
		Pro Scouting Report					
PLAYER INFO							
#	Pro Position(s)		Prospect (Last, First)		DOB (Age)	Scout Name (Last, First)	
72	OL		Boles, Garrett		5-27-92 (28)	Wait, Jeremiah	
COLLEGE				YEAR – RD – TM		TEAM	
UTAH (UTUN)				17-1-DEN		Denver Broncos	
CAREER INFORMATION							
Games Played	Games Started		Games Won		Winning %	Positions Started	Captain
48	48		18		38%	LT	No
INJURIES		COLLEGE: No injuries. 2017: A bone bruise to left ankle, no games missed (Week 2). 2018: No injuries. 2019: No injuries					
KEY STATS		Has played/started in every NFL game, but continues to be one of the most highly penalized OL in the NFL. In 2017, he was penalized 15 times, 2nd highest in the NFL. In 2018, he was penalized 13 times, 3rd highest in the NFL. In 2019, he was penalized 17 times, 2nd highest in the NFL. In all three of his seasons in the NFL, he has been the most penalized OL on the Denver Broncos.					
MEASURABLES							
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone
6050	297	4.95	1.71	34	9 3/8	28	7.29
EXPOSURES		2019: vs CHI 09/15, at GB 09/22, at LAC 10/6, vs CLE 11/03, at MIN 11/17					
STRENGTHS		Aggressiveness to finish his blocks/ foot quickness to recover back inside on his pass sets/ fluidity & mobility in space as a blocker/ recognition of stunts by the DL/ acceleration out of stance on combo blocks to help the double team gain movement in the run game					
WEAKNESSES		Hand placement w/initial punch against the bull rush/ opening the gate in his pass sets/ hand strength to engage & control defender/ bend at the POA and playing upright/ continuing to set through contact					
SCHEME FIT		An OT in a hybrid Zone/Gap scheme that allows for combo blocks to utilize his aggressiveness to finish blocks in double teams and mobility in space w/pull & lead blocks in the run game, and a mobile QB in a Quick/Intermediate passing game where he uses 45-degree/jump sets in pass pro. Not suited to being asked to win 1 on 1 battles against explosive/physical DEs who have strong hands and a good bull rush because of playing upright & marginal hand placement/ability to re-set hands, and doesn't continue to set through contact, resulting in him not staying square.					
PROJECTION		Starting OT who can start in a quick pass /Zone/Gap blocking scheme that uses his aggressiveness and ability to fire off of the snap to get to his spot (45 degree/jump sets), as well as using his mobility in space to make blocks/impece 2nd level defenders. Shouldn't be asked to hold his block for very long because of inconsistent hand placement/upright play style/opening of hips in pass pro (vertical sets).					
BACKGROUND		A 3rd year LT who has started 48 of 48 career games, with 16 starts in 16 games played in 2019. In DEN, played under 1st year HC Vic Fangio and OC Rich Scangareolo in an offense that implemented pre-snap motions/misdirection in a mix of Zone and Gap blocking and used 45 degree/jump sets in their quick/intermediate passing game. His execution was fairly stable throughout the season. However, with QB Drew Lock as the starter after Week 12, the outcomes were better, as Lock was more mobile and able to escape this issues within the pocket. He is someone you can rely on, hasn't missed a game because of injuries.					
BODY TYPE / AA		Solid height w/marginal weight, along w/solid arm length and marginal hand size. Good athletic, muscular upper body w/thick lower torso, especially in his quads. Solid A/A w/good explosion/acceleration/foot quickness/speed, solid COD/hip fluidity, adequate lateral mobility/flexibility					
POSITIVES IN PASS GAME							
In pass pro, shows solid quickness from 2 and 3-point stance to intercept pass rushers. When using a Jump Set/45-degree set, solid at maintaining half-man relationship w/good/solid pass rushers. Shows solid UOH and foot quickness to recover if an opponent tries to counter back inside against him, delivering a tight/powerful punch with solid timing, and shows the foot speed to get back in front of the rusher who is trying to utilize an inside rush (Swim, Chop, Rip). Solid mental processing as the season progressed, showed awareness to understand where stunts are coming from and understand where his help was. Later in the season, good competitive toughness seen through consistently performing on clear passing down situations with Drew Lock at QB. Even if he was out-manned skill level wise, he stayed aggressive w/his blocking and utilized his strengths, and didn't resort to holding the defenders if he was beaten, because Lock was capable of escaping issues within the pocket.							
POSITIVES IN RUN GAME							
Solid quickness w/Zone/Gap blocks, acceleration/explosion out of stance is evident when he's able to Combo block, seals initial double team w/quickness, solid UOH, and is able to climb to 2nd level fluidly and displays solid hips to engage w/LBs/DBs. With double teams, is able to gain movement/maintain the edge defender in Zone. Solid at Reach blocking effectively to the playside/backside, gets to spot first due to speed, short-area quickness/angle-taking and gets his helmet on defenders play-side shoulder, then uses solid two-hand strike and leverage to create an angle for the ball carrier. On his pull/lead blocks in Gap, displays solid speed and solid mental processing to find his target, and then quickly attacks, using his athleticism in space to get to 2nd/3rd level defenders and was able to mirror them, and as the season progressed, showed solid UOH through haND placement at the POA and staying tight w/his punch, whether in the 2nd level or at the LOS. Good physical toughness seen through aggression to finish his blocks, type of player that wants to drive you into the ground if he can.							
NEGATIVES IN PASS GAME							
On Jump Set/45-degree sets, marginal at maintaining half-man relationships against elite/very good pass rushers who are explosive/fast off the edge, has the tendency to over-set outside and is then unable to gain leverage back inside and struggles to hold the block for very long due to the inability to reposition his hands and set through contact. Vertical passing sets against good/speedy/powerful DEs, marginal at maintaining a half-man relationship and staying square to the LOS. He will open the gate and is unable to run the rusher out the back of the pocket. Marginal UOH against outside edge rushers, adequate at replacing when a defender knocks down one of this arms, doesn't consistently keep his hands up to strike quickly, which results in him using a Hooking technique against rushers who beat him to the edge, displacing his marginal hand placement/strength because of the inability to consistently re-position his hands and push the rusher off of his path, creating holding penalties/close-calls. Adequate mental processing, unable to adjust Pass Pro landmark against LB blitzes and react/quickly move on to new matchup. Adequate at anchoring against bull rush vs DEs who have power/speed and explode towards him, will get pushed back consistently because he opens the gate and doesn't stay square to the LOS. Adequate play strength in Pass Pro, reliance on upper-body strength doesn't allow him to sink his feet into the ground and regain leverage. Adequate mental toughness after he had a holding penalty early in the season, would result in a domino effect on his play for the rest of the game. Early in the season, marginal competitive toughness, is not someone that could be trusted upon to perform consistently, as you'd have to continually send help his way and minimize the amount of 1 on 1 battles that he'd have throughout the game, for fear he'd get a penalty, especially in clear passing down situations.							
NEGATIVES IN RUN GAME							
Early in the season, adequate at going off his combo block in Zone and impeding opponent in the 2nd level, wouldn't be under control and would lunge/miss blocks. He was also unable to consistently mirror defender, and marginal UOH seen through hand placement, would resort to wrapping arms around the player to stop penetration instead of landing a punch. Adequate play strength on Drive blocks, struggles to move DL backwards who have strong hands and are able to latch onto him, once he delivers his hands, can only hope for a stalemate, gets wide w/his feet, and will use a bear hug when he loses his chest.							