



# Pro Scouting Report



## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
<b>75</b>	<b>OL</b>	<b>Mewhort, Jack</b>	<b>8-30-91 (25)</b>	<b>Shimon, Danny</b>

COLLEGE	YEAR - RD - TM	TEAM
<b>Ohio State [OHST]</b>	<b>14-2nd-IND</b>	<b>Indianapolis Colts</b>

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
<b>40</b>	<b>40</b>	<b>21</b>	<b>52%</b>	<b>LG, RT</b>	<b>No</b>

INJURIES	<b>2014</b> - WK 5 & 6 OUT with an ankle injury, WK 7 Probable (Played) <b>2015</b> - WK 17 Illness Probable (Played) <b>2016</b> - WK 1 Knee Questionable (Played), WK 7,8,9 Triceps OUT, WK 14 Knee IR Out for the Season
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KEY STATS	Started 10 games at LG & blocked for a Colts offense that ranked tied for fifth in NFL in passing yards per game (262.6), seventh in points scored (397), and 10th in yards per game (364.4).
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## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
<b>6060</b>	<b>312</b>	<b>5.37</b>	<b>1.89</b>	<b>34</b>	<b>9 3/4</b>	<b>26</b>	<b>7.79</b>	<b>4.64</b>	<b>8'5"</b>	<b>28</b>

Tapes Viewed	<b>2016:</b> at DEN 9/18, vs SD 9/25, at HOU 10/16, vs PIT 11/24, at NYJ 12/5
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BEST	Athletic Ability, Competitive Toughness, Mental Processing, Play Speed, Gap Blocking, Pass Pro, Anchor
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WORST	COD, on 2nd level blocks, Hands timing in Pass Pro
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PROJECTION	Starter you can win with who projects best in a Gap blocking scheme where he can utilize his good AA, Play Strength, along with pad level to create movement at the POC. A very good pass protector who can anchor and neutralize pass rushers with good foot quickness, and very good arm-length. Will struggle blocking in space in either a Zone or Gap blocking scheme due to limitations with COD and inability to sustain blocks at the 2nd level.
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SCHEME FIT	Best suited for a Gap/Power scheme.
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## SUMMARY

3rd year OL who has started every game he has played in the NFL, totaling 40 starts. Has started games at both LG and RT in his three seasons under HC Chuck Pagano. 2016 was his 1st season with OC Rob Chudzinski and OL coach Joe Philbin, who run a predominately Gap-Blocking scheme with some Zone-Blocking mixed in. Made only 10 starts in 2016 due to injuries, missing WK's 7, 8, & 9 due to a triceps injury, and was placed on IR WK 14 after suffering a knee injury. Good overall athletic ability, Possesses good height and weight along with very good arm length. Displays good knee bend and flexibility, able to crouch low in his stance and fire out with good forward lean at the snap. Plays with a good base exhibiting good foot quickness, lateral agility, and balance. Good mental processing skills in both the run game and in pass pro when executing his assignments. Quick to identify and block 2nd level run fits in both power and zone runs. Good gap blocker creates movement at the POA, Good leg drive brings his feet uncoils hips to drive defender off the LOS displaying good play strength along with good pad level and hand placement by playing long and securing the defenders chest. Good AA, and foot quickness to fire out of his stance and pull through opposite side B-Gap on Counter & Power runs to seal off 2nd level run fit. On toss sweeps demonstrates good hand placement and foot speed by controlling the 2i-DT inside chest plate, cross his face, & allow the C to pull, as he seals off backside pursuit with a hinge block. Solid zone blocker with good lateral agility and foot quickness along with hand use, and play strength to execute reach and combo blocks. Seals off any 1st level backside pursuit by 2i-DT on IZ run by winning their chest with good UOH, and utilizing good pad level and AA to square them up helping create a lane. Good MP and alertness on IZ run to chip on 4i, release to 2nd level, identify run fit, proceed to seal off LB with good play strength and play speed, along with hand use to steer him away from the play flow. Good Use of Hands exhibiting good strength as defensive lineman struggle to rip or swipe through to disengage. Very good placement and reset if needed, planting his hands in the middle of the defenders chest. Very good in pass pro works well with C and LT, pre-snap, in reading defensive alignments, and identifying possible 2nd level blitz displaying good mental processing. Utilizes his long arms, good hand placement, functional strength, lateral agility and foot quickness to mirror pass rushers using a wide base with good knee bend to slide laterally back and forth maintaining contact with the ground. Good at quickly reaching set point driving off post leg. Very good in executing pass pro assignments displaying very good alertness and play speed when picking up stunts and loops along the defensive front, will pass down or funnel rushers to either side, picking up the extra rusher. Good at anchoring. Will resink his hips and root his feet in the ground to "build his house" Utilizes good play strength in his lower body and back, along with good hand use and placement by playing long, with good pad level, securing the defenders chest to neutralize a bull rush or absorb contact from a blitzing LB. Displayed very good competitive and mental toughness by battling through multiple injuries (knee, triceps) throughout the season, playing hard and blocking to the whistle on every snap. Had only one 4th quarter penalty in 2016 exhibiting precise execution of his assignments in the latter stages of the game. Adequate COD ability in space causes him to have trouble consistently sustaining blocks on quicker more athletic 2nd level defenders who will slip his blocks and get to the runner on zone runs. When lined up against quicker DT's timing on his punch was inconsistent, when late it allowed the rusher to win his chest and get him off balance causing him to retreat backwards in pass pro. Overall, good starting LG you can win with who projects best in a Gap blocking scheme where he utilizes good AA, and Play Strength, along with pad level to create movement at the POC. A very good pass protector who can anchor and neutralize pass rushers with good foot quickness, and very good arm-length. Will struggle blocking in space in either a Zone or Gap blocking scheme due to limitations with COD and inability to sustain blocks at the 2nd level