid four defenders, one screaming past him. He then bent the run back to the inside one more time at the 25 yard-line, making one more lateral cut to avoid a hit to his legs at the 15 before scoring.

Power

He used a stiff arm to get inside of a defender on an end around, but that defender got Roberts' jersey and dragged him down for no gain on a 1st and 10 run with 4:23 in the half. He used a stiff arm once again at the top of the 3rd QTR to finish a seven-yard run after catching a bubble screen.

The Gut Check's RB Scouting Analysis

Name: **School:** **Opponent:** **Surface:**
Height: **Year:** **Score:** **Climate:**
Weight: **Date:** **Location:** **Temperature:**

Power Score :

Overall Score:

Game Stats

Leg power, drives through arm tackles [1pt]:

Effective stiff arm [1pt]:

Initiates contact, runs behind pads, and punishes defenders [1pt]:

Good body lean/Finishes runs [3pts]:

Gains yards after contact/second-third effort runner [7pts]:

Balance Score :

High performance in adverse conditions [1pt]:

Maintains balance when hit head-on [1pt]:

Maintains balance when it from an indirect angle [7pts]:

BHandling Score :

Carries ball with either hand [1pt]:

Consistently handles QB/RB exchanges [3pts]:

Demonstrates ball security [3pts]:

Maintains control of ball when hit [7pts]:

Maintains control of ball in adverse weather conditions [1pt]:

Speed Score :

Effective short area burst [7pts]:

Separates from 1st and 2nd wave of defenders [1pt]:

Effective outside runner [3pts]:

Vision Score:

Makes good decisions with where to run [7pts]:

Patience in traffic (sets up blocks) [3pts]:

Takes good angles away from defenders in the open field [1pt]:

Elusiveness Score :

Effective lower body jukes while on the run [3pts]:

Effective upper body jukes while on the run [1pt]:

Avoids direct shots [7pts]:

Effective stop-start movements [2pts]:

Effective lateral movement [3pts]:

Blocking Score :

Correct diagnosis of blocking assignments [1pt]:

Effort with assignments [3pts]:

Willingness to block in the open field and on broken plays [1pt]:

Receiving and Routes Score :

Consistently makes receptions on catchable balls [3 pts]:

Makes difficult catch [1pt]:

Catches ball effectively with back to the quarterback [1pt]:

Consistently catches ball with hands and without juggling [1pt]:

Consistent target in the passing game [3pts]:

Runs precise routes [1pt]:

Durability Score :

Missed fewer than 10% of opportunities to play [1pt]:

Performs at high level while playing with an injury [1pt]:

No chronic injuries (Two or more injuries to same body part) [1pt]:

No injuries requiring extensive rehabilitation [7 pts]:

Attempts:

Rush Yds:

1st Downs:

Rush Tds:

Target:

Rec:

Rec Yds:

Rec Tds:

Fumbles:

Broken Tackles:

BLKs Assigned:

BLKs Made:

The Gut Check's RB Scouting Profile

Name: Ryan Mathews

Date: 9/1/2008

Opponent: Rutgers

Overall Strengths:

Mathews runs with excellent balance. He knows how to get his pads low at the point of a collision both between the tackles and on the edge of the defense to either get that extra yard in short-yardage, or run through an LB or DE's hit. I saw him run through three hits in this game from a variety of angles that most backs don't stay upright after the contact much less gain the yardage he did. His burst is very apparent on film and if he clears the linebackers, he has enough speed to put pressure on the defensive backs because he has the agility to change the angle to his advantage and outrun them. Mathews had a respectable 62 yards on 13 carries through the first three quarters of this game, gaining 101 yards on the last 13 carries in the final quarter with only a 10-point lead. It's a good sign that Mathews is a go-to guy. His vision has been criticized, but I can only find one aspect of it to nitpick and it has more to do with his step size to buy time on certain runs to read what's happening. Otherwise, I think he has excellent skill at spotting what the defense is doing at the next level and he makes strong decisions with how to set up his openings. Throw in the fact he frequently faced eight and nine men in the box in this game and it's hard to believe some people are criticizing his vision.

Overall Weaknesses:

Mathews makes the effort as a pass protector, but he really needs to work on being more aggressive and delivering that first punch. He too frequently gets position and waits to receive the defender's hit rather than deliver a punch and attack the pass rusher. There are some plays where the design of the play is to go to a specific gap behind a pulling lineman where he could shorten his stride a little more, which will give him an extra step or two to see creases develop. Other than this, I have very little to say that isn't praiseworthy about him as a runner. If I had to take a back in this draft, he might be the first I chose.

Power:

He flashed a stiff arm on a 1st and 10 run for 14 yards off LT with 9:38 in the 1st QTR. He got a huge crease off LT and as he cleared the hole, he used his right arm to ward off the LB coming from the inside. This gave Mathews the sideline to get nine additional yards on the run. Mathews tried to knock down a CB with a stiff arm on a 1st and 10 sweep to left end with 0:25 in the 1st QTR. The RB was greeted two yards behind the LOS by the CB in the flat when the Rutgers defensive front got enough penetration early in the play to force the RB to take a wider path outside and this allowed the CB to blitz untouched to the flat. Mathews nearly ran out of the wrap up with that stiff arm, but was dragged down, falling forward at the LOS. Good pad level as he exited a small crease to the left of his pulling guard on a 2nd and 2 run of two yards for a first down with 2:30 in the half. He got under the LB's hit at the first down marker to get the necessary yardage on the play. Mathews ran out of three tackles on a 2nd and 10 run around right end with 2:01 in the half for a gain of six yards. The first was the DT's attempt to his ankles two yards behind the LOS as he was getting the edge on this zone-blocking scheme slanting to the right. He did a good job maintaining his balance and then ducked under the RDE's attempt two yards downfield to lower his shoulder into the LB at the sideline. He got low enough to knock down the LB, maintained his balance with the DE trying to wrap his back, and slid off both hits for another four yards on the play. He gained 13 yards on a run from the single back set on 4th and 10 with :01 in the half, running through a DT's grasp to his legs five yards into the hole off RG. On his 29-yard run with 3:49 in the game, he broke two tackles: a grasp to his shoulder by the safety as he turned the corner to the right flat and he dragged a CB hanging onto his jersey for 14 yards. If the safety didn't recover to chase them down, he would have gotten that extra yard for the score. His final run of the day was a four-yard gain up the middle from a single back, two-TE set. He lowered his shoulder into the DT coming off his block at the LOS from the inside, and Mathews used his forearm and shoulder ala Eddie George to push the defender backwards and then lowered his shoulder into a second hit over top by an LB to get another three yards after contact.

Ball Handling:

Good job carrying the ball under his left arm on his opening touch, a 1st and 10 flat route that he took up the left sideline for 20 yards with 10:10 in the 1st QTR. He did the same thing on the next play for a 14-yard gain off LT up the left sideline with 9:38 in the 1st QTR. He carried the ball under his right arm for a six-yard gain at the right sideline with 2:00 in the half. Mathews did a great job switching the ball from his left arm to his right after cutting from the middle of the field to the right hash on a 29-yard gain with 3:51 in the game. An LB tried to rip the ball from his grasp at the end of a 22-yard run with 2:15 in the game, but Mathews showed that he keeps the ball tight enough against his body on a consistent basis to maintain control of the ball.

Evasiveness:

Mathews got to the sideline on a 1st and 10 run off Lt and he tried to cut the run back to the inside with a lateral move to avoid the safety diving for his legs. He managed to avoid most of the contact, falling forward to end the play with a 14-yard gain. It was a good move considering he had already accelerated through the hole and down the sideline before trying to elude the safety. Mathews strung two great cuts together behind the LOS to fool two LBs and a DE to get through a crease off LT for a nine-yard gain on 1st and 10 with 6:01 in the game. He took a hand off from a two-TE, single back set against eight men in the box and got within two yards of the LOS to draw the LBs to the line and then made a quick hop and plant to the outside to take away their angle. Mathews took one more step and made a quick lateral cut back to the inside that caused the DE to fall to the ground in an attempt to turn to the inside after veering outside. Mathews then burst through a crease off LG untouched for five yards, nearly running through a CB's diving attempt for his ankles at the hash to get another four on the play. Mathews cut to the right hash on a run off LG with 3:51 in the game was electric. He got one knee higher to avoid the trash left by the FB and SLB at entrance to the hole off LG and immediately planted and cut to his right to completely destroy the safety's initial angle on him. Mathews then beat the safety again as he got to the right flat and turned the corner. The angle of this dip at full speed burned one of the CBs coming from over top and this got him another 14 yards down the right flat. On run through a huge hole off RG on 1st and 10 with 2:11 in the game, Mathews did a great job setting up the safety at the right hash as Mathews approached the first down marker. He dipped to the outside with one step and then broke back to the inside, causing the safety to bite on the first fake from five yards away and then fall as he tried to break back to Mathews as the RB approached. Mathews ran through his diving hit to his ankle and gained another 10 yards on the play.

Balance:

Terrific balance on a 2nd and 10 run with 2:02 in the half for a six-yard gain. He took the ball around right end, ran through the DT's attempt to wrap the RB's ankles from the backside. Then two yards past the LOS he ducked under the RDE at the sideline and met pads with the LB. He got lower than the LB and knocked that defender to the ground with the collision and maintained his balance to shake off the DE's attempted wrap. He left both defenders on the ground out of bounds as he stayed inbounds for another four yards on the play. This is a nice combination of power and short area elusiveness. Good balance on a run through a nice crease off LG on 2nd and 1 to take a hard shot to his right hip and thigh from the safety, who had a running start to lower his shoulder at the first down marker, plant his hand to the turf while on the run and still gain another eight yards. He actually regained his balance completely and would have gone the distance if the safety wasn't positioned at the sideline, forcing the RB to make a cut back attempt and at that point his outside foot just hit the boundary. Mathews has great balance to stay upright for a big gain after a hard shot that would have knocked a majority of backs to the ground.

Speed:

Mathews' burst was very apparent on a 1st and 10 flat route that he took up the sideline for 20 yards, beating the LB to the first down marker and outrunning his diving attempt for Mathews' legs with 10:10 in the 1st QTR. Mathews showed excellent speed to blow past the LB in the second level at the first down marker to gain 27 yards with 9:56 in the game. He then showed more burst on a 29-yard run where he started through a gap off RG, cut 90 degrees to the right flat to avoid the safety, turned the corner on the safety, and then burst past both that safety against and a CB, coming a yard shy of the end zone. His third score was a run to left end from one yard for his third score with 3:15 in the game.

Blocking:

I liked Mathews' effort to hit the safety downfield after releasing from the line as a receiver and the QB completed a pass to the TE over the middle with 11:35 in the half on 2nd and 12. On the next play, a 3rd and 3 with 11:10 in the half, Mathews got good position from his presnap spot of flaking the QB's right side in the spread formation to shield the DE from the pocket. He mirror-blocked this defender and did not deliver a punch, but he did get his hands on the defender to steer him further behind the pocket so the QB could attempt his pass. Mathews misdiagnosed his angle in pass protection on 1st and 10 with 7:46 in the half, which helped force a sack on the QB. He did a good job coming out of his stance as the single back deep in the backfield to read the LDE coming off the edge untouched. However, he stopped about a yard from the QB and waited for the defender to make contact with him. Although Mathews did lower his shoulders and deliver a blow, he was so close to the QB that the DE bull rushed Mathews into his signal caller, disrupting the attempt and forcing the QB to bring the ball back down and get sacked from the RDE. If Mathews takes a more aggressive angle to the LDE and initiates the punch rather than setting up and waiting, he would have given the QB a yard or two more space to fire off the pass. Mathews peeled to the inside to shield an LB on a pass play where the QB lost control of the snap on 1st and 10 with 2:20 in the half. The QB managed to roll right and throw the ball away. Although he was successful on a 3rd and 4 blitz pick up at left end, he once again waited "to catch" the defender rather than meet the defender with a punch with 1:30 in the half. Again, good diagnosis of the blitzing LB on 2nd and 10 with :09 in the half, but he waited on the defender rather than attacked him. This allowed the LB to get to the feet of the QB. It didn't impact the QB's throw, but it could have. He caught a defender coming up the middle on a 2nd and 12 pass with 13:10 in the 3rd QTR. Good diagnosis, not great effort. He did a better job delivering a punch on the LB off the right edge on a 3rd and 4 pass on the next play. The hit stood up the LB and gave the QB time to complete a pass to his receiver for a big gain down the left sideline. However, he still didn't really punch the guy as well as he could have. Very good effort to cut the DE coming inside the RT on a 3rd and 6 rush to the QB. Mathews got the outside leg of the DE and turned him away from the passing lane so the QB could make a clean attempt.

Vision:

Mathews' first carry came on 1st and 10 with 9:51 in the 1st QTR from a single back set with two TE's flanked to the left side against a four-man front with an LB standing up at right end and a corner at left end. Mathews got strong blocking to open a big crease off LT and went untouched through the hole for five yards before he needed to use a stiff arm to ward off the LB. When he got to the sideline, he tried to cut the run back to the inside with a lateral move to avoid the safety diving for his legs. He managed to avoid most of the contact, falling forward to end the play with a 14-yard gain. His next run two plays later was from the I formation against another four-man front with an LB at left end and a CB on the right. When the WR motioned to the slot, this put nine defenders in the box and they tried to run a trap up the middle behind a pulling LG. Mathews was greeted by the DT two yards in the backfield, but he got low enough to at least get forward progress back to the line of scrimmage. Excellent penetration by the defense. Mathews had a no-gainer on 1st and 10 with 0:28 in the 1st QTR, rushing from a one-back, two-TE set with eight in the box. The play was a sweep to left end. Mathews probably wanted to follow his pulling LG, but the RG once again got beat into the backfield and forced Mathews to take a wider arc in the backfield and give the Fresno defense more time to spill outside. Mathews had to fight off the CB just to get back to the LOS who got two yards behind the LOS into the left flat to wrap the RB on the play. He ran into the back of his C on a sweep around right end, gaining only three yards on 1st and 10 with 8:52 in the half. In Mathews' defense, the RB had just made a nice lateral cut to set himself up to run behind the pulling guard who had the angle to engage the LB in the hole, which would have opened a crease for big yardage, but the C got knocked backwards just after Mathews made the cut. This disrupted the timing of the play and Mathews' steps and the RB ran into the back of the C and fall to the ground for only the three yards. The logic of his decision was there, as was the patience. The execution didn't work because of the center losing ground suddenly. Mathews got the first down on a 2nd and 2 run with 2:40 in the half from the I formation against eight men in the box. He started running where his pulling LG was leading, but saw a crease where the LG started and bent the run to the left through a small crease that he got through cleanly for a two-yard gain. This was an excellent choice on this short yardage run because the LG ended up pulling into a pile created at the LOS by a good defensive push and Mathews would have had tough sledding were he to follow the LG. On 4th and 10 with :01 in the half, he gained 13 yards off RG, running through a DT five yards into the hole to get to the second level and gain another eight on the play. It appeared that he might have had a big cutback opportunity off LG, if he made a sharp lateral cut and got behind his WR who was taking an angle to the OLB. If he did this and the WR made the block, he would have had a track meet down the left hash for a big gain. At the same time, 13 yards behind two linemen who got great blocks on an LB and safety at the second level isn't a bad choice - in fact, it was the less risky choice with nearly as much upside. What is very apparent

The Gut Check's RB Scouting Profile

Name: Ryan Mathews

Date: 9/1/2008

Opponent: Rutgers

about Mathews is that he is a downhill runner. On the opening run of the second half, he could have been tempted to use his speed to beat LB to the left flat because his LG had an angle to block the defender at the edge, but Mathews saw the TE and LT get a good push up field and he cut the play downhill, bursting past the DT at the LOS to run through the grasp at his ankles, and dragged the ILB three yards for a five-yard gain. This was a low-risk, highly productive carry on 1st and 10 to begin the second half. Mathews got a big hole off RG on the next play against a nine-man front where the Rutgers defense had a run blitz set up with the CB off left end with 14:14 in the 3rd QTR on 2nd and 5. Mathews burst untouched through the hole for six of his 10 yards, getting dragged down by the LB. He lost two yards on the following play on a run designed to go around right end that Rutgers sniffed out and got two defenders to meet him in the back field. All but one Fresno State lineman were on the ground when Mathews was still three yards behind the LOS and trying to get the right corner with 13:57 in the 3rd QTR. He could have been a little more patient to the hole on a 1st and 10 run from a two-TE, single back look with 12:02 in the 3rd QTR. If he shortened his stride or slowed it down a notch, he might have been able to make a cut through a crease off LG rather than lower his shoulders into a defender up the middle for a two-yard gain. The crease became more apparent a step after he committed to the inside. A shorter stride would have given him that extra step of time to find that crease. At the same time, the DT had outside position on the center and Mathews might have seen as a filled hole. Great decision on a 1st and 10 I formation run from a two-TE set to bounce the run to left end and outrun the defense to the end zone for a four-yard gain. The run appeared designed to follow the FB off LG, but the LT had to seal edge in the backfield because of good penetration by the CB on the run blitz. Mathews saw the penetration and made a quick decision to bounce outside to the open area. Good instincts. On 1st and 10 with 1:37 in the 3rd QTR, he only gained a yard on an I formation run where there was good penetration by the defense two yards into the backfield off the right side and a CB filling the gap off LG. However, I think Mathews could have taken smaller steps to the hole to make an adjustment for a bigger play. This is the one knock I have on him as a runner, but I think it can be corrected. Mathews did a great job spotting the cutback on a 2nd and 10 run with 10:01 in the game against a nine-man front. Fresno State was in a single back set with a wing back behind a WR bunched to the left side of the line. The offensive line slanted left after the snap and Mathews veered in that direction as he came out of his stance to take the hand off. The wingback peeled to the right side of the line to seal the most inside of the two edge rushers and Mathews dipped the run behind the wingback through a crease between that seal block and the RT. He gained 27 yards on the run, dipping under his WR and an LB at the first down marker for 17 of those yards in the open field. Good cut behind his FB and pulling guard on a 2nd and goal run for a one-yard score with 6:46 in the game. On a 3rd and 4 run with 3:57 in the 4th QTR from an I formation two TE set against eight in the box, Mathews showed why his vision is at times special. He took the hand off with a zone-blocking scheme in front of him against a four man front with LBs flanking each end. The RG was able to come off the line to the second level and seal the MLB and the FB got the SLB in the hole off RG and RT. Mathews hit the hole hard, but also was able to avoid the trash at the entrance of the hole created by the FB and SLB who fell from the collision. Mathews lifted his outside leg just a bit higher while striding to the hole to avoid their legs at the LOS. As soon as he landed, he planted his inside leg a yard short of the first down marker and made a lateral cut at full speed to the (right) outside, running the angle of the safety coming from the left hash to meet Mathews up the middle as he cleared the hole. This cut to the right hash helped him outrun the angle of the safety and use the block of his WR at the hash to get to the right flat. He burst past that safety as he turned the corner in the flat. The CB getting blocked got a hold of Mathews' jersey from behind and hung on for 14 yards, slowing the RB down just enough that the safety could come back into the play and bring the RB down at the one-yard line. This was an Adrian Peterson-Frank-Gore-like run we've seen. It reminds me of some of Peterson's big runs against the Bears where he makes an incredibly sharp cut just as he bursts through the hole to change the angles after the entire secondary to get the big yardage.

Receiving:

Mathews' first touch of the day was a 20-yard reception on 1st and 10 with 10:15 in the 1st QTR. He started flanked to the left of the QB in a spread formation with three receivers split to the right. He ran a short flat route, turning outside and looking back to the QB at the LOS to receive the pass. Mathews trapped the ball underhanded to his chest and turned up the left flat, beating the LB in pursuing from the inside, outrunning him with nice burst to the first down marker and nearly cutting inside the safety coming over top at the sideline 15 yards downfield. He lost his balance when he tried to dip inside the tackle attempt and was clipped just enough to fall. He managed to keep his balance long enough to gain another five yards on the play.

Durability:

Mathews has had several injuries during his career that have kept him from being on the field consistently throughout his career, missing seven games and not completing the games he was in due to these issues. He has suffered a concussion, an ankle sprain, a collarbone injury, and a foot injury. However, looking deeper into this history, it was a knee injury that cost him five of these seven games. This should tell you that he has a list of four other injuries that cost him only two games, although he left at least four games due to these ailments. A cynic will say he left his team in the lurch when he should have continued to play on some of these ailments. An optimist would say most of Mathews' injuries weren't serious enough to limit him for long and he's more durable than the list appears.

The Gut Check's RB Scouting Analysis

Name: <input style="width: 80%;" type="text" value="Montario Hardesty"/>	School: <input style="width: 80%;" type="text" value="Tennessee"/>	Opponent: <input style="width: 80%;" type="text" value="Virginia Tech"/>	Surface: <input style="width: 80%;" type="text" value="Field Turf"/>
Height: <input style="width: 80%;" type="text" value="6-0"/>	Year: <input style="width: 80%;" type="text" value="Senior"/>	Score: <input style="width: 80%;" type="text" value="14-37"/>	Climate: <input style="width: 80%;" type="text" value="Indoors"/>
Weight: <input style="width: 80%;" type="text" value="225"/>	Date: <input style="width: 80%;" type="text" value="12/31/2009"/>	Location: <input style="width: 80%;" type="text" value="Atlanta"/>	Temperature: <input style="width: 80%;" type="text" value="Temperate"/>

Power Score :

Overall Score:

Game Stats

Leg power, drives through arm tackles [1pt]:

Effective stiff arm [1pt]:

Attempts:

Initiates contact, runs behind pads, and punishes defenders [1pt]:

Rush Yds:

Good body lean/Finishes runs [3pts]:

1st Downs:

Gains yards after contact/second-third effort runner [7pts]:

Rush Tds:

Balance Score :

Target:

High performance in adverse conditions [1pt]:

Rec:

Maintains balance when hit head-on [1pt]:

Rec Yds:

Maintains balance when it from an indirect angle [7pts]:

Rec Tds:

BHandling Score :

Fumbles:

Carries ball with either hand [1pt]:

Broken Tackles:

Consistently handles QB/RB exchanges [3pts]:

BLKs Assigned:

Demonstrates ball security [3pts]:

BLKs Made:

Maintains control of ball when hit [7pts]:

Maintains control of ball in adverse weather conditions [1pt]:

Speed Score :

Effective short area burst [7pts]:

Separates from 1st and 2nd wave of defenders [1pt]:

Effective outside runner [3pts]:

Vision Score:

Makes good decisions with where to run [7pts]:

Patience in traffic (sets up blocks) [3pts]:

Takes good angles away from defenders in the open field [1pt]:

Elusiveness Score :

Effective lower body jukes while on the run [3pts]:

Effective upper body jukes while on the run [1pt]:

Avoids direct shots [7pts]:

Effective stop-start movements [2pts]:

Effective lateral movement [3pts]:

Blocking Score :

Correct diagnosis of blocking assignments [1pt]:

Effort with assignments [3pts]:

Willingness to block in the open field and on broken plays [1pt]:

Receiving and Routes Score :

Consistently makes receptions on catchable balls [3pts]:

Makes difficult catch [1pt]:

Catches ball effectively with back to the quarterback [1pt]:

Consistently catches ball with hands and without juggling [1pt]:

Consistent target in the passing game [3pts]:

Runs precise routes [1pt]:

Durability Score :

Missed fewer than 10% of opportunities to play [1pt]:

Performs at high level while playing with an injury [1pt]:

No chronic injuries (Two or more injuries to same body part) [1pt]:

No injuries requiring extensive rehabilitation [7pts]:

The Gut Check's RB Scouting Profile

Name: Montario Hardesty

Date: 12/31/2009

Opponent: Virginia Tech

Overall Strengths:

Hardesty has feature runner size, speed, and agility. He simply looks the part when a run goes as designed. He will run through glancing hits, push the pile, and drag a defender wrapping him after contact. Hardesty runs with a nice burst and good pad level, which helps get him through trash to the next level of the defense. In the open field, he has the speed to generate big gains and he has the agility to change direction at a high speed to run away from defenders in the second and third levels of the playing field. He protects the football and he can catch the football.

Overall Weaknesses:

Hardesty has good, but not great recognition and anticipation of play development in the run game. He also needs to be more mindful of the down and distance situation so he doesn't try to take chances with cutbacks when the risk outweighs the reward.

Power:

He gained three yards after contact at the LOS on a 1st and 10 run from the I formation on the opening play of the first Tennessee drive. He kept his legs moving after getting hit in the legs at the LOS to lean forward and plow ahead for two yards on 1st and 10 with 5:20 in the half.

Ball Handling:

He carried his first three attempts under his right arm and his first attempt to the left side with his left arm came early in the 2nd QTR on a third down run. He carried a four-yard gain on a pitch to left end with his left arm with 8:00 in the half. The one thing Hardesty didn't do well on his 47-yard reception/run off a 1st and 10 screen pass with 1:11 in the half was to switch the ball from his left arm to his right arm when he cut across the field to the right flat. One thing he does well is keep the ball cinched against his body, even running in the open field.

Elasticity:

Hardesty bent a 47-yard run on a 1st and 10 screen pass in three directions while at top speed with 1:11 in the half. He showed enough agility to dip inside a CB in the right flat after running more than 50 yards downfield at full speed, nearly scoring on the play. It was an impressive run for this player to change direction at full speed the way he did. Hardesty did a good job seeing the LB coming free between LG and LT on a 1st and goal run with 0:45 in the half and he planted his inside leg to spin to the outside of the hit, but he couldn't avoid the contact and was brought down for a loss of one before he could bounce the run outside for the score. The LB did a great job of aiming for Hardesty's outside leg, hitting that leg just as it planted into the ground while the inside leg was leaving the ground in the act of the spin. He used a good jump cut to make a lateral move from RG to LG and then cut inside the safety at the end of his run for a 10-yard gain on 2nd and 10 with 8:32 in the 3rd QTR. Hardesty made a good cut inside at the 30 yard-line about 15 yards downfield on a 26-yard gain on a 3rd and 2 screen pass with 1:25 left in the game.

Balance:

Hardesty showed good balance and second effort on a 2nd and goal run from the four yard-line for a score with 6:45 in the half. He took an I formation run off LG and was greeted by the NT getting a free release down the line and wrapping Hardesty two yards behind the LOS. The RB continued to keep his legs moving even when the NT tried to throw the back to the ground. Hardesty was able to spin out of the grasp of the defender and get free down the flat untouched for the score.

Speed:

He showed enough speed on a 2nd and 17 pitch to the left side to get four yards after making a cut inside the CB who beat the WR to the outside at the LOS with 8:00 in the half. He showed a good burst round right end on a 3rd and 15 carry for a loss of one yard with 4:10 in the half. He beat the LB penetration through the line and three yards into the backfield, but there were two other players waiting to meet him in the backfield to wrap him up. That said, Hardesty was quick enough to avoid losing four yards. Hardesty showed excellent speed and change of direction skills at top speed to gain 47 yards on a screen pass with 1:11 in the half. Outrunning three players with good angles on the play.

Blocking:

He only managed to get his hands on the shoulder of the blitzing DE who blew past the RT on a 1st and 10 throw. The QB was able to get the pass to the TE for a completion and a first down with 8:03 in the 3rd QTR, but the DE was extremely fast (a special player No.6), and Hardesty was looking at the LB looping from the outside as he planted his feet to change direction to that area just as he saw the DE coming fast to his inside. Hardesty completely misdiagnosed the DE coming off the left side on 4th and 10 with 0:50 in the game. He took and inside tract to help the LT with his blocker, but left the DE free when it was clearly his assignment. He realized this too late and fell down when trying to change directions.

Vision:

His first attempt of the game was a three-yard gain from the I formation off RG on 1st and 10 with 11:28 in the 1st QTR. He followed the FB up the middle veering towards and opening off LG until he saw the LB spilling unblocked to this crease. About a yard from the LOS, he made a lateral cut to RG and lowered his shoulders through a small crease, falling forward as the DB coming around the line grabbed him at the legs. Nice patience on an I-formation run on 1st and 10 with 6:47 in the 1st QTR to make a stutter move as he approached the LOS to set up his pulling RG's block on the safety in the hole off LG before he burst inside the trap block for a five-yard gain. The MLB came through a crease off RG unblocked on a run blitz with eight defenders in the box on 2nd and 5 to bring down Hardesty in the backfield for a two-yard loss on the next play. Hardesty saw the run blitz with the MLB, OLB, and DB coming off the right side and the play was called to run to the left, but the MLB came through the crease too quickly for the RB to reach the intended hole behind his lead FB. There was a nice hole developing up the middle on an 2nd and 13 run from a two-TE set that Hardesty was taking off RT until he saw the safety coming fast to that crease. Hardesty tried to bend the run to RG, clearly not seeing the C get a block on the MLB at the second level and good seal blocks inside and outside of that crease. By the time he got to RG the hole was huge. To make this kind of cutback and recognize how the blocks were going to develop requires special vision. Hardesty has good recognition and anticipation, but on this play it was not special. He lowered his pads into the LOS off RG and bulled forward for a yard. After this run, he tried to press for a big play on a 3rd and 11 zone block with the line slanting left. He saw the defense spilling to the outside as he headed for LT and tried to cut back to RT. Once Hardesty stopped to change direction, the defense was too quick and tackled him for a three-yard loss in the backfield. It's not that Hardesty isn't quick, but Va. Tech consistently got strong penetration to fill the gaps at the LOS on run plays in the first half that Hardesty could not change direction without getting swarmed behind the LOS. He gained a yard on a 1st and 5 run with 10:34 in the half after trying to cut back to the inside when the defense filled the gaps off LT. The DB in the backfield wrapped him and he had to fall forward for positive yards. Hardesty read the cutback opportunity off right end on a run where the line slanted to the left from the I formation with 13:52 in the 3rd QTR on a 2nd and 2. Hardesty's plan was to plant and spin to the outside when he saw the defender off right end sucked too far inside. Unfortunately, Hardesty planted his lead foot just inside the path of his RT and he tripped as he turned to the outside when the RT ran through his leg. If he were able to play just a step earlier or avoid his teammate's path, he likely finds himself running for 15-20 yards untouched, at least. Instead he loses two yards. Hardesty made a nice cut from RG to LG with a jump cut through a smaller gap at the LOS but with some open field past it to gain 10 yards on 2nd and 10 with 8:35 in the 3rd QTR. He made a second cut inside the safety at the left hash to get two more yards and a first down. He initially followed his pulling RG towards the middle on a trap block on 1st and 5 with 13:23 in the game, but there was no crease available. Hardesty bounced the run to the left side, making a plant and cut inside the safety as he turned the corner at the LOS and spun inside to avoid the brunt of the hit, and causing the LB coming from the inside to miss his wrap. He gained four yards off that spin move to get the first down. One issue I saw with Hardesty tonight could be a questionable lack of patience on runs where he had decent blocks, but would try to cut the run back rather than make a decisive burst for what he could get. Each of them could have been judged differently due to the situation. For example, on 1st and 10 with 12:14 in the game, Hardesty took a run towards RG, but saw some space in the right flat, and decided to make a cut to the outside. This was predicated by the RDE coming strong across the LOS to the inside and narrowing the initial lane off RG. However, once he saw the two unblocked Va. Tech defenders at the right hash, he made a second move back to the inside, limiting his gain to three yards in the direction where he might have done better to stay with all along and just bend the run tight around the back of center in an attempt to avoid the DE.

Receiving:

Hardesty did a good job of getting through the right side of the Hokie line on a 1st and 10 screen pass to the right flat, catching a low-throw pass, but getting hit immediately and dropped for a two-yard loss. He caught the ball thrown at his knees with this hands and it was hit as he secured the ball to his body by the DE with 1:04 in the 1st QTR. Hardesty's next target came with 1:11 in the half. He was flanked to the left of the QB in a three-WR spread formation against nickel look with one LB at the LOS showing blitz between C and RG. It turned out to be a zone blitz with the LB showing blitz dropping into the coverage with the LDE and the RLB and RCB coming for the QB. Hardesty released to the left flat to set up the screen and caught the ball over his outside shoulder with his back to the QB and his hands extended at the Tennessee 48 yard-line. He turned up field with both guards and the center running to the flat four yards ahead of him. Hardesty turned up the flat and bent the run inside behind his LG's block, accelerating through the safety's diving hit to his leg as the DB shot under the LG. Hardesty continued to maintain his balance at the first down marker and accelerate down the flat, bending the run inside as an LB tried to catch him from behind 20 yards downfield. As he bent the run inside, he ran through an LB's tackle at the 16 yard-line, beat another defender to the right flat at the six yard-line and nearly dipped untouched inside the CB at the four yard-line. However, the CB clipped Hardesty's leg at the same time the defender he beat at the six was able to wrap the RB and bring him down at the one with 0:59 in the half. He gained nine yards on a short hook route caught two yards past the LOS with his hands close to his chest, gaining seven after the reception with 2:18 in the game. Hardesty gained 26 yards on a 3rd and 2 screen with 1:29 in the game, catching the ball while turning up field with his hands at stomach level.

Durability:

Hardesty left the game in the 3rd QTR for part of a series after taking a hit where he had the wind knocked out of him. Hardesty has had his share of injuries in 2005 he tore his ACL. In 2007 he dealt with ankle sprains that limited his opportunities to be the featured back at Tennessee and he had a stress fracture in his lower leg in 2008. The good news is his ACL has held up for four years. The bad news is if you believe runners have a limited lifespan due to wear and tear there might be a higher risk of Hardesty's career being a short one.

Draft Value Charts For Dynasty League Rookie Drafts

The values assigned to each pick create a direct relationship between the higher picks and the corresponding point value. If you plot the numbers on a graph it's a classic relationship that you'd see in a math class. This is modeled after the values of a draft chart used in NFL war rooms.

This chart could also help you with re-draft leagues where you can trade picks. For instance, if someone offers you their second and third round picks from the their position in exchange for your 10th pick in the first round, you can see if the values are close enough to consider the deal. For instance in a 14-team league here's how a trade would appear on a draft value chart between the owner offering his 2nd and 3rd round picks from the 4th spot for the owner's 1st round pick from the 10th spot.

Picks 2.04 (201 pts) + 3.04 (101 pts) = 302 pts
 Pick 1.10 = 329 pts

The values are close enough that they should consider the trade. One could even negotiate a 5th round pick and claim that makes the deal less lopsided in their favor and according to the chart they'd be right. Of course if the value is within 20-40 points with picks this high in the draft, one may not want to make a 5th round pick the deal breaker.

Dynasty Rookie Draft Value Chart for an 8 Team League

Round 1		Round 2		Round 3		Round 4	
1.01	956	2.01	130	3.01	68	4.01	36
1.02	690	2.02	122	3.02	64	4.02	34
1.03	562	2.03	116	3.03	60	4.03	32
1.04	434	2.04	108	3.04	56	4.04	30
1.05	306	2.05	100	3.05	52	4.05	28
1.06	242	2.06	92	3.06	48	4.06	26
1.07	178	2.07	84	3.07	44	4.07	24
1.08	146	2.08	76	3.08	40	4.08	22
3514		828		432		232	
Round 5		Round 6		Round 7		Round 8	
5.01	20	6.01	14	7.01	8	8.01	2
5.02	19	6.02	13	7.02	7	8.02	2
5.03	19	6.03	13	7.03	7	8.03	2
5.04	18	6.04	12	7.04	6	8.04	2
5.05	17	6.05	11	7.05	5	8.05	2
5.06	17	6.06	10	7.06	4	8.06	1
5.07	16	6.07	10	7.07	4	8.07	1
5.08	15	6.08	9	7.08	3	8.08	1
141		92		44		13	

Dynasty Rookie Draft Value Chart for a 10 Team League

Round 1		Round 2		Round 3		Round 4	
1.01	1028	2.01	164	3.01	84	4.01	44
1.02	772	2.02	156	3.02	80	4.02	42
1.03	644	2.03	148	3.03	76	4.03	40
1.04	516	2.04	140	3.04	72	4.04	38
1.05	388	2.05	132	3.05	68	4.05	36
1.06	324	2.06	124	3.06	64	4.06	34
1.07	260	2.07	116	3.07	60	4.07	32
1.08	228	2.08	108	3.08	56	4.08	30
1.09	196	2.09	100	3.09	52	4.09	28
1.10'	180	2.10'	92	3.10'	48	4.10.	26
4536		1280		660		350	
Round 5		Round 6		Round 7		Round 8	
5.01	24	6.01	15	7.01	9	8.01	2
5.02	23	6.02	14	7.02	9	8.02	2
5.03	22	6.03	14	7.03	8	8.03	2
5.04	21	6.04	13	7.04	7	8.04	2
5.05	20	6.05	13	7.05	7	8.05	2
5.06	19	6.06	12	7.06	6	8.06	2
5.07	18	6.07	12	7.07	5	8.07	1
5.08	17	6.08	11	7.08	4	8.08	1
5.09	17	6.09	10	7.09	4	8.09	1
5.10.	16	6.10.	10	7.10.	3	8.10.	1
197		124		62		16	

Dynasty Rookie Draft Value Chart for a 12 Team League

Round 1		Round 2		Round 3		Round 4	
1.01	1116	2.01	204	3.01	98	4.01	50
1.02	860	2.02	196	3.02	94	4.02	48
1.03	732	2.03	188	3.03	90	4.03	46
1.04	604	2.04	180	3.04	86	4.04	44
1.05	476	2.05	172	3.05	82	4.05	42
1.06	412	2.06	164	3.06	78	4.06	40
1.07	348	2.07	156	3.07	74	4.07	38
1.08	316	2.08	148	3.08	70	4.08	36
1.09	284	2.09	140	3.09	66	4.09	34
1.10'	252	2.10'	132	3.10'	62	4.10.	32
1.11	236	2.11	124	3.11	58	4.11	30
1.12	220	2.12	106	3.12	54	4.12	28
5856		1910		912		468	
Round 5		Round 6		Round 7		Round 8	
5.01	26	6.01	17	7.01	10	8.01	2
5.02	25	6.02	19	7.02	9	8.02	2
5.03	24	6.03	19	7.03	9	8.03	2
5.04	23	6.04	15	7.04	8	8.04	2
5.05	22	6.05	15	7.05	7	8.05	2
5.06	21	6.06	14	7.06	7	8.06	2
5.07	20	6.07	14	7.07	6	8.07	2
5.08	19	6.08	13	7.08	5	8.08	1
5.09	19	6.09	12	7.09	5	8.09	1
5.10.	18	6.10.	12	7.10.	4	8.10.	1
5.11	18	6.11	11	7.11	4	8.11	1
5.12	18	6.12	11	7.12	3	8.12	1
253		172		77		19	