
		Pro Scouting Report								
PLAYER INFO										
# 81	Pro Position(s) U/H TE	Prospect (Last, First) Everett, Gerald		DOB (Age) 6-25-94 (26)	Scout Name (Last, First) Moorer, Mitchell					
COLLEGE SOUTH ALABAMA (ALSO)			YEAR – RD – TM 17-2ND-LAR		TEAM Los Angeles Rams					
CAREER INFORMATION										
Games Played 49	Games Started 5	Games Won 33		Winning % 67%	Positions Started U/H TE, Y TE	Captain No				
INJURIES	2017 – No Injuries; 2018 – R Shoulder Sprain (Missed all 4 Preseason Games); 2019 – L Wrist Sprain (No Games Missed-Listed as Questionable for Week 11), Hyperextended R Knee (Injured in Week 12 Game and Missed Weeks 13-15)									
KEY STATS	Trending up after having career highs in 2019 in targets (60), receptions (37), receiving yards (408), offensive snaps (440), and playtime (40%) in 2019 while starting 2 of 13 games played, also had 2 receiving TDs, 11.0 yards per reception, and a 61.7% catch percentage. In 2019 was 5th on the Rams in targets, receptions, and receiving yards and tied for 3rd in receiving TDs.									
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6030	239	4.6	1.61	33	8 1/2	37.5	6.99	4.33	126"	22
EXPOSURES	2019: at CLE 9/22, vs TB 9/29, at SEA 10/3, at ATL 10/20, at PIT 11/10									
STRENGTHS	AA, Play Speed, Hands, Separation Quickness on Intermediate Routes, Finding Seam vs Zone Coverage, YAC									
WEAKNESSES	Identifying Assignment on Zone/Pull Blocks, Aggressiveness as Blocker, High Pad Level as a Run/Pass Blocker									
SCHEME FIT	Pass heavy 11 personnel system or zone, play-action based 12 personnel system that plays him in the Slot/U/H and allows him to maximize his contributions in the passing game by using his H/W/S combination in intermediate routes while scheming his time as a blocker with combo blocks to minimize shortcomings in that area.									
PROJECTION	Rotational U/H TE you can win with (starter you can win with when he is dialed in) in a pass heavy 11 personnel system or a 12 personnel system due to his good AA, play speed, hands, separation quickness, YAC, and ability to find the seam on intermediate routes. Limited as a blocker in the 1st level (better in the 2nd level) due to only solid play strength and tendency to block with high pad level, not an aggressive blocker and can struggle to identify blocking assignment on Pull/Zone blocks, not always locked in from a mental processing and competitive toughness standpoint, especially late in drives and games, leading to inconsistent play.									
BACKGROUND	4th year TE who has started 5 of 49 career games (including playoffs), including 2 of 13 games played in 2019 (missed weeks 13-15 with a hyperextended R knee). 3rd season under HC Sean McVay, 1st season under Assistant OC Kevin O'Connell, and 1st season under TE Coach Wes Phillips in a Zone blocking, Play-Action heavy system. Versatile player that is played at Slot, Y, and U/H, usually stays out of a 2-point stance when playing Y. Primarily used on short and intermediate routes like Shallow Crossers, routes in the Flat, 5-yard Outs, Seam routes Skinny Posts, 10-yard Digs and Outs, Option routes, and Wheel routes when utilized as a vertical threat.									
BODY TYPE / AA	Lean, muscular body with solid height and adequate weight, good arm length, and adequate hand size. Good AA with good quickness, agility, balance, explosiveness, acceleration, and COD and solid foot speed.									
POSITIVES IN PASS GAME										
Good release from 2-point stance in Slot and at Wing, looks natural and has quick release against Off/Zone. Solid release against Press without a jam by using footwork, uses hands when facing Press with a jam. Good mental processing as a route runner, aggressive attacking voids and knows how to use leverage to his advantage, can adjust on the fly, shows good awareness in quickly finding and attacking the seam. Solid competitive toughness with solid physical and mental toughs, not intimidated to go over middle or go up against bigger/stronger players, rises to the occasion in critical situations. Good separation quickness against safeties on intermediate routes, uses combination of stemming routes, AA, footwork, COD, and solid upper body strength to create separation at top of route. Not frequently used on short routes based on scheme but good separation quickness against LBs, particularly hard curls, also used on short crossers, routes in the Flat and option routes. Good hands with good manual dexterity, concentration, and ball tracking both in-stride and stationary. Attacks the ball with his hands and can come down with contested catches as well as maintain control of the ball through hard hits, tracks deep balls on wheel routes and quickly converts from receiver to runner. Good adjusts to high and low balls and good coming down with balls thrown behind him, maintains good body control and keeps feet inbounds on sideline catches. Good YAC, gets up-field quickly and solid eluding defenders, easily breaks DB's arm tackles, can drag DBs attempting to tackle him due to lower body strength, typically can gain 3-7 additional YAC. Solid in pass pro when he keeps his pads down although rarely used in this regard, has solid 45-degree set points and good punch timing and placement against DE, solid UOH uses combination of hands, foot quickness, and solid anchor to stalemate DE and OLB.										
POSITIVES IN RUN GAME										
Solid Zone blocker when he maintains low pad level vs. solid DE/OLB on scoop blocks with quick footwork										
NEGATIVES IN PASS GAME										
Very rarely faces press man with no exposures in 5 games viewed, release against jam likely adequate. When in 3-point stance as a Y his feet are often too wide, delaying burst off the snap both as a route runner and Gap/Zone blocker. Adequate pad level in pass pro and as a Zone/Gap/Power blocker, exposing his chest and allowing solid DL/OLB to control him, limiting his functional strength. Adequate identifying assignment as a Zone and Pull blocker, appears to wear down mentally as drives and game progress, negatively impacting his route running and discipline. When not dialed in only adequate competitive toughness and mental processing occurs most often late in drives/games.										
NEGATIVES IN RUN GAME										
Adequate Reach blocker against better competition as he can struggle to get around shoulder of good defenders. Adequate pad level that is often too high, allowing defenders to move him around, adequate locating assignment as Pull blocker. Limited as Gap/Power blocker vs. better competition at DE/OLB due to only solid functional strength, rarely generates push or wins at the POA. Adequate aggressiveness as a blocker, does not always block through the whistle and does not seek out additional defenders to engage. Can be pushed around and overpowered by bigger/stronger DE, especially when his pad level is high, high pad level could be attributed to frequent alignment in 2-point stance, even when aligned at Y.										