
 <b>Pro Scouting Report</b> 										
PLAYER INFO										
#	Pro Position(s)	Prospect (Last, First)			DOB (Age)		Scout Name (Last, First)			
<b>83</b>	<b>WR</b>	<b>Reynolds, Josh</b>			<b>2-6-95 (25)</b>		<b>Svenson, Caspian</b>			
COLLEGE				YEAR - RD - TM			TEAM			
<b>Texas A&amp;M (TXAM)</b>				<b>17-4th-LAR</b>			<b>Los Angeles Rams</b>			
CAREER INFORMATION										
Games Played	Games Started	Games Won		Winning %		Positions Started		Captain		
<b>52</b>	<b>14</b>	<b>35</b>		<b>67%</b>		<b>X, Z</b>		<b>No</b>		
INJURIES	<b>College:</b> no significant injuries, <b>2017:</b> no significant injuries, <b>2018:</b> no significant injuries, <b>2019:</b> no significant injuries									
KEY STATS	Trending up every year in Y/R with 15.5 in <b>2019</b> (led LAR), regressed from 8 of 16 games started in <b>2018</b> to 2 of 16 games started in <b>2019</b> , wasn't productive in <b>2019</b> with only 21 receptions (7th on LAR) and 326 yards (6th on LAR) on 43 targets									
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
<b>6026</b>	<b>194</b>	<b>4.52</b>	<b>1.56</b>	<b>31.5</b>	<b>9 3/8</b>	<b>37</b>	<b>6.83</b>	<b>4.13</b>	<b>124"</b>	<b>N/A</b>
EXPOSURES	<b>2019:</b> vs CIN 10/27, at PIT 11/10, vs CHI 11/17, vs SEA 12/8, vs ARI 12/29									
STRENGTHS	Release vs Soft Press, Tracking and Adjusting to Balls Above Waist Around Frame, Contested Catch Ability									
WEAKNESSES	Release vs Physical DBs, Separation Quickness on Digs/Outs and Posts/Corners, Ability to Break Tackles and Evade Defenders After the Catch, Effort and Power as a Blocker, Acceleration									
SCHEME FIT	Any system that will allow him to work the intermediate/deep areas on Comebacks/Curls/Fades and use him as a red zone threat.									
PROJECTION	A solid role player who can work the intermediate/deep areas with solid separation and succeed in the red zone with his tall frame, good vertical, and reliable hands in contested situations through contact. Marginal separation quickness on digs, outs, posts, corners as he doesn't manipulate leverage, labors to fight through contact, and rounds his breaks with adequate COD and acceleration. Adequate play strength and elusiveness prevent him from being a YAC threat.									
BACKGROUND	3rd year WR who has started 14 of 52 career games including 1 of 4 career playoff games and 2 of 16 games in 2019 where he served as a rotational player. Has played all 3 years under WR coach Eric Yarber in HC Sean McVay's offense that primarily aligns in 11 personnel and supplements its Zone Running scheme with lots of Play Action Bootlegs, attacking all levels of the defense on every play. Reynolds aligned as the Z or X and primarily worked the intermediate/deep areas of the field on Go, Post, Corner, and Comeback routes.									
BODY TYPE / AA	Very good height, adequate weight, adequate arm length, and solid hand size with a very lean frame. Adequate AA with solid quickness, solid lateral agility, solid foot speed, adequate COD, adequate balance and adequate acceleration.									
POSITIVES IN PASS GAME										
Solid release vs Soft Press as he takes a shuffle step off the LOS towards the sideline on outside releases to widen and square up the DB, uses solid quickness to break down into a 2 or 3 step release, and solid lateral agility to attack his desired half of the DB before entering his vertical stem. Creates solid separation on Go and Crossing routes with his solid foot speed and has solid separation quickness on Comebacks/Curls vs DBs that are forced to respect his solid foot speed as he then shows an ability to sink his hips, create a low center of gravity and use his solid quickness with solid suddenness to get out of his break, flip his head and work back to the QB. Good ability to extend his arms and adjust to balls thrown above, behind and in front of his frame with a solid ability to adjust to balls thrown at or below his waist while maintaining solid body control. Has solid awareness/body control to stay in bounds on the sideline or in the back of the endzone while catching the ball. Good ability to track the ball on vertical or fade routes, uses his good vertical jumping ability and tall frame to highpoint the ball among defenders. Has good natural hands on balls thrown above his waist and solid hands on balls thrown at or below his waist while both stationary and on the move despite a tendency to use his body when unnecessary, has good contested catch ability with a good ability to secure the ball through contact. Solid foot speed to outrun LBs after the catch and solid physical toughness to fight through contact for extra yards. Solid mental toughness as he showed a short-term memory, bouncing back with good plays following drops.										
POSITIVES IN RUN GAME										
None										
NEGATIVES IN PASS GAME										
Adequate release vs Press with physical corners with solid or better play strength as his adequate physicality, play strength, and hand swipes allow physical DBs to force him off his path with jams as he labors to disengage from contact, also allowing physical DBs to easily compress his route inside vs Cover 1 and other coverages that funnel WRs to inside help. Adequate speed release as his adequate acceleration off the LOS doesn't allow him to efficiently eliminate cushion off the jump vs Off coverage or get on top of the DB before entering his stem vs Press Man. Tall frame, high pad level and adequate play strength allows for LBs/physical DBs to force him off the redline as he tries to work across the middle or get vertical in his stem. Displays adequate mental processing vs Zone coverage as he does not immediately diagnose the coverage and doesn't have the spatial awareness to naturally settle in soft spots or find the seam. Adequate mental processing in the scramble drill, doesn't break off his route and work back to the QB or open areas of the field at a consistent rate. Marginal separation quickness on Digs, Outs, Posts, Corners as he doesn't disguise his intentions or manipulate leverage by driving his stem into the DB and forcing them to commit their hips or by working to blind spots, labors to fight through contact at the break point or when crossing face due to adequate play strength, cuts with adequate COD and acceleration and rounds his breaks on Digs/Outs rather than getting flat, allowing DBs time to react. Marginal YAC ability with an inability to outrun DBs with solid or better acceleration due to adequate short area acceleration/burst, adequate ability to break tackles due to adequate play strength, and an adequate ability to evade most DBs/LBs due to adequate COD and adequate mental processing to find running lanes and anticipate defenders.										
NEGATIVES IN RUN GAME										
Marginal overall run blocker. Inconsistent effort shows through, doesn't show that he wants to block as he waits for the play to come to him to engage with defender, allowing defenders to chase down the ball. Marginal power on contact due to no hip involvement, adequate play strength, and adequate physicality/aggressiveness.										