

#		Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)					
48		TE (F, H)	Hollister, Jacob	11-18-93 (26)	Stewart, Bryan					
COLLEGE			YEAR - RD - TM	TEAM						
Wyoming (WYUN)			17-UDFA-NE	Seattle Seahawks						
CAREER INFORMATION										
Games Played	Games Started	Games Won	Winning %	Positions Started	Captain					
37	7	27	73%	TE	No					
INJURIES										
2018 — Hamstring Strain (Wks 1, 7-9, 15, 17), Bruised Lung (Wks 3-4)										
KEY STATS										
2019 — Started career-high 5 of 13 games (including playoffs), including 521 offensive snaps (46.4% of team total). Did not play more than 87 offensive snaps in either 2017 or 2018. 3rd on team with career-high 41 receptions and 349 receiving yards, 4th on team with first 3 TD receptions of his career. Averaged 9.0 YPC. Combined for 7 receptions and 63 receiving yards in 2 playoff games. Trending up greatly in all major statistical categories.										
MEASURABLES										
Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6035	239	4.64	1.62	30 7/8	9 3/4	36.5	7.12	4.34	121"	16
EXPOSURES										
2019: vs TB 11/3, at SF 11/11, vs MIN 12/2, at LAR 12/8, at CAR 12/15										
STRENGTHS										
Quickness and Agility as Route Runner, Hands/Adjust on Passes High or In Front, Initial Footwork/Quickness to Gain Leverage on Scoop/Reach/2nd Level, Pass Set Quickness and Knee Bend to Intersect Rushers, Physical Toughness										
WEAKNESSES										
Play Strength Through Route Stem, Elusiveness and Strength to Break Tackles, Play Strength to Hold Gap at POA or Sustain Blocks at 2nd Level for Gap or Zone runs, Anchor vs. Bull Rush										
SCHEME FIT										
Zone heavy run system that utilizes an F and/or H TE and gets them matched up on LBs and stiff safeties as a receiver frequently.										
PROJECTION										
In the NFL, a starting TE (F, H) you can win with who can be a versatile weapon for a Zone heavy running scheme that allows him to run a wide variety of routes and chip in pass pro from flexed and attached alignments. Wins with AA, mental processing, and physical toughness on the backside of Zone runs, to separate and find voids in the MOF, and against speed as a pass protector. Lacks the play strength and length to fight through strong defenders on the route, hold his gap at the POA, and to anchor against the Bull rush.										
BACKGROUND										
3rd year TE who has started 7 of 37 career contests, including 5 in 2019 (Weeks 9, 14, 17, playoffs), with no impactful injuries in '19. After being traded from New England in April 2019, first season under HC Pete Carroll, OC Brian Schottenheimer, and TE Coach Pat McPherson in Seattle's Zone run and PA pass heavy scheme where they often use Heavy personnel. Lined up all along the LOS as an 'F' TE behind Luke Wilson or Will Dissly at Y, and very rarely Wide or behind the QB as an H, commonly being used as Scoop blocker on the backside of Zone runs and running the Seam or In/Out breaking routes in short to intermediate areas.										
BODY TYPE / AA										
Adequate height with marginal weight and arm length on a thin, defined, well-proportioned frame, displaying good AA including good quickness, foot speed, agility, balance, and solid COD.										
POSITIVES IN PASS GAME										
Good burst from 2 or 3 pt. stance vs. Off and Bail into stem; solid release vs. Press with good agility and lateral quickness to gain leverage on DBs who possess solid or lower UOH. Good separation quickness; shows good foot speed to stretch the seam, uses solid COD and good quickness on short to intermediate In/Out breaking routes to break away from LBs and impatient Safeties that possess good or lower AA. Displays good mental processing as a receiver by executing pick routes cleanly, IDs and sits in small voids in short to intermediate areas vs. Zone, works to space for the QB scramble with good competitiveness. Good hands/adjust; secures catch with soft hands from stationary positions and on the run above the head, out in front, and low. Shows solid adjust to passes behind on the run. Solid in contested situations; uses good hands when ball is placed where only he can get it. Solid YAC; takes tight upfield turn with good ball security and lowers shoulder with very good physical toughness into DBs when he has room to run to fall forward extra yards. Solid mental toughness; plays above his size and can make key plays in the red zone/goal line area when targeted. Solid in Pass Pro; shows very good mental processing as a blocker, set quickness from 2/3 pt. stance, and knee bend to intersect defenders, showing good UOH and lateral quickness to mirror speed, picks up Nickel blitz and shows very good physical toughness to attack bigger, stronger Edge defenders.										
POSITIVES IN RUN GAME										
Shows good pad level and hand quickness with solid placement on Drive blocks, can Fold/Wham from Wing alignment with good quickness. Good Zone/Space blocker; shows very good lateral quickness and mental processing as a blocker with good footwork and hand quickness from 2/3 pt. stance to Scoop a 6/7-tech and cut a physical backside defender on Split Zone using good competitiveness, body control, and very good physical toughness. Climbs up with very good leverage on 2nd level defenders by using very good mental processing as a blocker and good footwork and lateral quickness to engage athletic LBs; uses good foot speed and body control to get out in space and block CBs. Finishes blocks on the goal line vs. Edge defenders with very good pad level and solid mental toughness.										
NEGATIVES IN PASS GAME										
Struggles to fight through contact on routes against physical, patient LBs/DBs that use their hands well due to adequate play strength. Doesn't make solid or better tacklers miss due to adequate elusiveness and play strength. Adequate Anchor; can't be left 1-on-1 with a strong, aggressive Bull rusher on the edge due to adequate play strength and marginal length.										
NEGATIVES IN RUN GAME										
Adequate Drive/Power blocker; can't hold gap or generate push vs. strong, aggressive 5/6/7/9-tech due to adequate play strength and marginal length. Can't move or sustain blocks vs. physical LBs at the 2nd level due to adequate play strength.										