



# Pro Scouting Report



## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
<b>78</b>	<b>T, G</b>	<b>Conklin, Jack</b>	<b>8-17-94 (25)</b>	<b>Girdner, Clay</b>

COLLEGE	YEAR - RD - TM	TEAM
<b>Michigan State (MIST)</b>	<b>2016 -1st- TEN</b>	<b>Tennessee Titans</b>

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
<b>43</b>	<b>43</b>	<b>23</b>	<b>53%</b>	<b>RT</b>	<b>No</b>

INJURIES	<b>2018:</b> Left ACL Tear (Weeks 1-3), Concussion (Week 10), Left Knee Sprain (Weeks 15-17) <b>2017:</b> No Injuries <b>2016:</b> No Injuries
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KEY STATS	<b>2018:</b> Pass Blocking Efficiency of 96.1 was 29th percentile among OT's with 100+ pass protection snaps. PBE is on a downward trajectory since rookie season when he was named to First Team All-Pro list. Deterioration possibly due to ACL tear in <b>2017</b> .
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## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
<b>6056</b>	<b>308</b>	<b>5</b>	<b>1.76</b>	<b>35</b>	<b>10 3/8</b>	<b>30</b>	<b>7.63</b>	<b>N/A</b>	<b>103"</b>	<b>25</b>

Tapes Viewed	<b>2018:</b> vs PHI 9/30, @LAC 10/21, @IND 11/18, @HST 11/26, vs NYJ 12/2
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BEST	Play Strength vs Run, UOH (Run & Pass), Anchor, Overall Competitive Toughness
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WORST	Quickness/COD, Waist Bend in Pass Pro (Technical Issue), Attack Angle on Reach Blocks
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PROJECTION	Starting T (or G) you can win with due to good pad level/footwork and very good play strength/UOH/competitive toughness. Solid pass protection abilities, efficient footwork/UOH/punch timing to neutralize speed rushers and very good play strength/footwork to anchor against the bull rush. Adequate Zone blocker due to improper attack angles and adequate quickness/play speed to block in space. Adequate quickness also limits pass protection despite technically sound footwork.
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SCHEME FIT	T (or G) in Gap-heavy running scheme and Intermediate passing game
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## SUMMARY

3rd year OT with 43 career starts (including two playoff games in 2017) and one First Team All Pro appearance from his rookie season (2016). 2018 was his 1st season under HC Mike Vrabel, OC Matt LeFleur, and O-Line coach Keith Carter. LeFleur's offense leaned heavily on the run, particularly Outside Zone, requiring OT's to move horizontally and make blocks in space. Struggled with injuries throughout 2018, primarily a nagging ACL tear from late in 2017 which caused him to miss time at the beginning of the season and again late in the season after he sprained the knee again. Big, bulky frame with good height/arm length/hand size, solid weight, wide hips/butt, broad shoulders, and long/thick legs. Adequate AA with solid explosiveness, however, adequate quickness, COD, and balance. Good Gap blocker with solid initial quickness from 2- or 3-point stance (solid explosiveness and efficient footwork), very good at POA on Base/DBL team blocks (very good physicality, low pad level, and very good UOH - timing, placement on chest plate and/or armpit, and ability to control/steer opponent out of gap), very good play strength to drive defenders off LOS with continuously chopping feet, and good mental processing on DBL team blocks to either come off on a LB or overtake the DL (also applies to Combo blocks). When able to track down 2nd level defenders in space, good ability to engage/fit/sustain. Very good finisher on any type of run play, gives full effort snap-to-whistle for four quarters with a consistently high level of competitive toughness and nastiness to finish blocks against defenders of any size. Solid pass blocker with solid quickness getting out of either 2- or 3-point stance thanks to proper footwork technique with good form on drive/catch, minimizing wasted motion. Good first punch with his outside arm to chest of defender consistently slows down pass rushers. After initial punch, good UOH to both reset his hands if knocked away and/or latch onto chest plate of defender prevent separation. Strong UOH also allows him to recover if beaten with a finesse move, slowing the defender long enough for his feet to re-adjust. Very good against inside PR moves due to good footwork to stop/reverse his backwards momentum and very good play strength to wash pass rusher down inside. Good mental processing to both recognize stunts/blitzes before the snap and on the fly to pass off/pick up penetrators or loopers on stunts. Good anchoring ability vs. bull rush due to his large/heavy frame and good technique to plant outside leg and push PR's momentum vertically while taking small hop steps backward to re-stabilize. Good, quick cut-blocker to knock down DL on short passes. Adequate Zone blocker. Adequate on Reach blocks due to improper attack angle which causes him to over-pursue and get beat to the inside. Struggles to make blocks on the perimeter/in space against 2nd and 3rd level defenders due to adequate quickness/COD/foot speed. "Very good UOH" can often blur the line between blocking and holding, occasionally leading to penalties. Adequate against speed rushers in pass protection due to slowing foot speed after initial steps out of stance. When he struggles to reach his set points, he resorts to lunging with a forward waist bend which leaves him susceptible to swims and other finesse moves. Drive/catch footwork technique has tendency to deteriorate once he gets fatigued, resulting in bigger/elongated steps causing him to be overextended and hurting his balance. In the NFL, starting T (or G) you can win with due to very good play strength combined with good pad level/footwork, and very good UOH/competitive toughness to play nasty snap-to-whistle. Solid pass protection abilities, efficient footwork/UOH/punch timing to neutralize speed rushers and very good play strength/footwork to anchor against the bull rush. Adequate Zone blocker due to improper attack angles and adequate quickness/play speed to block in space. Adequate quickness also limits pass protection despite technically sound footwork.