
		<b>Pro Scouting Report</b>								
PLAYER INFO										
# <b>40</b>	Pro Position(s) <b>MLB</b>	Prospect (Last, First) <b>Davis, Jarrod</b>	DOB (Age) <b>11-16-94 (26)</b>		Scout Name (Last, First) <b>Wolfe, Mitchell</b>					
COLLEGE <b>University of Florida (FLUN)</b>			YEAR – RD – TM <b>17 - 1st - DET</b>		TEAM <b>Detroit Lions</b>					
CAREER INFORMATION										
Games Played <b>41</b>	Games Started <b>41</b>	Games Won <b>16</b>	Winning % <b>39%</b>		Positions Started <b>ILB, OLB</b>	Captain <b>No</b>				
INJURIES	<b>2017</b> – 2 missed games (Sustained concussion in Week 2, missed Weeks 3-4), <b>2018</b> – No missed games, <b>2019</b> – 5 missed games (Missed Weeks 1-2 recovering from high right ankle sprain in preseason; Missed Weeks 14-17 after being placed on IR for reaggravating ankle injury).									
KEY STATS	<b>Career</b> – 259 total tackles (176 solo), 18 TFLs, 1 interception, 8 passes defended, 5 forced fumbles (3 recovered), 10 sacks, 19 QB hits. <b>2019</b> – 63 total tackles (38 solo), 4 TFLs, 1 pass defended, 3 forced fumbles (1 recovered), 2 sacks, 5 QB hits; <b>2019</b> Passing stats against: 37 targets, 29 completions (78.4%), 363 yards (12.5 YPC), 1 TD, 116.9 passer rating. Nearly all stats significantly decreased in <b>2019</b> due to missing 5 games after career year in <b>2018</b> , decreased from 976 snaps at 99% to 655 at 57%.									
MEASURABLES										
Height <b>6014</b>	Weight <b>245</b>	40 YD <b>4.62</b>	10 YD <b>1.57</b>	Arm <b>33.5</b>	Hand <b>9.75</b>	Vert <b>38.5</b>	3 Cone <b>7.39</b>	SS <b>4.39</b>	Broad <b>129"</b>	Bench <b>N/A</b>
EXPOSURES	<b>2019:</b> @PHI 9/22, vs KC 9/29, vs MIN 10/20, vs DAL 11/17, vs CHI 11/28									
STRENGTHS	Man Coverage vs TEs/RBs, Tackling, Shooting Gaps as Run Blitzzer, Forcing Fumbles, Competitive Toughness									
WEAKNESSES	AA, Diagnosing Run Schemes, Taking Good Angles to Ball Carrier, Maintaining Gap Integrity, Taking On Blockers, Shedding Blockers, Read QB and Route Combinations in Zone Coverage, Break on Ball/Receiver in Coverage, Mental Processing, Play Speed, Play Strength, Ball Skills in Pass Coverage, Pass Rush/Blitz Skills.									
SCHEME FIT	MLB that plays in base down and distances and is asked to shoot gaps in run blitzes									
PROJECTION	Role player MLB that plays in base down and distances and is asked to shoot gaps in run blitzes that teams can win with. Good tackler in the box and in space along with solid competitive toughness make him a solid player when asked to stop the run, especially between the tackles; solid in man coverage vs TEs/RBs in short areas of the field. Lacks the critical factors (AA, Play Speed, Play Strength, Mental Processing) necessary to be an effective three down LB especially when asked to cover in Zone; struggles to diagnose and attack most run schemes.									
BACKGROUND	4th-year LB that has started 41 of 41 career games and 11 of 11 in 2019. 2nd year under HC Matt Patricia, DC Paul Pasqualoni, and LB coach Al Golden. Starting ILB in Patricia's 3-4 Multiple defense, 19% Base (27th in the league), 46% Nickel (25th), and 34% in Dime (5th). Defense uses lots of Bear fronts, with 5 and 6 men on LOS, and 3-man Odd/Tite fronts vs lighter personnel groupings. Very-low blitz rate: 18%, ranked 30th in the NFL and 18.8% pressure rate ranking 29th in the NFL. Versatile piece in the defense: plays sole off ball LB in Bear fronts, usually aligns across from RB (away from run strength) when offense is in Shotgun if defense has two off ball LBs, occasionally aligns as on-ball OLB to rush the passer in Dime/Dollar defenses (3-2-6). Mostly plays between the hashes vs the pass, covering TEs in MOF but also covers RBs in Man into the Flats, and occasionally rushing the passer on obvious passing downs.									
BODY TYPE / AA	Solid height, good weight, very good arm length, and very good hand size. Marginal athletic ability: adequate agility and marginal acceleration, quickness, explosiveness, and balance. Moves fluidly, but only adequate foot speed prevents him from getting to the ball in a hurry.									
POSITIVES IN PASS GAME										
Solid in man coverage: has the movement skills/AA to stay in phase vs most basic routes by TEs in MOF; good at staying on top of RBs into the flats. Can be effective as a pass rusher when used in stunt/twist game and can get matched up vs RB, and is good at protecting MOF as QB spy preventing scrambles. Good at forcing fumbles: tackles with punch technique to get ball out and able to pounce on ball when hustling to tackle. Pre-snap communicator on defense, getting DL and LBs properly aligned.										
POSITIVES IN RUN GAME										
Better vs Run at POA when aligned to run strength, as he can attack downhill and hes does not have to read and diagnose the run scheme to cover backsides; if he diagnoses the run quickly, he can get in the backfield and make a play; displays ability to blow up blockers and shed quickly when run blitzing. Good tackler: consistently brings down RB between the tackles with good form/technique; solid tackler in space as well. Solid competitive toughness: Good aggressiveness, attacks OL consistently coming downhill to stop the run or rushing the passer, displays hustle and effort to finish at the ballcarrier.										
NEGATIVES IN PASS GAME										
Marginal in zone coverage: bites very hard on Play Action, preventing him from getting back quickly to his zone; does not gain enough depth dropping into Hook/Curl zones, allowing routes overtop of him; does not seem able to read QB to detect where ball may be going; severely struggles to understand route combinations and how they interact with his zone; late to click and close on ball/receiver; gets worse the further he is down the field and further outside the hashes, as lack of AA is exposed in space. Adequate ball skills: lack of coverage skills prevent him from being able to make plays on the ball in coverage, very rarely in a position to disrupt catch and does not seem able to do so when he is. Marginal play speed: adequate mental processing makes him late to recognize run schemes and route combinations developing in front of him, and AA hampers his ability to react and recover quickly. Struggles to stay in phase on routes further than 10 yards downfield, as he does not have the AA to cover better athletes that long. Adequate pass rush ability: lack of AA prevents him from winning around the edge, as he does not explode off the snap. Comes off the field on high leverage passing downs.										
NEGATIVES IN RUN GAME										
Adequate vs Run at POA: slow through traffic, as he struggles to diagnose the run concept and predict where the RB is going, especially when he's coming from the backside; frequently jumps out of his gap opening a lane for the RB for no reason, and attacks blockers instead of gaps allowing RBs to squirt through holes; struggles to shed OL especially when they climb to the 2nd level; inconsistent ability to hold ground vs OL (adequate Play Strength). Adequate vs Outside Run: struggles to diagnose run concept and understand where he needs to be; negatively affects his ability to attack downhill through proper lane to cutoff backside; lack of AA prevents him from getting outside enough to force runner back inside.										