



SCOUTING ACADEMY

## Pro Scouting Report



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PLAYER INFO										
#	Pro Position(s)	Prospect (Last, First)			DOB (Age)		Scout Name (Last, First)			
<b>86</b>	<b>TE</b>	<b>HENRY, HUNTER</b>			<b>12-7-94 (26)</b>		<b>Livingston, Greg</b>			
COLLEGE				YEAR - RD - TM			TEAM			
<b>University of Arkansas (ARUN)</b>				<b>16 - 2nd - LAC</b>			<b>Los Angeles Chargers</b>			
CAREER INFORMATION										
Games Played	Games Started	Games Won		Winning %		Positions Started		Captain		
<b>42</b>	<b>36</b>	<b>11</b>		<b>26%</b>		<b>H,U</b>		<b>YES</b>		
INJURIES	<b>2016-</b> Concussion Grade 1 Missed No Games, Right Knee Strain Grade 1 Missed Week 9; <b>2017-</b> Lacerated Kidney Missed Weeks 16,17; <b>2018-</b> Right ACL Tear Grade 3 Missed All of Regular Season and First Playoff Game; <b>2019-</b> Left Tibial Plateau Fracture Missed Weeks 2-5.									
KEY STATS	Trending up in snap count (614/58%), targets (76, 4th on team), receptions (55, 3rd on team), yards (652, 4th on team) all while playing in fewer games in 2019. Finished 2019 season 8th in targets per game (6.3), 9th in yards and T-7th in TDs among NFL TEs.									
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
<b>6047</b>	<b>250</b>	<b>4.68</b>	<b>1.6</b>	<b>32 3/4</b>	<b>9 1/4</b>	<b>31.5</b>	<b>7.16</b>	<b>4.41</b>	<b>113</b>	<b>21</b>
EXPOSURES	<b>2019:</b> @ TEN 10/20, vs GB 11/3, vs KC 11/18, @ DEN 12/1, vs MIN 12/15									
STRENGTHS	Overall Athletic Ability; Physicality at Break Point , Head-Fakes and Jab Steps; Hands and Ability to Adjust to Passes Thrown High/Low/In front/Behind Frame.									
WEAKNESSES	Leg Drive, Pad Level and Ability to Generate Vertical/Lateral Push at LOS on Gap/Zone Blocks; Physicality to Finish Blocks Through Whistle.									
SCHEME FIT	Pass-heavy spread system where he can align in a split alignment and attack the short and intermediate areas of the defense.									
PROJECTION	Starting H/U TE best aligned in the Slot or Outside, in a Spread system. Can win because of him as primary receiving TE in the short and intermediate areas both inside and out, due to his size, AA and footwork to separate vs. both LB's and Safeties, along with good hands and very good ability to adjust. Adequate leg drive and physicality limit his ability as a blocker.									
BACKGROUND	4th-year player starting 36 of 42 games, including 12 of 12 in 2019 (played in 79% of snaps during 12 game span), missing Weeks 2-5 due to a fractured left foot. With Alfredo Roberts (4 years) as his position coach and Shane Steichen as the Chargers' OC, he was primarily used as an H/U TE aligning in a wing or split out on passing downs in a pass-first offense (passing 63%, 6th in NFL) that utilized primarily a Zone blocking scheme to set up short and intermediate pass plays and screens.									
BODY TYPE / AA	Good height, solid weight and arm length with poor hand size on a solid, athletic build with an even upper body to lower body weight/muscle distribution. Very good AA, exhibiting good footspeed/foot-quickness, COD, acceleration and lateral agility as well as solid balance and explosiveness.									
POSITIVES IN PASS GAME										
In the pass game, player displays good release quickness from both a 2 and 3 point stance, with good UOH and play strength to defeat Press and Catch Man coverage. In route stem, player demonstrates good mental processing to identify coverage and settle in Zone voids or utilize either very good AA including footspeed and acceleration to gain separation out of break, or utilize size and play strength to gain leverage and box out good LBs and Safeties at catch point in Man. Good overall separation quickness at break point, player exhibits good COD, sinking hips and dropping weight before leveraging good acceleration and breaking inside/outside or back towards QB; player also demonstrates good use of head fakes and jab steps in order to generate separation on Corner/Post routes breaking at 45-degree angle. Good footspeed to challenge LB's with good or worse AA on Crossing routes and Seams. Good overall hands when stationary and on the run, consistently extending hands away from body to complete catches in/around strike zone as well as to locate and complete catches over the shoulder. Very good ability to adjust/catch balls thrown in front of him, demonstrating the ability to leave his feet to secure catch; good ability to catch above his head, and at his feet, with solid physical toughness to secure contested throws through contact and over the middle of the field vs DBs. Good ability to create YAC, utilizing solid play strength and good effort to break through arm tackles and fall forward, especially vs. 3rd level defenders, along with very good AA and good foot quickness and acceleration in the open field to elude LBs in space. Good mental processing to get out of bounds in order to stop the clock in 2 min drill. Solid tempo on screen plays and play-action fakes in order to deceive defenders before carrying out assignment. In Pass Pro, solid ability to mirror DL/Edge Rushers with solid or worse AA due to good quickness and lateral agility with good initial hand timing/placement to either drop weight and attempt to hold ground vs. Power/Bull rushes or run feet and wash players up the ark vs. Speed rushes attacking his outside shoulder.										
POSITIVES IN RUN GAME										
Good quickness out of stance on Gap/Zone blocks with solid ability to gain positional leverage due to good short area quickness and good initial hand timing/placement on Reach/Scoop blocks in Zone scheme as well as solid UOH control/stalemate Edge-Rushers/LBs under 250 lbs on Base/Drive Blocks in Gap scheme.										
NEGATIVES IN PASS GAME										
Adequate ability in Pass Pro, in limited attempts, adequate ability to sustain blocks or anchor vs. defenders over 250 lbs and particularly against the Bull/Power rushes due to adequate lower body strength and ability to counter with hands once engaged with defender often having hands slip wide resulting in losing control of defender and balance.										
NEGATIVES IN RUN GAME										
Exhibits adequate overall ability as a Zone blocker due to adequate pad level and lower body strength resulting in adequate ability to generate lateral push vs. DL/Edge-Rushers at LOS when engaged on Reach blocks. Adequate leg drive and competitive/physical toughness to fight to sustain/finish blocks through whistle resulting in having blocks shed, particularly on Outside Zone Reach blocks and 2nd level blocks due to hands slipping wide. Adequate ability on Gap blocks due to adequate pad level, leg drive and lower body strength resulting in either stalemate or being driven back by DL/Edge-Rushers over 250 lbs on Base/Drive/Down blocks. Particularly struggles on Pull blocks, Hat blocks and 2nd level blocks due to adequate ability to come to balance prior to engaging defender, consistently lunging at defenders with shoulder and head down resulting in adequate balance and marginal UOH allowing solid or better defenders to avoid or shed his block attempts.										