



SCOUTING ACADEMY

Pro Scouting Report

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PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
85	TE	Clay, Charles	2-13-89 (28)	Trapp, Zack

COLLEGE	YEAR - RD - TM	TEAM
Tulsa (OKTU)	11-6th-MIA	Buffalo Bills

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
86	75	40	46.5%%	TE	No

INJURIES	2016 -Knee Strain, 1 Game(Week 12), 2015 - Pulled Back, 3 Games(Weeks 15-17, Placed on IR), 2014 -MCL Pull, 2 Games(Weeks 11-12), 2013 -No Injuries, 2012 -Knee Meniscus Tear, 3 Games(Weeks 15-17), 2011 -Hamstring Sprain, 2 Games(Weeks 1-2)
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KEY STATS	Career -294 Receptions, 3187 Yards, 23 TDs 2016 -65.5% Catch Percentage, 57 Receptions(Led BUF), 552 Yards(2nd on BUF), 4 TDs(Led BUF), 3 Drops(Led BUF)
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MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6027	245	4.73	1.67	33	9 5/8	33.5	7.07	4.15	910	18

Tapes Viewed	2016: at BAL 9/11, V. ARI 9/25, at NE 10/2, at SEA 11/7, V. MIA 12/24
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BEST	Separation Quickness, Mental Processing, 2nd Level Blocks, Foot Speed
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WORST	Reach Blocks, Vertical Sets, Consistency
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PROJECTION	Starter you can win with as a receiving TE who can win both in-line and out wide on a variety of routes due to his excellent use of his hips and quickness, as well as contribute as a viable 2nd level blocker in Zone/Gap schemes against LBs/DBs. He lacks the UOH or leg strength to succeed in a scheme that utilizes him to block DL often
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SCHEME FIT	Any scheme where he can attack in short, intermediate, and deep levels as a receiver, beat both LBs and DBs with quickness and processing, and block at the 2nd level in any scheme.
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SUMMARY

Sixth-year TE who has started 75 of 86 career games, 15 in 2016, with one game missed with a knee injury. First year in Anthony Lynn's offense after OC Greg Roman was fired after Week 2 where he primarily aligned near the formation, both on LOS from 3pt and off from 2pt, and ran a variety of intermediate routes and kicked out DEs and blocked LBs at the 2nd level on Gap runs. Adequate height/bulk with solid AA with good quickness/suddenness, solid agility/acceleration/explosion, and adequate COD/balance. Solid explosion LOS from 2/3pt, can shake press from good LBs/DBs with agility, stutters, hand swipes, runs consistent stems, can fight through press/catch man. Very good separation quickness, can sell the vertical stem to manipulate DBs hips, lowers his bodyweight at top of routes to win with AA through suddenness, quickness, and uses stutter steps against athletic LBs and solid DBs, beats athletic LBs/adequate DBs with good play speed, can use hand swipes to beat physical corners in short areas. Good mental processing, consistently able to ID coverage and find the seam/void against Zone and settle down, run routes with proper depth and creates natural picks, and good at extending to his QB. Solid hands, concentrates well and can track ball over his shoulder, catches with his hands on the move and can adjust behind his body and low and in traffic and get his feet down on the sidelines. After the catch, can beat less athletic defenders with agility or break tackles with solid play strength, elevates his play in red zone. Displays ideal position on Down blocks, low to climb to the 2nd level to cover and generate movement against smaller LBs when he moves his feet well. In Zone scheme, can identify who to block/adjust quickly, throws a hand in to help OL, takes good angles to cover solid LBs/DBs at the 2nd level ideal hand placement when he's first to chest. Willing pass protector, active eyes to identify blitz/games, stays square with wide feet on Jump sets to stalemate backup DEs, will take on and slow elite DEs. Struggles to beat DBs with more AA than he with quickness/double moves. Catches with his body over the MOF, fails on high, contested balls, will needlessly jump for catches. Adequate competitive toughness, will shy away from contact as a ball carrier, inconsistent effort and performance. Marginal UOH as run blocker, lacks timing/quickness, shoots hands wide and will lunge and drop his head when he misses with his hands, leading to whiffs against LBs/DBs. Adequate Power blocker, loses chest due to UOH, stands up and stops his feet on Base blocks against stronger players, struggles to sustain due to hands. Adequate Zone blocker, slower out of his stance on the road and struggles to cross face against solid 5Ts on backside on Reach blocks, will stay on Combo blocks too long. Adequate pass protection, will narrow his feet and lacks set quickness on Vertical sets to miss clean against good rushers, fails to stop counters and poor anchor against all DEs. Overall, a starter you can win with as a receiving TE who can win both in-line and out wide on a variety of routes due to his excellent use of his hips and quickness, as well as contribute as a viable 2nd level blocker in Zone/Gap schemes against LBs/DBs. He lacks the UOH or leg strength to succeed in a scheme that utilizes him to block DL often.