
 Pro Scouting Report 											
PLAYER INFO											
#	Pro Position(s)	Prospect (Last, First)			DOB (Age)	Scout Name (Last, First)					
60	LG, RG	Williams, Daryl			8-31-92 (27)	Hoyle, Andrew					
COLLEGE				YEAR - RD - TM			TEAM				
OKLAHOMA (OKUN)				15-4th-CAR			Carolina Panthers				
CAREER INFORMATION											
Games Played	Games Started	Games Won		Winning %		Positions Started		Captain			
60	43	32		53%		LT, LG, RG, RT		No			
INJURIES	2015: None, 2016: Sprained ankle (3 games), 2017: None, 2018: Right MCL (15 games), 2019: None										
KEY STATS	Started 12 out of 16 games in 2019 , logging 75% of the teams offensive snaps with starts at LT, LG, RG and RT. Regressing in pass pro after missing 15 games in 2018 with a dislocated knee and torn MCL. 2019: 12 sacks allowed (12 starts) 2017: 3.5 sacks allowed (16 starts) 2016: 1 sack allowed (10 starts)										
MEASURABLES											
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench	
6052	327	5.34	1.75	35	9 3/4	26	N/A	5.15	97"	27	
EXPOSURES	2019: at HST 9/29, at TB 10/13, at SF 10/27, at ATL 12/8, vs SEA 12/15										
STRENGTHS	UOH and Angle to Reach/Scoop Technique, Drive Technique on Gap Blocks, UOH (Placement, Reset) on Pass Pro, Versatility										
WEAKNESSES	Footwork on Zone Blocks, Footwork on Anchor/Pass Pro, SA Quickness										
SCHEME FIT	Gap/Inside Zone run game and a quick pass game										
PROJECTION	Starting LG/RG you can win in spite of that is a versatile swing tackle, with the ability to spot start on the left and right side. Most successful in an offense that utilizes Gap Run or Inside Zone schemes as a primary playside blocker because of Hand Use, Leverage and Range. Can play in a quick passing offense with Man or Zone Protection concepts. Struggles to play with consistent footwork, constantly playing with choppy feet off the ground that affects his strength to finish, quickness/range in the run game and consistently Anchor in Pass Pro.										
BACKGROUND	5th year OL with 43 starts in 60 career games, including 12 in 16 appearances in 2019. Unique versatility, starting multiple games at LT, LG and RG and 1 start at RT in 2019. 5th year under HC Ron Rivera, who was fired in week 13 of 2019, and 2nd year under OC Norv Turner. Turner's offense is a variation of the Air Coryell scheme that stretches the field vertically, featuring volume passing/emphasis on Gap schemes/Outside Zone and funneling the offense through young star RB Christian McCaffrey. Relies on a lot of 5 man protections in the pass game.										
BODY TYPE / AA	Has good height/weight with some sloppy weight in stomach, thick thighs/rear, long legs, very good arm length on a shorter torso and adequate hand size. Has fluid hips that gives him good bend. Solid AA with solid balance, agility, acceleration, explosiveness with adequate quickness and solid functional strength.										
POSITIVES IN PASS GAME											
Plays mostly from a 2 point stance. Shows Solid mental processing presnap to communicate with teammates at the LOS and identify his responsibility with good FBIQ to perform at 4 positions on the OL. Looks most comfortable with technique in pass pro at RT. Good initial quickness in pass set with good Angle set that gets good spacing out of stance and good hand quickness/play speed to disrupt pass rushers initial timing off the ball. Solid AA to meet set points, with good UOH (placement/reset) paired with solid functional strength to disrupt pass rushers and maintain spacing as they move through pass set. Shows solid functional strength/leverage with good arm lockout to move and walk a defender wide and protect pocket when they try to move laterally. Solid play speed in Man pass protections to process twists and adjust body to pick up. When defenders try to go through him shows solid anchor with good pad level/hand placement in armpits and good functional strength to lift defender to win leverage/anchor and a solid ability to recover lost balance with good hand placement/hand reset/bend and solid physical toughness. Shows good mental processing/adjust with solid functional strength and good play speed/UOH to recognize a swim move by pass rusher and redirect defenders body while they've lost leverage.											
POSITIVES IN RUN GAME											
Shows a solid ability to win on Reach/Scoop blocks to defenders aligned in either of his gaps using solid quickness out of stance with solid hand placement/reset, good balance and solid physical toughness/compete. Has solid play speed in space by using good angles off of Combo blocks and solid positioning/quickness/hand placement to slow backside LBs from winning pursuit to the ball carrier. Has good initial quickness out of stance on Drive/Down blocks. Uses solid pad level/hand placement/punch with quickness to snap hips through contact to generate good leverage and movement at POA on Drive blocks in spite of choppy feet as a playside blocker. Uses good initial quickness with good hat placement/knee bend with solid pad level/strength to fit on a defender in Combo/Double team blocks and shows a good ability to win 1v1 battles with good balance/hand placement/body control to pivot and square his body to the defender to seal running lanes.											
NEGATIVES IN PASS GAME											
Adequate footwork hurts his ability to produce in run and pass assignments. Feet operate independently of each other, producing choppy footwork with high-from-the-ground feet, occasionally causing a loss of ground contact and balance, surrendering power in pass pro, Gap and Zone Blocks. In pass pro, will get a narrow base with his angle set that relinquishes leverage and strength. Shows adequate awareness to feel pass rush at OG in Zone protections. At OG will sometimes end up backpedaling or pulls his inside foot back instead of drive/catching. Footwork looks more natural at RT compared to OG; likely a result of his lack of experience at OG, the fact that RT was his natural college position and he started 16 games at RT as a 2nd team All Pro in 2017 and may be fixed with more reps. Except for aggressive pass sets where he can rely on body momentum, has adequate power with hand strike because he punches from his shoulders. Because of his sloppy footwork he is too dependent on hand success in order to win run and pass assignments.											
NEGATIVES IN RUN GAME											
Has adequate range at OG to reach a 0 Tech working to the play from the backside and has adequate quickness as a puller. Adequate ability to finish blocks by not playing through the whistle hurt his production in pass pro and adequate speed prevents him from finishing downfield.											