



SCOUTING ACADEMY

Pro Scouting Report



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PLAYER INFO										
#	Pro Position(s)	Prospect (Last, First)		DOB (Age)	Scout Name (Last, First)					
16	QB	Goff, Jared		10-14-94 (25)	Asén, Patrik					
COLLEGE			YEAR - RD - TM			TEAM				
CALIFORNIA (CAUN)			16-1st-STL			Los Angeles Rams				
CAREER INFORMATION										
Games Played	Games Started	Games Won	Winning %	Positions Started	Captain					
59	58	36	61%	QB	YES					
INJURIES	College: 2013 - Separated right (throwing) shoulder in final game of freshman season, underwent off-season shoulder surgery. 2014 - No injuries. 2015 - No injuries Pro: 2016 - Bruised tailbone (preseason week 3, returned pre-season week 4), Concussion (week 15, returned week 16). 2017 - 2019 - No injuries									
KEY STATS	Two time Pro Bowler (2017, 2018) who enjoyed a break-out year in 2017, finishing 5th in passer rating/TD's (100.5/28) and 10th in yds. (3804). In 2018, set career-highs in passing yds. (4688, 4th in league) passer rating (101.1, 8th in league) and TD's (32, 8th in league). In 2019, career-high 626 attempts (1st in league), 3rd in league with 4638 yds. but a clear drop in production with a passer rating of 86.5 (22nd), 22 TD's (17th) and career-worst 16 INT's (4th). Since 2017, ranks 3rd in passing yds (13130), 5th in TD's (82), 17th in rating (95.4) and 4th INT's (55).									
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6040	222	4.82	1.65	32.75	9	27	7.17	4.47	110	NA
EXPOSURES	2019: at CAR 9/8, at SEA 10/3, vs SF 10/13, at PIT 11/10, vs BAL 11/25									
STRENGTHS	Accuracy & Timing on Short Throws - Decision Making from Clean Pocket - Mental Toughness - Durability									
WEAKNESSES	Mental Processing Late in the Down - Poise - Decision Making Under Pressure - Physical Toughness - Accuracy on Deep Balls									
SCHEME FIT	Shotgun based quick-passing game with clearly defined 1/2-field reads and a good OL.									
PROJECTION	Starting QB you can win with in a Shotgun timing & rhythm scheme based on short/intermediate passing game with clearly defined reads. Wins with good accuracy and solid processing/decision making when in rhythm and well protected by the OL, and is at his best in Red Zone/late in games. Adequate arm strength/accuracy on deep passes, adequate ability to create plays outside the initial read with adequate mental processing late in the down and adequate poise/physical toughness vs. pressure.									
BACKGROUND	4-year QB who has started all 58 games (including play-offs) since becoming the starter week 11 of his rookie season in 2016. 3rd year under HC Sean McVay and 2nd under Pass Game Coordinator/QB coach Shane Waldron in a 11/12-pers. Shotgun scheme which relies on clearly defined ½-field reads in a short/intermediate passing-game and a lot of pre-snap movement, condensed formations and a heavy dose of Zone runs to set up Play-Action. Played behind an adequate OL, with a good WR/TE group and solid RB's.									
BODY TYPE / AA	A right-handed thrower who possesses good height, solid weight/arm length, marginal hand size on a lean body with a narrow frame and long limbs. Demonstrates solid AA through good balance, solid quickness and adequate agility/COD.									
POSITIVES IN PASS GAME										
Solid mental processing pre-snap, identifying blitzes and checking out of unfavorable plays. From Shotgun, shows good mechanics with good footwork/rhythm in his drops, moves his eyes and feet in unison working off a proper base with knee bend for good balance and flat shoulders with good ability to reset his feet for 2nd/3rd read on ½ field reads when allowed to operate from a clean pocket. Solid mental processing post-snap efficiently recognizing the coverage and working through his progression, solid decision maker vs Man/Zone with good patience staying within the structure of the play and happily taking the check-down if 1st/2nd read is not there and throwing the ball away on dead plays. Quick delivery on short passes with good timing/accuracy/touch to allow for YAC on stationary/moving targets, solid wrist flicker on short throws when pressure does not allow for complete throwing motion. Good timing/accuracy and solid arm strength on intermediate passes to the outside, placing the ball between the side-line and the receiver. Solid quickness/foot work on boots/scrambles with solid decision making with solid ball velocity/accuracy when throwing towards the sideline. Good mental toughness, at his best in critical situations late in games showing good ability to control the offense and solid poise/physical toughness making critical plays to keep drives alive, in the red zone shows good decision making/anticipation/accuracy to put the ball where only his receiver can get it.										
NEGATIVES IN PASS GAME										
Adequate mental processing late in the down, struggles to recognize LB's dropping into coverage late after showing blitz pre-snap, shows hesitation and is late on throws when working his read away from the initial ½ field and on intermediate/deep in-breaking routes, rarely able to create anything more than a check-down if the reads within the structure are not there. Adequate accuracy on deep balls, showing under and over-throws on deep Fade/Post-routes. Adequate arm strength for deep throws, balls towards the sideline often lose velocity towards the end, has to put a lot of air under the throw to deliver balls deep allowing DB's to make plays on the ball. Adequate poise/physical toughness vs pressure/collapsing pocket when not in a critical sequence of the game, plays too fast not working through his progression but going directly to his check-down, mechanics break down as he is unwilling to step into his throw leading to adequate accuracy and marginal arm strength on intermediate/deep throws, starts seeing ghosts if hit multiple times within a short time-span. Adequate ability to extend plays, adequate at feeling pressure and at navigating the pocket vs. pressure from inside/outside, adequate play strength throwing dangerous floaters when getting hit due to lack of strength to deliver when in the grasp of a defender, often goes down easily when grabbed by DL/LB, adequate foot speed/agility to run away/elude defenders outside the pocket, adequate physical toughness/competitiveness on contact when on the run.										