



# Pro Scouting Report



## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
<b>60</b>	<b>OL</b>	<b>Glasgow, Graham</b>	<b>7-19-92 (27)</b>	<b>Nelson, Craig</b>

COLLEGE	YEAR - RD - TM	TEAM
<b>Michigan (MIUN)</b>	<b>16-3rd-DET</b>	<b>Detroit Lions</b>

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
<b>55</b>	<b>51</b>	<b>26</b>	<b>47%</b>	<b>OG, C</b>	<b>No</b>

**INJURIES** 2016 - 2018: No injuries

**KEY STATS** 16 penalties (115 yards) in 55 games played (slightly below league average rate) and has never missed a game due to injury.

## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
<b>6057</b>	<b>307</b>	<b>5.13</b>	<b>1.77</b>	<b>33 5/8</b>	<b>10 3/4</b>	<b>25</b>	<b>7.63</b>	<b>4.63</b>	<b>106"</b>	<b>23</b>

**Tapes Viewed** 2018: vs NE 9/23, vs GB 10/7, @MIN 11/4, vs CHI 11/22, vs LAR 12/2

**BEST** Size, Functional strength, Physical toughness, Pass protection

**WORST** COD, Flexibility, UOH (placement/punch quickness), Aggressiveness finishing

**PROJECTION** Versatile OL that can start at Guard/Center and win with, most valuable in a quick/intermediate passing offense in a Gap scheme to utilize his size, strength and quickness on the LOS. Limit exposure to Pulls, Outside Zone and slow developing pass plays due to lack of COD to execute consistently in space.

**SCHEME FIT** Gap/Power and a quick/intermediate passing game

## SUMMARY

4th year Guard/Center who has started 51 of 55 games in his career with zero games missed due to injury. In 2018, started at Center in all 16 games played under first-year HC Matt Patricia. 2018 was first year under OLine coach Jeff Davidson and 3rd year under OC Jim Bob Cooter. Cooter's scheme leans Gap/Power over Inside/Outside Zone (60/40) and focuses on a quick, 3-5 step passing game with occasional deep shots off PA. Very good height, good weight with good arm length and hand size, barrel-chested with a thick lower body. Solid athletic ability, with a solid combination of explosion/quickness/balance/agility and adequate COD/flexibility. Solid processing pre-snap to identify Mike and communicate protections to the line. Solid in Pass Protection, solid quickness from 3 pt stance into Jump set, good angles/aiming point to intercept with good pad level and strong base, solid arm extension/leverage and good hand strength to control and maintain half-man positioning vs good DL of all sizes. Solid agility/quickness to intercept once a Twist/Stunt has been identified. Solid anchor against power rushers, sets wide base and absorbs contact with good pad level, solid bridge/hop-scoot technique, roots with good lower-body strength/balance to stalemate solid DT of all sizes. Solid Inside Zone blocks, with solid quickness on Lead step, solid patience to seal DT during Combo block, with solid hand placement and good lower body strength to drive DT as the post blocker and solid processing/angles/foot speed to locate/peel to 2nd level as the seal blocker. In Outside Zone, solid quickness on Slide/Drop/Bucket step with solid lateral agility/balance to stay squared up while moving down the line with solid quickness. On Reach/Scoop blocks, solid agility/quickness to gain leverage on adequate LB/DBs at the edge with solid flexibility to turn hips and seal. Good at disguising Screen with solid quickness to get into position. Solid Gap blocker, solid quickness from snap into Drive/Lead step with solid footwork to get in position, good pad level and knee bend, drives feet with good functional lower body strength to stalemate good defenders on Base/Down blocks with good competitive toughness to finish at POA. Solid foot speed and processing on Pulls during Power to seal or kick out defenders that have solid athletic ability. Good competitive toughness, physically and mentally, hasn't missed a game due to injury, plays consistently all four quarters with limited penalties and has positive body language. Adequate hand placement and hand quickness during punch causing inconsistency during Pass Protection and in every phase of blocking. Grabs outside the frame of his defender, allowing good DL to control him and shed. In Pass Pro, adequate UOH allows good DL to win with Rip/Club with regularity. Adequate mental processing to identify Twist/Stunt. When anchoring against Bull, gives up ground against good DL with larger bodies. In all Zone blocks, adequate COD/flexibility causes him to struggle in space against LB/DBs with good athletic ability. COD deficiency is magnified in Outside zone, his balance deteriorates the farther he has to work away from his center mass. During Gap blocks, limited vertical displacement on larger DL due to inconsistent UOH. Not a mauler despite good functional strength. In the NFL, a versatile OL that can start at Guard/Center and you can win with, most valuable in a quick/intermediate passing offense in a Gap scheme to utilize his size, strength and quickness on the LOS. Limit exposure to Pulls, Outside Zone and slow developing pass plays due to lack of COD to execute consistently in space.