Pro Scouting Report

PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
90	**0,1,2-Tech**	**Stewart, Grover**	**10-20-93 (27)**	**Jaramillo, Juan Manuel**

COLLEGE	YEAR – RD – TM	TEAM
Albany State [GAAL]	**17–4th–IND**	**Indianapolis Colts**

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
48	**14**	**22**	**46%**	**0-3 Tech**	**No**

INJURIES	2017-No injuries (Missed 1 game as a healthy inactive), 2018-Left Shoulder Strain (Didn't miss any games) (Missed 1 game as a healthy inactive), 2019 – No injuries
KEY STATS	Dramatically increased his playing time to 61% in 2019 after only playing 24% and 28% in 2017 and 2018 respectively. In 2019, ranked 5th in the team with 5TFL and 3 sacks and 13th with 30 tackles.

MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6042	**347**	**5.14**	**1.73**	**33.25**	**9.375**	**26**	**7.72**	**4.75**	**8'10"**	**30**

EXPOSURES	2019: vs DEN 10/27, vs TEN 12/1, at TB 12/8, vs NO 12/16, at JAX 12/29
STRENGTHS	Burst at the Snap as a 0/1-Tech when Keying the Ball/Lower Body Strength/ Knee Bend and Play Strength to Anchor against Drive Blocks/Upper& Lower Body Strength and Size to Absorb Double Teams
WEAKNESSES	Pass Rush Plan/ Pass Rush Moves/ Keying of the ball in the Backfield/ Balance against Lateral Shoves in Outside Zone Plays
SCHEME FIT	1/2-gapping 0,1,2-technique DT in a scheme that used DT´s primarily as run defenders tasked with controlling the LOS
PROJECTION	Starting 1/2 gapping 0,1,2-technique DT you can win with by tasking him with controlling the LOS in the running game by absorbing double teams and keeping the LB´s unblocked and pushing the pocket in the passing game due to his very good Play Strength, Anchor and good Competitive Toughness. Lack of a Pass Rush plan and of a variety of moves means he should not be expected to generate consistent pressure on the QB in the passing game and thus should be used as a 2-down player that comes off the field in obvious passing situations
BACKGROUND	3rd year DT that has started 14 of 48 games in his career and 13 of 16 in 2019. Last year played under second year HC Frank Reich, DC Matt Eberflus and DL coach Mike Phair. Played over 60% of the defensive snaps mainly as a 1/2-tech that occasionally played 3-tech DT in a Colts 4-3 scheme that tasked him with absorbing double teams and controlling the LOS in the running game and pushing the pocket in the passing game while executing very few stunts.
BODY TYPE / AA	Very good height and weight with good arm length and solid hand length on a compact frame that features a thick, muscular lower body and a long upper body. Good AA with good explosiveness, lateral agility and lower body flexibility, solid quickness and adequate balance.

POSITIVES IN PASS GAME

Good quickness at the snap with good explosiveness off his stance which contributes to his good upfield burst. Solid UOH, has good hand placement, is deliberate with where he places his hands, always looking to stay inside the shoulder pads of the OL and resetting them if he is unable to get good initial positioning. Very good initial punch with his hands that often rocks the OL back. Showcases his very good play strength in his ability to Bullrush and push the pocket from the inside, maintains good knee bend and pad level once he generates an initial push and keeps his feet moving throughout the rep. When unblocked, shows solid Foot Speed to close the distance to the QB, looks to tackle the QB by wrapping up the midsection, which limits penalties. Good awareness to consistently raise his arms and attempt to bat passes down when he realizes he isn't getting to the QB.

POSITIVES IN RUN GAME

Overall, good against the run, showcases his good upfield burst to get in position with his hands chest high at the snap. Very good hand strength to deliver a very good good punch on the OL when defending Gap runs, good hand positioning to stay inside the shoulderpads of the OL and very good at resetting his hands if unable to place them properly initially. Plays with good knee bend and pad level, which allows him to generate a very good anchor and hold his position at the POA against Drive blocks. Solid awareness to condense his gap and force the RB to choose another avenue by using his anchor and lower body strength to maintain his position throughout the play against Drive blocks in Gap schemes. Against DBLs, works to keep both blockers engaged with him and keep the LB´s clean by showing good recognition of a DBL coming his way and widening his base and showing good knee bend to absorb the impact, uses his good lateral agility and solid awareness to place himself in the middle of the two blockers and widen his hands and use his every good hand strength in order to keep the two blockers engaged with him throughout the rep. Possesses very good core and lower body strength which allows him to stand his ground and not get moved back by Double Teams. Against Zone schemes, leverages his good lateral agility and foot quickness to move laterally and maintain his gap responsibility by showing color in his gap while matching the angles of the ballcarrier. Shows good recognition and athletic ability to jump back and stay on his feet when blockers attempt to Cut block him. Good at tackling in the open field, looks to wrap up the midsection of the RB with both arms and bring him down. Good overall competitive toughness, maintains the same level of play and intensity throughout the game regardless of the time or situation and plays with good aggressiveness throughout each rep. Solid in pursuit, will turn upfield and look for the ball when it gets past the LOS.

NEGATIVES IN PASS GAME

Overall, adequate against the pass. Adequate initial recognition of run/pass, doesn't show a change in his approach to a "pass rushing mentality" where he looks to beat his blocker when he recognizes pass. Shows a marginal pass rush plan and a lack of a counter to his power rush. Relies exclusively on play strength to be a factor in the passing game. Hands are used to control the player in front of him but never to beat him as he has a marginal variety of pass rush moves he can go to in order to defeat a blocker. When unable to create an initial push, reverts to a marginal knee bend and pad level, gets too upright and becomes a non-factor in generating pressure to the QB.

NEGATIVES IN RUN GAME

Adequate mental processing, poor at keying the ball once snapped as his eyes stay on the ground which limits his ability to locate the RB and to recognize Bootlegs, Counters and Reverses. Adequate tackling radius, limited to the area right in front of him due to the fact that he does not have the ability to disengage from a blocker using his hands and make a tackle consistently and is often late at recognizing if the RB is running right by him. Poor Balance vs Reach blocks, this was especially problematic in Zone running plays where he was easily pushed sideways, allowing for cutback opportunities.