

SCOUTING ACADEMY		Pro Scouting Report				SCOUTING ACADEMY				
PLAYER INFO										
#	Pro Position(s)	Prospect (Last, First)		DOB (Age)	Scout Name (Last, First)					
66	OL	Feeny, Dan		5-29-94 (26)	Abbott, J.C.					
COLLEGE			YEAR - RD - TM		TEAM					
Indiana (INUN)			17-3rd-LAC		Los Angeles Chargers					
CAREER INFORMATION										
Games Played	Games Started	Games Won		Winning %	Positions Started	Captain				
47	41	26		55%	OG, C	No				
INJURIES	2013 (College) - Lisfranc Fracture in Right Foot (Full Season) 2016 (College) - Concussion (6 Weeks) 2017 - No Injuries 2018 - No Injuries 2019 - No Injuries									
KEY STATS	Has shown little improvement in performance over three seasons as a starter, allowing 5 sacks and 43 pressures in 2019 compared to 8 sacks and 46 pressures in 2018. Entering the final season of a four-year rookie contract with a cap hit of just under \$2.4 million. Has made starts at both Left Guard and Center.									
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6040	305	5.24	1.81	33 3/8	10 1/4	28	7.52	4.68	101	26
EXPOSURES	2019: vs PIT 10/13, at TEN 10/20, vs GB 11/3, vs KC 11/18, at JAX 12/8									
STRENGTHS	Zone Blocking / Foot Speed on Second Level and Space Blocks / Positional Versatility									
WEAKNESSES	Independent Hand Strike Timing and Placement in Pass Protection / Lateral Agility/Change of Direction / Functional Lower Body Strength									
SCHEME FIT	Wide Zone Heavy Scheme with a Quick Strike Short Passing Attack									
PROJECTION	A back-up calibre Guard with Center versatility that can contribute in Zone based run scheme thanks to his foot speed in space, understanding of play leverage and strong backside hand. Lacks the functional strength to generate displacement at the POA in the run game and will need a quick strike, short passing game to hide his deficiencies in change of direction and anchor as a pass protector.									
BACKGROUND	3rd year offensive guard who has started 41 of 47 career games, including all 16 in 2019. Has spent whole career with Los Angeles under Offensive Line Coach Pat Meyer, now with Carolina, and Offensive Coordinator Ken Whisenhunt, until he was fired in Week 9 and replaced with Quarterbacks Coach Shane Steichen. Whisenhunt employed a hybrid running system that used a balance of both Gap and Zone play calls, while using a quick strike passing attack that got the ball out of the quarterback's hands quickly in varied personnel groupings with the offensive line using mostly short or 45-degree sets. The mid-season change did not see a dramatic shift in philosophy, but Steichen did employ more Wide Zone concepts in the running game. Started two games at Center following the injury to Mike Pouncey but was returned to Left Guard following injury to Forrest Lamp.									
BODY TYPE / AA	Good height and marginal weight with solid arm length and high cut build with solid muscle definition which distributes most of his weight in the upper body, leaving him without much bulk in the lower body. Possesses adequate athletic ability with adequate explosiveness, adequate balance and marginal lateral agility/COD. Shows good foot speed in space and solid initial foot quickness.									
POSITIVES IN PASS GAME										
Good pre-snap communication skills at Center and vocal at Guard. Shows solid initial quickness to near set points against shaded rushers. Good hand placement on 3-Techs who attack upfield through a single gap and do not stress him laterally, with a strong inside hand to push them past the QB thanks to good upper body strength. Good competitiveness, showing the urgency when beat in pass protection to get an extra push on defenders to allow his QB to step up in the pocket.										
POSITIVES IN RUN GAME										
Solid hand placement and body positioning on Base blocks, able to stalemate using leverage. Solid footwork on Duo. Good ability on Pulls thanks to good foot speed, shows good mental processing to key the most dangerous defender and solid technique to finish on kickoff blocks. Solid mental toughness to perform with increased effort in key late game situations. Very good initial quickness on Zone blocks. Good ability on Reach blocks, quickly using good leverage to position Reach against 4-Techs and O-Techs, as well as shaded defenders. Good footwork to execute Inside Zone, with good UOH to occupy the DL, good burst when climbing to the 2nd level and solid technique to get hands on LBs. Good initial footwork and body positioning to execute Outside Zone blocks, with good backside hand placement, upper body strength and foot speed to generate solid sustain on these blocks at the 1st level, with a good understanding of when to drive the defender wide if leverage is lost. Good angles when climbing to 2nd level and uses solid mental processing to key and obstruct faster defenders using body positioning. Good execution on Screens, with solid range in the open field and a good ability to cross face and seal on short screens.										
NEGATIVES IN PASS GAME										
Adequate anticipation and response to stunts due to adequate mental processing in pass protection, gets caught chasing the pick player and lacks the lateral agility/COD to pick up the looper. Lacks fluidity in his pass sets and has adequate explosion out of stance to reach set points versus 4-Tech and out rushers on a wide track. Drops anchor quickly causing marginal lateral agility and adequate quickness to recover versus inside counter moves. Adequate UOH in pass protection, specifically against defenders with a two-way go. Frequently employs independent hand strikes with adequate timing, resulting in the inside hand down the middle of the defender's chest easily getting swiped by the defender as he attacks the inside gap. Struggles to gain inside hand position versus long armed defenders. Marginal knee bend contributes to adequate pad level and narrow base, resulting in adequate balance which causes him to be torqued by defenders and knocked down by contact from his sides. Adequate anchor due to adequate functional lower body strength, marginal knee bend and adequate initial hand placement, gets walked back into QB by a Power or Bull rush from players over 300 pounds.										
NEGATIVES IN RUN GAME										
Adequate ability on Base blocks due to adequate initial footwork and explosiveness, generating adequate push at POA due to adequate functional lower body strength. Wide hand placement versus long armed defenders gives control of his chest, allowing them to lock out and two-gap. Adequate push at POA on Duo, serving exclusively as an anchor on double teams. Adequate physical toughness due to adequate aggression and finish on all Gap blocks. Adequate pad level and marginal knee bend on Zone blocks results in a narrow base and adequate execution where he cannot generate push after placing the Reach. Does not control 2nd level defenders with his hands, walls off with body position or gives a single punch to knock them off track.										