



Pro Scouting Report



PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
29	RB	Murray, DeMarco	2-12-88 (29)	Rosslter, Bryce

COLLEGE	YEAR - RD - TM	TEAM
Oklahoma (OKUN)	11 - 3rd - DAL	Tennessee Titans

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
98	85	55	56%	RB	No

INJURIES	2016 no injuries, 2015: left hamstring (Wks 3-4), groin (Wk 10), 2014: hand (left metacarpal fracture) [Wks 16-DC, missed no games], illness (Wks 7, 17, missed no games), 2013: right knee (MCL sprain) [Wks 7-10, missed two games], 2012: right pedal foot sprain (Wks 7-13, missed six games), 2011: right pedal ankle fracture (Wks 15-17, missed three games), College: right knee patella dislocation
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KEY STATS	2016: 293 carries, 1287 rushing yards (4.4 YPC), 9 rushing TDs, 53 receptions, 377 receiving yards (7.1 YPR), 3 receiving TDs, 3 fumbles, Career: 1560 carries, 7033 rushing yards (4.5 YPC), 48 rushing TDs, 301 receptions, 2137 receiving yards (7.1 YPR), 6 TDs, 19 fumbles, 3-time Pro Bowler (2013, 2014, 2016), NFL Offensive Player of the Year (2014)
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MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6000	220	4.43	1.55	32	9 1/4	34.5	7.28	4.18	124	21

Tapes Viewed	2016: 10/2 at HOU, 10/9 at MIA, 10/23 vs. IND, 10/27 vs. JAX, 12/11 vs. DEN
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BEST	Finish, Vision, Passing game, Pass Pro
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WORST	Lateral agility/COD, separation vs. man, elusiveness, east-west running at second level
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PROJECTION	Scheme-versatile, starting three-down RB you can win with who excels at finishing runs, setting up blockers, and wins on passing downs with pass pro and receiving ability and whose below average lateral agility/COD limit his elusiveness in space and ability to separate from good man coverage LBs. Has a lot of mileage, a mild injury history, and is nearing 30.
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SCHEME FIT	Will fit in any scheme
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SUMMARY

7th year RB who has started 83 of 96 career games, included 16 of 16 in 2016, which was his first full season in HC Mike Mularkey/OC Terry Robiskie's 'exotic smashmouth' run-first offense that emphasizes Man/Gap run concepts and uses their running backs primarily on screens and checkdowns. Possesses solid height/weight with muscled, well-proportioned frame, and demonstrates solid athletic ability with very good balance, solid acceleration/quickness, and adequate COD/lateral agility. Demonstrates good vision/create through good ability to press gaps and set up blockers in Man/Gap/Zone in a phone booth and in space, use of spin to evade initial tackler (DL/LB), and trust in his OL to drive through smoke. Demonstrates solid burst through the hole, into the second level, and into impact. Very good finisher who runs with very good forward lean/pad level/contact balance, with the ability to generate YAC vs. all body types. Good in the passing game and a natural hands catcher, demonstrating ability to adjust to passes that are low/behind him, transition to a runner effectively in all situations, make catches against the sideline, and secure contested catches. Very good pass protector who uses solid mental processing to ID blitzers, executes cut blocks effectively against all body types, and uses good play strength to square up DL/LB and anchor, playing compact with ideal body position and good knee bend. Demonstrates solid mental processing through use of blockers, ability to ID coverages as a route runner, and blitz recognition. Demonstrates good competitive toughness through consistent performance, elevating his play on 3rd & Short and on the goal line, finishing runs, laying out for off-target passes, and squaring up DL in pass pro. Has solid play speed to threaten angles of LBs with solid AA at the second level/to the perimeter. Demonstrates good play strength, generating YAC vs. tacklers of all body sizes, effectively using a stiff arm, and anchoring well vs. DL/LB in pass pro. Daylight runner eager to bounce runs to the perimeter and looks to cut it against the grain of pursuit once he hits it onto the second level rather than issue challenges to LBs/safeties, and will overrun cutback lanes on Counter Trey/OZ in his pursuit of the edge. Will run backwards to evade DL penetration and lose additional yardage in the backfield. Adequate COD/lateral agility limits his elusiveness in the open field (create), hampers his ability to make on-fly adjustments in his approach to the LOS, and prevents him from creating separation out of breaks in his routes and limits his ability to consistently win against LBs that are good in man coverage. Doesn't work back towards the QB on scramble drills. Carries the ball loosely in space. This is a scheme-versatile, starting three-down RB you can win with who excels at finishing runs, setting up blockers, and wins on passing downs with pass pro and receiving ability and whose below average lateral agility/COD limit his elusiveness in space and ability to separate from good man coverage LBs. Has a lot of mileage, a mild injury history, and is nearing 30.