



SCOUTING ACADEMY

Pro Scouting Report



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PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
11	QB	Dalton, Andy	10-29-87 (33)	Wolfe, Mitchell

COLLEGE	YEAR - RD - TM	TEAM
Texas Christian (TXCU)	11 - 2nd - CIN	Cincinnati Bengals

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
137	137	70	51%	QB	Yes

INJURIES	2011 - No games missed, 2012 - No games missed, 2013 - No games missed, 2014 - No games missed, 2015 - 3 games missed (Broke right thumb in Week 14, missed Weeks 15-17 and playoff game), 2016 - No games missed, 2017 - No games missed, 2018 - 5 games missed (Tore ligaments in right thumb in Week 12, placed on IR and missed Weeks 13-17), 2019 - 3 games missed (benched, no injury).
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KEY STATS	Career - 2757 completions, 4449 attempts (62% completion), 31594 yards (237.5 YPG), 204 TDs, 118 INTs, 87.5 Passer Rating, 394 Rushing Attempts, 1221 Yards, 22 rushing RDs, 46 fumbles. 2019 - 314 completion, 528 attempts (59.5% completion), 3494 yards (268.8 YPG), 16 TDs, 14 INTs, 78.3 Passer Rating, 38.9 QBR, 32 rushing attempts, 73 yards, 4 rushing TDs. Career-high YPG, but career lows in TDs, Passer Rating, and QBR; T-10th highest Bad Throw Rate (18.3%), 26th in On-Target % (71.8%).
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MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6020	220	4.83	1.65	31.8	9.50	29.5	6.93	4.27	106"	N/A

EXPOSURES	2019: vs SF 09/15, @BUF 09/22, @PIT 09/30, @BAL 10/14, vs NE 12/15
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STRENGTHS	Mental Processing, Pre-Snap Adjustments/Audibles, Mechanics, Decision-Making, Play Speed, Accuracy on Short and Intermediate Throws, Touch on Intermediate Throws
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WEAKNESSES	Post-Snap Reads/Diagnosis vs Zone Blitz, Poise, Pocket Awareness vs Blitz, AA, Play Strength, Arm Strength, Extending Plays, Making Off-Platform Throws, Deep Ball Accuracy.
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SCHEME FIT	QB in rhythm-based offense with quick short and intermediate throws
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PROJECTION	Back-up QB in rhythm-based offense with quick short and intermediate throws that teams can win with (provided he is surrounded with good talent). Veteran QB that uses good mental processing, good decision-making, and good accuracy from good mechanics and touch on short and intermediate throws to create YAC opportunities. Can be confused by complex defenses, and adequate poise, arm strength, and ability to extend plays cause him to struggle when he has to make a big play off schedule and/or off platform. Age will only further sap his arm strength + AA, but competitive toughness and mental processing make him a worthy backup/mentor to young QB.
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BACKGROUND	9th-year QB that has started 133 of 133 games and 13 of 13 games. 1st year under HC Zac Taylor, OC Brian Callahan, and 2nd year with QB coach Alex Van Pelt. Entirely new coaching staff in 2019 after Marvin Lewis for last 16 seasons. 1st in the league in 11 personnel (76%, 800 plays); 30th-highest Run Rate from Under Center (62%) and 3rd highest Pass Rate from Under Center (38%), bucking traditional trends. Offenses utilizes many condensed formations and Bunch sets, along with frequent pre-snap motion to move into 3x1 sets. Full-time starting QB since being drafted in 2011, but has struggled with minor injuries in later years, along with being benched for poor performance.
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BODY TYPE / AA	Adequate height, solid weight, marginal arm length, and adequate hand size. Adequate athletic ability: solid quickness and agility with adequate explosiveness, acceleration, and balance.
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POSITIVES IN PASS GAME

Good mental processing: makes a good amount of pre-snap adjustments and audibles, setting protections for the OL and moving players around the field, and checking in and out of plays based on situation; finds favorable matchups quickly to attack 1v1s, looks calm in the pocket scanning the field, and frequently looks off defenders before coming back to his primary target. Good mechanics: good quick feet to drop point, quick release, and consistently plays with good alignment, throwing a tight spiral. Good decision-making: very decisive, making quick decisions to get the ball out fast (solid play speed); plays his best when he can make quick rhythm/timing throws. Can make throws as pocket is shrinking and pressure is coming. Can deliver the ball quickly on throws less than 10 yards to all areas of the field. Good accuracy: very accurate on short quick throws and consistently has good placement to allow receivers to generate YAC; displays good anticipation on deeper in-breaking routes to hit receivers in open space with good timing; good touch downfield into MOF, as he can layer throws into the 2nd and 3rd level of the defense with good placement for YAC. Good competitive toughness: physical and mental toughness shows in willingness to take hits in the pocket and keep playing, very even-keel calm personality pre-snap when making adjustments, and does not get mentally broken by bad plays.

POSITIVES IN RUN GAME

Has the AA to scramble outside the pocket and pick up a few yards with his feet.

NEGATIVES IN PASS GAME

New offensive system may have led to him making less pre-snap adjustments (or their coming from coaches); sometimes doesn't recognize outside blitzes pre-snap and/or doesn't see blitz after snap. Well-disguised Zone coverages with lots of rotations confuse him and force him to hold the ball longer, struggles to adjust plan and make a decision. Adequate poise: pocket awareness of pressure/blitz is somewhat lacking, especially when post-snap reads take longer; as the pocket collapses and play breaks down, does not have the AA to break the pocket or the arm strength to make off-schedule/off-platform throws. Marginal play strength: can get pushed around the pocket and does not have physical strength to break out of sacks/tackles. Does not generate power through arm with lower body/core. Adequate arm strength: ball does not explode off his hand, throws to the outside can get batted down vs Man because defenders can make plays on the ball before it gets there; struggles to fit the ball into tight windows downfield, giving defenders opportunities to make plays on the ball; struggles greatly to throw ball deep, as he cannot throw it over 50 yards in the air to give receiver YAC opportunities, and DBs can deflect or intercept the ball as it dies. Accuracy suffers later in the dropback as he gets out of rhythm, especially when he forced to throw the ball downfield. Adequate ability to extend plays: reliance on quick rhythm throws leads him to greatly struggle on off-schedule plays; marginal ability to make off platform throws, as his already adequate arm strength becomes sapped even further when mechanics are not aligned. Personality could be viewed as aloof, does not display fire or sense of urgency.

NEGATIVES IN RUN GAME

None