



SCOUTING ACADEMY

Pro Scouting Report



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PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
98	DL	Peters, Corey	6/8/88 (29)	Johnson, Marcus

COLLEGE	YEAR - RD - TM	TEAM
KENTUCKY(KYUN)	10-3RD-ATL	ARIZONA CARDINALS

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
86	69	41	48%	DT	No

INJURIES	2014- WK 1 Achilles (Probable, Played) 2015- IR (Torn Left Achilles) 2016- WK 11 Foot (Doubtful, Missed Game) WK 12 (Questionable, Played)
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KEY STATS	2014- Last on the team with 0 Sacks, 26 Tackles, 2016- Last on the team with 0 Sacks, 16th on the team with 21 Tackles.
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MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6032	300	4.9	1.6	34	9	33	7.56	4.75	802"	26

Tapes Viewed	2016 @BUF 9/25/ VS LA 10/2 VS SEA 10/23 @ CAR 10/30 @MIA 12/11
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BEST	Vs. Run, Upfield Burst, Mental Processing
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WORST	Stamina, Pursuit
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PROJECTION	A starting DT you can win with who fits as an NT in a base 3-4 and a 1 tech in a base 4-3. Displays very good play strength that makes him a good fit in a 2-gap system, with good UOH and mental processing. He will not get consistent pressure on the QB, and lack of stamina makes him liability in 4th.
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SCHEME FIT	Base 3-4 1 or 2-gap system
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SUMMARY

8th year player who has started 69 out of 86 games played, including 14 in 2016. Missed all of 2015 with a torn Achilles, and missed 1 game in 2016 with a foot injury. Played his 1st full season in James Bettcher's nickel base defense, playing 0 technique on early downs, and 3 technique on passing downs. Good height, adequate weight, good arm length, with a stocky build, displaying good AA with good balance, quickness, and good lateral agility. Good vs. Base blocks, displays good upfield burst to get his hands engaged quicker than the OL, good UOH displaying good hand placement and a violent punch, displays good play strength when he gains leverage for 2 gap responsibilities allowing clean up for LB's, using an effective straight arm to lock out the OL, shed, and make a play in the backfield. Good vs. Reach blocks by diagnosing Zone run plays with good mental processing, displays good upfield burst at the snap, using good play strength and balance to move laterally while displaying good hand placement locking out OT's and G's, and tackles in the hole when disengaged from blocks. Displays good pursuit, displays good effort with a consistent motor, displaying agility through traffic, and takes good pursuit angles on backside plays. As a Pass Rusher, good upfield burst, displays good hand placement inside the breast plate to gain leverage, displaying good play strength on his bull rush to create pressure and collapse the pocket. Struggles vs. Down Blocks, displaying adequate mental processing to diagnose Trap plays, allowing OT's to easily gain leverage and drive him out of the play, losing his 2 gap responsibility and not allowing LB's to fill. Adequate overall in Pass rush, displays a high pad level while displaying no fight with his hands, predictable Pass rush plan depending on a bull rush, not being able to rip when OL match his play strength, and adequate ability to close on the QB once getting past OL. Displays adequate overall competitive toughness, lacking stamina and effort on long drives and at the end of games, and losing at the POA in 4th Q. Overall, a starting DT you can win with who fits as an NT in a base 3-4 and a 1 tech in a base 4-3. Displays very good play strength that makes him a good fit in a 2-gap system, with good UOH and mental processing. He will not get consistent pressure on the QB, and lack of stamina makes him liability in 4th.