

 Pro Scouting Report 										
PLAYER INFO										
#	Pro Position(s)	Prospect (Last, First)			DOB (Age)	Scout Name (Last, First)				
14	Slot	Byrd, Damiere			1-27-93 (27)	Holder, Matt				
COLLEGE				YEAR - RD - TM			TEAM			
SOUTH CAROLINA (SCUN)				15-UDFA-CAR			Arizona Cardinals			
CAREER INFORMATION										
Games Played	Games Started	Games Won		Winning %		Positions Started		Captain		
28	6	15		54%		X, Z		No		
INJURIES	<p>2015: No Injuries. 2016: No Injuries. 2017: Torn Meniscus Surgery (No games missed), Broken Left arm (missed Weeks 5-12), Right Knee sprain (missed Weeks 16-17). 2018: Right Knee sprain (missed Week 2), Left Ankle sprain (missed Week 6), Left Broken Arm (placed on IR, missed Weeks 13-17). 2019: Left Hamstring pull (missed Weeks 4-5)</p>									
KEY STATS	<p>Didn't see much playing time until 2019, 1% of snaps in 2016, 17% of snaps in 2017, 4% in 2018, and 43% in 2019. Wasn't very productive last season with 32 catches for 359 yards and 1 touchdown. Ranked 4th in ARZ for receptions and yards.</p>									
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
5092	180	4.27	1.51	33.75	9 3/8	42	6.59	4.09	10'11"	13
EXPOSURES	2019: vs DET 9/8, at BAL 9/15, vs CAR 9/22, at NYG 10/20, at NO 10/27									
STRENGTHS	Acceleration/ Quickness/ Explosion on Bam Steps and Speed Cuts/ Vision After the Catch/ Adjusting to Inside Throws within His Frame									
WEAKNESSES	Lower Body Strength/ Timing with Hands Against Jams/ Play Strength to Fight Through Contact/ Adjusting to Back Shoulder Throws/ Diagnosing Coverages									
SCHEME FIT	Best in a system that uses a lot of 3 and 4 wide sets, puts him in the Slot and has him run short and drag routes.									
PROJECTION	Starting Slot WR and reserve Z you can win with due to good acceleration of the LOS, good quickness and explosion to create matchup issues on the inside with drag and short routes, and he has good ball tracking on deep passes. Needs to be aligned off the LOS to give him more room to operate and get a better release against Press. Struggles to win at the catch point because of his lack of height and he doesn't get back on the redline limiting his ability to be a deep threat on the outside. Also has good vision and elusiveness to be an effective returner on special teams									
BACKGROUND	Five-year pro who has started 6 out of 28 career games, including 3 out of 11 in 2019 and has missed a significant amount of time due to injury in recent years. He played in 43% of offensive snaps for WRs coach David Raih in HC/OC Kliff Kingsbury's Spread system that used a balanced rushing and passing attack, a lot of RPO concepts and short to intermediate passes featuring a lot of 10 and 11 personnel. He was primarily an outside WR who occasionally lined up in the slot.									
BODY TYPE / AA	Possesses very good height, adequate weight, arm length and hand size on a very narrow frame. Good AA, with good quickness, balance, COD and explosiveness and solid agility.									
POSITIVES IN PASS GAME										
<p>Good release against Off coverage due to good acceleration to threaten the DB vertically and good release versus Soft Press when on the LOS and Press with a Jam when off the LOS with good foot quickness and acceleration to execute speed and one-step releases and gives a good head/shoulder fake on the one-step and has solid timing with his hands on swim moves. Good separation quickness on routes that allow him to carry full speed and don't require him to throttle down to get in and out of hard cuts as he attacks the DB's leverage forcing them to open their hips quickly and gets in the blind spot, especially on Curls and Comebacks with solid COD and works back to the QB on those routes, displays good explosiveness on speed cuts and 45-degree routes and shows the ability to execute double move routes like the Whip. Displays solid hands as he's solid at tracking deep passes and catches the ball with his hands. He's good at adjusting to and catching low passes and inaccurate passes towards his front or upfield shoulder and has good leaping ability to compensate for some of his lack of height and catch balls over his head. Good after the catch with good vision to find lanes and good acceleration to gain yards quickly and has good agility and elusiveness to execute jump cuts and make LBs and solid DBs miss with solid frequency.</p>										
POSITIVES IN RUN GAME										
Works hard to run off DBs on run concepts.										
NEGATIVES IN PASS GAME										
<p>Adequate release on the LOS against Press with a Jam as he has adequate timing with his hands to swat the DB's away and has marginal play strength to fight through contact at the LOS and within the 5-yard window. Doesn't work to get back on the redline after clearing the DB on vertical routes, has adequate mental processing and coverage recognition to sit in the voids against Zone, has adequate separation quickness when making sharp cuts on 90-degree or more routes and when executing intermediate to deep double move routes because he has to raise his shoulders and slow down to make the cut reducing his explosiveness allowing DBs to drive on the route, and he has marginal play strength to win with physicality and beat physical CBs. Is adequate in the scramble drill as he has adequate mental processing to get to the correct area and will continue on his path instead of working a move to get open. Adequate at adjusting to back shoulder throws because he moves his upper body before his lower body causing him to fall off balance, is marginal in contested catch situations because of his poor height and marginal play strength to make catches through contact. Displays adequate body control and ability to drag his feet near the sideline and in the end zone. Displays marginal play strength and physical toughness as he doesn't break tackles after the catch, goes down on first contact, doesn't fight for 50/50 balls, and he isn't an effective goal line WR as DBs can play more physical with him because they don't have to worry about him running by them. Adequate competitive toughness overall as he doesn't step up in the clutch moments by working a new or different move to get open.</p>										
NEGATIVES IN RUN GAME										
Is a marginal run-blocker with marginal play strength and physicality at the POA to hold his ground against DBs and has adequate hand placement often landing outside of the DB's shoulder pads.										