



Pro Scouting Report



PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
60	OC, OG	McGovern, Connor	4/27/93 (26)	Rogan, Andrew

COLLEGE	YEAR - RD - TM	TEAM
Missouri [MOUN]	2016-5th-DEN	Denver Broncos

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
47	36	18	38%	OC, RG	No

INJURIES	2016-No Injuries, 2017-No Injuries, 2018-No Injuries, 2019-No Injuries
----------	--

KEY STATS	Has become more disciplined, committing 0 penalties the entire 2019 season after committing 6 in 2018 and 2 in 2017. Has trended up in snap counts, with 38% of offensive snaps in 2017, 98% in 2018, and 100% in 2019.
-----------	---

MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6042	306	5.11	1.73	32.88	10.38	33	7.5	4.65	109	33

EXPOSURES	2019: vs. CHI 9/15, at GB 9/22, at MIN 11/17, at BUF 11/24, vs. DEN 12/22
-----------	--

STRENGTHS	UOH in Pass Pro, Foot Speed in Zone Blocking, Anchor Technique
-----------	--

WEAKNESSES	Rotational and Lateral Core Strength, Pad Level in Space on Zone Blocks
------------	---

SCHEME FIT	Zone running scheme that can get him help on gap DBLS and utilizes any kind of dropback protection.
------------	---

PROJECTION	A Pro Bowl-caliber starting center that you can win because of who also has OG versatility. Good as a Zone blocker and very good in pass protection due to quick feet and understanding of angles, along with very good UOH and technique in both phases. Good Gap blocker as well due to good technique and good strength to create movement on DBLs and down blocks. You can trust him on gap DBLs and Zone Combos when he can rely on a teammate to help create push. Has more experience in zone running-based systems than gap-based ones, but shows skillset to be effective in both. Limited in one on one Base blocks, needs help from teammate to be able to generate substantial movement and lock up 0s and shades.
------------	--

BACKGROUND	A third year OL who has started 36 of 47 career games, starting all 16 games at center in 2019. In his first season under head coach Vic Fangio after spending his last two under Vance Joseph. 2019 was also his first under OC Rich Scangarello, having played under 3 OCs in 3 years (Mike McCoy and Bill Musgrave in the two previous years). The current system is dependent upon Zone running and Play Action, with a good amount of 5-step dropback passing.
------------	---

BODY TYPE / AA	Good height and weight with solid arm length. Muscular upper body and solid lower body, does not carry much bad weight. Displays good AA with very good quickness and foot speed, along with good strength, agility, COD, explosiveness, and solid mobility/flexibility and balance.
----------------	--

POSITIVES IN PASS GAME

In pass pro, good quickness off LOS, very good positioning as a result of very good footwork and very good technique to keep shoulders square and maintain half-man relationship prior to contact. Very good UOH with very good strike timing, accuracy, and ability to play with one hand, along with an elite ability to react to swipes by DL and refit his hands after contact. Very good COD due to good lower body technique that allows him to stay square and quickly redirect. Good understanding of twists and line moves along with good mental processing allow him to pass off line moves effectively and find work when he is uncovered. Has a very good anchor in pass pro, utilizing his very good lower body strength, very good hand placement, and elite technique to stay square, refit hands, and keep a wide base to stalemate the defender.

POSITIVES IN RUN GAME

In zone running game, very good quickness and footwork off the line allows him to get to very good positioning on IZ and OZ. Very good play speed and very good understanding of angles at the 1st level allow him to make difficult Reach blocks on 2 techs, 2is and 1s. Good Combo blocker who generates good movement due to good technique, playing with a wide base and using a very good punch along with good lower-body strength and pad level. Good Gap blocker who can generate good movement on DT's with his good strength, very good hands, and good technique on DBLs, and plays with good technique and accurate hands on Base blocks. A solid space blocker who covers up LBs well by utilizing his good hands, along with solid COD in space and use of angles. A good puller who plays with very good speed off the ball, and is good at quickly finding defenders in space due to good mental processing. Shows good competitive toughness by playing hard to the whistle and bouncing back quickly after bad plays. Good in big games and critical situations, with consistent performance on 3rd downs and in 4th quarter.

NEGATIVES IN PASS GAME

None.

NEGATIVES IN RUN GAME

Adequate on Base blocks, lacking size in frame to generate movement on noses and 1 techs without the help of a teammate. Plays with adequate pad level in space due to adequate knee bend at higher speeds, which impairs COD in space and results in adequate power at second level due to a diminished ability to snap the hips, allowing more disciplined LBs to shock him. Adequate rotational and lateral core strength leaves him vulnerable to be pulled and turned or pushed away from the side by strong defenders, and leaves him vulnerable to pulls and heavy swipes by DTs on Base and Combo blocks. Lack of core strength, along with lapses in footwork when climbing in which he narrows his base allow him to be thrown when hit unexpectedly by defenders.