Pro Scouting Report

PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
60	**RG**	**Cann, AJ**	**10-03-91(26)**	**Muria, Aldo**

COLLEGE	YEAR – RD – TM	TEAM
South Carolina (SCUN)	**15 - 3rd - JAX**	**Jacksonville Jaguars**

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
48	**47**	**18**	**37%**	**RG**	**No**

INJURIES	2015: Week 16 Wrist (Probable-Played). 2017: Week 9-10 Triceps (Questionable-Played).
KEY STATS	2015: 81% offensive snaps played. 2016: 100% offensive snaps played. 2017: 91% offensive snaps played

MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6026	**313**	**N/A**	**N/A**	**32 3/5**	**10 1/4**	**na**	**na**	**na**	**na**	**26**

Tapes Viewed	**2017:** vs BAL 9/24, @PIT 10/08, vs LAR 10/15, vs LAC 11/12, @SF 12/24
BEST	Mental Processing, Play Speed, Competitive Toughness
WORST	Play Strength, UOH, Zone Blocks, Pass Pro
PROJECTION	Adequate starter who could win due to his Mental Processing, Play Speed and Competitive Toughness. Will struggle against solid competition due to his lack of Play Strength and willneed help to be effective
SCHEME FIT	He is better suited for a run orientated team that uses a Power-Blocking scheme in the run game where he can be used in Double Blocks and as a Pull Blocker, with a wide use of Play Action and 6+ man protections

SUMMARY

3rd year player who has started 47 times in 48 games. Played his first year under HC Doug Marrone and OC Nathaniel Hackett who uses the Air-Coryell system that uses a lot of 21 personnel that stretches the field vertically and horizontally in the pass game with a power blocking scheme in the running game. Marginal height with solid weight and adequate arm length with solid hand length. Shows an adequate AA, struggles with movement since he shows stiff hips, heavy footwork and adequate foot speed. Shows a solid get off in Drive Blocks, he plays with wide base and low pad level. More effective using the "Hug Technique", once the DL tries to disengage he reacts quickly and attacks the chest with his hands putting all his weight on them to finish the block. Good in angle blocks, good hand placement and timing, using his lower body strength to drive the DL back. Solid Pull-Blocker, gets quickly out of his stance and moves fast enough to get to the spot, using his frame to finish the block against solid 2ndand 3rdlevel defenders. Solid get off in Zone Blocks, plays better when he has to attack the DL with a slanted angle, avoiding the DEF to get his hands on him using his weight to move the defender with circular force. Shows a good Mental Processing to overcome his lack of UOH and Play Strength in Pass Pro. Uses bait moves with his arms to force the DL to make his move first to create a window to strike the chest and disrupt the rusher's timing, once he has a clean shot on his assignment, puts all his body weight on his toes and arms to finish the block. Uses the same technique when he has to turn his hips when is beaten by a rusher in the beginning, extends his arms and uses his weight. If he is uncovered in Pass Pro,he is always looking for work and diagnoses the bigger threat quickly and helps his teammate, either C or OT. Solid Competitive Toughness, plays at his best on key moments and elevates his game when he faces elite competition. Adequate Drive Blocker, he struggles to win the 1-on-1 battles due to his adequate UOH and functional strength. Adequate Zone Blocker. In I/S he struggles to sustain the block because the DL can disengage easily and make the tackle; in O/S can't contain adequate 1st level defenders and his foot speed isn't good enough to climb and block the LB on time. Once engaged with the LB, he is easily beat in the hand battle. Adequate in Pass Protection, his initial punch usually lacks timing and strength, which allows the rusher to get an initial advantage. Can't deal with players with solid UOH, he can't grab them on time nor can he keep himself engaged. His footwork is slow so he struggles to mirror the DL. He loses his footing constantly due to the fact that he puts a lot of weight on his toes and arms, being very vulnerable to swim moves. Marginal Anchor. His post foot is frequently on his toes, losing the ability to root to the ground. When he is being bull rushed, he doesn't have the ability to hop back, reset his feet and drop his hip. He overcommits to the outside in stunt games, especially when he has being beaten by that particular DT, so he leaves constantly his inside lane uncovered for the DE. Overall he is an adequate starter who could win due to his Mental Processing, Play Speed and Competitive Toughness. Will struggle against solid competition due to his lack of Play Strength and will need help to be effective. He is better suited for a run orientated team that uses a Power-Blocking scheme in the run game where he can be used in Double Blocks and as a Pull Blocker, with a wide use of Play Action and 6+ man protections.