

SCOUTING ACADEMY		Pro Scouting Report				SCOUTING ACADEMY				
PLAYER INFO										
#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)						
89	TE	Jarwin, Blake	7-16-94 (25)	Clark, Brendan						
COLLEGE		YEAR - RD - TM	TEAM							
Oklahoma State-OKST		17-UDFA-DAL	Dallas Cowboys							
CAREER INFORMATION										
Games Played	Games Started	Games Won	Winning %	Positions Started	Captain					
33	11	6	55%	Y,H	No					
INJURIES	2016-No injuries, 2017-No injuries, 2018-No injuries, 2019-No injuries									
KEY STATS	27 receptions in 2018 to 31 receptions in 2019, with 365 yards up from 307 in 2018 and 3 TD's both years. Played 36% of the snaps in 2018 and 39% in 2019. 8.9 Yards per target in 2019 and only 1 drop in 2019. Only 1 broken tackle in 2019 after only 2 broken tackles in 2018.									
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6051	248	4.73	1.58	34.13	9 7/8	34.5	7.44	4.33	121"	N/A
EXPOSURES	2018: vs MIA 9/22, @NYJ 10/13, vs PHI 10/20, @NE 11/24, vs LAR 12/15									
STRENGTHS	Angles, Pad Level and Play Strength to Hold up on Zone, Dbl teams/ Foot Speed and Explosiveness to Work into Stem with Solid Hand Usage/ Competitive Toughness									
WEAKNESSES	Shiftiness and Physicality at Top of Route to Separate against DB's/ Punch Timing against Edges/On Ball LB's who Use Hands/ Hand Strength in Contested Catch									
SCHEME FIT	Zone run scheme and spread pass game that utilizes him in short and intermediate									
PROJECTION	Starting TE you can win with in Zone run scheme and spread passing game, that will allow him to leverage competitive toughness to hold up as solid in-line and perimeter blocker. Can succeed as receiver in both short and intermediate areas on full speed routes, using combination of AA and technique to obtain leverage and separation.									
BACKGROUND	3rd year TE who has started 11 of 33 games and 7 in 2019. Played in all 16 games, splitting time as the primary backup to starter Jason Witten, and playing on 39% of snaps in 2019. 3rd year under head coach Jason Garrett, and 1st year under play caller and OC Kellen Moore, who utilized a primarily spread system, with heavy use of pre-snap motion Zone scheme running game, with consistent use of play action and downfield passing concepts that attacked the intermediate areas of the field. Aligned primarily as a U TE, with some use as a Y and detached from the LOS both on the backside of 3x1's and as a big slot. Was asked primarily to run block, with almost no use as a pass protector, and basic route tree to short and intermediate levels of the field with some use on benders, seams and slot fades.									
BODY TYPE / AA	Good height and solid weight, possesses a long, slender frame that doesn't appear maxed out or particularly muscular. With good arm length and hand size, he is a good athlete with good explosiveness, foot speed, solid COD, flexibility, and adequate balance and quickness.									
POSITIVES IN PASS GAME										
Faced soft Press Man when aligned backside on 3x1, demonstrating good explosiveness out of stance to create separation on shallow crossers and eat up cushion against Off Man both in-line and as big slot. Good processing to sight adjust against blitz looks. good ability to stack LB's/Safeties vs Man coverage, altered stem to attack leverage with good route tempo, top end foot speed and hand usage throughout stem to put defender in trail position, with solid flexibility/COD and consistency into the top of the route. Maintains good speed though speed cuts in the intermediate area, with solid ability to separate out of break against LB's/safeties when leverage is obtained in stem. Solid ball tracking in the short area of the field, with solid flexibility to adjust to the ball around his frame, and good explosiveness to climb the ladder to get to the ball above him. Displays good manual dexterity at the catch point with ability to make hands catches on balls anywhere around his frame, and transition with solid quickness to a runner. Good top end foot speed after the catch, with ability to maintain separation against LB's in pursuit, and linear running style with solid fight for extra yards.										
POSITIVES IN RUN GAME										
Displays solid play strength to stalemate edge on Base blocks, with good explosiveness out of stance and good pad level into contact. Solid hand placement engaging edge, bringing hips and feet into contact and avoiding overextending and losing balance. Displays good timing and communication working combo blocks in Zone scheme, with good foot speed and angles taken working to second level defenders, showing flexibility to bring feet and log defenders who attempt to wrong arm. Takes very good angles to second level defenders on Arc blocks, combining solid play strength and leverage to hold up at POA against backers and generate push against DB's. Good competitive toughness, to block through the whistle, exhibiting good consistency throughout the game.										
NEGATIVES IN PASS GAME										
Adequate releasing against Press, with marginal shiftiness and footwork to win off LOS and control the rep. Adequate quickness processing Zone coverage to adjust route and sit in voids in underneath zones. Adequate separator against technical db's who maintain leverage through stem, with marginal technique or use of physicality at the top of the route, allowing db's to click and close out of breaks on both full speed and COD routes. Adequate tracking of the ball in intermediate/deep area to work back to the ball on horizontal cuts and prevent DB's from angle to make play, with adequate pluckiness of hands to snatch the ball out of the air and demonstrate consistent ability to maintain possession through contact. Adequate elusiveness as YAC player, with adequate balance through contact and agility to evade LB's/DB's.										
NEGATIVES IN RUN GAME										
Adequate punch timing against edges and on-ball LB's on Base blocks, allowing stronger defenders who engage with hands to get inside and generate displacement at POA. Adequate natural leverage, without play strength to compensate preventing him from being able to drop anchor against players who land hands inside early and stack.										