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PLAYER INFO											
#	Pro Position(s)	Prospect (Last, First)		DOB (Age)		Scout Name (Last, First)					
4	QB	Carr, Derek		04-28-91 (29)		Wolfe, Mitchell					
COLLEGE				YEAR - RD - TM		TEAM					
Fresno State (CAFR)				14 - 2nd - OAK		Las Vegas Raiders					
CAREER INFORMATION											
Games Played	Games Started	Games Won	Winning %		Positions Started	Captain					
94	94	39	41%		QB	Yes					
INJURIES	2014 - No games missed, 2015 - No games missed, 2016 - 1 missed game (Broke right fibula in Week 16, missed Week 17), 2017 - 1 missed game (Suffered tranverse process fracture in Week 4, missed Week 5), 2018 - No games missed, 2019 - No games missed										
KEY STATS	Career - 2120 completions, 3227 attempts (65.7% completion), 22793 yards (242.5 YPG), 143 TDs, 62 INTs, 52 fumbles, 93.03 Passer Rating; 175 rushing attempts, 495 rushing yards, 3 TDs. 2019 - 361 completions, 513 attempts (70.4% completion, 2nd in the NFL), 4054 yards (253.4 YPG, 14th), 21 TDs (4.1%, t-17th), 8 INTs (1.6%, t-8th), 7 fumbles, 100.8 Passer Rating (9th), 65.6 QBR (10th); 27 rushing attempts, 82 yards, 2 TDs. Career-highs in completion %, yards, all Yards per Attempt stats, passer rating and QBR. 2nd-lowest bad throw % (11 %), and 2nd-highest on On-Target Throw % (82.6%); 30th in Intended Air Yards/Passing Attempt (6.6), 4th in YAC/Completion (5.9).										
MEASURABLES											
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench	
6023	210	4.69	1.64	31.5	9 1/8	34.5	N/A	4.20	110"	N/A	
EXPOSURES	2019: @MIN 9/22, @GB 10/20, @HOU 10/27, @KC 12/01, @LAC 12/22										
STRENGTHS	Mental Processing, Pre-Snap Adjustments, Post-Snap Diagnosis and Decision-Making, Mechanics, Accuracy, Arm Strength, Touch, Extension of Plays.										
WEAKNESSES	AA, Deep Ball Arm Strength, Play Strength, Mental Toughness										
SCHEME FIT	QB in system that asks him to make full-field reads of multiple passing concepts from the pocket to attack intermediate areas of the field, especially when aided by play action.										
PROJECTION	Starting QB that teams can win with in a system that asks him to make full-field reads of multiple passing concepts from the pocket to attack intermediate areas of the field, especially when aided by play action. Good mental processing, pre- and post-snap, and decision-making help him know where to go with the ball, and good mechanics, accuracy, and arm strength help him deliver it in an effective manner. Has occasional mental lapses and too-risk averse and struggles to rise to the occasion to bring team back or deliver in the clutch.										
BACKGROUND	6th year QB that has started 94 of 94 games and 16 of 16 in 2019. 2nd season under HC Jon Gruden, and 3rd under OC Greg Olson (OC in 2014, 2018-2019). 2nd-most 22 personnel usage (12%, 118 plays), 2nd-most 13 personnel usage (9%, 88 plays); 25th-most in 11 personnel (54%, 530) and 24th-most in 12 personnel (16%, 156). 8th-most Run heavy team (56% Pass: 44%), 5th-most snaps from Under Center (51% Under Center, 49% Shotgun); 11th highest Run rate from Under Center (71%), 9th highest Pass rate from Shotgun (82%). Offense frequently motions from 3x1 sets to 2x2, along with using condensed formations; lots of multi-player pre-snap shifts and motions. Started every game he played in since 2014 and elected captain in 2015. Diverse offense asks him attack the defense in a variety of ways, throwing passes to all areas of the field intermediate and short with rare deep shots, and very frequently using play action, especially from under center.										
BODY TYPE / AA	Adequate height, adequate weight, marginal arm length, and marginal hand size. Adequate athletic ability: Good linear foot speed, solid quickness and balance, adequate agility, and marginal explosiveness.										
POSITIVES IN PASS GAME											
Very good mental processing: makes a significant amount of pre-snap adjustments, including play checks/kills, line protections, and lots of pre-snap motions and shifts; directs a complex offense and communicates changes to all players pre-snap; good ability to make pre-snap reads exhibited by quick decisions to anticipate windows and attack open areas/matchups in the defense. Good post-snap diagnosis/processing and decision-making: works through progressions/reads very quickly, as he is frequently asked to make full-field reads with multiple passing concepts; usually processes what the defense is trying to do very quickly and how to attack it (Good play speed), can manipulate safeties with his eyes before delivering throws. Solid poise: good pocket awareness and blitz anticipation; very willing to check down if primary concept is not there. Good mechanics: holds ball high, quick release and compact delivery; resets his feet when forced to climb or move the pocket; can make throws using some alternate arm slots. Good accuracy: consistently makes short and intermediate throws giving receivers YAC opportunities, both over the middle and outside; good accuracy attacking downfield as well, giving receivers good chances on contested catch situations. Good arm strength: can drive ball into tight windows in MOF and to the sideline from inside and outside the pocket; ball usually arrives at receiver with speed to prevent defenders from making play on it; can throw the ball downfield to threaten defense vertically. Very good touch: very good at layering throws over defenders in MOF; good touch on deep balls giving receivers a chance to get under it. Good ability to extend plays: good sense of when to break the pocket, can make short and intermediate throws on the move/off-platform. Solid competitive toughness: has requisite physical toughness to take hits in the pocket; still competes to the end of games even when getting blown out.											
POSITIVES IN RUN GAME											
Can scramble for a few yards if need be.											
NEGATIVES IN PASS GAME											
Occasionally freezes when reading defense and trying to attack downfield if multiple receivers are bracketed or 7/8 defenders in coverage. Occasionally panics vs heavy pressure, trying to bail out of the pocket without getting the ball out. Seems have issues making intermediate throws to the sidelines, overthrowing or missing high due to not properly stepping into the throw. Not able to make multiple defenders miss in the pocket before delivering ball; cannot attack downfield (>20 yards) when scrambling outside the pocket. Marginal play strength: does not have ability to shed/break tackles from defenders or make throws with defenders touching him. Adequate mental toughness: too willing to checkdown and not push ball downfield, especially when trailing; very risk averse and struggles to bring team back when behind or deliver in clutch moments.											
NEGATIVES IN RUN GAME											
None											