



# Pro Scouting Report



## PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
77	OG	Carpenter, James	8-22-89 (29)	Muria, Aldo

COLLEGE	YEAR - RD - TM	TEAM
Alabama (ALUN)	11 - 1st - SEA	New York Jets

## CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
98	92	53	54%	LG	NO

INJURIES	2011: Week 11 Knee (IR). 2012: Week 1 Knee (Out). Week 4 Knee (Questionable-Played). Week 9-10 Illness (Questionable-Didn't play). Week 12 Concussion (Questionable-No games missed). Week 14-DRKnee (Out). 2014: Week 9 Back (Probable- Played). Week 10-12 Ankle (Questionable-Didn't play). Week 13 Ankle (Questionable-Played). 2015: Week 1-4 Back (Probable-Played)
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KEY STATS	75% offensive snaps played. 2014: 77% offensive snaps played. 2015: 99% offensive snaps played. 2016: 95% offensive snaps played. 2017: 100% offensive snaps played.
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## MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6043	321	5.28	1.81	34	9 3/4	28.5	7.56	4.75	106	23

Tapes Viewed	2017: vs JAX 10/01, @MIA 10/22, @TB 11/12, @DEN 12/10, vs SD 12/24
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BEST	Athletic Ability, Hip fluidity, hand and arm strength, Jump Set, Footwork, Range.
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WORST	Pad-Level, Zone Blocking, Play Strength, Stunts, Sinking hips.
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PROJECTION	Functional starter who will win with AA, footwork and hand strength. He will play at his best in an offense that uses Power Blocking concepts with Play-Action to use him in Jump Sets frequently. Will struggle in Zone Blocking Schemes constantly and can't play on island in pass protection.
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SCHEME FIT	Will play at his best in an offense that uses Power Blocking concepts with Play-Action to use him in Jump Sets frequently.
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## SUMMARY

6th year player entering his 2nd year for the Jets with 32 games started of 32 total games. First year under Offensive Coordinator John Morton that used an "inside-out" protection scheme for his air-raid and run-n-shoot offensive philosophy. Very good height and weight with very good arm length, shows a thick body type and big frame, good overall AA, good foot speed and burst, very good hip fluidity, solid body control and balance. Solid in Drive/Power Blocks. From both 2 and 3-point stance shows good initial quickness to go through the first two steps. Uses his athleticism to put himself in a good position in relation with his target. As a back side player, uses his inside arm to punch his opponent and leverages his arm length to control the defender with hand strength successfully against solid players. As a play-side uses both arms in hug technique and grabs the DL shoulder pads to use hand and arm strength to execute the block, when he hits first his two handed punch is very powerful. Good initial quickness in Zone blocks both out of 2 and 3-point stance, in O/S leverages uses his good footwork and good footspeed to cross the DL hat on time and shows good hip turn to reach his opponent. In I/S again uses his AA to win the first three steps and then moves to the 2nd level defender. Displays an overall solid UOH, using his great arm length with strong hands to hold the defender and keep fighting. Good in Pass Protection, displays a good initial quickness out of both 2 and 3-point stance, but maintains a better pad-level coming off from 2-point stance. Plays at his highest level when is quick setting attacking the defender early and using his strong arms to hold the defender and his good foot quickness to mirror properly. In 45° degree and vertical pass sets uses his good footwork to establish the half-man relationship with the rusher by his third step, then works with range, hand strength, footwork and AA. Once engaged can keep up with good pass rushers, keeping live feet and solid UOH. When he is uncovered shows willingness to clean the pocket looking for work and delivering hard hits with a two hand punch. Solid anchor, when being pushed backwards shows an ability to move his feet behind his body to create power combining with his good hand strength. In Drive/Gap blocks he struggles to maintain his assignment until the end of the play due to his bad pad-level that limits his Play Strength to just adequate. Adequate overall Zone/Space blocker, in the third stage of the block he gets to the POA with high hat, slow hands and an inability to create power so he ends up being pushed backwards. In I/S he gets his timing messed up due to his high hat and can't climb to the 2nd level properly. Shows a difficulty to keep his hips and knees bent throughout the whole play lacking the ability to generate power angles and hold his ground. Displays slow hand usage, being hit first frequently by the opponent losing the initial contact and unable to gain ground in the running game due to lack of solid pad-level and functional strength. In 45° degree and vertical pass set he turns his shoulders early constantly leaving the inside lane free, even with his good AA he is unable to recover with consistency. If he is facing a very good pass rusher and is being bull-rushed he can't control his body nor drop his hips to anchor properly, starts to lose balance and allows pressure. Due to his tendency to overcommit to the outside shoulder he is vulnerable to stunts. Overall he is a functional starter who will win with AA, footwork and hand strength. He will play at his best in an offense that uses Power Blocking concepts with Play-Action to use him in Jump Sets frequently. Will struggle in Zone Blocking Schemes constantly and can't play on island in pass protection.