

Pro Scouting Report										
PLAYER INFO										
#	Pro Position(s)	Prospect (Last, First)			DOB (Age)	Scout Name (Last, First)				
5	QB	Bridgewater, Teddy			11-10-92 (27)	Pettenger, Devin				
COLLEGE		YEAR - RD - TM			TEAM					
Louisville (KYLO)		2014 - 1st - MIN			New Orleans Saints					
CAREER INFORMATION										
Games Played	Games Started	Games Won		Winning %		Positions Started		Captain		
45	35	30		66.70%		QB		NO		
INJURIES										
High School 2010- Medial Collateral Ligament injury (parts of the season); College 2012- Broken Left Wrist (played through), Sprained Right Ankle Grade 1 (Played through); 2014- Sprained Left Ankle Grade 1 (Wks. 4-6); 2015- Concussion Grade 1 (Wks. 9-10), Left Shoulder injury (Wks. 11-12); 2016 & 2017- Torn ACL & Dislocated Left Knee Joint Grade 3 (entire 2016 Reg-Season & didn't return to the field until 2017 Reg-Season in Wk. 15); 2018- None Listed; 2019- None Listed										
KEY STATS										
2014 All-Rookie Team, recorded 64.4 Cmp% (3rd highest in NFL history for rookie starting 10+ games), & 1st Rookie QB to ever complete over 70% of his passes in 4-straight games. From 2014-15 QBs Stat Ranks (QBs w/ 20+ Starts); ranked between 17th & 24th in INT, Cmp, QB Rate, Yds, & TD, was also ranked 10th in Cmp%, 79th in 4QC, & 713th in GWD. Grossome non-contact left knee injury that kept him sidelined for almost 2 entire seasons (2016-17) but no other injuries since										
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6'02"	215	4.79	1.63	33	9 1/4	30	7.17	4.2	113"	n/a
EXPOSURES										
2019: at SEA 09/22, vs DAL 09/29, vs TB 10/06, at JAX 10/13, at CHI 10/20										
STRENGTHS										
AA Competitive Toughness, Pre-Snap Communication, Post-Snap Read/Progression, Set-Up Quickness/Efficient Footwork, Quick Release, Accuracy/Touch/Arm Strength as Pocket-Passer to All 3-Levels, Short/Intermediate Accuracy Outside Pocket, Poise, Ball Security Inside the Pocket, Extending Plays/Natural Ability to Keep Plays Alive										
WEAKNESSES										
Technique/Effort to Sell Run-Fake/PA (Under Center/Shotgun) to 2nd/3rd-Tier Defenders, Anticipation of Receivers Gaining Separation in MOF on Intermediate/Vertical Routes, Erratic Ball Placement on Short Throws into Tight Windows that Require Touch (especially throwing over defenders), Deep-Shot/Velocity Outside the Pocket (if no time to get feet-set), Open-Field Runner/Ball Security, Timing to Slide										
SCHEME FIT										
System that allows him to adjust protections/audible and is comfortable with conservative decision making to all 3-levels										
PROJECTION										
Starting QB you can win with, possessing the FBI to adjust protections/audible, conservative decision-maker with accuracy to all 3-levels as pocket-passer and accuracy to short/intermediate levels outside the pocket, rise level of play/desire in critical situations, poise, and natural ability to extend plays by making at least making the first rusher miss. Lacks technique/effort selling run-fake/PA, has erratic ball placement on short throws into tight windows, and open-field ability.										
BACKGROUND										
5th-year QB who's started 35-of-45 career games (includes playoffs) including 5-of-9 in 2019, where he started Wks. 3-7 (went 5-0) after Drew Brees injured thumb in Wk. 2. 2nd-year under OC Pete Carmichael and QB Coach Joe Lombardi who used 11/12/13/21 (some Jumbo 11/12) personnel, pre-snap motions, and slow-paced multiple offense that attacked short/intermediate levels and used PA/movement passes and Screens. Had pre-snap freedom to make adjustments/audibles, used 1/3/5/7-step drops, and was on very talented offense; All-Pro WR and LT with Pro Bowlers at TE/RB/RT/RG/LG.										
BODY TYPE / AA										
Solid height/weight, thin/athletic build, good arm length, and solid hand size. Good AA with combination of very good balance and good quickness/agility/ODD/explosiveness/acceleration.										
POSITIVES IN PASS GAME										
Game manager possessing very good pre-snap recognition/communication (run/pass), actively identifies 2nd/3rd-tier defenders to OL/backfield, adjusts pass-protections vs potential blitzes/stunts/twists, audibles in all situations per what he reads, and very good FBI/manipulation utilizing fake-snap/motions getting defenders to show assignment/coverage early. Has good mental processing with very good post-snap read/progression (all reads) that improved each game, can quickly diagnose coverages, work progressions, and good awareness of Zone Blitzes. On all 1/3/5/7-step drops (Under Center/Shotgun) displays very good set-up quickness/agility dropping back, efficient/light footwork, very good balance/body posture, good AA outside the pocket, and very good/quick release. Very good, conservative decision-maker who consistently attacks coverage's weaknesses, rarely takes unnecessary risks, calculated deep-shots in 1-on-1 situations/no Safety help (especially Michael Thomas on 3rd downs), properly utilizes check-downs, and very good awareness/reaction knowing when play is dead. As pocket-passer displays good accuracy to all 3-levels (stationary/in-stride) with good ball placement to maximize receiver's YAC/protect, proper touch matching coverage/situation, and arm strength to throw Deep Out/Comeback routes, split 20+ yard tight windows, and shows natural ability to throw back-shoulder Fade. From outside pocket/under pressure displays good AA throwing from multiple platforms both in/out of the pocket while maintaining accuracy on short/intermediate throws. Good mental toughness in critical situations showing raised level of play/desire to be a more effective/aggressive downfield passer. Has very good poise/physical toughness displaying discipline staying in the pocket until last second possible, keeps eyes up with good decision making, and AA to adjust mechanics/throwing motion to operate in phone booth with good competitive toughness and solid upper body strength maintaining ball security inside the pocket and to get throws off through contact/falling-down.										
POSITIVES IN RUN GAME										
Very good at extending plays displays natural ability navigating the pocket/keep plays alive by at least making first rusher miss with good feel for interior/edge pressure, good play speed extending plays outside the pocket when necessary, and becomes runner when it's last resort or 3rd downs vs Man coverage.										
NEGATIVES IN PASS GAME										
On PA (Under Center/Shotgun) shows adequate technique/effort selling run-fake to 2nd/3rd-tier defenders. Has adequate anticipation of receivers gaining separation in MOF on intermediate/vertical routes which limits ability to make chunk/explosive plays without great play design, and whenever primary-target is running route that requires anticipation/timing to complete pass, displays adequate discipline Bird Dogging target/tips-off defenders with bad habit of patting ball before throwing. Adequate/erratic ball placement on short throws into tight windows that require touch/zip (especially throwing over defenders), struggles with having consistent release-point in these situations, due to rushing mechanics trying to put extra zip on throw. When outside the pocket and doesn't have time to get feet-set before throwing struggles maintaining arm strength/velocity to effectively throw accurate deep-shots.										
NEGATIVES IN RUN GAME										
Adequate open-field runner due to too many movements trying to elude LBs/DBs causing himself to take unnecessary big-hits, adequate play strength/leg drive breaking away from most defender's grip and to push forward on QB-Sneak, slide timing to avoid big-hits, and is fumble-risk in open-field showing marginal ball security carrying ball with 1-hand away from body.										