

BACKGROUND

Pro Scouting Report



٦A١		

DOB (Age) Prospect (Last, First) Scout Name (Last, First) Smith, Jonnu 8-22-95 (24) Blake, Nicole 81 TE

> COLLEGE YEAR - RD - TM

TEAM FLORIDA INTERNATIONAL (FLIN) 17-3RD-TEN **Tennessee Titans**

CAREER INFORMATION								
Games Played	Games Started	Games Won	Winning %	Positions Started	Captain			
50	43	28	56%	TE	No			

INJURIES 2018 - Tore Right MCL (Missed Weeks 15-17)

2017 - 2 TDs, 30 targets, 18 receptions, 157 yards, 8.7 Y/R. **KEY STATS**

2018 - Ranked 2nd on team in receiving TD with 3. 30 targets, 20 receptions, 258 yards, 12.9 Y/R.

2019 - Ranked 3rd on team in receiving yards with 439. 3 TDs, 44 targets, 35 receptions, 12.5 Y/R.

MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6025	248	4.62	1.66	32.88	9 1/4	38	7.43	4.18	127	22
EXPOSURES 2018: vs MIN 10/21, vs NE 11/25, at BUF 12/9, vs HST 12/					12/15, v	s GB 12/2	3			
STRE	NGTHS	Yards After Catch, Competitive Toughness, Adjust to Ball, Inside Zone Blocking from Edge								
WEAK	NESSES	Gap Block, Separation Quickness against Man, Sustain in Pass Pro								
SCHE	ME FIT	Any system that can utilize his versatility in alignment to get the ball in his hands in op space and capitalize on his YAC ability.					s in open			
PROJE	PROJECTION A starting TE you can win with in a scheme that utilizes his versatility in alignment to get the ball in his hands in open space and capitalize on his YAC ability. His size, speed, and strength combine to make him difficult to bring down on the move. In the run game, best used to seal the edge on Zone runs matched up against DBs/LBs. Struggles to sustain Pass Pro and Gap blocks primarily due to footwork.									
	A 3rd year TE who has started 43 of 50 games including 14 of 16 in 2019. In 3rd year						vear			

 $\Gamma\mathrm{E}$ who has started 43 of 50 games including 14 of 16 in 2019. In 3 with TEN, 2nd under HC Mike Vrabel, and 1st under TE coach Todd Downing, he played in a run-heavy offense with limited TE targets though was used in versatile alignments including out of the back field. Saw increase in play after TE1 missed most of last two seasons with injury.

Adequate height and good weight with thick, sturdy build and adequate arm length. BODY TYPE / AA Displays good athletic ability with very good agility and foot speed, good burst and balance, and solid COD.

POSITIVES IN PASS GAME

Solid release out of 2 or 3 point stance when pressed due to very good lateral agility and good play strength. Demonstrates very good foot speed through stem and into space. Good route running against Zone due to good mental processing, demonstrated ability to locate space in front or slip beneath. Can stop quickly on Crossers to create separation from defenders shadowing him across zones. Very good in quick passing situations out of the backfield or from the flat that don't require a lot of separation. Good hands with very good ability to adjust to balls thrown behind him or over his head both stationary and on the run. Very good vertical jump allows him to make contested catches against defenders of similar height or slightly taller. Demonstrates play strength needed to hold onto ball when hit quickly after catch. Elite ability to gain yards after catch due to very good agility and foot speed with good balance and play strength. Breaks arm tackles of all types of defenders with ease and has good vision to extend runs. Difficult to bring down. Good mental processing in Pass Pro to recognize and intersect free rushers. Able to stalemate blitzing LBs/DBs and some DL and shows very good competitive toughness in willingness and effort through play, always working to recover when beat or pick up extra work.

POSITIVES IN RUN GAME

Very willing blocker and demonstrates very good burst and lateral agility out of stance on both Zone and Gap blocks to get head up with 5 or 7 techniques. Good initial hand placement. Good on Inside Zone blocks with ability to stalemate DBs and LBs looking to get around the edge and seal them outside.

NEGATIVES IN PASS GAME

Adequate release out of 2 or 3 point stance when given free release, often taking a couple of unnecessary steps at line before getting forward. Struggles to separate against Man coverage due to lack of misdirection or finesse, making it easy for DBs to read route. Will go where they expect him to go on common routes like Sits and quick Slants. Relies mostly on vertical stem and rarely uses it to misdirect. Adequate ability to sustain against finesse rushers in Pass Pro, often letting base get too wide and losing ability to adjust to changes of direction.

NEGATIVES IN RUN GAME

Marginal ability to sustain Gap blocks, as he loses power playing too high and letting his base get too wide. Struggles to bring hips and feet into block. Will lose hand placement and control of the block against most defensive linemen and allows gaps on either side to close. Marginal ability to maintain Outside Zone blocks against DEs, can't match strength to get his hat around the outside.