



SCOUTING ACADEMY

## Pro Scouting Report



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## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
87	TE-Y, H-back	Swaim, Geoff	9-16-93 (26)	Rodriguez, Rivers

COLLEGE	YEAR - RD - TM	TEAM
Texas (TXUN)	15-7th-DAL	Dallas Cowboys

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
37	18	23	62%	Y, H-back, Slot	No

INJURIES	<b>2011-2014 College:</b> No injuries <b>2015:</b> No injuries <b>2016:</b> Ankle Strain(NTM), Pectoral Tear (week 11-IR) <b>2017:</b> Fractured Right Foot (5th metatarsal fracture, offseason NTM), Knee Strain(week 10) <b>2018:</b> Right MCL Strain(week 7), Right Wrist Fracture(week 12-IR) <b>NTM=No Time Missed</b>
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KEY STATS	<b>Career:</b> 43 career targets, 35 rec for 336 yards and 1 TD. <b>2018:</b> Career high totals of 32 targets, 26 rec, 242 yards and 1 TD Led DAL TEs in snaps (512, 47.5% of total season snaps). Averaged 11.6 Y/R on PA compared to 7.3 on drop back passes.
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## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6043	252	4.71	1.66	33 5/8	9.25	35.5	7.28	4.58	124"	NA

Tapes Viewed	<b>2018:</b> at CAR 9/9, at SEA 9/23, vs DET 9/30, at HOU 10/7, at ATL 11/18
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BEST	Play Strength in run game, Blocking vs solid or below UOH, Play-Action receiving game, Catching low thrown balls
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WORST	COD, Separation against Man Coverage, Blocking defenders with good or above UOH skills
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PROJECTION	Starting TE you can win in spite of, due to his Gap blocking proficiency, play strength, and FBI. Best fits as a traditional Y-TE, in a Gap blocking system that uses heavy amounts of play-action where the TE is a target on Flats, Crosses, and Check-and-Releases. Cannot separate on med-high COD routes vs Man, struggles to block players with good UOH.
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SCHEME FIT	Best fits as a traditional Y-TE, in a Gap blocking system that uses heavy amounts of play-action where the TE is a target on low COD routes.
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## SUMMARY

4th year TE who has started 18 of 37 games, including 9 of 9 in 2018. 4th year under HC Jason Garrett, and OC Scott Linehan who run a Zone based run game combined with a high to low read passing attack (Air Coryell based system). Was used primarily as a traditional Y-TE, but showed versatility to line up in the Slot, Outside the numbers, as a Wing, and in the backfield. Possess solid height/weight combination on a lean build, with very good arm length and marginal hand size. Adequate overall AA; with good long speed, solid balance, explosiveness, adequate agility, marginal acceleration and COD. Solid release against Off coverages from 2/3pt stance, due to solid explosiveness. Good release on Play-Action, shows good FBI by selling block and at the last second runs by defender. Shows solid separation quickness against Zone, due to solid mental processing by throttling down in holes (Drag, Stick, Option). Can separate from LB in Man on low COD routes(Go, Drag, Flat, Crossers) due to good straight line speed. Solid overall hands/adjustment, able to catch the ball consistently with his hands, stationary and on the run, showing good ability to catch low thrown balls. Shows willingness to fight for extra YAC, by lowering shoulder into defenders, can gain YAC on screens with long speed to gain most yards possible. Solid quickness out of stance on run/pass blocks from 2/3pt stance. Good overall Gap blocker, with very good ability to drive 9-techs, who rush up field on contain, out of the play due to good play strength and footwork. Shows very good ability on Down/DBL blocks vs LBs, gets good push at POA often running them out of the play or sustaining the block until the back has gone by, due to good play strength. Solid ability on Down/DBL against 270 DE by sustaining blocks with solid footwork and good play strength. Solid overall Zone blocking, good Reach/Combo blocker, with the ability to locate and get to LBs on first/second level attacking play-side shoulder/walling off defenders and sustain block by running his feet, good play strength/footwork. Solid finisher, runs his feet throughout the block. Shows solid ability to recognize assignment and block downfield on screens due to solid mental processing, and good play strength. Solid overall in Pass Pro, with solid set points as he stays square to target by using a 45-degree set, which keeps him in front of the defender and keeps him engaged. Shows solid blitz-pickup with the ability to handle twists/stunts by locating assignment due to solid mental processing. Shows good Anchor ability due to good play strength. Adequate ability to beat jam and maintain stem from TE-Y/WR-Slot, due to lack of aggressiveness/physicality with against all LB/S. Adequate overall separation quickness with marginal separation against Man on mid to high COD routes, rounding cuts, against LBs and all COD routes against Safeties due to marginal acceleration/COD and long strides that give away when he begins to cut. Marginal ability to catch when contacted, resulting in drops of catchable passes. Marginal ability to create YAC, due to adequate agility, marginal COD skills, and limited football moves as a ball carrier. Marginal ability to block DE/LBs on all Gap blocks, with very good UOH, due to marginal UOH in run blocking. Adequate Scoop blocker, shows marginal aggressiveness/footwork (over steps) and gets beat by DL/LBs with solid UOH to the inside. Marginal Split-zone blocker, shows poor footwork and often doesn't break down in time allowing DL/LBs with good UOH to get by. Rarely looks to dominate competition, and occasionally will look to see if RB has hit the hole when on backside of plays showing due to adequate competitive toughness. Marginal UOH in Pass Pro, low power punch to defender rather than firing hands due to adequate competitive toughness. Shows adequate ability to adjust to counter moves, due to marginal UOH. In the NFL, starting TE you can win in spite of, due to his Gap blocking proficiency, play strength, and FBI. Best fits as a traditional Y-TE, in a run heavy Gap blocking system that uses heavy amounts of play-action where the TE is a target on low COD routes. Cannot separate on med-high COD routes vs Man, shows an inability to block players with good hands.