Pro Scouting Report

PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
4	**QB**	**Keenum, Case**	**02-17-88 (31)**	**Turchyn, Nick**

COLLEGE	YEAR – RD – TM	TEAM
Houston - TXHO	**2012-UDFA-HOU**	**Denver Broncos**

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
59	**56**	**28**	**48%**	**QB**	**YES**

INJURIES	**2018** Week 2 Knee Sprain missed no time **2017** no known injuries **2016** Weeks 11-12 Concussion **2015** Week 11-12 Concussion **2014** Week 15-16 Thumb Sprain Week 14 Bruised Shoulder **2013** no known injuries **2012** no known injuries
KEY STATS	**CFB Career:** Became NCAA all-time leader in passing yards, touchdowns, completions at Houston * Only QB in FBS history to have passed for more than 5,000 yards in each of three seasons **NFL Career** * 1.52 TD-Int ratio * most recent season 1.2 * best season 3.1 (2017) **2018** * record high for * attempts (586) * Interceptions (15) * Yards (3,890) * Games Started (16) * Sacks (34)

MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6010	**215**	**4.82**	**n/a**	**30 5/6**	**9 1/8**	**32.5**	**n/a**	**n/a**	**103**	**n/a**

Tapes Viewed	**2018**: at BAL (09/23), vs LAR (10/14), vs HOU (11/04), at LAC (11/18), vs PIT (11/25)
BEST	Pre-Snap Reads, Touch, Back Shoulder Fade, Quick Release, Screen Game, Clutch Performer
WORST	Vision, Arm Strength, Streaky Placement
PROJECTION	Starting QB who can win with good FBI, a quick release, and high level of competitive toughness, who thrives in Quick Game and predetermined Shot Plays. Floor as a back-up QB to provide good competition to QB1 will exist for many years. Would avoid play-call mix that requires QB to drive throws to the intermediate and deep areas of the field.
SCHEME FIT	Any offensive system where Quick Game is a foundation of passing attack and complimented w/ Nakeds/Bootlegs and Screen

SUMMARY

8th year QB (54 career starts) spending 2018 in OC Bill Musgrave's Pro-Style passing attack (started all 16 games), and in 2017 in OC Pat Shurmur's Play-Action short and intermediate concept attack in Minnesota (started 16 games: 14 reg, 2 playoff). A solid athlete with marginal height, weight, arm length and hand size with solid agility and change of direction. Possesses solid balance and rhythm in his stance to his very compact motion with good light feet and a quick release. Before the snap, shows solid mental processing w/FBI to change run play direction, motion receivers, etc. to take advantage of defensive formations, at his best on critical 3rd downs comfortable killing plays and ID'ing match ups. From Shotgun or Under Center, shows good mechanics with good rhythm in his drops, to clean footwork, often seeing his eyes through his feet, especially in Half-Field Progressions. His plant foot in his delivery gets down very quickly leading to a compact throwing motion (3/4 release), especially on 1st read throws and in the Quick Game where he shows ability to throw Runner's Ball to both in and out-breaking routes. Shows very good touch on throws to all levels, thrives on Back Shoulder fades and even the ability on Shot Plays to throw Go routes open vs defenders capping vertical space. The more air needed under a throw the better he is. Shows good poise vs pressure both relying on his footwork and with good play strength to avoid sacks and exit the pocket playing through contact. Is excellent in the screen game, actively creating throwing lanes with his movement and athleticism to deliver the ball on time. Is very efficient throwing Smoke routes or WR screens as well. Has solid ability to extend plays, especially in the 2nd half of games. Has very good competitive toughness to win games late (6 comebacks, 10 game winning drives), where his play elevates to the situation. Seems most comfortable in the passing game with game on the line where his solid play speed gets to another level, and is a play-maker in the clutch. Can even show this in games where he struggles for long periods of time, has short memory to keep sending it. Struggles with only adequate decision making where post-snap coverage movements can fool him,(i.e. secondary rotation when running Slant-Flat Combinations or Hank Concepts). He can be slow to eliminate reads in progression when disguised coverage gets in throwing lane. Can miss open receivers w/instances of overlooking despite his eyes being on track, seems to get worse when WRs are >10-12 yards downfield. Believe its more of a vision issue than confidence and may tie into his marginal arm strength, where his ability to drive throws on a line over 12 yards on hitches/comebacks does not really exist. Also has a tendency to miss low on these, especially if on the move (needs stable platform to get there). His play speed can suffer when moving in or out of structure, where he can be a beat or two late to deliver. Often times a result of a single extra hitch as he is waiting for receiver to uncover. Overall, just adequate in his accuracy where he can get scattershot despite no mechanical correlation to misses, seems to be worse early in games. The "slow starter" label can be applied, noting back in 2017 OC Shurmur was known to keep the script very simple passing wise. Overall, a starting QB who can win with good FBI, a quick release, and high level of competitive toughness, who thrives in Quick Game and predetermined Shot Plays. Floor as a back-up QB to provide good competition to QB1 will exist for many years. Would avoid play-call mix that requires QB to drive throws to the intermediate and deep areas of the field.