



SCOUTING ACADEMY

## Pro Scouting Report



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PLAYER INFO										
#	Pro Position(s)	Prospect (Last, First)		DOB (Age)		Scout Name (Last, First)				
72	OT	Moton, Taylor		8-18-94 (25)		Noel, Dahmir				
COLLEGE			YEAR - RD - TM			TEAM				
Western Michigan (MIWE)			17-2nd-CAR			Carolina Panthers				
CAREER INFORMATION										
Games Played	Games Started	Games Won		Winning %		Positions Started		Captain		
53	37	25		47%		RT, LT		No		
INJURIES		2017 -2019: N/A								
KEY STATS		Has been trending upwards in snaps played through the first 3 seasons. Penalties has remained consistent in years 2 and 3. Allowed sacks has increased in the last two season. 2017 - Ranked at 118th in snaps played (63) with 0 penalties and 0 sacks allowed, 2018 - Ranked at 16th for snaps played (1054), finished the season ranked at 36th for most penalties (6) and 52nd for most sacks allowed (2) among OTs, 2019 - Ranked 3rd in snaps played (1106), finished ranked 35th for most penalties (6) and 28th for most sacks allowed (5)								
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6053	319	5.18	1.84	34.12	10 5/8	30.5	7.73	4.58	9'01	23
EXPOSURES		2019: at HOU 9/29, at SF 10/27, vs TEN 11/3, vs NO 11/24, at ATL 12/8								
STRENGTHS		Foot quickness/ UOH in Pass Pro/ Reach technique on Outside Zone/ Leverage in Pass Pro and run/versatility to play both OT positions								
WEAKNESSES		Loses balance on Drive blocks/ Cover and occupy at the 2nd level on run plays/ core strength in Gap run to get push at 1st level								
SCHEME FIT		A Zone running scheme with a balanced passing system that looks to use short, intermediate, and deep passing concepts.								
PROJECTION		A starting OT that you can win with a Zone running scheme with a balanced passing system that looks to use short, intermediate, and deep passing concepts. Provides good Pass Pro with very good footwork and good punch timing/placement. Strikes with solid independent hands and able to refit hands while engaged in Pass Pro. Effective on outside Zone blocking with Reach tech due to good foot quickness and hand placement. Can beat defender to the spot in Pass Pro with good foot quickness and uses good footwork to mirror defender before initiating contact. On Gap plays, doesn't have the core strength to produce effective movement on 1st level defenders (1v1). Loses balance on Drive blocks which allows defenders to shed blocks.								
BACKGROUND		3rd year OT who has started 37 games out of the 53 played, including starting all 16 games the last two seasons with no impactful injuries. 2nd year with Norv Turner as the OC before he was relieved of his duties (Week 13) after HC Ron Rivera was fired. Has the same OL coach, John Matsko, for the past two years as well. Turner's scheme was based around the Air Coryell system which utilizes a heavy power running attack with a majority of passes being vertical passes down the field. Scott Turner took over in Week 14 as the OC and utilizes most of the same schemes but wanted to put an emphasis on getting more WR and RB out in space using Bubble screens and Jailbreak screens rather than consistently throwing the ball down the field which allows him to get on the perimeter and perform Pull and Cut blocks.								
BODY TYPE / AA		Good height and weight with a long torso and solid arm length, has athletic build and no sloppy weight with thick thighs. Shows good athletic ability with good foot quickness, COD, lateral agility, hip fluidity, flexibility, and mobility.								
POSITIVES IN PASS GAME										
Good initial quickness from 2 or 3 point stance off the LOS with good foot quickness and balance to get into vertical and 45 degree sets in Pass Pro. Shows good foot quickness to beat the defender to the point of contact in Pass Pro. Can keep a half-man relationship with good lateral agility and foot quickness in Pass Pro and has the ability to mirror defender before initiating contact with defender. Displays solid mental processing with recognition of stunts and twist with the ability to pass off rusher and pick up the incoming pass rusher. Good UOH in Pass Pro with solid independent hand usage and good timing/placement and able ability to control the solid defenders and refit hands while engaged. Shows physical toughness once at contact point by absorbing contact and stalemate the pass rusher. Plays with leverage to keep a low pad-level on his good Anchor technique using a balanced base, good UOH, and solid upper body strength in Pass Pro. Consistently finishes blocks in Pass Pro. Displays a solid mental toughness in the red zone and on 3rd down with multiple rushers showing blitz by picking up the right defender.										
POSITIVES IN RUN GAME										
Good outside Zone blocking with Reach/Scoop technique. Good initial quickness from stance to get his head on the correct side and create movement with leverage and footwork. Ability to keep body square, use leverage to get good movement on 1st level blocks, and has the acceleration and quickness to peel off and get to the 2nd level on combo blocks. Quickly locates his blocking assignment at the 2nd level and has the ability to execute Drive blocks with good foot quickness and UOH. Displays a good initial quickness off the LOS with good hand placement/timing and leverage on Drive blocks vs. adequate defenders on Gap plays. Solid Down blocks on 3-tech and 5-tech DL with good lateral agility and COD. Ability to Pull and locate blocking responsibility and execute Cut blocks on the perimeter. Finishes Down, Reach, and Angle blocks on Gap and Zone plays.										
NEGATIVES IN PASS GAME										
Gives up ground vs. good bull rushers who convert speed to power in Pass Pro due to adequate core strength and allowing defender into his chest.										
NEGATIVES IN RUN GAME										
Adequate Gap blocker due to lack of core strength and aggressiveness in the running game which allows him to stalemate but not able to create push. Unable to produce manageable movement at the 1st level due to adequate core strength vs. solid defenders. Struggles with covering and occupying on 2nd level run plays. Stance can become narrow and unbalanced on Drive blocks which allows defenders to shed blocks.										