



Pro Scouting Report



PLAYER INFO

#	Pro Position(s)	Prospect (Last, First)	DOB (Age)	Scout Name (Last, First)
58	LB	Hicks, Jordan	6-27-92 (26)	Muria, Aldo

COLLEGE	YEAR - RD - TM	TEAM
Texas (TXUN)	2015-3rd-PHI	Philadelphia Eagles

CAREER INFORMATION

Games Played	Games Started	Games Won	Winning %	Positions Started	Captain
31	28	17	54%	ILB	No

INJURIES 2015: Week 10-End of the season Pectoral (IR). 2016: Week 17 Ankle (Questionable-played). 2017: Week 4 Right Ankle (Questionable-played), Week 7 Right Calf (Questionable-played), Week 8-End of the season Right Achilles (IR).

KEY STATS 2015: 37% Defensive snaps played, lead team in FR (3). 2016: 95% Defensive snaps played, tied 5th in NFL with 5 INT, 2nd in team for PD (11), 2nd in team for Total Tackles (86). 2017: 28 Total Tackles in 7 games played.

MEASURABLES

Height	Weight	40 YD	10 YD	Arm	Hand	Vert	3 Cone	SS	Broad	Bench
6013	236	4.68	1.58	32	10	38	6.78	4.15	124	20

Tapes Viewed 2017: @WSH 09/10, @KC 09/17, @LAC 10/01, vs ARI 10/08, @CAR 10/12

BEST Mental Processing, Zone Awareness, Eye Discipline, Competitive Toughness, Vs Run (POA),

WORST Acceleration, Explosiveness, Quickness, Blitz-Pass Rush.

PROJECTION Good starter you can win with who will excel as an ILB in both 3-4 and 4-3 fronts due to his mental processing to diagnose the plays both in the run and passing game. His biggest limitations are from an athletic standpoint especially his acceleration, explosiveness and quickness so he will struggle if doesn't take the proper angles in pursuit and vs players with good COD in the passing game, he is not a threat as a blitzer nor as a pass rusher off the edge

SCHEME FIT 3-down ILB in both 3-4 and 4-3 fronts.

SUMMARY

3rd year player and second year under Philadelphia Eagles DC Jim Schwartz who employs a 4-3 base defense and a "Wide Nine" attack from his DE, featuring single-high looks using Cover 1 and Cover 3 consistently. He plays as the middle LB being responsible for the interior gaps in the run game and mostly of the hook zone against pass. Solid height and weight with good arm and hand length. Solid overall AA, good balance, solid foot speed, COD, adequate explosiveness, acceleration, quickness. Very good overall mental processing, he is the leader of the defense adjusting pre-snap, both with signals and moving his teammates to the correct spot. Keeps his eyes on his keys trusting his eyes and being very hard to fool with PA passes. Good Vs Run (POA), with very good mental processing he keys and diagnoses quickly the play not getting fooled by misdirection (counter plays), contacts the blocker in down, reach and trap blocks with good pad-level and hand placement, shows quick hands and good UOH to disengage. He can win against good OL with solid frame. Displays good play strength to create a pile at the POA while filling his gap by putting his shoulder down aiming for the blocker, puts his foot behind his body and finishes with a forearm punch. Solid Vs Outside Run, he reads his keys and diagnoses the play quickly, maintains his outside shoulder vs solid OL moving well laterally with good pad-level and body control, uses his arms to keep blockers away from his body with his eyes on the ball. Shows good range by taking very good angles and solid foot speed. Very good in Zone Awareness, his very good eye discipline helps him to start dropping back before the passing play is declared winning valuable seconds, he keeps his eyes on the ball while showing good situational awareness to read the routes around him and showing solid COD to match the patterns. He is very good taking care of crossing routes behind him by identifying the play early and blocking the passing lane. He can cover very well the short and intermediate zones and is solid in deep zones (Tampa 2). Solid in Man Coverage, uses his FBI and discipline to play the trail technique, using his arm to "feel" good TE and solid RB while keeping his eyes on the hip to anticipate the moves. He is solid covering short and intermediate routes. Very good ball skills in the passing game, he tracks the ball very well in the air and can make catches away from his body easily. Very good tackler, he shows good balance and body control to square-up in front of the runner and then attack with aggressiveness and very good arm strength to wrap-up and drive through vs RB with good COD. Against players with good burst he must drag them down since he falls behind them early due to his lack of AA. He is a big effort player and will get tackles by diving behind runners who have out-run him. As a blitzer shows good ability to disguise it and good timing to attack the LOS. Very good competitive toughness, always looking to make a play and never stops running, some of his tackles are completed due to effort which compensates his lack of acceleration. He doesn't shy away from contact and keeps playing at a high level throughout the four quarters. At the POA he struggles vs big OL with very good range and arm strength both at the LOS and at the 2nd level, his feet stop moving and he can't disengage. Vs Outside Runs his adequate explosiveness and acceleration limit his play speed and gets beat on the outside by OL with good acceleration. He struggles vs cut blocks, his feet are slow and can't avoid them in time. He will struggle in Man Coverage against players with good COD and quickness especially in intermediate and deep out and in breaking routes. Adequate overall blitzer, he doesn't explode out of his position giving too much time for the QB to get rid of the ball, his adequate pass rush moves limits his ability to get sacks. Overall, he is a good starter you can win with who will excel as an ILB in both 3-4 and 4-3 fronts due to his mental processing to anticipate the plays both in the run and passing game, zone awareness and competitive toughness. His biggest limitations are from an athletic standpoint especially his acceleration, explosiveness and quickness so he will struggle if doesn't take the proper angles in pursuit and vs players with good COD in the passing game, he is not a threat as a blitzer nor as a pass rusher off the edge.