



SCOUTING ACADEMY

## Pro Scouting Report



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PLAYER INFO										
#	Pro Position(s)	Prospect (Last, First)		DOB (Age)		Scout Name (Last, First)				
<b>14</b>	<b>WR</b>	<b>Latimer, Cody</b>		<b>10/10/92 (26)</b>		<b>Cammilleri, Gino</b>				
COLLEGE				YEAR – RD – TM			TEAM			
<b>INDIANA (INUN)</b>				<b>14-2nd-DEN</b>			<b>New York Giants</b>			
CAREER INFORMATION										
Games Played	Games Started	Games Won	Winning %	Positions Started	Captain					
<b>51</b>	<b>3</b>	<b>31</b>	<b>61%</b>	<b>WR</b>	<b>No</b>					
INJURIES	<b>2014-</b> Concussion, Missed Weeks 12 & 13, <b>2015-</b> Groin, Missed Week 5, <b>2016-</b> No injuries, <b>2017-</b> Knee, Missed Weeks 4-6 & Thigh, Missed Weeks 15 & 16									
KEY STATS	<b>2014-2016-</b> Averaged 5.3 Receptions, .3 Touchdowns, and 10.27 Y/R for his first three seasons <b>2017-</b> Finished with career highs with 19 Targets, 287 Yards, and 2 Touchdowns in his career best year.									
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
<b>6024</b>	<b>215</b>	<b>4.52</b>	<b>1.55</b>	<b>32 5/8</b>	<b>9 5/8</b>	<b>39</b>	<b>DNP</b>	<b>DNP</b>	<b>DNP</b>	<b>23</b>
Tapes Viewed	<b>2017:</b> vs NE 11/12, vs CIN 11/19, at OAK 11/26, at MIA 12/3, at IND 12/14									
BEST	Play Strength, Attacking the Catch Point, Competitive Toughness, and Vertical Play Speed									
WORST	Separation Quickness, Explosiveness, COD, Agility, and Lateral Play Speed									
PROJECTION	3rd/4th, role-playing WR who can help you win vs. Zone or Press Man Jam in intermediate and vertical routes. Best in X/Z alignment. Play Speed to be used as a vertical element and Hands to win contested catches. Would not work well in short areas that require AA to make men miss and timing routes that require Separation Quickness.									
SCHEME FIT	Any system that will use him as a role-playing X/Z receiver in intermediate/vertical elements and help the run game as a blocker.									
SUMMARY										
<p>5th year WR who has 3 starts in 51, including starting 1 of 11 games played in 2017. He missed 5 games in 2017, 3 due to a knee and 2 to a thigh injury. He has played under four different Head Coaches John Fox ('14), Gary Kubiak ('15-'16), Vance Joseph ('17), and Pat Shurmer ('18), five Offensive Coordinators, Adam Gase ('14), Rick Dennison ('15-'16), Mike McCoy ('17), Bill Musgrave ('17), and Mike Shula ('18), and Wide Receiver coach Tyke Tolbert ('14-'18) in a West Coast Offense ('15-'16) that used a pass heavy system relying on short and intermediate timing routes to open up the vertical passing game, and most recently played in the Erhardt-Perkins Offense ('14 &amp; '17-'18) that focuses on a run first approach involving simple passing concepts that are ran best in a hurry-up offense due to the quick route concepts. Played in both X/Z alignments as well as in the Slot, with most of his production coming from X/Z alignments vs. Zone defensive Schemes. Very good in size, strong build with very good hand size and good arm length, an adequate athlete with good balance, adequate play speed, solid acceleration in vertical routes, marginal agility, marginal explosiveness, and marginal COD. Has an adequate release particularly vs Zone when in X/Z alignments and Press Man with Jam when lined up in Slot. In Zone he has solid acceleration to quickly close space between himself and the defender. In Press Man with Jam, especially when lined up against smaller DBs in Slot, he uses his very good size, good play strength and his hands to overpower a Jam from the defender and has good balance to reroute vs. contact. Shows adequate separation quickness by using his solid vertical speed during release and stem, while in his stem uses good play strength to stay balanced during route, then sinks his hips and uses good foot speed at top of route to break from defender, has solid mental processing to process coverages, find holes in Zone coverage, recognize breakdowns in defense, and react to scrambles. Has good soft hands within the strike zone, solid ability to track the football, solid at high pointing the football and catching it out in front of his body, with good concentration to look ball into hands, good ability to win in contested catch/jump-ball situations and solid at adjusting body to locate football. When he is a runner has adequate YAC, solid north/south runner with solid vertical acceleration to outrun defenders and good play strength to take on contact. Good competitive toughness, willing and capable as a blocker, continues to compete all the way through a play, courage to go over middle on crossing routes, mentally tough to comeback after a mistake to make a play. Adequate AA with rigid movement causing him to lack in explosiveness, COD, and agility to constantly win at the release, cut sharply to separate at the top of routes and make men miss during YAC, looks at ground during initial part of stem, drops head and shoulder at top of stem giving away his next movement allowing DBs to quickly close on him, rounds his route at top of stem, plays with marginal leverage to create separation. Adequate play speed allows quicker DBs to win at release and run step for step during his route stem, adequate adjust when has to fully extend at catch point below his waist and either side of his hips, solid mental processer can improve at timing when he should find open space against Zone, when off ball slows down failing to sell route and/or run, struggles to come up with big plays on 3rd/4th down. Overall, he is a 3rd/4th role-playing receiver who can be a complementary piece who can help you win in a simple passing scheme that relies more on rushing the ball as he is a good reliable blocker, can utilize him in intermediate and vertical areas in X/Z alignments as well as the Slot where he can use his good play strength to make contested catches with his solid adjust and good hands, not suited to be used in short-quick passing game due to adequate AA causing him to lack agility, explosiveness, agility, release, and separation quickness.</p>										